

WHITE WOLF

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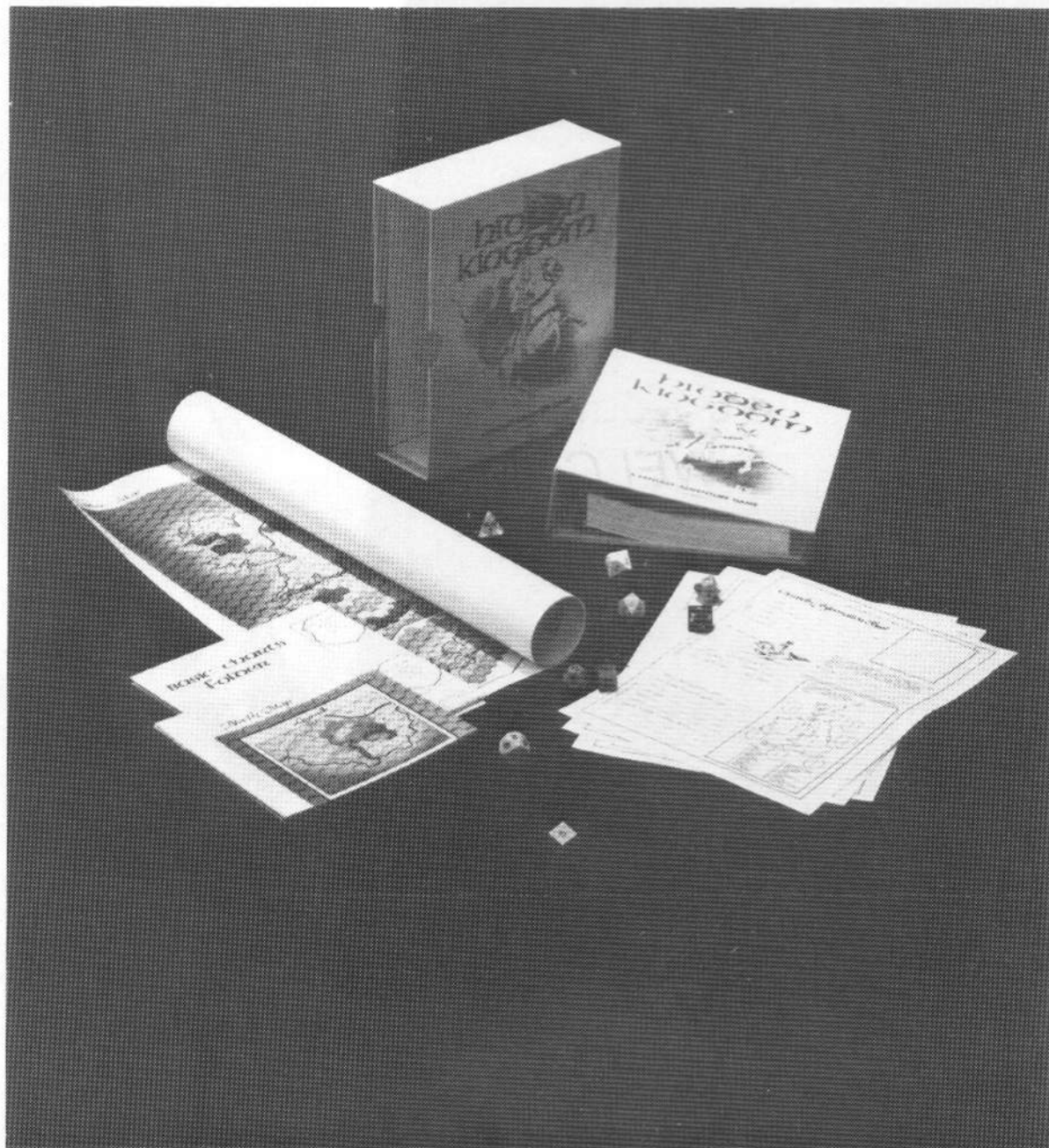
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EDITOR-IN-CHIEF: Stewart Wieck
ASSISTANT EDITOR: Stephan Wieck
ART DIRECTOR: Richard Thomas
STAFF ARTISTS: Gary Harrod & Kathy Luzzi
CARTOGRAPHER: Ken Cliffe
COVER ARTIST: Denis Beauvais
TYPESETTING: Nell's Compositon
FORMATTING: White Wolf Publishing
WRITERS: Tony Arment, Gary Bernard, Greg Chung, Ken Cliffe, Richard Disbrow, Allan Grohe, Mark Rein-Hagen, Robert E. Howard, Thomas Kane, Timothy Morgereth, John Nephew, Jim Townsend, Jonathan Tweet, Stephan & Stewart Wieck

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Two adventures! That's what we have in store for you in this fantasy issue of WHITE WOLF Magazine. Of course that just gets things rolling. We also have the last part of Robert E. Howard's "The Moon of Skulls" and magic items and spells and more. Additionally, you are probably familiar with the Canadian whose work is featured on our cover this issue. Denis Beauvais has had several paintings appear on the cover of The Dragon (you may recall the chess paintings in particular). We are proud to feature his work.

But we have other things to talk about here. Like revoking the announced \$1 entry fee for our contests. This is something I pulled behind the back of the assistant editor and upon his promise to become Contest Chairman the entry fee has been cancelled. So get to it!

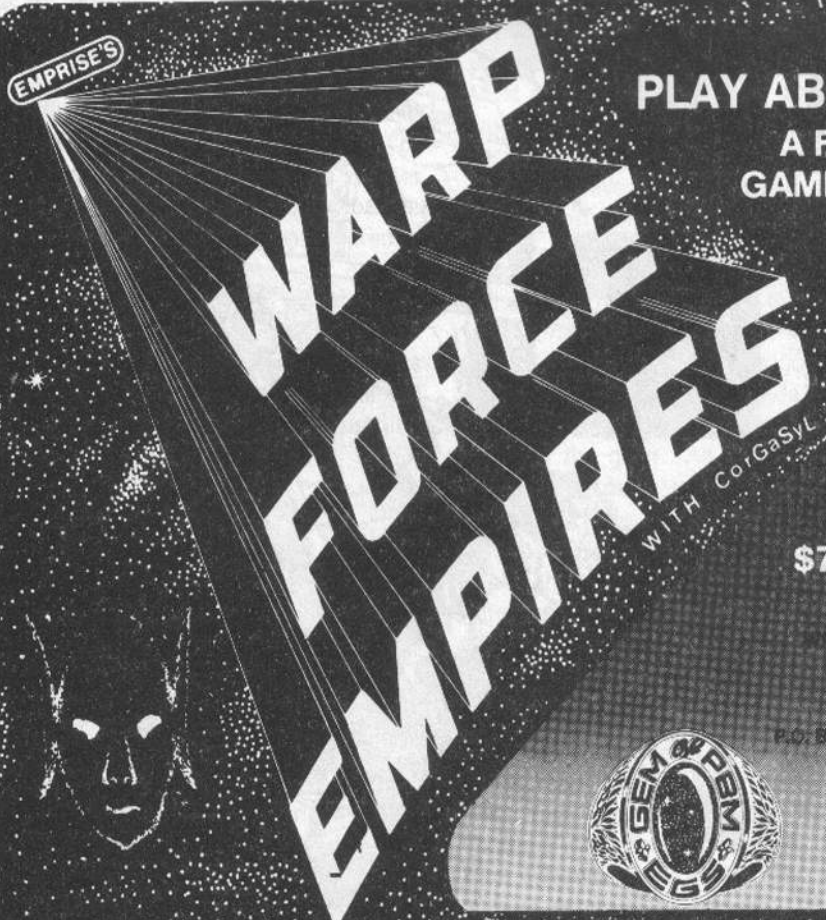
Get to what? Ok, this is as good a spot as any to announce our third contest - it's a module design competition. Send us (or rather Stephan, the Contest Chairman) a brief outline of your proposed adventure. Please keep the description within a range of about 500 words. Your entry won't be ignored if it is longer, but we would appreciate your cooperation. The best two plot

writers will 1) receive 12 free issues of WHITE WOLF and 2) be requested to write the adventure which they outlined for future publication in WHITE WOLF.


Artists take note! Richard Thomas has recently taken over the position of Art Director for WHITE WOLF. Therefore, we request that all art samples be sent to him. He will be in charge of assigning work for future projects so you want to catch his eye. Send the samples to : Richard Thomas, Art Director, 320 Lemonte Street, Philadelphia, PA 19128. Remember to include SASE with your samples so Richard can return them with his comments. It pays off to send your samples to us. After a lot of hard work and several excellent illustrations, Kathy Luzzi became a staff artist.


Let me close by giving a quick hello to all our new readers who discovered us perhaps for the first time at GEN CON/ Origins in Milwaukee. I would certainly like to encourage you new readers to subscribe to WHITE WOLF. We feel as if we are providing excellent gaming material for our readers (and letters we have received seem to confirm this) and we, more than any other magazine that we are aware of, encourage a close relationship between ourselves and you. We want to hear from you. So much so that we sponsor contests, ask for unsolicited submissions, welcome comments and letters, etc. We are gamers just like you and we are trying to publish a magazine that you can think of as your own and not simply a product you pick up off the shelves every now and again. Stay in touch.


Stewart Wiech



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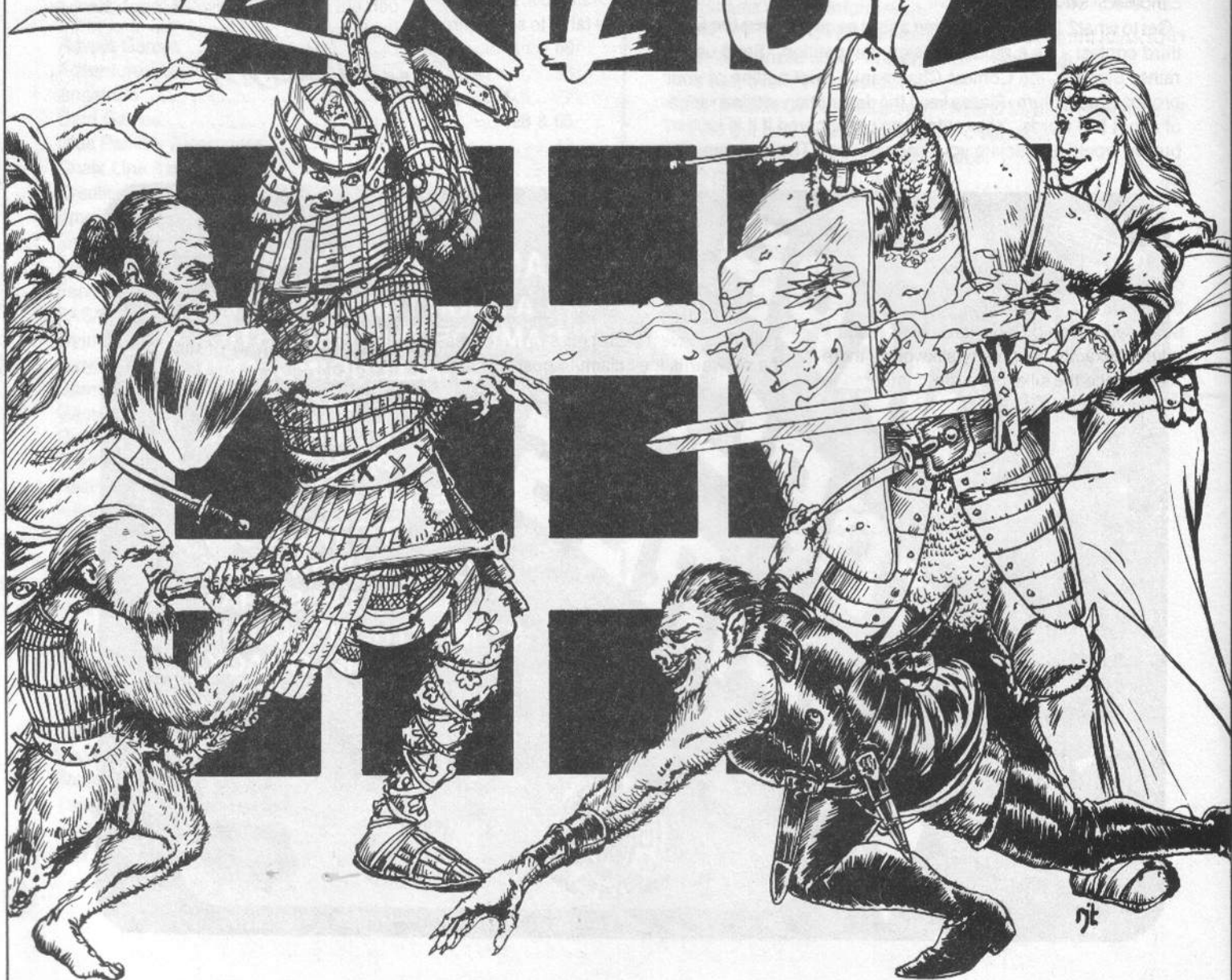


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THE WORM'S PRIDE



A Worm's Price

by Thomas Kane

NOTE: This adventure can accommodate an Oriental party, a party of standard characters, or both at once.

Gajin Introduction

Westerners lust for a treasure they cannot afford. This is ki-silketa, a silk so soft it can cushion a soap bubble, yet strong enough for a ship's sails. Ki-silketa can only be found in the Hakada province of a distant island called Wa. For many years Mustafa the trader has imported this silk, but now Wa's craftsmen demand the cloth's weight in platinum. Nobody can pay Mustafa this price -- he must weave his own ki-silketa or abandon the business. The merchant wants you to steal the ki-liketa silkworms for him. He will pay a gold piece for every hundred live worms you bring west. As you leave, Mustafa gives you one warning -- Wa's law prescribes "The Death of One Thousand and One Cuts" for thieves who molest silkworms.

Oriental Introduction

Wa needs defenders for its greatest treasure -- the marvelous ki-silketa, grown in Hakada province. Nobles praise this silk throughout Kara-Tur, and even the dull gaji admire it. Now something is killing Hakada's silkworms, and each year more of this wealth vanishes. Some people blame bandits, others hint of the supernatural. Wa's Shogunate wants you to save ki-silketa. For every score of worms which survive the year, the Shogun's officials will give you one fen. Wa's leaders know exactly how many silkworms there are, since the silkworms are numbered in ink and counted annually. Yet on this mission you must act with restraint and walk within the law, even toward your foes. Dajmyo Yakori will give you no privileges for serving the government -- he will feel insulted that the Shogun did not trust him.

DM's Introduction

Both parties face the same enemy. A secret union of wu jen has infiltrated Hakada in an attempt to steal some silkworms and destroy the rest, so that only they can weave ki-silketa. Then only they can sell it -- for any price people will pay. The wu jen leaders all file their fingernails for weaving silk -- a taboo which may help PCs recognize plotters. Gajin PCs could steal worms from these wu jen and still avoid risking the government law, "the death of one thousand and one cuts." If the Oriental PCs stop wu jen magicians, they have saved Hakada's ki-silketa. Note that the secret society will fight both parties. Oriental investigators directly threaten

the society, and gajin are trying to get silk themselves, thus preventing these wu jen from building a monopoly.

Two-Party Games

The most exciting way to play this adventure is to have two parties participate, each with its own GM. One group plays a gajin party and the other PCs are Oriental. The two groups will be more likely to succeed if they work together, but both parties need as many silkworms as they can get, so one party's gain is the other's loss. This can lead to interesting role-playing. In a two-party game, both groups play separately, with their own GM and their own copy of the module. A blank sheet of paper is placed where both GMs can look at it. When the PCs move, the GM writes down their location, game time, and any new facts about an encounter area. For example: "Gajin, area 5, 9:00 on day 3. Their thief stole the daimyo's katana." Then the GM reads the table to see where the other party is and what it has done. When PCs from both groups are in the same area at the same time, they meet. The characters may negotiate, cooperate, or even fight.

You can also play this module with only one DM and one party which can be composed of Orientals, gajin, or both. If you want to use a mixed party, assume that Mustafa offers to help Wa's government save ki-silketa. Then give each party a separate introduction. Remember that the gajin PCs have a secret mission ... to steal the silkworms they claim to guard.

Starting the Adventure

The PCs arrive at Wa in the month of Yu, when only a few patches of dirty snow remain on the ground. Wa's government brings Oriental PCs to Hakada, and you can assume that Mustafa arranged a trip East for the gajin. All the western PCs must undergo a special ritual at the daimyo's castle (see area 5) before they can move freely in Wa. The people of Wa speak their own language, and gajin may hire translators in Matasaki (encounter 1).

Ki-Silketa

Silkworm eggs develop only in the cold, and from Kao I to Ju of the following year all eggs are dormant. In late Yu the eggs hatch, and weavers paint a number on each baby worm. Then the "silkworm mothers" place their stock on huge tables, where the worms eat mulberry leaves constantly, devouring food so rapidly that they fizz. After 28 days of eating, the caterpillars are too big for their skins and must molt.

When the worms have molted, silkworm mothers repaint them, and all caterpillars rest on dry mattresses for a day. Then the worms eat again. After four molts, silkworms spin cocoons. At that point, the silkworm mothers select one cocoon out of every five for silk (killing the worm) and allow the remaining worms to mature and lay eggs. They make silk from the cocoons by dipping them in hot water and rolling the heated mass against their legs until it separates into thread. Hairs will foul the silk, so only women with smooth ankles can make ki-liketa.

To smuggle live eggs out of Hakada, gajin PCs must keep them warm (so they do not hatch) and damp. Thieves have to defend worms from all smells, dirt, loud noises, and vibrations. A base 80% of the silkworms will survive the original theft, but the table below must be used to see what percent of stolen silkworm eggs survive the journey to gajin lands. Since the eggs must be treated so gently, it is hard to carry them, even though they are light. Every 500 eggs have an encumbrance of one gp.

Egg Survival Table

Eggs kept above normal Temp.	+25%
Each light blow	-25%
Each hard blow	-50%
Eggs exposed to heat/cold	-10%
Eggs kept moist	+30%
Eggs wrapped separately*	+25%
Each loud noise	-5%
Each hour within 10' of stink**	-1%
Eggs soaked	-10%
Exposure to fire or destructive forces	-100%

*The eggs must be wrapped in cloth and kept in a hard case. Multiply encumbrance penalties by ten.

**Any smelly object within ten feet causes this penalty. Spicy food, some material spell components, herbs, smoke, certain animals and spell effects, and even the presence of a person who has not bathed for one month or more incur this penalty. In most gajin nations, people do NOT wash this often.

Random Encounters

There are few randomly encountered monsters in this adventure, but each day there is a 30% chance that the PC will meet a constable patrol. These officers arrest criminals of any sort, including characters who fail to show proper respect for the police. If constables notice a character brazenly carrying metal weapons, they confiscate those weapons, to be melted

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down and used in a gigantic statue of Raiden, a local diety. This custom hinders armed bandits while appealing to religion. Samurai are exempt from this law, and constables ignore other people's weapon if the owners remain discreet. All constables carry metsubishi and sode garami, and they know jujutsu (the art off arresting). A constable party includes six third level bushi (move 12", AR 7, body points 17 each, Attacks 1 or 2, damage 1d6 x2 or by weapon, Abilities jujutsu maneuvers- pain touch and hurl) and a fifth level bushi captain (move 12", AR 5, body points 31, Attacks 1 or 2, damage 1d6 x2 or by weapon, Abilities jujutsu maneuvers- pain touch, hurl, and stunning touch).

Placed Encounters in Hakada

Rice Paddies. Rice paddies produce scarce food and serve the same purpose as a westerrn moat. Horses cannot cross a paddy, and people on foot must subtracat 6" from their base movement rate in these swamps. If this brings a movement score below 1", the character cannot move but simply founders in the morass. Worse, defensive paddies are often trapped. Sharp wooden stakes are planted in the paddy, which have effect of tetsu-bishi.

1. Matasaki Port

Matasaki is one of the few ports in Wa which trade with the outside world. Merchant's stands clog every street, and porters crisscross the city, bundles swinging from poles across their shoulders. PCs may shop here and gather clues from the discontented merchants (see encounter 2, Merchants's Ward). When PCs arrive in Matasaki, two parties of constables (described under random encounters) summon all gajin to the castle at area 5, where they will be tested to determine their fitness to enter Wa. All normal equipment is for sale in Matasaki. Gajin coins can be exchanged for Oriental money here, but

moneylenders charge a 20% fee. Gajin PCs may need to hire a translator (move 12". AR 10, body points 3, Attacks 1, damage unarmed). Translators charge three yuan per day.

2. Yason Ward

Merchants and tradesmen lie at the bottom of Wa's social hierarchy and are seen as greedy boors. Matasaki's caste laws force merchants to live in the Yason slums outside the city ... vulnerable to bandits. Every 1-4 nights the bandits from area 16 raid these wards, keeping the merchants poor. Most buildings are roofed with thatch, and grey filth coats the streets. The townspeople want to plant rice paddies to keep pillagers away, but the Daimyo will not let them cut trees to build this barrier.

Ashguwa, a shukjenja, acts as a spokesman for these tradesmen. He constantly strokes his shaved head and wispy beard. His statistics are: (move 12". AR 5, level 7, body points 30, Attacks 2, damage 1d6 x2, Physical Strength 15, Knowledge 10, Insight 15, Agility 16, Endurance 16, Charm 16). Ashguwa has learned by constant questioning and spell-use that the bandits bribe the Daimyo's wizard (Watara, in the castle at area 5) to keep Yason vulnerable. However, the bribes are only a few yuan. One of Yason's townspeople offered Waters ten times that amount for permission to plant paddies -- and the wizard had him arrested. For some reason, Watara likes the bandits more than the money. Ashguwa suspects that the bandits and wizard deal with evil spirits because he once saw baskets "floating on air" in the swamp to the north.

3. Sublime River

Melting snow has swelled this river to 200 feet wide and 20 feet deep. If PCs sneak across into silkworm-growing areas on the

east side, sohei stationed on the bridge at area 6 will detect them with a divination spell.

4. Guardpost

Six samurai control travel through this deserted crossroads (move 9, AR 4, level 5, body points 20 each, Attacks 3/2, damage by weapon). Each guard wears chain mail, uses a shield and bears a katana, wakizashi, and daikyu. Citizens of Hakada may not legally move about without permits, but outsiders, like PCs, can travel if they have a legitimate errand. Although police may drag criminals before the Daimyo for judgement, to freely visit the palace at area 5 a character must prove that he/she belongs to the Upper Middle Class or better. Gajin are so rare that they are always allowed to enter the palace. These samurai believe that Watara (castle, area 5) works for the Shogun's secret police. They tell Watara about anything the PCs say or do. Inside the guardpost, one feels surrounded by deities, heroes and monsters, all of which have been vividly depicted on silkscreens, each worth 50 ch'ien. Once every hour, the samurai take positions as if for battle and tweak their bowstrings furiously in an attempt to scare evil spirits away.

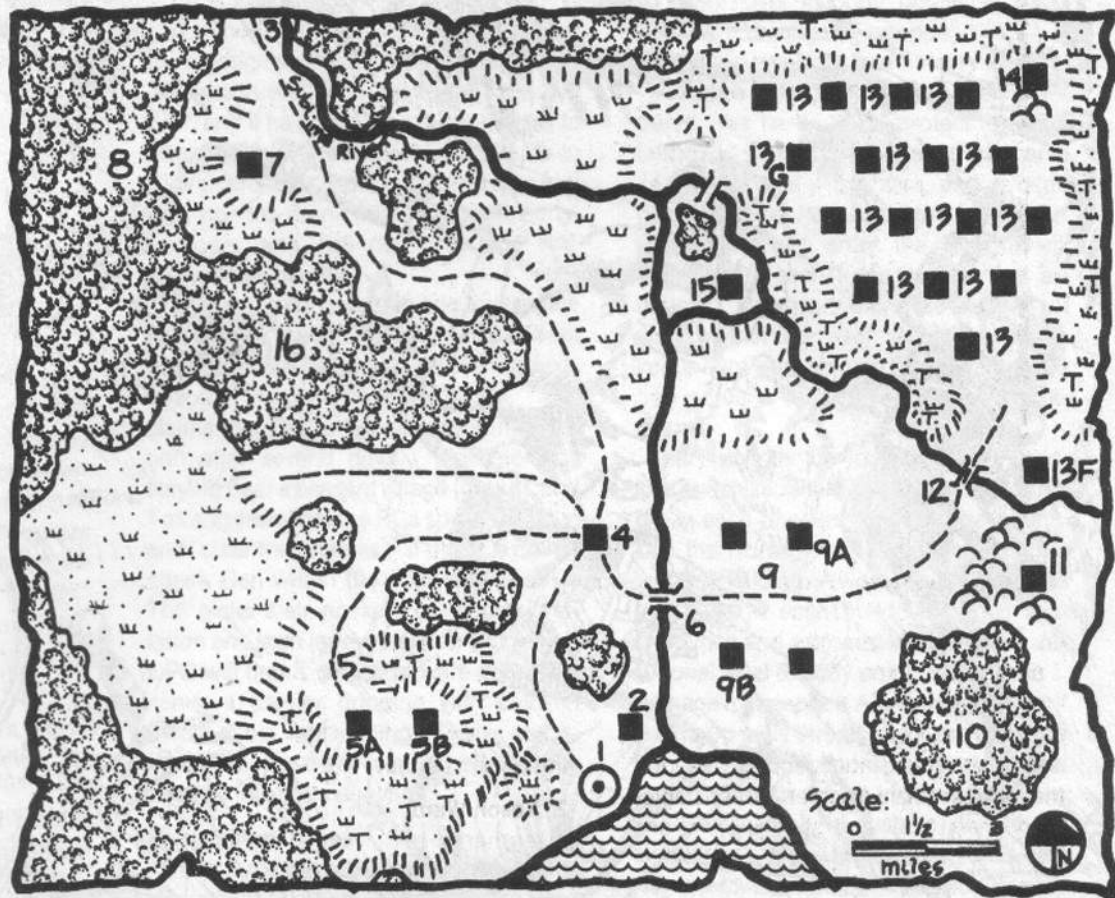
5. Palace of The Daimyo

The peaked roofs of a great castle peep through leaves. Every tree has been carefully sculpted into bizarre shapes, and the trickling sound of fountains pervades the court. PCs may need to visit this castle frequently, since Daimyo Yakori is Hakada's magistrate, and only he can punish corrupt officials or grant permits to cross important bridges. Gajin must prove their fitness to enter Wa here. Also, the Daimyo's chief advisor, Watara, belongs to the wu jen society. PCs may investigate him -- and he may investigate them.

HAKADA PROVINCE

LEGEND:

	Forest
	Rice Paddy
	Swamp
	Sea
	Road
	Bridge
	City
	Swampy Perimeter
	Building(s)
	Trapped Rice Paddy
	Hills
	River



There are two encounter areas on the palace grounds. Prisoners are held at 5A, suspended in bamboo cages with no clothes but red loincloths and under the influence of a charm of protection from the theft which hangs on a bat above the cages. Five parties of constables (described under random encounters) are garrisoned nearby. The royal palace and reception hall is at 5B, and all major NPCs live in this castle. Yakori keeps his treasure here, which includes a chariot with wheels of fire, 500 ch'ien and four silk screens worth 500 ch'ien each. In his stables are fifty light horses (move 24", AR 7, Dice 2, body points 11 each, Attacks 2, damage 1d4 x2).

Six hundred men at arms, armed with leather scale, shields, naginata, and pellet bows, guard the castle (move 9", AR 6, no level, body points 4 each, Attacks 1, damage by weapon). One hundred samuri lead them. These noble warriors wear domaru haidate, kote, sode, and sune-ate and wield daikyu and katanan (move 6", AR 4, level 1, body points 9 each, Attacks 1, damage by weapon). Each samuri rides a light horse (see statistics above). Yakori Xeg Shayn also supports 150 servants and artisans.

Daimyo Yakori Xeg Shayn's statistics are: move 6", AR 0, samuri level 12, body points 62, Attacks 2, damage by weapons, Physical Strength 17, Knowledge 13, Insight 14, Agility 17, Endurance 15, Charm 14).

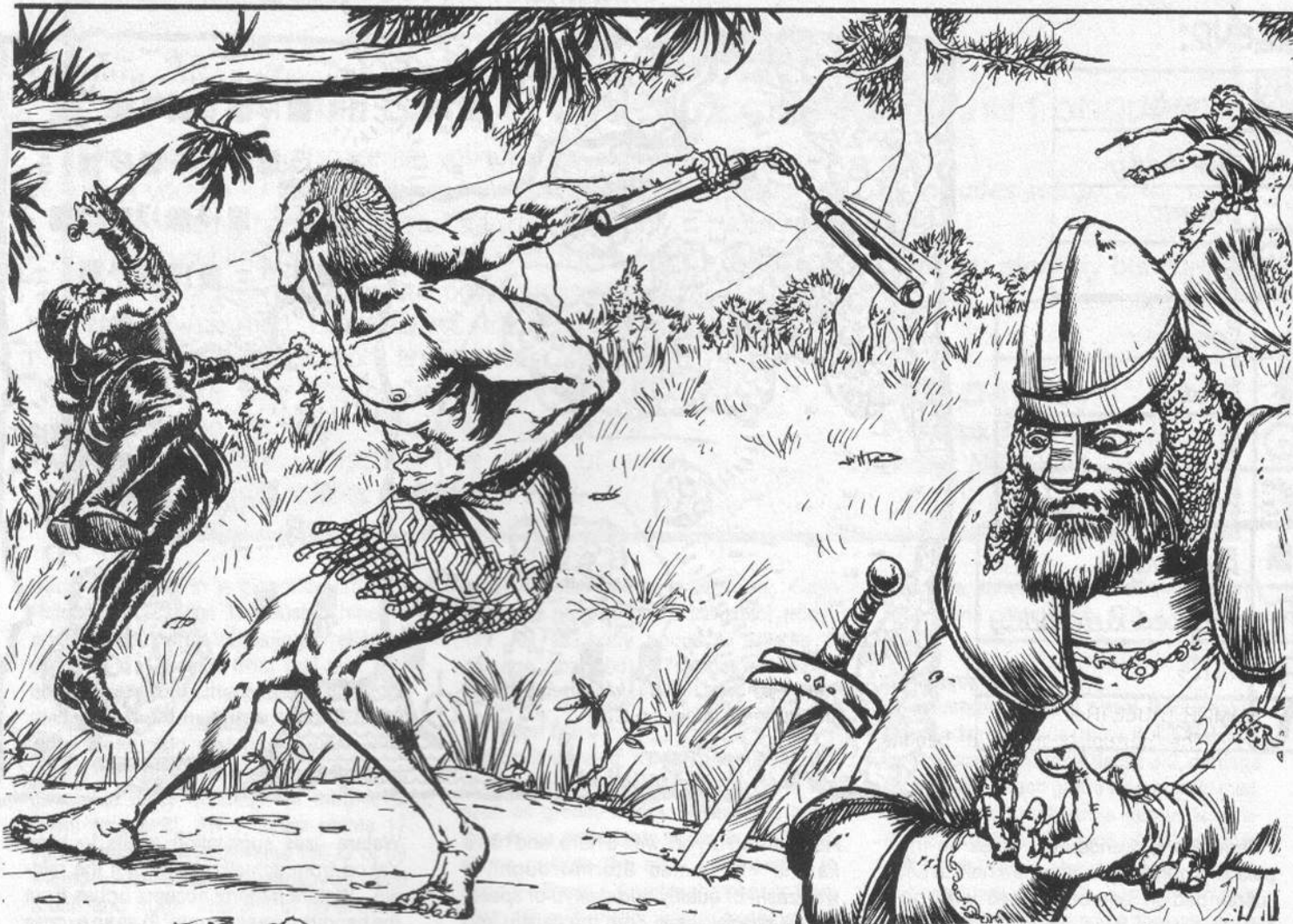
He wears an o-yori, with a horo, and has a katana +1 named Stormwrought, a wakizashi of quality and daikyu of speed. Yakori specializes in both the daikyu and katana. His ornate topknot conceals a seal ring worth 100 ch'ien. The daimyo is rash, violent, and also gullible, agreeing with any plans that seem to glorify him. This makes it easy for Wataru (see below) to control him and thereby protect both the wu jen and bandits. Yakori refuses to admit that anything is harming the silkworms since he fears that damage to ki-silketa blots his honor. He will never forgive anyone who asserts that silkworms are dying. The Daimyo's docile wife, Yakori-Koshi, often follows him, swamped in flowered kimonos worth 200 ch'ien. She cleverly supports her husband in arguments, infuriating anybody who disagrees with the Daimyo.

The Daimyo employs a Grand Wizard, Wataru (move 12", AR 9, wu-jen level 9 and ninja level 5, body points 20, Attacks 1, damage chain +1, Physical Strength 10, Knowledge 16, Insight 12, Agility 15, Endurance 11, Charm 16). This magician claims to be a wandering follower of nature, drawn to Hakada by a "warm aura." Actually, he is a spy for the secret wu jen society. Wataru's taboos force him to file his long fingernails into combs for weaving silk and to avoid lighting fires. He tries to distract people from the dying silkworms by constantly crusading against bandits. This strategy requires bandits to chase, so

Wataru uses suggestion spells to keep Yakori from actually destroying the raiders. Wataru eagerly accepts bribes from the bandits (see encounter 2) as an excuse if he is ever caught defending criminals. As long as they pay him, it seems as if that was the reason he protected the bandits. He would still be punished for corruption, but this would not reveal the other wu jen.

Wataru's spells are: comprehend languages, wizard mark (x4) ice knife, ESP, pyrotechnics, disguise, face, suggestion, melt metal, wall of bones, water to poison. He conceals a sai, three shurikens, a met-subishi of quality, and a ninja-to in his flowing robes and wears a seal of deception. Wataru uses his spells and ninja abilities to spy on PCs. If the wu jen discovers either party's quest, he pretends to be helpful, volunteering useful information to gain trust. He wants to travel with his enemies and assassinate them, one by one. Wataru has a collection of fingernail clippings for disguise spells and may appear as the Daimyo, a constable, a secret policeman, the Daimyo's wife, Mustafa, and many different palace servants and servants.

The Daimyo will test gajin outdoors at 5A. If characters fail any part of the test, they will be expelled from Wa. The Daimyo, thirty samurai guards, and a mass of servants and other curious NPCs watch the tests. If necessary, Wataru will cast comprehend languages to communicate with



gajin. All gajin characters in Wa have to surrender their metal weapons and any fold money. When gajin leave the island, they may buy their weapons back for 100 ch'ien each.

Yakori Xeg Shayn abhors western religions. After the PCs have had their possessions appraised, two guards lay out a line of iron holy symbols, rusty and worn with use. They insist that gajin PCs tread on them. There are medallions of most gajin gods. Characters who refuse to walk will be branded on the forehead. The victim suffers 1-3 points damage and loses two points of attractiveness (not charm). This brand identifies its victim as a follower of strange gods, causing a -25% on reaction rolls with all shukjenja and sohei. How the deities interpret the apostasy of characters who walk is up to the DM. Forgiving divinities merely demand a prayer for reconciliation, but harsher ones may withdraw spells for 1-4 days or impose some other penalty. Dieties may reward a character that chooses branding over sacrilege. Such martyrs might gain one-time use of a high-level clerical spell, or 1000 XP.

Finally, the PCs have to show their worth in some way. Singing a beautiful song, creating a magical "miracle" by casting a spell unknown in oriental lands, perform-

ing a stunt with thief abilities, or defeating one of the palace guards in non-lethal combat all suffice. When the tests are over, Daimyo Yakori Xeg Shayn warns gajin that they are illegal in Wa, and he allowed them in only because of Mustafa's honest reputation. Then Watara marks each character with a visible *wizard mark* which means gajin. It may require several days to mark each character.

6. Armed Bridge

This bridge leads to the village of the silk weavers. A militant sect of sohei, worshipers of Shang Ti, guard the silk. PCs cannot cross this bridge without a sealed permit from the Daimyo. Yakori Xeg Shayn lets Oriental characters cross if they have a legitimate reason, but seldom allows gajin into these sanctified lands. If westerners want to go across, they must give the Daimyo valuable presents and convince him that their mission is urgent.

There are four sohei guards and one leader here, all armed with chainmail, shields, broadswords, and shortbows. They wield broadswords as a weapon of choice. Each warrior has three armot-piercing arrows, ten leaf-head arrows and one humming-bulb arrow. The four guards' statistics are: move 9", AR 4, sohei level 5, body points 20, 23, 30, and 32, Attacks 1, damage by weapon. The leader

is: move 9", AR 1, sohei level 10, body points 58, Attacks 3/2, damage by weapon +1 (strength). Once per day, at sunrise, the leader uses divination to see if any unauthorized characters have crossed the river. If they have, the sohei alert sentries in areas 9-14. The leader hunts invaders with spells, aided by the police from 9A. In battle, these sohei can summon reinforcements from (A by firing humming-bulb arrows.

7. Kawamori, Peasant Village

Peasants are cheerfully laboring everywhere here, rebuilding their town after bandit raids. Gen, a wandering monk, drove the bandits away. The townspeople hold feasts in his honor every night and say prayers for him whenever they pass a shrine. Gen (see area 8) camps in the wilderness, coming to town only to teach.

8. Monk's Camp

Gen, a monk, lives here (move 29", Ar -1, monk level 15, body points 47, Attacks 8, damage 3d6 x8). Gen practices a unique martial style, using a nunchaku and his calloused hands. It incorporates the special maneuvers speed, leap, concentrated push, and weapon breaker. Gen honestly dislikes civilized comforts, customs and social events. He uses monkhood as an excuse to be a vagabond. The

monk knows that the Daimyo could arrest the bandits if he wanted to, but instead chooses to leave them unmolested. He also claims, correctly, that the criminals never cross the Sublime River.

9. Waki, Craftsman Retreat

This village is a retreat where silk weavers devote themselves to their art of *tsuzure-ori*. Hakada's law reserves this area for craftsmen. After the PCs have been here for 1-4 hours, sohei from 9A will ask them to leave. The weavers can make marvelous things out of silk, including armor, flags, clothes, flowers and realistically embroidered screens. However, they spend most of their time wandering from house to house, gossiping and looking for entertainment, because they do not have enough silk to work. It is easy to recognize silkweavers, because they file their fingernails into combs for separating threads. While visiting this town, the PCs may learn rumors or encounter Toti, the corrupt chief of police.

The craftsmen know many rumors, which you may choose from the table below:

RUMOR TABLE (Roll 1d10)

- 1-2. The "corrupting anger" of bandits plundering across the Sublime River damages silkworms. (F)
3. Bandits live in the woods around the Daimyo's castle. (T)
- 4-5. The Daimyo's magician, Watara, is a good friend of the Silk Master, at 13. (T)
6. Peasants in the north (area 7) have learned a new martial art. (T)
7. Hara-Aisho is a yakuza. (T)
8. The Silk Master, Atoa-Gori, bargains with mystical powers. (T, see area 13)
9. A mysterious trail leads through the swamp where the river splits. (T)
10. Atoa-Gori, the Silk Master, tells wild tales when gambling. (T, see area 13)

A unit of 30 sohei live at (A and act as constabales (move 9", AR 5, sohei level 1, body points 4 each, Attacks 1, damage by weapon). They usually lounge at their stationhouse since no enemy has crossed the Sublime River for many years. The sohei are armed with shortbows and broadswords, and they wear hide armor with shields. The broadsword is their weapon of choice. If anybody reports intruders across the Sublime River, these police hunt them on light horses. The sohei commander from area 6 leads such searches, using divination-type spells to track invaders.

Toti, the chief of police, serves the wu jen society. Toti's fingernails have been filed for weaving, and he is a greedy, spying man with the following statistics: (move 12", AR 10, wu-jen level 3, body points 14, Attacks 1, damage by chain). He can cast prestidigitation, magic missile, and ESP. His records contain several bamboo slips

of orders from the Silk Master, Atoa-Gori -- orders which Atoa-Gori has no right to give. These slips command the police not to investigate certain incursions over the Sublime River. Toti examines PCs with ESP, and if he learns their quest he tries to trap them. The police chief attempts to trick victims into attacking Gen at area 8. If they do, the monk might kill some party members, and Toti can order the rest executed as bandits.

Toti has the sohei search and interrogate his victims. Then he will apologize and tell the PCs that a monk named Gen warned him that they had terrible secret. Toti claims that Gen promised more information after several days. This monk is staying near a peasant village (area 8), and Toti suggests that the PCs speak with him and "clear their names." If the PCs do not attack Gen within the next several days, Toti picks their pockets using prestidigitation and then leaves a wicker box where a PC will find it. In the box are the stolen items, a dagger dripping with chicken blood, and a note reading, "Gen is watching." He hopes that this will surely provoke the PCs into attacking Gen.

10. Mulberry Grove

These groves produce mulberry leaves for feeding silkworms. Between the trees are pools of carp, used for food and to dispose of malformed worms. The guards at area 11 see anything that happens here during daylight. If intruders have been reported east of the Sublime River, these troops investigate anyone they see in the grove.

11. Guardpost

A bamboo framework tower rises 70' above these hills. Five sohei guards watch area 10 from here although they chase more birds than people. Their statistics are: move 9", AR 4 sohei level 2, body points 9 each, Attacks 1, damage by weapon. Each sohei wears hide armor with a shield and wields a broadsword and heavy crossbow. The heavy crossbow is their weapon of choice. These sohei have a signal rocket which emits green flame, and if they launch it ten guards from area 9A ride to the area.

12. Guarded Bridge

When PCs try to cross this bridge, nine sohei question them about their history for 1-4 hours. During the questioning, a tenth guard scans them with a ring of X-ray vision. He has a 90% chance of seeing anything the PCs are hiding and the interrogation gives him time to make a thorough search within losing constitution. The tenth guard hides in a box suspended beneath the bridge and strikes a gong when he detects contraband. Smugglers will be taken to area 5 and punished severely. The ten guards wear hide armor with

shields and wield naginatas (move 9", AR 5, sohei level 4, body points 31 each, Attacks 1, damage by weapon).

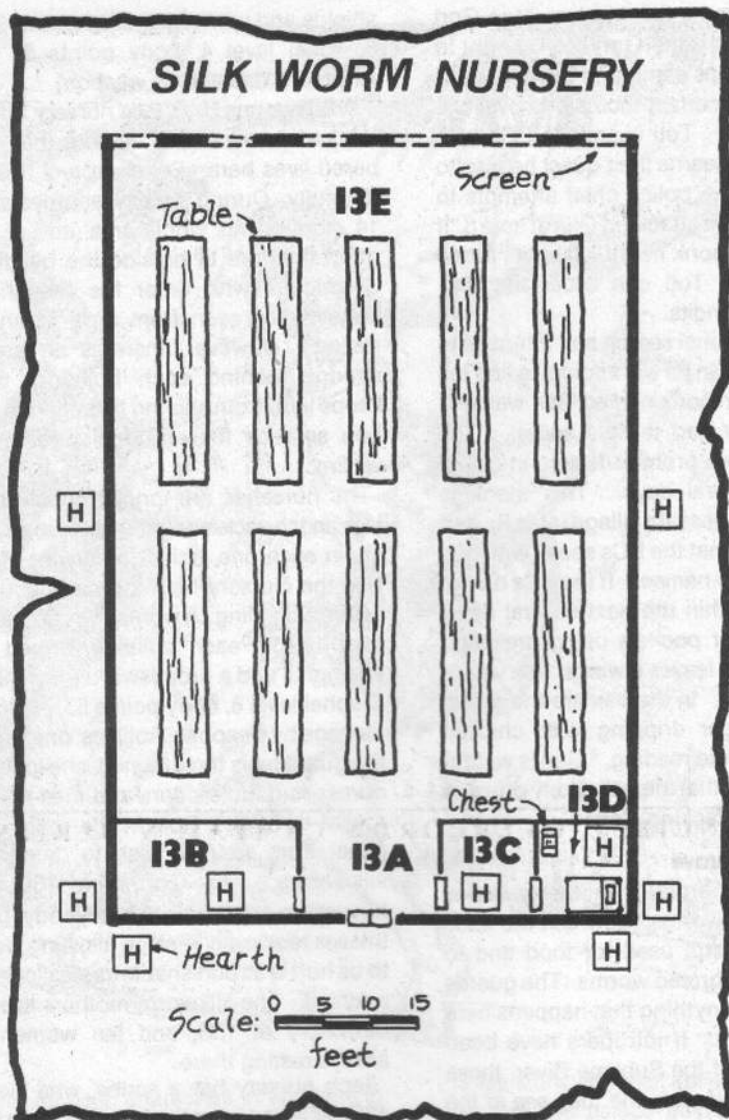
13. Silkworms Huts (see nursery Map)

Hakada's silkworms live out their pampered lives here. Sohei protect this area faithfully. During the day, sentries at area 14 monitor this whole area, and at night great fires are lit outside the buildings. Characters who enter the firelight will certainly be seen from area 14 and arrested. However, there is an area of shadow behind each building, which keeps light from shining through the bamboo screens there and disturbing silkworms.

The nurseries are long, identical buildings, and characters will have the same encounters in each one, unless otherwise noted. Use the Nursery Map to find encounters within a building. A woman warrior guards area 13A in each building, armed with chainmail and a broadsword (move 9", AR 5, sohei level 6, body points 53, Attacks 1, damage by weapons, Abilities: one spell) If the guard feels threatened, she locks the nursery's double doors and fires a signal rocket through a hole in the roof. Then sohei from area 14 rush to defend the silkworms. Atoa-Gori, from 13G, also hurries to the battle. Everybody fights thieves recklessly -- since allowing worms to be hurt is as punishable as stealing them yourself. The silkworm mothers live in a dormitory at 13B, and ten women are always resting there.

Each nursery has a scribe, who lives at 13C. PCs can learn the following data from a scribe's papers: Hakada once had 10,000,000 silkworms, but it has lost about 500,000 each year, and now has about 3,500,000. EXACTLY 200,000 worms have simply vanished each year, not one more, not one less. Around 300,000 more die from assorted diseases, but their corpses are found. Every building has a storeroom at 13D, where the silkworm mothers keep one koku worth of assorted rations with absolutely no meat or spices which might cause bad breath and damage silkworms.

Area 13E is a shrinelike nursery. Bamboo screens let fresh air waft on, while stopping violent winds. This room holds ten tables, each covered with 22,000 grey, dustlike eggs. Since Atoa-Gori (see below) is slowly killing these eggs, for every week that the adventure has lasted there will be 500 fewer eggs per table. Ten women in simple black dresses pace the room, calculating each movement to avoid disturbing the air. They have a dog which sniffs for smells that might disturb silkworms. The dogs have a 75% chance of barking if an invisible character enters the room. Characters may reduce this chance to 25% by disguising their scent. If the dogs smell a thief, the guard at 13A fires her rocket,



and Atoa-Gori (see below) will use dispel magic to locate the invisible character.

At 13F, a teamster loads silk cocoons into wagons for transportation to area 9. Sugato, the muscled wagoner, lives in a mink hut here. The teamster loves to boast about his feats on the "Exciting" nights when some silkworm mothers, who are all female, need a new place to sleep. The Silk Master, Atoa-Gori, inspects each nursery one night every year, and on that evening the silkworm mothers must leave their nurseries. Bizarre things happen during inspections. While he was pursuing silkworm mothers, the teamster has seen Atoa-Gori perform "rituals" over tables of eggs, while wicker baskets float away east on nothing but air. Sugato barely mentions this though because he wants to talk about what HE did that night.

Silk Master Atoa-Gori lives humbly, serving as a scribe at nursery 13G. He rules the wu jen society. Only his black, curling fingernails, which have been filed into combs at the tips, make him look different from any other clerk. Atoa-Gori's position as Overseer for the entire silk industry makes it easy for him to steal silkworms.

He uses unseen servants to take eggs along a trail to the secret fortress at area 15. His three pairs of waxed whiskers make him look like a rodent, and Atoa-Gori is indeed a hendeyokai rat in human form (move 12", AR 6, wu-jen level 11, body points 32, Attacks 1, damage by weapon). His spells are: presdigation, unseen servant, comprehend languages, secret signs, phantasmal force, wizard lock, misdirection, invisibility, knock, dispel magic, disguise, suggestion (x2), improved invisibility, quell, sword of deception, telekinesis, gambler's luck. This wizard has two taboos: he must file his fingernails, and he will not create fire. Three shuriken spikes of venom hang from his ponytail, tipped with insinuating poison (save or die).

The silk Master loves gambling, and he becomes extremely excited during games. If he is winning money he wildly tells people about whatever comes to his mind, discussing trivial adventures he has had with Watara (from area 5), Toti (from area 9) and his brother Atoa-Gori (from area 15). Then, if he thinks he has told PCs too much, he may attack them, or have Tori try to destroy them (see area 9A). Atoa-Gori

pretends to blame "wanton bandits" for killing the silkworms. He keeps 200 ch'ien sewed into a pillow and has 100 ch'ien worth of ki-silketa in his apartment.

14. Guard Tower

This 60' high bamboo watchtower lets nine guards survey the nurseries at area 13 (move 9", AR 5, sohei level 5, body points 26 each, Attacks 1, damage by weapon). These sohei wear chainmail, fight with heavy crossbows or katanas, and wield the katana as a weapon of choice. They will not hesitate to die for their silkworms, attacking until they reach -19 hp. Each sohei keeps a mount hitched to the tower, and all nine horses wear horseshoes of speed (move 48")

15. Wu Jen Headquarters (see special map)

The forest fades back into shadows here in a tangle of dripping branches. Even at the center of the hew, briars hide the wu jen stronghold. A dome of warped bamboo forms this fortress, bilging from the earth like a flower bulb. It barely looks man-made. A hedge surrounds this building, and to push through it, characters must make a bend bars roll every ten feet.

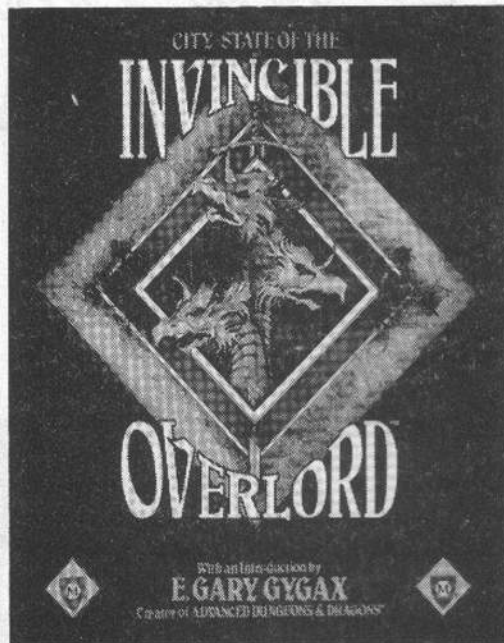
If someone fails, he/she is trapped for 1-4 rounds. Worse, the brittle hedge impales intruders with middu splinters. Characters in the hedge take one point of damage per round, whether they make their bend bars roll or fail them. If the wu jen have any warning of invading PCs, they will attempt to trap the party in 15G, using tactics described at the end of this encounter.

Nine goblin rats camp at 15A (move 9", AR 7, kensai level 2, body points 14 each, Attacks 1, damage 1d8, Abilities 5% to cause disease and 10% MR). They attack any strangers. Captured rats claim that their tribe was moving through Hakada on its way to raid a seacoast town, and they will swear that they are the only creatures in this swamp. The goblin rats have a box of lacquered wood containing 30 yuan. A permanent illusion of more splinter trees conceals the entrance to the fortress. Three kensai watch this gateway from 15B (move 12", AR 7, kensai level 2, body points 14, 16, 17, Attacks 1, damage by weapon). Assume that they each have strength and dexterity scores of 17 and that they all wield katana. If the kensai see characters passing the illusion, they start the defense plan (See below).

One hundred thousand stolen silkworm eggs lie on the tables in 15C. Two scrolls hang from the rafter above, a charm of protection from fire, and a charm of protection from disease. Kyutu-O, a wu jen with long, filed fingernails, calmly defends the worms (move 12", AR 2, wu-jen level 5, body points 19, Attacks 1, damage by weapon).

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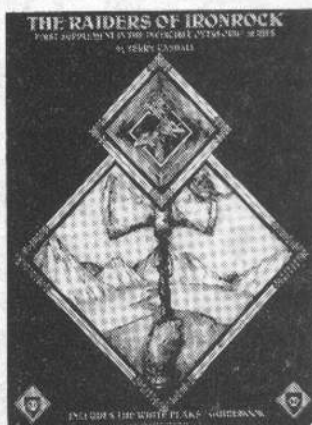
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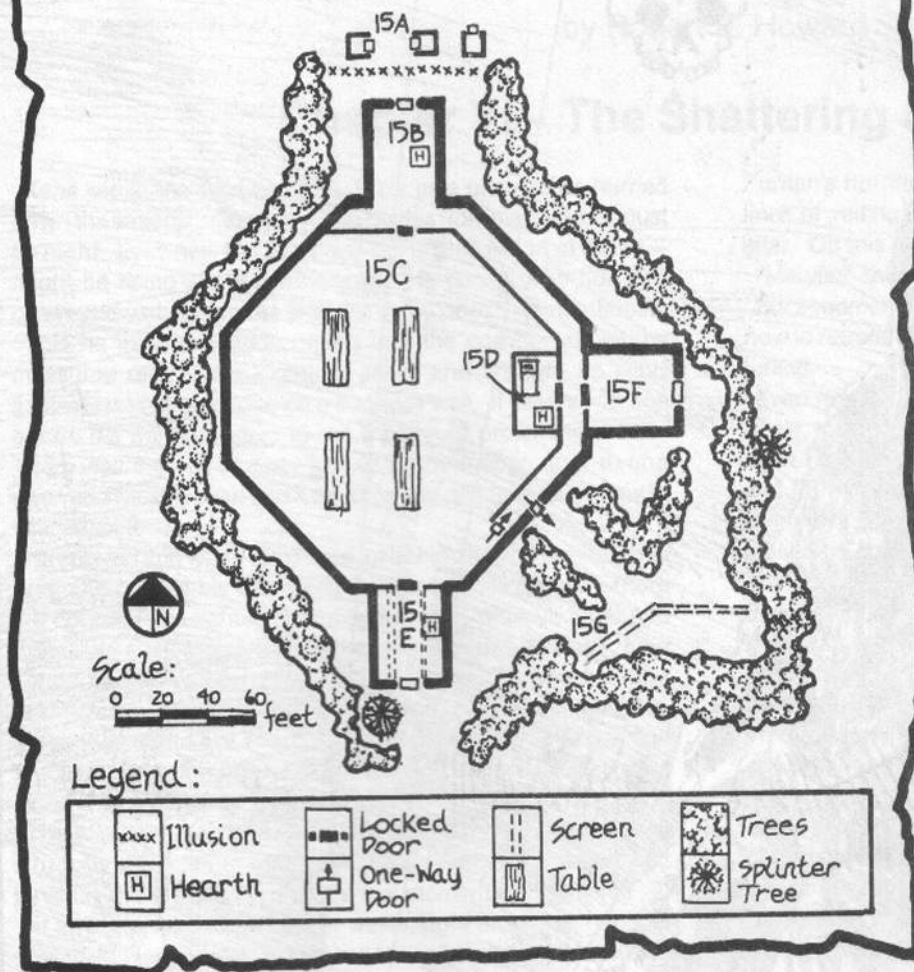
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WU JEN STRONGHOLD



He wields a jo stick and can cast hypnotism (x2), fiery eyes, fog cloud, ice knife, and improved phantasmal force. If PCs enter this room, Kyutu-O uses his ki powers of maximum spell effect and initiative bonus, and casts hypnotism, augmented with fiery eyes. His hypnotic suggestions are orders to hurry through—the one-way door to the trap at 15G. After that, Kyutu uses improved phantasmal force to simulate a fireball which consumes the silkworm tables. Then the wizard fights any remaining invaders as effectively as he can. This commotion triggers the defense plan described under 15G.

Atoa-Ho, the greedy wu jen leader, lives at 15D (move 12", AR 2, wu-jen level 13, body points 32, Attacks 1, damage by weapon). Atoa-Ho files his nails like a silkweaver, and he never wears blue or cuts his hair. His long, unkempt hair keeps him from attempting to unfiltrate Hakada. Atoa-Ho wears bracers. AC 5, wields a chain +1 and can cast: hypnotism, fiery eyes, prestidigitation, secret signs, drowsy insects, ice knife, fire shuriken, misdirection, wind breath, fog cloud, improved phantasmal force, memory, suggestion, tongues, plant growth, reverse flow, shout, wall of bones, creeping darkness. sword of deception,

enchant an item, permanent illusion, vanish. He has a couch shaped like a Pan Lung dragon, and its wide jaws conceal 100 ch'ien and three potions of healing. The couch also holds two scrolls, one containing the information given in the GM's introduction under "Ki-Silketa." The other one describes the wu jen plot to control all silk. this latter scroll incriminates Watara (at area 5), Toti (at area 9A), and Atoa-Gori (at area 13).

Area 15E is a storehouse where the wu jen keep two koku of rice. The screens hide a guardroom where five monsters live. The creatures serve the wu jen, hoping to share in the profit when these mystics control ki-silketa. There are four crow tengu, who wield katanas (move 9"/24", AR 6, Dice 3, body points 12, 12, 14, and 15. Attacks 1, damage 1d8 or by weapon, Abilities: mimic sounds, polymorph self, shout). A common oni also stays there (move 9", AR 4, Dice 8, body points 35, Attacks 2, damage 1d8=2x 2). Room 15F is empty, except when the wujen expect invaders (see the defense plan below).

Area 15G is a garden, designed for trapping invaders. A silkscreen image of a Tun Mi Lung dragon flutters here, with gleaming eyes, shinging fangs and scales which ripple as its body moves. This

silkscreen looks so realistic that the GM should treat it as the phantasmal force image of a real dragon. This garden is where the wu jen try to trap enemies, and the following chronology outlines their defense plan.

15F is an empty wing of the wu jen stronghold, which is used to surround invaders (see below).

Round 1. The kensai at 15B to 15F, locking doors as they go. Kyutu-O from 15D goes to 15C, and Atoa-Ho, also from 15D, searches for PCs, to cast memory on them. After casting his spell, he flees to 15F, using his ki initiative bonus, if necessary, and hides behind the screens there. If Atoa-Ho's spell works, the GM should tell the victim that he/she remembers reading graffiti that said, "worms dig in the garden— outside."

Round 2. The Kensai finish locking doors and go to 15F, where they hide with Atoa-Ho. If Atoa-Ho is delayed, the kensai wait at 15F and will unfasten the door for him when he arrives. The blocked doors are both locked and barred, so the PCs have to open the locks and make bend bars rolls to force the doors.

The next event occurs whenever PCs enter area 15C. Then the oni and tengu charge from 15E, Ho and his kensai emerge from 15F, and all of them attack.

16, Bandit Camp

A group of renegade bushi have cut trees here and built a camp amid the sawn stumps. Otomi, the chief, is furious. A "travelling magician" invited Otomi's band to Hakada, promising pay from powerful wu jen, but now that the bandits have come, they find a martial artist protecting one village (area 7), and a mysterious fortress keeps them from hiding in the swamps. The only thing Otomi likes about Hakada is that he can bribe Daimyo Yakori's wizard, Watara—with only a few yuan.

There are 20 bandits here (move 9", AR 7, bushi level 1, body points 5 each, Attacks 1, damage by weapon). These robbers wear studded leather mail and fight with longswords or pellet bows. The bandits own blue clay jars holding one koku of food, a chest of 100 tael and three sunset paintings worth 30 ch'ien each. Otomi is a dashing man who wears chainmail and has a red belt with one thousand stitches, which acts as a ring of protection =1. He carries a shield, broadsword and pellet bow. Otomi's statistics are: (move 9", AR 1, bushi level 7, body points 34, Attacks 1, damage by weapon +1 (strength)).

Ending The Adventure

Mustafa's business and the gajins' pay depend on how many worms they can steal. The number of worms left in Hakada, and hence the amount that an Oriental

continued on pg. 68



MOON OF SKULLS

by Robert E. Howard

Chapter VI - The Shattering of the Skull

Kane wiped the cold sweat from his pale brow as he hurried down the shadowy passage. Outside this horrible palace it must be night. Even now the full moon -- the grim Moon of Skulls -- might be rising above the horizon. He paced off a hundred paces and came upon the stair the dying priest had mentioned.

This he mounted, and coming into the corridor above, he measured off another hundred paces and brought up short against what appeared to be a doorless wall. It seemed an age before his frantic fingers found a piece of projecting metal. There was a creak of rusty hinges as the hidden door swung open and Kane looked into a passageway darker than the one in which he stood.

He entered and when the door shut behind him he turned to his right and groped his way along for five hundred paces. There the corridor was lighter; light sifted in from without, and Kane discerned a stairway. Up this he went for several steps, then halted, baffled. At a sort of landing the stairway became two, one leading away to the left, the other to the right. Kane cursed. He felt that he could not afford to make a mistake -- time was too precious -- but how was he to know which would lead him to the niche where the priest hid?

The Atlantean had been about to tell him of these stairs when struck by the delirium which precedes death, and Kane wished fervently that he had lived only a few moments longer.

At any rate, he had no time to waste; right or wrong, he must chance it. He chose the right hand stair and ran swiftly up it. No time for caution now.

He felt instinctively that the time of sacrifice was close at hand. He came into another passage and discerned by the change in masonry that he was out of the cliffs again and in some building -- presumably the Tower of Death. He expected any moment to come upon another stair, and suddenly his expectations were realized -- but instead of up, it led down. From somewhere in front of him Kane heard a vague, rhythmic murmur and a cold hand gripped his heart. The chanting of the worshippers before the Black Altar!

He raced forward recklessly, round a turn in the corridor, brought up short against a door and looked through a tiny aperture. His heart sank. He had chosen the wrong stair adjoining the Tower of Death.

He looked upon the grim and terrible scene. In a wide open space before a great black tower whose spire rose above the crags behind it, two long lines of savage dancers swayed and writhed. Their voices rose in a strange meaningless chant and they did not move from their tracks.

From their knees upward their bodies swayed in fantastic rhythmic motions, and in their hands torches tossed and whirled, shedding a lurid shafting red light over the scene. Behind them were ranged a vast concourse of people who stood silent.

The dancing torchlight gleamed on a sea of glittering eyes and eager faces. In front of the dancers rose the Tower of Death, gigantically tall, black and horrific. No door or window opened in its face, but high on the wall in a sort of ornamented frame there leered a grim symbol of death and decay. The skull of Nakural! A faint, eery glow surrounded it, lit somehow from within the tower, Kane knew, and wondered by what strange art the priests had kept the skull from decay and dissolution so long.

But it was neither the skull nor the tower which gripped the

Puritan's horrified gaze and held it. Between the converging lines of yelling, swaying worshippers there rose a great black altar. On this altar lay a slim, white shape.

"Marylin!" the word burst from Kane's lips in a great sob.

For a moment he stood frozen, helpless, struck blind. No time now to retrace his steps and find the niche where the skull priest lurked.

Even now a faint glow was apparent behind the spire of the tower, etching that spire blackly against the sky. The moon had risen. The chant of the dancers soared up to a frenzy of sound, and from the silent watchers behind them began a sinister low rumble of drums. To Kane's dazed mind it seemed that he looked on some red debauch of a lower Hell.

What ghastly worship of past eons did these perverted and degenerate rites symbolize? Kane knew that these people aped the rituals of their former masters in their crude way, and even in his despair he found time to shudder at the thought of what those original rites must have been.

Now a fearful shape rose up beside the altar where lay the silent girl. A tall figure, entirely naked save for a hideous painted mask on his face and a great head-dress of waving plumes. The drone of the chant sank low for an instant, then rose up again to wilder heights. Was it the vibrations of their song that make the floor quiver beneath Kane's feet?

Kane with shaking fingers began to unbar the door. Naught to do now but to rush out barehanded and die beside the girl he could not save. Then his gaze was blocked by a giant form which shouldered in front of the door. A huge man, a chief by his bearing and apparel, leaned idly against the wall as he watched the proceedings. Kane's heart gave a great leap. This was too good to be true! Thrust in the chief's girdle was the pistol that he himself had carried! He knew that his weapons must have been divided among his captors. This pistol meant nothing to the chief, but he must have been taken by its strange shape and was carrying it as savages will wear useless trinkets. Or perhaps he thought it a sort of war-club. At any rate, there it was. And again floor and building seemed to tremble.

Kane pulled the door silently inward and crouched in the shadows behind his victim like a great brooding tiger.

His brain worked swiftly and formulated his plan of action. There was a dagger in the girdle beside the pistol; the chief's back was turned squarely to him and he must strike from the left to reach the heart and silence him quickly. All this passed through Solomon's brain in a flash as he crouched.

The chief was not aware of his foe's presence until Kane's lean right hand shot across his shoulder and clamped on his mouth, jerking him backward. At the same instant the Puritan's left hand tore the dagger from the girdle and with one desperate plunge sank the keen blade home.

The warrior crumbled without a sound and in an instant Kane's pistol was in its owner's hand. A second's investigation showed that it was still loaded and the flint still in place.

No one had seen the swift murder. Those few who stood near the doorway were all facing the Black Altar, enwrapped in the drama which was there unfolding. As Kane stepped across the corpse, the chanting of the dancers ceased abruptly. In the instant of silence which followed, Kane heard, above the pounding of his own pulse, the nightwind rustle the death-like plumes of the masked horror beside the altar. A rim of the moon

glowed above the spire.

Then, from high up on the face of the Tower of Death, a deep voice boomed out in a strange chant. Mayhap the priest who spoke behind the skull knew not what his words meant, but Kane believed that he at least mimicked the very intonation of those long-dead Atlantean acolytes. Deep, mystic, resonant the voice sounded out, like the endless flowing of long tides on the broad white beaches.

The masked one beside the altar drew himself up to his great height and raised a long, glimmering blade. Kane recognized his own sword, even as he leveled his pistol and fired — not at the masked priest but full at the skull which gleamed in the face of the tower. For in one blinding flash of intuition he remembered the dying Atlantean's words: "Their brains hinge on the skull of Nakura!"

Simultaneously with the crack of the pistol came a shattering crash; the dry skull flew into a thousand pieces and vanished, and behind it the chant broke off short in a death shriek. The rapier fell from the hand of the masked priest and many of the dancers crumbled to the earth, the others halting short, spell-bound. Through the deathly silence which reigned for an instant, Kane rushed toward the altar; then all Hell broke loose.

A babel of bestial screams rose to the shuddering stars. For centuries only their faith in the dead Nakura had held together the blood-drenched brains of the savage Negari. Now their symbol had vanished, had been blasted into nothing before their eyes. It was to them as if the skies had split, the moon fallen and the world ended. All the red visions which lurked at the backs of their corroded brains leaped into fearful life, all the latent insanity which was their heritage rose to claim its own, and Kane looked upon a whole nation turned to bellowing maniacs.

Screaming and roaring they turned on each other, men and women, tearing with frenzied fingernails, stabbing with spears and daggers, beating each other with the flaming torches, while over all rose the roar of frantic human beasts.

With clubbed pistol Kane battered his way through the surging, writhing ocean of flesh, to the floor of the altar stairs. Nails raked him, knives slashed at him, torches scorched his garments, but he paid no heed.

Then as he reached the altar, a terrible figure broke from the

struggling mass and charged him. Nakari, queen of Negari, crazed as any of her subjects, rushed upon the Englishman with dagger bared and eyes horribly aflame.

"You shall not escape this time!" she was screaming, but before she reached him a great warrior, dripping blood and blind from a gash across his eyes, reeled across her path and lurched into her.

She screamed like a wounded cat and struck her dagger into him, and then groping hands closed on her. The blind giant whirled her on high with one dying effort, and her last scream knifed the din of battle as Nakari, last queen of Negari, crashed against the stones of the altar and fell shattered and dead at Kane's feet.

Kane sprang up the black steps, worn deep by the feet of myriad priests and victims, and as he came, the masked figure, who had stood like one turned to stone, came suddenly to life. He bent swiftly, caught up the sword he had dropped and thrust savagely at the charging Englishman. But the dynamic quickness of Solomon Kane was such as few men could match. A twist and sway of his steely body and he was inside the thrust, and as the blade slid harmlessly between arm and chest, he brought down the heavy pistol barrel among the waving plumes, crushing headdress, mask and skull with one blow.

Then ere he turned to the fainting girl who lay bound on the altar, he flung aside the shattered pistol and snatched his stolen sword from the nerveless hand which still grasped it, feeling a fierce thrill of renewed confidence at the familiar feel of the hilt.

Marilyn lay white and silent, her death-like face turned blindly to the light of the moon which shone calmly down on the frenzied scene. At first Kane thought her to be dead, but his searching fingers detected a faint flutter of pulse.

He cut her bonds and lifted her tenderly — only to drop her again and whirl as a hideous blood-stained figure of insanity came leaping and gibbering up the steps. Full upon Kane's out-thrust blade the creature ran, and toppled back into the red swirl below, clawing beast-like at its mortal wound.

Then beneath Kane's feet the altar rocked; a sudden tremor hurled him to his knees and his horrified eyes beheld the Tower of Death sway to and fro.

Some horror of Nature was taking place, and this fact pierced the crumbling brains of the fiends who fought and screamed below. A new element entered into their shrieking, and then the Tower of Death swayed far out with a terrible and awesome majesty — broke from the rocking crags and gave way with a thunder of crashing worlds. Great stones and shards of masonry came raining down, bringing death and destruction to hundreds of screaming humans below.

One of these stones crashed to peices on the altar beside Kane, showering him with dust.

"Earthquake!" he gasped, and smitten by this new terror he caught up the senseless girl and plunged recklessly down the cracking steps, hacking and stabbing a way through the crimson whirlpools of bestial humanity that still tore and ravened.

The rest was a red nightmare in which Kane's dazed brain refused to record all its horrors. It seemed that for screaming crimson centuries he reeled through narrow winding streets where bellowing, screeching demons battled and died, among titanic walls and black columns that rocked against the sky and crashed to ruin about him, while the earth heaved and trembled beneath his staggering feet and the thunder of crashing towers filled the world.

Gibbering fiends in human shape clutched and clawed at him, to fade before his flailing sword, and falling stones bruised and battered him. He crouched as he reeled along, covering the girl

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**CONCEPTS
IN
CONFLICT**



with his body as best he could, sheltering her alike from blind stone and blinder human.

At last, when it seemed mortal endurance had reached its limit, he saw the great black outer wall of the city loom before him, rent from earth to parapet and tottering for its fall. He dashed through a crevice, and gathering his efforts, made one last sprint. And scarce was he out of reach than the wall crashed, falling inward like a great black wave.

The night wind was in his face and behind him rose the clamor of the doomed city as Kane staggered down the hill path that trembled beneath his feet.

CHAPTER VII THE FAITH OF SOLOMON

Dawn lay like a cool white hand on the brow of Solomon Kane. The nightmare faded from his soul as he breathed deep of the morning wind which blew up from the jungle far below his feet—a wind laden with the musk of decaying vegetation. Yet it was like the breath of life to him, for the scents were those of the clean natural desintegration of outdoor things, not the loathsome aura of decadent antiquity that lurks in the walls of eon-old cities—Kane shuddered involuntarily.

He bent over the sleeping girl who lay at his feet, arranged as comfortably as possible with the few soft tree branches he had been able to find for her bed. Now she opened her eyes and stared about wildly for an instant; then as her gaze met the face of Solomon, lighted by one of his rare smiles, she gave a little sob of thankfulness and clung to him.

"Oh, Captain Kane! Have we in truth escaped from yon fearful city? Now it seems all like a dream—after you fell through the secret door in my chamber Nakari later went to your dungeon

—as she told me—and returned in vile humor. She said you were a fool, for she had offered you the kingdom of the world and you had but insulted her. She screamed and raved and cursed like one insane and swore that she would yet, alone, build a great empire of Negari.

Then she turned on me and reviled me, saying that you held me—a slave—in more esteem than a queen and all her glory. And in spite of my pleas she took me across her knees and whipped me until I swooned.

"Afterward I lay half senseless for long time, and was only dimly aware that men come to Nakari and said that you had escaped. They said you were a sorcerer, for you faded through a solid wall like a ghost. But Nakari killed the men who had brought you from the cell, and for hours she was like a wild beast.

"How long I lay thus I know not. In those terrible rooms and corridors where no natural sunlight ever entered, one lost all track of time. But from the time you were captured by Nakari and the time that I was placed on the altar, at least a day and a night and another day must have passed. It was only a few hours before the sacrifice that word came you had escaped.

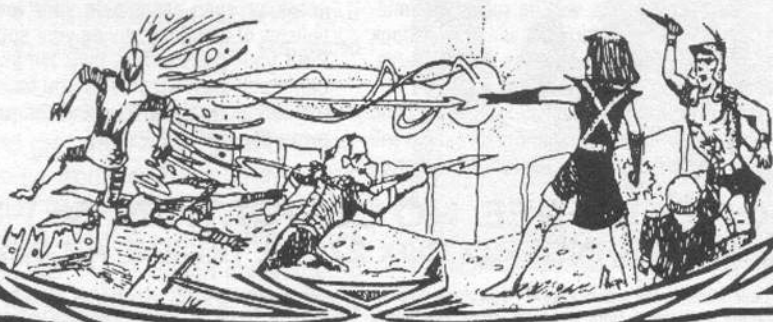
"Nakari and her Star-maidens came to prepare me for the rite." At the bare memory of that fearful ordeal she whimpered and hid her face in her hands. "I must have been drugged—I only know that they clothed me in the white robe of the sacrifice and carried me into a great black chamber filled with horrid statues.

"There I lay for a space like one in a trance while the women performed various strange and shameful rites according to their grim religion. Then I fell into a swoon, and when I emerged I was lying bound on the Black Altar—the torches were tossed and the devotes chanting—behind the Tower of Death the rising moon was beginning to glow—all this I knew faintly, as in a deep dream. And as in a dream I saw the glowing skull high on the

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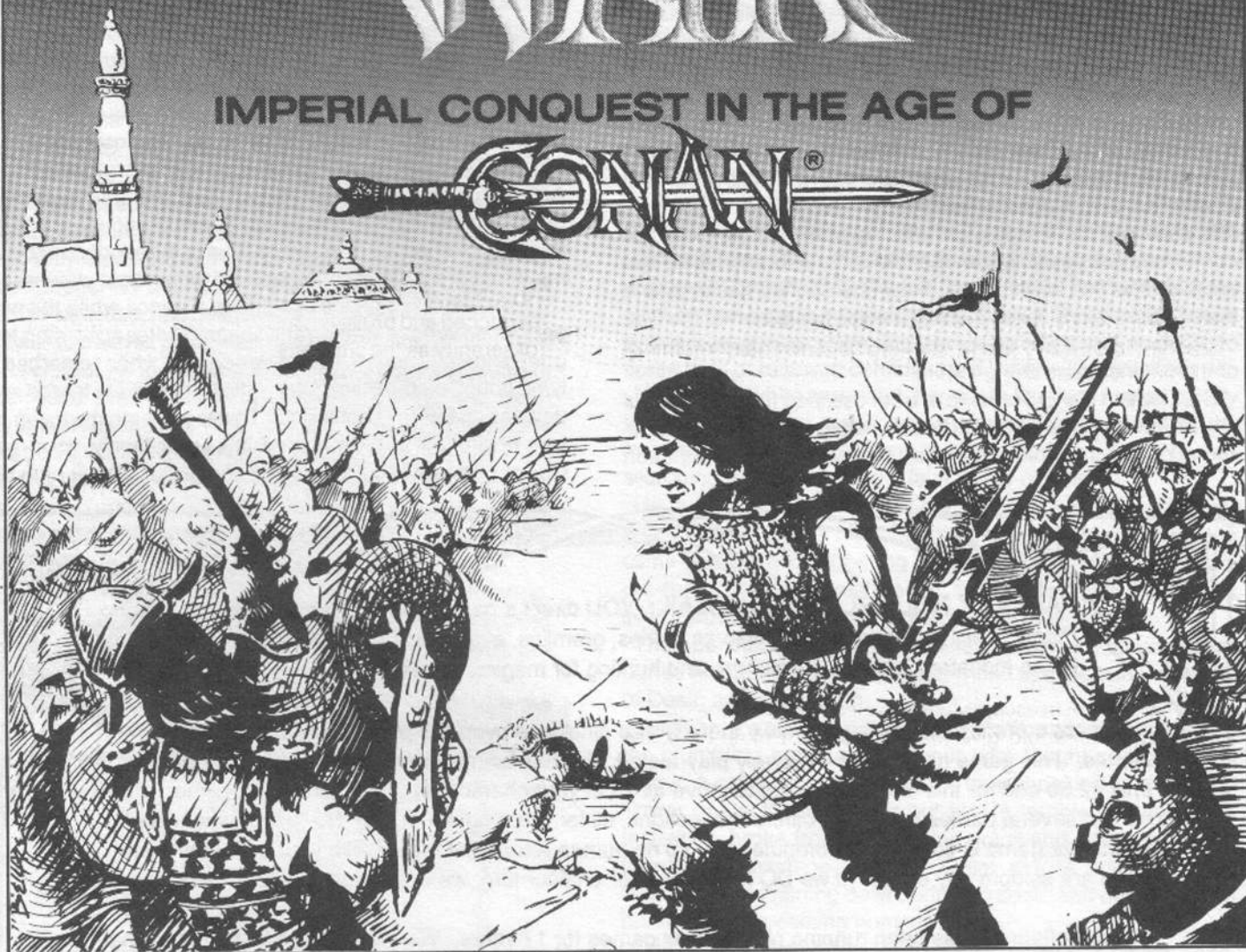
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tower -- and the gaunt, naked priest holding a sword above my heart, then I knew no more. What happened?"

"At about that moment," Kane answered, "I emerged from a building wherein I had wandered by mistake, and blasted their hellish skull to atoms with a pistol ball. Whereupon, all these people, being cursed from birth by demons, and being likewise possessed of devils, fell to slaying one another. In the midst of the tumult an earthquake cometh to pass which shakes the walls down. Then I snatch you up, and running at random, come upon a rent in the outer wall and thereby escape, carrying you, who seem in a swoon.

"Once only you awoke, after I had crossed the Bridge-Across-the-Sky, as the people of Negari called it, which was crumbled beneath our feet by reason of the earthquake. After I had come to these cliffs, but dared not descend them in the darkness, the moon being nigh to setting by that time, you awoke and screamed and clung to me, thereupon I soothed you as best I might, and after a time you fell into a natural sleep."

"And now what?" asked the girl.

"England!" Kane's deep eyes lighted at the word. "I find it hard to remain in the land of my birth for more than a month at a time; yet though I am cursed with the wanderlust, 'tis a name which ever rouses a glow in my bosom.' And how of you, child?"

"Oh heaven!" she cried, clasping her small hands. "Home! Something of which to be dreamed -- never attained, I fear. Oh Captain Kane, how shall we gain through all the vast leagues of jungle which lie between this place and the coast?"

"Marylin," said Kane gently, stroking her curly hair, "methinks you lack somewhat in faith, both in Providence and in me. Nay, alone I am a weak creature, having no strength or might in me; yet in times past hath God made me a great vessel of wrath and a sword of deliverance. And, I trust, shall do so again.

"Look you, little Marylin: in the last few hours as it were, we have seen the passing of an evil race and the fall of a foul empire. Men died by thousands about us, and the earth rose beneath our feet, hurling down towers that broke the heavens; yea, death fell about us in a red rain, yet we escaped unscathed.

"Therein is more than the hand of man! Nay, a Power -- the mightiest Power! That which guided me across the world, straight to that demon city -- which led me to your chamber -- which aided me to escape again and led me to the one man in all the city who would give the information I must have, the strange, evil priest of an elder race who lay dying in a subterranean cell -- and which guided me to the outer wall, as I come under the cliffs which formed the rest of the wall, we had surely perished. That same Power brought us safely out of the dying city, and safe across the rocking bridge -- which shattered and thundered down into the chasm just as my feet touched solid earth!

"Think you that having led me this far, and accomplished such wonders, the Power will strike us down now? Nay! Evil flourishes and rules in the cities of men and the waste places of the world, but anon the great giant that is God rises and smites for the righteous, and they lay faith on him.

"I say this: this cliff shall we descent in safety, and you dank jungle traverse in safety, and it is as sure that in old Devon your people shall clasp you again to their bosom, as that you stand here."

And now for the first Time Marylin smiled, with the quick eagerness of a normal young girl, and Kane sighed in relief. Already the ghosts were fading from her haunted eyes, and Kane looked to the day when her horrible experiences should be as a dimming dream. One glance he flung behind him, where beyond the scowling hills the lost city of Negari lay shattered and silent, amid the ruins of her own walls and the fallen crags

which had kept her invincible so long, but which had at last betrayed her to her doom.

A momentary pang smote him as he thought of the myraid of crushed, still forms lying amid those ruins; then the blasting memory of their evil crimes surged over him and his eyes hardened.

"And it shall come to pass, that he who fleeth from the noise of the fear shall fall into the pit; and he that cometh up out of the midst of the pit shall be taken in the snare; for the windows from on high are open, and the foundation of the earth do shake.

"For Thou hast made of a city a heap; of a defended city a ruin; a palace of strangers to be no city; it shall never be built.

"Moreover, the multitude to Thy strangers shall be like small dust and the multitude of the terrible ones shall be as chaff that passeth suddenly away; yea, it shall be at an instant suddenly.

"Stay yourselves and wonder; cry ye out and cry; they are drunken but not with wine; they stagger but not with strong drink.

"Verily, Marylin," said Kane with a sigh, "with mine own eyes have I seen the prophecies of Isaiah come to pass. They were drunken but not with wine! Nay, blood was their drink and in that red flood they dipped deep and terribly."

Then taking the girl by the hand he started toward the edge of the cliff. At this very point had he ascended in the night -- how long ago it seemed.

Kane's clothing hung in tatters about him. He was torn, scratched and bruised. But in his eyes shone the clear calm light of serenity as the sun came up, flooding cliffs and jungle with a golden light that was like a promise of joy and happiness.



The PBM Corner

by Jim Townsend

"Write a history for issue #10, Jim," said Stewart Wieck over the phone before he added, "and this PBM CORner had best be better than the last one." Uh oh, I'd better work real hard on this one if I wanted to keep my post. (ED - This article was supposed to have appeared in issue #10.)

So, I went ahead and wrote a 200-page dissertation on the universe, the Big Bang Theory, formation of planets, cooling of suns, the start of life on Earth and so on. I even included a short section on the Wieck brothers with pictures from Junior High and first grade (cute little buggers!).

Then I got another call from Stewart. It seems that he meant to tell me that the history he wanted was, of all things, of Play-By-Mail. Why does that have to go in my column, I replied. "Two reasons," he said, "First, because all PBM material is relegated there and second, you must want to keep your job." The logic was sound, I informed him, and hung up. So let's try it . . .

Professional Play-By-Mail moderation started in 1971 with Rick Loomis and his company Flying Buffalo, Inc. "Nuclear Destruction" was their first game, though they eventually added quite a few more titles (like Battleplan, Starweb, Illuminati (a licensed version of the Steve Jackson game system), Mobius I, and Heroic Fantasy). All of FBI's games are completely computer moderated, which means that players issue orders to their units in the game and the computer resolves all movement, battles, trades, etc. They then send a printout back to the players which tells what happened on the turn and what each player has to work with next turn. In most of their games a certain number of victory points must be accumulated for a winner to be declared. This, however, depends on the game system.

So, Flying Buffalo was all alone in the professional PBM business until roughly 1976 when another outfit called Schubel and Son came along. The flagship of their line was a mostly human moderated game called "Tribes of Crane". By "mostly human moderated" I mean that some records were kept on a computer system but the main processing for the game came from gamemasters who replied to player actions.

Schubel also introduced a fee structure aimed at a "pay while you play" audience who would pay for whatever they wanted to do. So, if you wanted to move, say, six units from location to location you would pay \$3 and every multiple of six would cost another \$3. Battles also cost money for the attacker and defender which lead to the

concept of account bashing where you launch many small attacks at another player in hopes of forcing him out of the game because he cannot continue to pay the bills.

They also introduce special continue actions where you could attempt something outside the game rules (like trying to salvage a sunken ship in a contemporary wargame) for a certain price. Unfortunately, there were no limits to the number of special actions or movement sheets you could submit so it led to abuses of the game like the bank attack tactic.

The next big entrance into the industry came from Superior Simulations in 1978. Owner Vern Holford was an ex-Starweb player who thought he could come up with something more challenging and complex. He was right on both counts. His game called "Empyrean Challenge" was then and still is the most complex game system on Earth to the best of my knowledge (Editor's Note: which had better be considerable when it comes to PBM, Jim). Six races of twenty-five players each fight for control of a star cluster with individually designed ships and colonies. The game is so complex that a player without a spreadsheet is nearly doomed from the outset. Some of the larger positions have had 1000 page printouts! It would take a whole weekend just to figure out what happened on the turn. Not to mention writing orders for the next turn. HUGE!

A few dissatisfied players from Schubel and Son and Superior Simulations games started their own company in 1981. The company, called Adventures by Mail, created "Beyond the Stellar Empire". It was the first of its kind and was immensely popular. BSE is a space opera. In this game you become a ship captain or colony governor and join an affiliation or company. These organizations have exotic names like Galactic Transport and Trade, Solar Mining and Smelting, and more that I have forgotten. At this peak several years ago, BSE was reputed to have had over 2000 active positions. Though it is much smaller now and continuing to decline in popularity, BSE is still a classic of PBM.

In the late 70's and all of the 80's, many small PBM firms have opened their doors and better than 90% of them have failed. Although PBM is an easy industry to get into, staying in business is another thing entirely. Literally hundreds of PBM companies have come and gone, most of them taking the money of would-be-customers with them. Software Doctors, Inc. was such a company. Through ads and articles of questionable accuracy, they took hun-

dreds of customers' money for their games "Dukes of Hell", "Earthwars", and "Star King". Like so many "vapor-ware" companies in the computer products field they took their loot and ran.

I could go on and list more successes horror stories but a complete rendition would more than fill this entire issue of WHITE WOLF. Anyway, I see Stewart in my dreams beckoning for me with a crooked finger and a sharp scyth . . .

The Correction Box

Jim Townsend, owner of Pfodd Enterprises (Box 83, San Marcos, CA 92096) pointed out an error and vague point in the review of his PBM game Xenophobe which appeared last issue. The set-up fee is \$5, not \$15 as was reported. Also, his review stated that the set-up paid for "two rule-books and ships maximum". Jim pointed out that a player can control as many as three ships, not just two as the printed phrase seems to infer. We appreciate Jim keeping us on track. While you're at this, be sure and check the game out. Assistant Editor Stephan Wieck rated Xenophobe with an "8" in the review.

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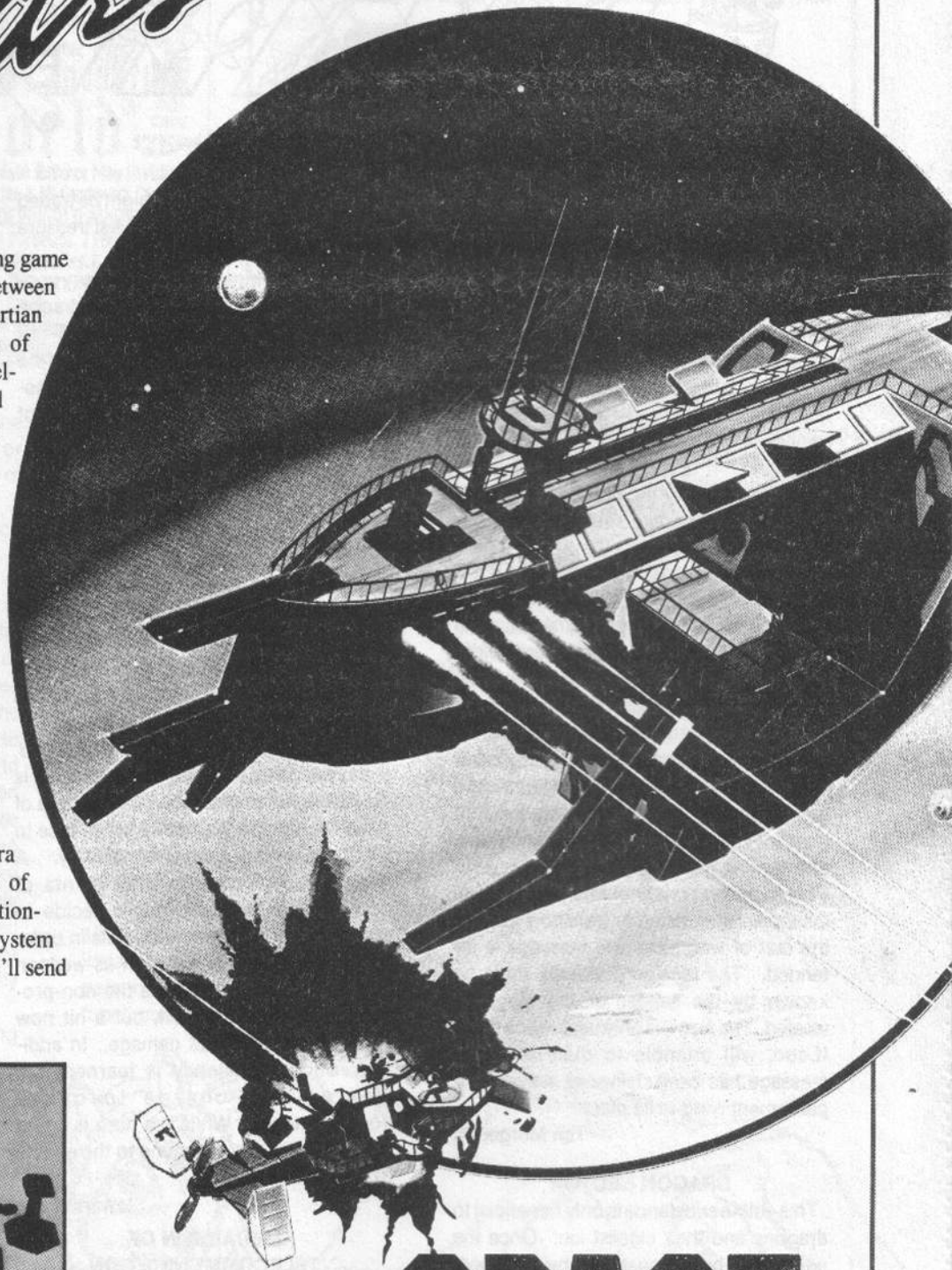
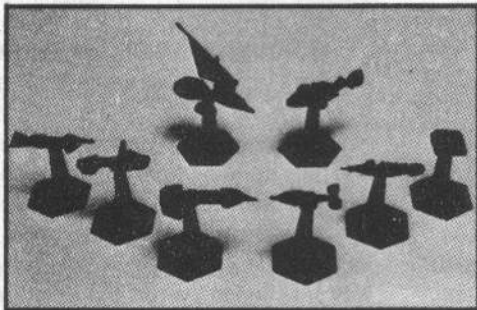
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Sky Galleons of Mars is a fast-playing game of aerial combat in the Martian skies between the wooden cloudfleets of the Martian princes and the steel aerial gunboats of Queen Victoria's Royal Navy. Model-quality, plastic playing pieces, pictured here, add to the reality of the thrilling battles among the clouds which pit Martian warriors against the discipline of the British Empire's colonial troops.

Once the basic game scenarios are mastered, players can go on to design their own galleons and gunboats and play out continuing aerial campaigns. **Sky Galleons of Mars** is compatible with the **Ironclads** and **Etherflyers** boardgame, coming this fall, and the **Space: 1889** role-playing game coming in January 1989. **Sky Galleons of Mars** is \$24.00.

Space: 1889 makes Victorian Era science fiction the role-playing event of 1989. For a free, 16-page, information-intensive booklet on the game system and background, just write and ask; we'll send one out by return mail.



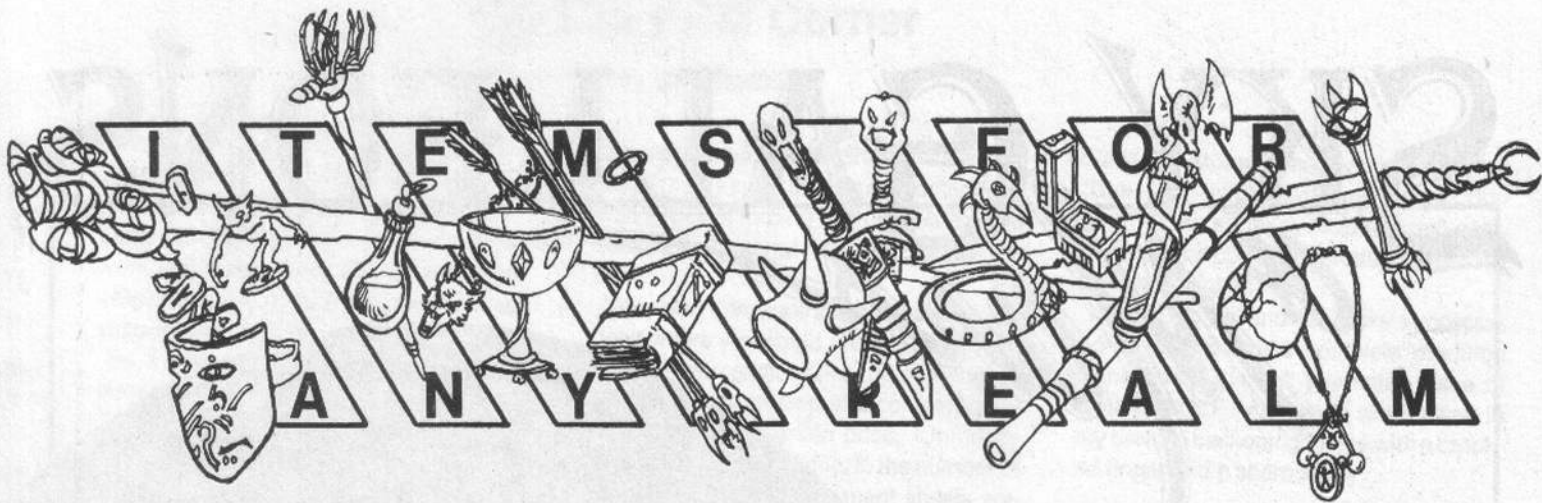
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"Items for Any Realm" has appeared sporadically in *WHITE WOLF* ever since the magazine's conception. This section has always been a presentation of magical items for fantasy RPGs. New spells, magic items, and character classes seem to always be among the most well received topics by fantasy gamers, so here is the first installment of "Items for Any Realm" to appear in the new, color *WHITE WOLF* Magazine. It is a combination of items appearing here for the first time and ones which were first printed in the early issues of *WHITE WOLF*.

ARROW OF COMMUNICATING

This arrow of quality workmanship will radiate a *dweomer* of enchantment if detected for. It can be identified by the detachable arrowhead. The shaft of this arrow is hollow and contained within are a small piece of parchment and a tiny silver stick capable of writing on the parchment a message of no more than twenty-five (25) words. The silver stick crumbles to dust after writing its message.

When the arrow is shot into the air, it will disappear and instantly transport itself to the feet of whomever the message is intended. The receiver's identity must be known by the sender or the magic is wasted. The arrow is only usable one time. It too, will crumble to dust once the message has been delivered, leaving the parchment lying in its place.

— Tim Morgereth

DRAGON NECTOR

This edible substance is only beneficial to dragons and their closest kin. Once the nectar has been consumed by a dragon, the next three uses of its breath weapon will be at maximum potency despite any damage that might have been sustained, i.e., the damage will equal the dragon's full body point total each time. This remains effective for three days whether the dragon uses his breath weapon or not.

Because the item is so valuable to dragons, some mages produce it so that it may be used as barter to gain the dragon's

service for a short time or it might be traded for another item in the wyrm's vast treasure horde.

Dragons can immediately detect any contamination (poison, etc.) in the dragon nectar, but such contamination will not affect the dragon and does not render the nectar useless to a dragon. The benefactor of such a gift may well discover all of this first hand.

— Stephan Wieck

HORN OF THE UNICORN

This magical item is very rare, as an actual unicorn's horn is necessary for it to be created. After the proper magics have been applied to the horn, the horn may be "welded" to the forehead of an individual three times daily. Each such "welding" lasts for one turn before the horn loosens and falls off.

While the horn is attached to the forehead, it may be used as a weapon. As the attacker is doubtless not proficient with this mode of attack, remember to modify his chance to hit by his non-proficiency penalty. A successful hit causes 1d10 points of damage. A character might decide to spend one of his proficiency slots in order to learn how to use the horn as weapon more properly. Not only is the non-proficiency penalty dropped, but a hit now causes 1d12 points of damage. In addition, once proficiency is learned, the wearer may charge to cause double damage. While the horn is being worn, the wearer is immune to the effects of any poisons.

— Stewart Wieck

MEDALLION OF TELECOMMUNICATION

This medallion emits a powerful *dweomer* of enchantment and divination. Upon clutching or grasping the medallion, the possessor can transmit a verbal and illusionary image of him or herself to anyone previously known within a range of 100 miles. This message can never be more than twenty-five words in length. Each use requires one charge. The medallion has a maximum of twenty-four

charges.

The medallion also serves a useful secondary purpose. It is capable of sending a "dying message" to anyone previously known with a maximum range of 500 miles.

This use requires no charge and will still function even after all other charges of the item have been exhausted. The *dweomer* of the medallion will sustain life long enough to transmit a final message, however, the possessor will be incapable of doing anything else.

— Tim Morgereth

MORNINGSTAR OF DOOM (Omdigrin)

This unique weapon has its origins shrouded in *orchish* myths. It behaves as morningstar +2, but also has two other special abilities. First, the wielder of the weapon may command the ball of the morningstar to whirl. This causes the ball and chain to spin perpendicular to the handle and it spins so swiftly that it actually forms a sort of protective shield for the wielder. The wielder's armor rating is bettered by two. The second power of the weapon is very deadly: once per day *Omdigrin* may be used to deliver the effects of a *harm* spell upon the target.

This weapon is currently in the possession of *Demorond* (see *WW* issues #8 and #9).

—Stephan Wieck

MORNINGSTAR OF THE PRISM

Orb is a very peculiar weapon. The only truly physical portion of the weapon is a two foot metal rod. The weapon is unique and gets its name from a manifestation of light just off one of the ends of the rod. The light appears as a sphere that is about eight inches wide. The light is in no physical way attached to the rod, but when the rod is swung about, the globe of light reacts as if it were attached to the rod. It responds just as a metal ball that would be attached to the rod via a chain might.

The globe may be as far thirty feet away from the end of the rod and be used as a weapon. *Orb* is a +2 weapon and upon any hit the globe of light is dispersed only to

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immediately reform. Undead struck by the weapon must save versus paralyzation or be destroyed by the impact of the globe of light.

—Stewart Wieck

OIL OF ARMOR STRENGTHENING

When this magical oil is rubbed on armor, it increases the protection value of the armor. The oil fills any cracks, dents, or holes in the armor and then quickly dries into a substance harder than steel. The armor so affected gives an additional +2 to armor class. The oil will also restore up to twelve points of damage that have been absorbed by full or field plate. The oil takes one round to apply and lasts for 1d10+5 turns. If any full or field plate points were restored, the armor class bonus is only effective for 1d10 rounds, but the restored points remain until lost again normally. At the end of this time, the substance merely flakes off of the armor.

— Greg Chung

RING OF DECEPTIVE ACTION

This magical item is most useful for thieves, but a quick thinker of any character class could find unnumberable uses for it. Upon command, the ring creates small illusions which mask simple actions. For example: a thief might pick someone's pocket while activating the ring to make it appear as if his hands were in his pockets. Other uses might include secretly drawing a weapon or preparing spell components, slipping out of bonds while apparently doing nothing, etc. The ring is not charged so may be used indefinitely. Each illusion, however, lasts a maximum of ten seconds whereafter the ring may not be activated again until another twenty seconds have passed.

— Stewart Wieck

RINGS OF EMPATHY

These rings are usually found as a set. They are identical in nature and vary from simplistic gold bands to gem encrusted settings. They will adjust to fit any person or creature capable of wearing and/or using a ring. Two people, who each must wear one of the rings are required for them to function.

When concentrating on the ring, the wearer is able to sense the emotional status of the wearer of the matching band. He or she will be able to sense fear, joy, anger, or any similar emotion. The wearer can also communicate his or her emotions to the other person in the same manner by concentration. This ability is accompanied by a tingling sensation in the digit.

A rare form of these rings (5% chance) also enable either of the wearers to instantly teleport to the side of the other person if desired. This extra ability only functions once per day.

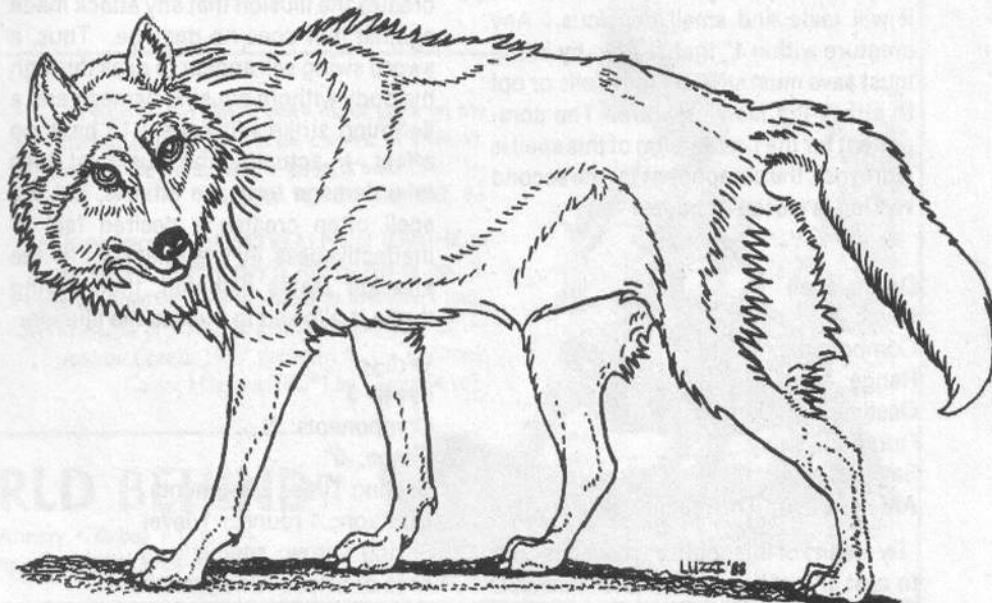
These rings were originally conceived to allow an adventurer peace of mind during extended trips from home and to know if loved ones were safe.

— Tim Morgereth

RING OF DRAGONFIRE

This ring appears normal, of any size, material, or decoration, but will radiate magic if detected for. When placed on a finger it will begin to engulf the entire body of the wearer in flames doing 3-30 points of damage per round, half if a save vs. breath weapon is made. The ring will only cause damage when on a finger, and may be taken off easily. Due to its curse powers, anyone touching it has a 5% chance per round of "accidentally" slipping it on.

— John Nephew



Spells from Alderon

by Tony Arment

EDITOR'S INTRODUCTION: There are many small publishers out there trying to make a go of it in the rough-and-tumble world of role-playing games. Some of these companies publish truly forgettable products while other products are obviously of worthwhile quality. Among this latter sort is Tony Arment's "The Spells of Alderon", a compendium of almost 100 spells for major spell casting classes.

To give you a taste of what this compendium offers, we have arranged a deal with Tony which allows us to give you a sampling of the types of spells he has come up with. Below are eight spells which should convince you that this is indeed one of those worthwhile products. Be sure to note Tony's nearby advertisement so you can get a hold of the whole book.

WIZARD SPELLS

Bland

Level: 2

Components: V,S,M

Range: 0"

Casting Time: 2 segments

Duration: 1 round + 1 round/level

Saving Throw: special

Area of Effect: Creature touched

This spell allows the caster to imbue the creature touched with a horrible taste and smell. Any monster biting the protected individual must save versus poison or retch. Any creature retching will not bite the protected individual again, and if of animal intelligence, will shun the individual. The reverse of this spell, *tasty*, requires the caster to make a successful touch, by a "to hit" roll. If the victim fails a saving throw versus spells, it will taste and smell delicious. Any creature within 1" that attacks by biting must save versus spells or opt to attack the *tasty* creature. The component for the first version of this spell is alum root; the component for the second version is a drop of honey.

Dragonspell

Level: 4

Components: V,S,M

Range: special

Casting Time: 1 turn

Duration: 1 day

Saving Throw: none

Area of Effect: The magic-user

By means of this spell, the caster is able to cast any of his spells without the use

of a material component. When the mage prepares this spell, he prepares a place which will contain all the normal material components for his spells. The mage then casts the dragonspell over the area. The mage can then leave the area with the components stored away, and if the mage casts a spell, the appropriate material component simply disappears from the predweomered area. Components are consumed only if used, but are not regenerated. Thus, if the mage doesn't leave enough behind, loses count, and runs out, the spell will have no effect. It is a good idea to make sure an apprentice checks this area regularly to restock components. The spell must be renewed each day, but the caster need not be in the predweomered area except for the original casting. A caster can only have one such area at any one time. Another useful aspect of this spell is that it reduces the casting times of spells that normally require a material component by one segment; however, the casting time cannot be reduced below one segment. The material components for this spell is a dragon's scale which is consumed daily, and the caster must carry upon his person.

ILLUSIONIST SPELLS

Illusionary Invulnerability

Level: 3

Components: V, S, M

Range: 0"

Casting Time: 3 segments

Duration: 1 round + 1 round/level

Saving Throw: special

Area of Effect: The illusionist

By invoking this spell, the illusionist creates the illusion that any attack made against him does no damage. Thus, a sword swing will appear to pass through his body without causing damage and a lightning strike will appear to have no effect. In actuality, the illusionist does take damage from the attacks, but the spell often creates a desired feel of ineffectiveness in the attacker. If the attacker states disbelief, then saving throw is allowed to bypass the illusion.

Vertigo

Level: 3

Components: S

Range: 0"

Casting Time: 2 segments

Duration: 1 round + 1/level

Saving Throw: special

Area of Effect: One creature

This illusionist spell causes the target creature to suffer severe disorientation as if the world were spinning uncontrollably. At this point, the creature is entitled to a save. If the target creature makes its save, it is disoriented for 1 round, suffers a -4 on to hit rolls and saving throws and loses all dexterity bonuses to armor class. If the target creature fails its save, it falls to the ground for the spell's duration and can do nothing else but hang on until the dweomer ends. If the creature is flying when the dweomer is initiated, it falls to the ground and takes damage from that as well. No spell casting is possible, nor physical attacks, nor activation of magic items, nor psionic's use. A dispel magic or dispel illusion spell will negate this spell as will a mind bar or similar spell or ability which protects the mind from disorientation, including wisdom bonuses against will spells. Note that the spell is only somatic.

PRIEST SPELLS

Clot Blood (Resersible)

Level: 2

Components: V, S, M

Range: 0"

Casting Time: 1 segments

Duration: Permanent or 1 round/level

Saving Throw: Special

Area of Effect: One creature

By means of this spell, the cleric is able to stop the flow of blood from a creature's wounds. This spell alleviates the need for bandages, as it closes the wound. This spell is effective against such weapons as a *sword of wounding* and attacks which cause bleeding. Incidentally, creatures which suck blood, excluding undead and outer planes creatures, are killed by this spell if used while the creature is still attached to the host. The reverse of this spell, *anemia* requires a successful "to hit" roll with a touch, and the target is allowed a saving throw which negates the effect if successful. If the save is failed, the creature will bleed an additional point of damage per round from each wound sustained round per level of the caster. The material components for this spell are the cleric's holy symbol and powdered rhubarb.

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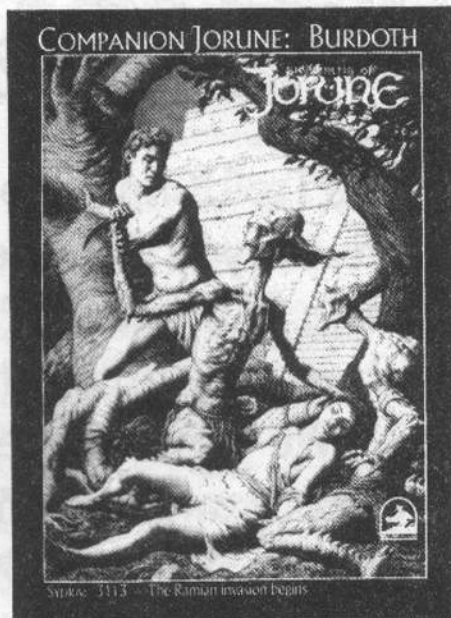
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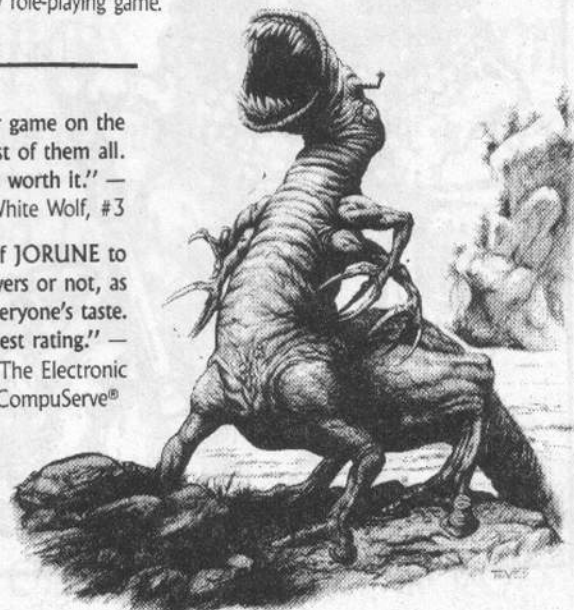
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Blue Bolts
Level: 7
Components: V, S, M
Range: 10"
Casting Time: 1 round
Duration: Instantaneous
Saving Throw: See below
Area of Effect: 5" cube

By casting this powerful spell, the cleric calls upon his diety to strike down the foes of the cleric. Bright blue lightning bolts streak down from the heavens to

strike the target creature(s) - note that lightning resistant creatures have no immunity to this effect. The spell slays each target creature that fails its save. If the save is made, the spell removes two hit points per level of the caster. This spell is of such great power that the diety may limit the cleric's casting of it or grant it only for use against specific, powerful foes, (DM's opinion). The material component for this spell is the cleric's holy symbol.

DRUID SPELLS

Far Sight
Level: 2
Components: V, S, M
Range: Special
Casting Time: 4 segments
Duration: 1 round/level
Saving Throw: None
Area of Effect: Creature touched

This spell allows the druid to see for great distances as if he had the eyes of an eagle. Above ground, the range of the spell is the horizon, and the druid is able to make out good detail at that distance. Underground, the spell allows sight to 10" even in total darkness, and good detail is possible. The material component for this spell is the eye of an eagle.

Treehouse
Level: 3
Components: V, S, M
Range: 1"
Casting Time: 7 segments
Duration: 3 turns/level
Saving Throw: Nonebelow
Area of Effect: One tree

This spell allows the druid to turn a tree into a dwelling for the spell's duration. Of course, the tree must be at least thirty feet tall. The dwelling comes complete with a table, chairs, and beds for up to four people. The outside contains a window in each wall, and a door. When the door is shut, the tree appears normal in all regards, except that it radiates a magical dweomer. The house disappears with the expiration of the spell, so anyone remaining indoors will take 5d6 in damage and be expelled from the tree. The material component for this spell is the twig of tree.

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THE SCOPE OF MAGIC

More for the Shadow Master

by Allan Grohe

EDITOR'S INTRODUCTION: In WHITE WOLF #8 (our first color issue), we presented the first "Scope of Magic" column. Part of this column dealt with a semi-subclass of the illusionist called the Shadow Master. What follows here is Allan Grohe's additions to my Shadow Master. In the original article I hinted at some spells which were rumored to be in existence. Allan not only presents descriptions of some of these but offered some original spells of his own. All of these spells are in existence at one place or another. Some may have been only recently discovered/created so may be in the possession of a handful of Shadow Masters at best. Perhaps at some future time we will be able to combine all of the information on Shadow Masters and present it in a unified form. Until then, you're on your own!

— Stewart Wieck

FIRST LEVEL:

Gloom 15' Radius
Protection from Light
Shade's sight
Shadow Trap

SECOND LEVEL:

Shadow Images

THIRD LEVEL:

Shadow Bolt
Shadow Strike

FOURTH LEVEL:

Control Light
Shadow Form
Shadow Shield
Transmute Flesh to Shadow

FIFTH LEVEL:

Blackflame
Curtain of Darkness

SIXTH LEVEL:

Shadow Storm

SEVENTH LEVEL:

Shadow Smash

FIRST LEVEL

Gloom 15' radius (Alteration)
Level: 1
Components: V,S,M
Range: 2"/level
Casting time: 1 segment
Duration: 1 turn plus 1 round/level
Saving throw: none
Area of Effect: 15 foot radius sphere

This spell causes a globe of dense shadows to be created. Effects for purposes of combat, etc. are one-half darkness. Thieves and others able to *hide in shadows* do so at a +35% bonus if within the area of effect of this spell. The spell is negated by *light*, *continual light* and also by *darkness* spells. The material component is one ounce of fine black chalk dust, blown into the air at the end of the casting.

Protection from Light (Abjuration)

Level: 1
Components: V
Range: 0
Casting Time: 1 segment
Duration: 3 rounds/level
Saving Throw: none
Area of Effect: creature touched

This spell creates an aura of light around the individual that the spell is cast upon. With respect to a shade it improves the light conditions one step toward optimal conditions (i.e., it would move *bright light* to *average light of night/dark* to *underground torchlight*, etc.). All characters affected receive a +2 on saves against light attacks (*sunburst* from a *wand of illumination*, for example) and all attacks which rely on light (*light/darkness*, *hypnotic pattern*, *rainbow pattern*, *hypnosis* from a *prismatic sphere/wall*, etc.).

Shades' Sight (Divination and Alteration)

Level: 1
Components: S,M
Range: 2" + 1"/level
Casting Time: 3 segments
Duration: 3 rounds/level
Saving Throw: none
Area of Effect: 1" wide path

This spell allows the caster to look from any shadow within the area of effect as if he or she were actually looking from that position. The sight is with the caster's vision (if *infravision* or *ultravision* is possessed, natural or magical, it will function in conjunction with this spell). Using this, a caster would look around a corner for enemies while actually 35 feet away, or look from another shadow to one in which he is concealed and see how well he is hidden, etc. While under the effects of the *shades' sight*, the caster is in a slight trance (+1 to be surprised), but he can at will, use his normal vision without cancelling the



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dweomer. The material component is an oil (rubbed onto the eyelids) created from shadow ichor (the remains of a slain shadow) and carrot juice.

Shadow Trap (Illusion/Phantasm and Alteration)
Level: 1
Components: V,S
Range: 1"/level
Casting Time: 1 segment
Duration: 1 turn/level
Saving Throw: negates
Area of Effect: 1" x 1" area/level

This spell creates an aura of danger and uneasiness in a particular area. The area must be heavily shadowed, but not in total darkness. Victims receive a save vs. spells, and, if made, are unaffected. Those who fail the saving throw seem to see out of the corner of their eyes vague shapes of creatures in the shadows, as if in ambush or hiding in shadows: when looked at directly, there is, of course, nothing present. If this spell is used in conjunction with *guards and wards* or *control light* victims save at a -4 penalty. This spell is often used as a distraction to pursuers by a fleeing shadow master — as they slow down in preparation to attack, he is busy escaping.

SECOND LEVEL

Shadow Images (Illusion/Phantasm and Conjuraction)
Level: 2
Components: V, S
Range: 0
Casting Time: 4 segments
Duration: 5 rounds plus 2 rounds/level
Saving Throw: none
Area of Effect: 1" radius of caster/level

This spell creates 3 to 8 images (d6+2) which move exactly as the caster does. The images are insubstantial and are destroyed if struck for more damage than the caster has levels.

THIRD LEVEL

Shadow Bolt (Evocation)
Level: 3
Components: V,S,M
Range: 2" plus 1/2"/level
Casting Time: 3 segments
Duration: special
Saving Throw: 1/2
Area of Effect: one creature

This spell creates a black, pulsing bolt of shadowstuff, which, if not used immediately, will remain in existence for one turn per level of the caster. When used, the bolt flies with incredible velocity toward its

target. The bolt is +3 for purposes of 'to hit' determination; non-proficiency penalties do not apply. The caster needs to make a 'to hit' roll and may include his dexterity bonus for missile weapons. If the roll is missed, the bolt continues on a straight line course and may hit an unintended target. Targets hit take 1d6 damage per level of the caster as their material body is disrupted by the shadowstuff of the bolt; a saving throw against spells will reduce this damage by half. The material component is a dark elf hand crossbow dart, which must then be kept out of sight until the spell is cast.

Shadow Strike (Alteration)
Level: 3
Components: V,S
Range: 1/2" level
Casting Time: 5 segments
Duration: 1 round/level
Saving Time: negates
Area of Effect: one creature

This spell creates an aura around the target's shadow such that attacks made against the shadow will affect the person as well. The victim's shadow's Armor Class is 10 minus his dexterity bonus to AC; magical armor and shields will not affect his AC, but *rings of protection*

similar items would function normally. All weapons and spells can affect the shadow. If cast upon an illusionist under the effects of a *shadow form* (see below), it forces him back into his normal state.

FOURTH LEVEL

Control Light (Alteration)

Level: 4

Components: V,S,M

Range: 1"/3 levels

Casting Time: 4 segments

Duration: 1 round/level

Saving Throw: none

Area of Effect: 1/2" radius/level

This spell allows a shadow master to control the flow and intensity of light in an area. Using this, multiple areas of light and darkness could be produced within an area of effect, and maintained by the illusionist with minimal concentration (move at up to 6", no other spell casting, if damage is taken or a saving throw is failed, the concentration is broken). In addition, spells or spell-like effects which are based on light (such as *faerie fire*, *rainbow*, *starshine*, *moonbeam*, *sunray*, *dancing lights*, etc.) can be wrested from the control of the original caster at a base 50% chance, +/-3% per level difference between the shadow master and the original caster. The material component is a ring, forged from a minimum of 1 gp weight from remains of two opposing quasi-elementals (either radiance and salt or mineral and dust), white gold, and black adamantite all fashioned into a round spiral helix. The total cost is a minimum of 15,000 gold pieces; the component is reusable.

Shadow Form (Alteration)

Level: 4

Components: S

Range: 0

Casting Time: 1 segment

Duration: 1 turn plus 1 round/2 levels

Saving Throw: none

Area of Effect: caster only

This spell transforms the illusionist into a two dimensional shadow. The caster may change his shape in that form as if *shadow shape* was also cast upon him. The caster cannot be attacked directly by physical weapons of any sort -- magical or otherwise. However, if attacked with the shadow of the weapon, normal damage and effects apply. Note that the shadow master will gain a +2 bonus to his armor class and saving throws against such attacks, due to the extra-planer nature of the dweomer. Spells function normally save that direct attack spells, such as *magic missile*, *lightning bolt*, *fireball*, and *cone of cold*, are less effective -- a suc-

cessful saving throw will reduce damage to one quarter, while a failed save indicates half damage.

Shadow Shield (Abjuration)

Level: 4

Components: V

Range: 0

Casting Time: 3 segments

Duration: 2 rounds/level

Saving Throw: special

Area of Effect: 1" radius sphere

This dweomer surrounds the caster with a sphere of utter blackness which cannot be from without by any means -- *clairvoyance*, *clairaudience*, *x-ray vision*, *true seeing*, and *wizard eye* and similar spells and effects notwithstanding. The caster, and all those within may see out normally. If an individual attempts to pass through the shield, he must save versus spells twice. If the first roll is failed, the victim is blinded for one round per level of the caster of the sphere. If the second roll is failed, the attacker is feared, as per the spell *fear*. Both effects are negated by a successful saving throw. Lastly, the *shadow shield* provides complete protection from directed light attacks -- *prismatic spray*, *chromatic orb*, *sunburst*, *color spray*, etc.

Transmute Flesh to Shadow (Alteration)

Reversible

Level: 4

Components: S,M

Range: 5"

Casting Time: 1 segment

Duration: permanent

Saving Throw: negates

Area of Effect: one creature/7 levels

This dweomer turns its victims into living shadow. They take on all the characteristics of an undead shadow, with their normal statistics, level and hit points, etc. Their armor class is a base of 7, with dexterity and magical bonus' applying (armor and shields no longer count toward the AC, but magical plusses of the items would. A man with a 15 Dex in plate armor +1 would be AC 5). This spell is also used in conjunction with the creation of a shade, but more about that process is not known. The material component is a black cloth cut in the shape of a humanoid figure, soaked in the blood of any shadow monster (shadow dragon, shade, shadow mastiff, etc.); the reverse requires the blood from a member of the shadow's original race, which is sprinkled on the subject of the spell.

FIFTH LEVEL

Blackflame (Evocation/Alteration)

Level: 5

Components: V,S

Range: 1"

Casting Time: 9 segments

Duration: 1 round/level

Saving Throw: negates

Area of Effect: one creature

This spell causes invisible flames to burst into life on the victim. Each round, the victim takes 1d12 points of damage which cannot be regenerated, though healing works normally upon the victim. The victim is considered under the effects of a *fear* spell for the duration of the blackflame, and he cannot take any action (physical, spell casting, or psionic) save to attempt to put out the flames. All of the victim's possessions must save vs. acid or be destroyed by the flames. The *blackflame* may only be extinguished at the will of the caster, a successful *dispel magic*, or by direct contact with a creature or energy drawn from the Positive Material Plane (in the latter case, a 70% chance +/-3% per level/hit die difference in the casters is the chance of extinguishing the dweomer). Those victims slain by *blackflame* are turned to fine black ash, and cannot be raised short of a *wish*. The material component is the essence of a xeg-yi.

Curtain of Darkness (Evocation/Conjuration)

Level: 5

Components: V,S,M

Range: 4" plus 1/2"/level

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Casting Time: 7 segments

Duration: 1 turn/level

Saving Throw: none

Area of Effect: 25 square feet/level

This spell creates a pulsating, shimmering wall of darkness which absorbs light—including light-based spells such as *prismatic sphere* or *sunburst* or their effects if brought within a 3" radius of the *curtain*. The *curtain of darkness* cannot be seen through (in a manner like *shadow shield*) and must be physically bypassed, though *dimension door* and similar magicks will work normally. Any creature passing through the *curtain* will take 3d6+6 points of damage (no saving throw) and must save versus spells of be *energy drained* of one level. The material component is combined essence from a slain spectre, dust from an existing vampire's coffin or grave, and that of any negative quasi-elemental (vacuum obviously does not apply).

Shadow Storm (Evocation/Conjuration)

Level: 6

Components: V, S, M

Range: 20"

Casting Time: 8 segments

Duration: 1 round

Saving Throw: ½

Area of Effect: ½" radius sphere/level

This spell summons a blast of energy, combining the powers of the Plane of Shadow and the Negative Material Plane. Those caught within the area of effect must save versus spells or suffer the full effects of the spell. Those that fail the saving throw lose the caster's level expressed in points of strength and constitution (equal values from each), and take 24 to 68 points of damage (4d12+20; another successful save will reduce this damage by half). If the victims' strength or constitution is reduced to zero or less, he is slain; if brought below three, he is unconscious and will lose 1 hit point per round until death takes him. Aid from a companion can stop this hit point loss. The victims of this spell are then animated as shadows under the control of the caster within 2 to 5 rounds of their deaths. Those who save against the spell lose one-fourth of the rolled damage. All losses in strength and constitution can be recovered at a rate of 2 points in each ability per day of complete rest. The material component is one quart of the blood from a shadow dragon.

SEVENTH LEVEL

Shadow Smash (Alteration)

Level: 7

Components: S

Range: touch

Casting Time: 1 segment

Duration: permanent

Saving Throw: special

Area of Effect: one item, up to 40 gp weight/level

This spell causes the affected item to be transformed into pure shadow. If the item is brought into either bright light or total darkness, it is destroyed, as it can no longer exist in any conditions save those of shadow. The item gains a saving throw according to the following table, with +1 per plus it possesses:

item	base score to save
potion	19
scroll	20 - highest level spell on the scroll
ring	14 -13*
rod	10
staff	7
wand	16-13*
misc. magic artifact	15-12*
relic	3
armor, shield	12
sword	11
misc. weapon	14

*GM's judgement based on the item's strength

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SEGMENT JORUNE



Greetings from JORUNE! We hope you enjoyed last month's segment --- we enjoyed putting it together. This month we want to start with an episode about a young caji learning to become a master. Then a point-by-point description of how Isho works, more background information into the cultural development of the human and Iscin races, our promised feature on foods on Jorune, a Beagre and Beyond section detailing a variety of tarro, and a mini-campaign involving a shanthic device and a 4500 year old bochigon ready to return to the battle field.

Read on, and remember: questions and comments are welcomed. We also take submissions. Please address all correspondence relating to SEGMENT JORUNE to the address noted at the close of the Segment.

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A CAJI'S DAY OF DANGER

Fiction by Andrew Leker

Nandreth strolled blithely down the cobbled road toward the Bazaar, or so it would appear to anyone not familiar with his daily ritual. His fingers fiddled with his lucky green and red checked crystal pouch that dangled at his side as he ambled off the road, over the Cryer Bridge, and into Laysis, the Isho Free Area.

As Nandreth entered the pine grove that led to the Cryshell River's edge, he slowly built up the Isho in his palms. "The slower the better," he thought to himself, lest he send out a ripple strong enough to be detected. His steps became slow and purposeful. Anticipation was tinged with anxiety. Yesterday's bruises weren't going to heal quickly, and his left wrist still ached. Nandreth was still feeling the razzing he had taken when his friends on Southside saw his welt.

Just then he felt it. A subtle sensation at most, but he now knew better than to ignore it - that was how he'd gotten the welt. He stopped, tensed. He sensed a presence, an Isho presence on his left. Rapidly weaving a power orb, he spun around to

face the source of the disturbance in the sho-sen. His eyes met with two others -- on stalks. The small, fig-shaped body that supported them stood atop a large boulder just ahead. He released his bright yellow orb at the creature now, imparting just the right spin to ignite its motion away from his palms. The swirling luminescence flew toward its thriddle target.

The next moment arrived without thought on Nandreth's part. As he stood motionless, awaiting the impact, an orange tail plumed from the orb's side, rending the spherical shape apart with a loud 'cccchop.' The remaining meter of the orb's flight was a spectacle of a dozen or so sheaths of brilliant yellow light which dissipated that second. Nandreth's heart fell and his stomach knotted up with the memory of yesterday's failure, with yesterday's wounds still fresh enough to reinforce his shame. He must practice again and again, if he was ever to become a caji. The orb had started out so admirably, only to crumble out of the unsure structure that was the best Nandreth could muster under tense circumstances -- his orbs never unwove during practicing in the kerning bay

"Panic? Did you panic?" the thriddle taunted Nandreth in a decidedly superior tone of voice. "If I was a crugar I could have..." Blast! A red bolt flew from the thriddle's tiny palm and pierced the small space between Nandreth's feet, starting his boots afire. The bolt caught the student by surprise. "Didn't detect my Desti building? Did you Nandry?" the thriddle teased. Nandreth hated to be called Nandry, and his thriddle fadri knew it. Stomping out the flames that singed his thombo hide boots, Nandreth answered the thriddle in a quaking voice. "No, I felt you, but n't not your lightning blast being p'prepared." He slowly regained his composure, hoping that the thriddle would cease his mock attack. "Benna GiRomo, I sensed you earlier today than yesterday. Tomorrow you will not surprise me." There was a pause as the small, fig-like shape made his way down the boulder's edge.

"Nandreth," the thriddle began, "should you detect me sooner, should you sense my Isho building, you will still fail. Your orb could not hold its form."

"But..." Nandreth interrupted.

"No no no. Spend the day with Pleator, the hishtin. He will see your Isho from Du pervert your orbs -- he will show you your failing. Then you will be ready for me tomorrow. You must perfect your power orb before I will teach you other dyshas."

Some commentary for
the sholari

Nandreth is a caji who lives in Ardoth. His friend, Benna GiRomo, a thriddle, is quite good with energy woven into the orbs and bolts that people call "dyshas." Each day at the same time, Nandreth walks to the Isho Free Area where GiRomo is waiting for him. Unfortunately, Nandreth has a problem weaving his power orbs quickly. His weave is pure when he practices in the kerning bays (places where caji expel unwanted Isho, or practice their dyshas), but when he's under pressure, small amounts of impure Isho enter his weave, imbalancing the delicately resonating waves of energy.

Benna GiRomo is a thriddle "fadri," a teacher. He challenges Nandreth to his limits, and gives him an unpleasant reminder when he fails. Nandreth isn't convinced that it's the best way to learn, however, and is seeking another mentor, preferably one of his own race.

Pleator the hishtin is a boccord who works in a nearby kerning bay. He has trained himself to interfere with orbs and bolts just before they strike him. In so doing he is able to "feel" any imperfections in their weave and comment on the sender's technique. Pleator is a friendly sort, and charges a reasonable 20 gu per short lesson.

A quick note on the Isho Free Area: those new to the city find this distinction puzzling. Most assume the meaning to be an area "free" of Isho, the planet's ambient energy. What many visitors discover, after being shot at and kernalled on, is that in this part of town Isho use is unmonitored and unrestricted. The city's small army of daijic can detect the use of Isho emanating from here, but they will not enter and investigate, as they do elsewhere.

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ISHO

Hints for Sholari's by Andrew Leker

This section is designed to give Jorune sholaris an understanding of Isho and dyshas at a deeper level than mere combat. We review here the basics of Isho as described in the Player Manual of the Jorune Boxed Edition while offering additional insight into the nature of this ethereal Jorune energy.

I. Isho, Pure and Simple.

- 1) Isho is invisible to normal sight. Humans cannot see Isho.
- 2) Shanthas and shanthic life "see" by the way that Isho deforms around objects such as creatures, rocks, trees, etc.
- 3) The amount of Isho in an object depends upon its density, ie; a rock is denser than a tree, thus it will contain less Isho per cubic foot.
- 4) Isho is everywhere on Jorune, but it exists in greater and lesser quantities depending upon geography.
- 5) Some forms of life are able to "latch" onto Isho, and a few of these are able to make use of it. For shanthas this is quite natural, for many forms of Jorune life it is instinctual, and for muadra it is acquired with effort. Ramian and creatures related to them are in no way able to latch onto Isho or detect its use.

II. Isho ripples: Signatures

- 1) Isho ripples are constantly given off by any and all forms of life which interact with Isho. These ripples are given off in all directions. It is not unlike a firecracker's bang is heard in all directions, or the ripples in a pond traveling radially outward.
- 2) Isho ripples are called "signatures." Signatures of different forms of life are readily distinguished by those with Isho perception. Similar forms of life produce similar signatures; these can be differentiated only with difficulty.
- 3) A creature's signature is tied intimately to its strengths in the different color groups. In identifying a signature as that of a woffen, for instance, it would be important to know that woffen are capable of learning the "power hold" dysha. Thus, the race must have some propensity toward the Ebba group, which is yellow (Ebba orbs are yellow. Signatures, as opposed to orbs and bolts, don't really have a color that can be seen, but are differentiable to someone with an acute signature sense. However, those familiar with signatures use colors to describe them. Such

a creature's signature would be "Ebba-like," and the naull orb, or copra, created by such a creature would be strongly yellow.

III. Naulls and orbs

- 1) The brains of the different intelligent and non-intelligent races are better suited for dealing with some forms of Isho over others.
- 2) Creatures which interact with Isho can fine tune their ability to perceive or weave, with time and practice.
- 3) Isho interacts with the energy given off in biological-chemical reactions. The transfer of energy in normal brain functions is appropriate for this exchange.
- 4) Muadra are able to develop dyshas and Isho skills because the part of their brain that is capable of undergoing Isho/energy transfers develops earlier than in humans and boccord. Their brains develop around this process and learn to deal with Isho as a source of energy controlled by the mind.

IV Lih-ahls: Dysha Groups

When Caji Gends was trained by Sho Copra-Tra more than a half-millennia ago, the learning was broken down into seven disciplines. Each group, Caji leaned, had its own complexities, its own challenges. It was important to master them all if one wished to be competent with Isho. At its highest level the ability to sculpt Isho was an art form, one which Caji Gends grew to quickly appreciate.

After building his pupil's Isho to a respectable level, Sho Copra-Tra taught Caji Gends to weave a naull, one that was woven tightly enough to remain for hours. Once accomplished, Caji eagerly awaited moving on to new learning, to the learning of the seven lih-ahls, or dysha groups described in greater detail in an upcoming White Wolf Supplement.

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BACKGROUND ON ISCIN

Jorune history by Amy Leker

Iscin was a geneticist from the original Earth/Jorune colonization. His work as a colonist was mandated by the colony management until the colony's demise in the year Zero. It was then that his individual research was able to progress

unimpeded by the prejudices and laws of his former compatriots; left to his own laboratory after the War, he began the aggressive research and testing that lead to the creation of the Blount, Crugar, Woffen, and Bronth races. These "Children of Iscin" were engineered from the basic structures of frogs, cougars, wolves, and bears, cryogenically preserved DNA from all of which he had at his disposal in his lab. Iscin left another legacy to his descendants (both human and otherwise), but it was a gift that was not to be understood for hundreds of years following his death. It would be the gift of life to the humans who knew it for what it was.

The Legend of Gauss and Durlig

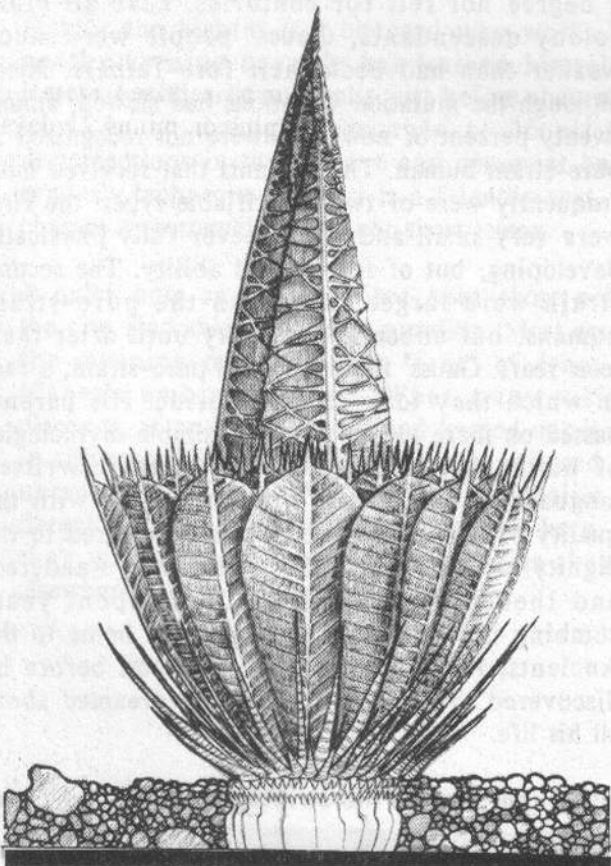
The years after the colony's demise were years of slow growth. Human civilization had been largely destroyed; surviving colonists abandoned their technology and home-sites in fear, and thus began the gradual digression of man from master of his environment to hunter/gatherer. Four centuries after Iscin's death, most colony descendants lived in small bands. In the face of great adversity and basic survival needs, much higher knowledge was lost. Stories of the "Star-Dwellers" were preserved, but language changed subtly and thoughts were turned mainly to tasks at hand. It was into this world that Gauss was born. His tribe survived mostly by hunting small game and collecting edible vegetation, but they had started the rudimentary processes of farming that stabilized their lifestyle to a degree not felt for centuries. Like all other colony descendants, Gauss' people were much weaker than had been their fore-fathers. Also, although the mutation variations had slowed, almost twenty percent of newborns were not recognized as pure-strain human. The deviants that survived most frequently were of two identifiable types: the first were very small and weak, never fully physically developing, but of full mental ability. The second strain were larger than even the pure-strain humans, but unbearably clumsy until after their teen years. Gauss' family was all pure-strain, a fact in which they took immense pride. His parents passed on more to him than the simple mythologies of his ancestors; they gave him their written language as well. Gauss was dissatisfied with the quality of life his tribe endured; he aspired to the dignity of the Star-Dwellers. His mind wandered, and then his body followed. He spent years combing the areas said to have been home to the Ancients. He had come into manhood before he discovered the metal ruins he had dreamed about all his life.

He fought against the enveloping vines and brush

that had swallowed his temple, and finally beheld the splendor of the ancients. Consoles of sparkling light and metal lined the walls of the installation. His awe prevented him from touching these things, but his attention was then drawn to objects more organic and familiar: he found paper and books and journals, all covered with the writing that he had been raised to understand. Comprehension was no easy task, however, and he found himself lost in the technicality of the writings. One issue was clear, however. The writer of these journals was telling him to eat durlig, a plant so foul-tasting that humans literally avoided it. The writer had created this plant to keep his people strong, Gauss learned. He had devoted himself to perfecting the plant until the death of his people, when he had followed another path with creatures that would not need the plant. The writer, the creator of durlig, was Iscin.

Gauss spent many months combing through the resources he had uncovered. During this time, he forced himself to a steady diet of durlig. In less than a year his body was stronger and better developed than that of the best of his tribe. He knew then that he had both the knowledge and the proof with which he could elevate his people from their grueling existence. Gauss the book-learner, Gauss the dreamer, returned home.

End of part I. Next month, Part II:
GUASS THE LEADER/GUASS AND MAYTRISH



FOOD ON JORUNE

Jorune Culture by Andrew Leker

When out of doors, Ardothians eat mainly sandwiches and fried food. Durlig leaves are often used to pick up food; fried durlig chunks called "bryits" are crispy on the outside, making them neat enough to be eaten by hand. Meals eaten in the home are served primarily in wooden bowls (fine brynk hardwood is preferred) and are eaten with spoons. Although plates and forks are available in most homes, a typical Ardothian meal doesn't require them. Meats are usually cut up into small pieces before being served. The basis for this style of eating is very old. When Burdothians came to understand durlig's importance, there was great impetus to introduce this bad tasting vegetable into their diet. Children were especially urged to eat durlig with every meal. Eventually, people started cooking more casseroles and stews that used diced durlig heart as a base. As a result, most Ardothian food served in the family setting uses durlig. Bad children are served their boiled or baked durlig plain.

Thiven control more than 65% of the fast food market. Their little kiosks, booths and stands litter Ardoth's streets. Although only involved in the food industry for thirty or forty years, they have come up with some strikingly original means of preparing durlig. Although rumored to sneak questionable meats into their recipes (beagre and rat), people continue to eat thiven food with broad smiles. And although very greasy, it tastes good and contains enough durlig to keep a body healthy. The thivin klades in Ardoth protect their prized, secret recipes.

For a yule you can purchase a bag of bryits, a mug of squaum, and three crisps. They called it the food deal of the century. What makes it possible to enjoy these same plates over and over again is the constantly changing thivin recipe. They aren't trying to hit the perfect formula, nor are they capable of it.

Thivin don't eat the food they prepare...

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THEEBUR K'MONO'S BRIGHT IDEA

*A Jorune mini-campaign by
Andrew Leker and Mark Wallace*

Bochigon Detruedew has been held in a keeper rod for thousands of years. He was a beast of battle trained by the Lamorri long before the arrival of the Earth colony to Jorune. Detruedew was the finest of the Lamorri war bochigon. After the battle of the Hie Plains, in which he killed and maimed more than 200 shanthic warriors, he was captured and imprisoned in a keeper rod "till the end of time," or about 4500 years, which is what the thiddle calculate the maximum stable life time of a keeper rod to be.

Detruedew lies now in stasis...

Theebur K'Mono was assigned to the north end of the fifth floor basement hallway during the fourth bicentennial spring cleaning and inventory of the Tan-Iricid Mountain Crown. Confronted with at least three days hard labor of cleaning out old dusty storerooms, he soon found that each trivial object began to hold that special fascination and interest born only of an intense urge towards procrastination. Now, in true thriddle fashion, instead of just counting and recording the presence of each object, he would while away minutes and hours pondering why it was there, who had first obtained it for thriddle posterity, whether it has any useful function today, and any other thing that would justify the time he was taking compiling extensive and detailed notes. Each additional page meant he could put off scrubbing the floor at least another five minutes.

When he first came upon the small black packing chest, he assumed it was yet another piece of intricately detailed but ultimately dull shanthic pottery. As it turned out, the vase inside held a somewhat more exceptional object: a shanthic keeper rod -- probably just another shanthic convict or sicko -- but this one looked much older than the other rods he had inventoried, and the shanthic inscription was in a tongue so long dead that he couldn't even place it, much less read any of it.

He carried it down the hall to his supervisor Eshid F'lavu. F'lavu couldn't read the inscription either, but was unimpressed with Theebur's overenthusiastic effort to annotate his inventory forms. "This inventory hasn't changed in hundreds of years, but the floors are a darned sight dirtier. Your effort is best spent in sweeping and

scrubbing," said F'lavu.

Theebur did his best not to hear this advice. He pondered the keeper rod some more, and he remembered his math professor's lecture the week before: "Formation and stability of point source Isho distortors/attractors." The theory attempted to explain in a more rational light the motivation behind strange rituals that the shanthas employed in making keeper rods. The most interesting result of this analysis was the theoretical impossibility of a keeper rod remaining stable for any more the 4634.3 +/- .2 years. This theory was considered to be a radical departure from the previous thriddle theories of keeper rods, but no keeper rod had ever been found that was more the five millennia old, so no one had been able to disprove the professor's theory. Theebur wondered how old this rod really was. In his day-dreaming Theebur saw himself seated behind the podium at next week's symposium, glibly presenting the rod as evidence that would discredit and defame his slave-driving math professor.

Time to Think

Theebur continued his inquiry into the keeper rod's origins and over the weeks that followed he discovered the identity of the rod's captive - Detruedew, the legendary war bochigon. Still more impressive was the age determined of the rod - 4633 years, 11 months. As shanthic lore was a specialty of Theebur's, he knew of this beast's reign of destruction more than 1400 years before the Earth colony's arrival. Detruedew, still thirsty for the taste of battle, is due to be released from his keeper rod in four months, plus or minus 21 days. That is, if the professor's theory was correct. The only way for Theebur to find out is to wait and see, but his father, Thrillmin O'Mono, advises him to do his watching elsewhere. "Unleash the unholy one within the confines of the great halls of the Mountain Crown and you will read with the others no longer."

The young thriddle decides to dispose of the keeper rod as far from his island home of Tan-Iricid as possible. Theebur arranges to take it to a distant land where books would not be endangered. Ardth was the perfect place.

Theebur took a leave of absence from his cleaning, much to the dismay of his supervisor. "Theebur K'Mono, you will work longer hours when you return... And where are you going with that keeper rod?" The juvenile replied, "Longer hours, longer hours. Yes. That will suit both of us well. Oh, the

rod... An expended keeper rod, which I wish to use as a support for an antique couch." Lies came not easily from K'Mono's mouth, but as any thriddle from this part of the world knows, a well placed lie can save a youngster days of lectures and speeches from his elders. His supervisor's parting words echoed vacantly through his ears as he left. "Invite no bronth to stand upon this couch's arm; the keeper rod can not support its weight."

The keeper rod was built into the arm support of a couch. It would enter Ardoth without question in this form. Theebur readied it for the sea journey ahead, and invited his friend Klo'San Gi'Omo to travel along with him.

Bochigon Fun

That's the story so far. The rest of Theebur's adventures are waiting for player characters and a sholari to begin the campaign that follows. The following is an outline of events with which to play out this scenario.

1. When Theebur and his friend arrive in Ardoth, they bribe an Ardothian Bazaar auctioneer to include their antique couch in an estate sale for a recently deceased drenn. They will secretly collect a small fee from the sale of the couch that will pay for their stay in Ardoth and ship fare home. No one will know of their involvement in the sale but the auctioneer, who promises to keep quiet in exchange for a 1st edition copy of "Slen Sven's Romance Poetry of Sydra."

2. The players are assumed to be tauther looking to have their challisks pulled for work. If appropriate, they are looking for challisk marks and money. For sholari's with non-tauther players, adapt what follows to a work for pay scheme.

3. Their challisks are pulled by Fender Grendarian, an eccentric Ardothian muadra businessman who collects fine antiques. He has examined the items to be auctioned at the estate sale, and hires the players to attend the sale and bid up to 15 gl on the couch he has fallen so in love with. He must attend a similar sale in Monerey the same day. (For sholari without Companion Jorune: Ardoth or Companion Jorune: Burdoth, Monerey is a quaint city located just up the coast of Ardoth.)

4. Players attend the auction, but are unable to purchase the desired article because Chandall Worterwick, an Ardothian muadra businesswoman has bid over 300 gl for the entire collection of the estate.

5. When the players report back to Fender Grendarian, they receive a tongue-lashing. Fender's face lights with rage so great his nose sparkles with Isho and his teeth crackle and hiss as small bolts leap through his mouth. The players are to go to Chandall's home in the Lelsh neighborhood in Ardoth and bid 45 gl for the couch. Fender does not want Chandall to know that it is he who wants the couch. Players should begin to detect signs of hostility between Fender and Chandall with the sholari's help.

6. When the players travel to Chandall's estate and make their bid, Chandall faces them with the fact that she knows who they are working for and will not sell the couch for any price. "It must be worth over 100 gl if that old cobbige canacle wants it so badly." Be sure to place several pocket-tarro through the luxurious home. Pocket-tarro will screech if players raise their voices. (see Beagre and Beyond this month).

7. Upon walking back to Fender's with more bad news, they encounter two thriddle receiving money from Glister McFay, a street wise, yord-backed informer (one who buys information on the streets and sells it to the yords, who are the city guards). At least one of the players must recognize her. And when the thriddle (thriddle can be singular or plural without adding an 's', like aircraft) leave her, she will approach the players. "Just got a juicy rumor from those boys. Anyone interested for 10 gl? Has to do with some furniture I know you tauther are interested in."

8. The players can purchase this information from Glister McFay, or they can try to track down the thriddle. Either way they will pay about 10 gl. What they are paying for is the knowledge that a keeper rod has been placed among the furniture in the estate sale. And that this keeper rod contains some large, ancient creature that could possibly damage the rugs of the posh Chandall estate. This creature is due to emerge if not released within a few days.

9. If the players give this information to Fender, he will order them to break into Chandall's estate late at night and steal the keeper rod, lest some great beast ruin her precious Dobren carpets. A drenn cannot order tauther to do their bidding, but he/she can make a convincing case. They are told by Fender that Drenn wall citations are possible if they can retrieve the keeper rod before trouble breaks out.

10. Depending upon the desired length of the campaign, two possibilities emerge. The sholari can either allow the keeper rod encrusted couch to be the one desired by Fender Grendarian, or go back and change the item originally sought. Perhaps Fender wanted a table made from glispine wood from the East Trinnu Jungle Lands, or a cream serving set, or a beautifully crafted bed imported from Lelligire. Players are about to go searching for the keeper rod. If it's in the couch they were seeking, it will speed up the campaign considerably.

11. At night, the players should attempt to sneak into the Chandall's home without being noticed. Make some Spot and Listen rolls for nearby yards if you think they are making too much noise. As Fender has told them, Chandall is still gone even this late at night, attending a party in the Citadel.

12. Most items from the estate sale have been unwrapped and placed on display or used in some form. There is still a room full of crates that remain unopened. If the players know that the keeper rod is in the couch, they can go right to it. Otherwise, they have to search through everything until they discover it. Make the search as interesting as possible. Let them use Isho scanning skills. Let the players come across tall light fixtures that could easily conceal a keeper rod. Let the players take the whole house apart looking for. Drop clues here and there, but leave most of it up to them.

13. If they reach the couch, they'll find the keeper rod used as the left arm rest. Prying it off will ruin the couch (so what, big deal). The keeper rod has 13 hours before it releases the bochigon unless Isho is used in its presence. The weave of any orb, bolt, kerning, etc. will cause the keeper rod to release in 2D6 minutes. Even if Isho scanning-techniques are used it will be enough to destabilize the rod, and cause it to release a bright white orb that flies three meters before forming into the 9 ton war bochigon Detruedew, a steaming mass of horrific animal anger, raging and ready for destruction. Here are stats on the bochigon:

A Typical Bochigon

Reaction: Dangerous	Skin: No Armor
Advantage: +1	Speed: 2d6+4
Defense Size: +4	Defense Success: 16
Attack Strength: +3 (hooves)	Attract Success: 12 (claws)
Attack strength: +4 (mouth)	Attack Success: 13 (injector)
To Hit: -5	Origin: Ramian

Note that Lamorri based life, like the ramian and the bochigon are immune to Isho from the Shal group (dyshas that affect the mind).

The War Bochigon: Detruedew

Reaction: Dangerous	Speed: 2d6+6
Advantage: +1	Defense Success: 9
Defense Size: +4	Attract Success: 5 (hooves)
Attack Strength: +5 (hooves)	Attack Success: 7 (mouth)
Attack strength: +5 (mouth)	Origin: Ramian
To Hit: -6	
Skin: Heavy plate (-3 to all but energy weapon attacks, -2 to Energy weapon attacks)	

14. The beast will lay waste to whatever environment it enters, be it Chandall's estate, Fender's home, the Ardoth Zoo, etc.

15. The remainder of the campaign is left to the sholari. Given the stats on the bochigon, its course of action should be self evident. Try not to let the players kill the beast if possible - such an august creature should roam free (outside the city if possible). Reward players with challisk marks if they act in good faith toward Fender. Any character that goes above and beyond the call of duty will receive a mark on the Drenn Wall. The sholari should not be overly cautious in tempering the actions of the yards; the release of the bochigon can be used to disrupt the campaign and allow the characters an easy exit if desired.

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BEAGRE AND BEYOND

By Amy Leker

Last month we had a question about different types of tarro. This month we'll go into the promised detail and describe a variety of these screeching pets/pests. The quick description here will save you some leafing through your sholari guide:

Tarro are omnivorous Jorune natives which live in densely overgrown, heavily forested areas. These creatures react wildly to intruders, often scurrying about in a frenzy. Some tarro are capable of launching the stiff dysha.

When frightened, tarro may "screech." The sound they make is so unpleasant, and usually lasts so long, that most creatures are forced to either cover their ears or escape the noise. Trained tarro can be taught to screech upon command.

The long arms of the tarro make it easier for them to grab and run away with small objects. Pilfering is their favorite pastime. Multiply their Strength (2D6) by 2 to determine their carrying capacity in pounds.

"I caught a stiff-backed tarro making off with a favorite knife one night. And you know what? I had to let him have it."

Danthro Krose
Drenn Explorer

Only the bronth really seem to have a feel for tarros, and it is in Dobre that they are trained. Occasionally humans in Dobre or Burdoth will accept a bronth-trained tarro as a pet, as they make excellent "watchdogs," and are amusing to watch. They can be trained to do many things besides screech on command. Manual dexterity is the name of the game with tarro; they can fetch, toss, climb, and steal. Those most likely to travel with tarro are bronth (for companionship), those with something to protect (as a watchdog), and githerin (to provide them with extra income or diversions).

Although there are different types of tarro, all share the same basic physical characteristics (They use Tra-sense, being Jorune natives. They have four arms, two legs, and a tail to steady them.). The differences in the types is in size and temperament.

Stiff-Backed Tarro: The stiff-backed tarro, native to Dobre, is never domesticated. Its spiky hide is no fun to touch, it frequently reacts to disturbances with its stiff dysha, and its screech is most unholy. They have turned on even the best of bronth trainers, and are hunted when their numbers grow so large that their populations intrude into borders of towns.

Pocket Tarro: The pocket-tarro are most frequently imported into Burdoth, usually headed for an upper class Ardothian home. These small, cuddly tarro are the most easily tamed, and seldom screech. They are status symbols of the upwardly-mobile Lelsh teen set.

Common Tarro: The common tarro (referred to as "tarro") is the domesticated tarro of choice among Dobrens. They seem proud of their keen watchdog abilities, and will perform a number of useful tricks in exchange for a treat. But beware: even in the

coziest of relationships with tarro, their motto always seems to be "trick or treat," and trick always equates to a most unpleasant screech.

Borkelbey Tarro: Borkelbey tarro are common south of Dobre. They are the heaviest of their species, weighing in excess of 40 pounds when fully grown. If shy can be applied to tarro, the borkelbey is such a beast. But so clumsy! It is not uncommon for them to plummet into the paths of those who startle them out of the branches above.

The hides of each race of tarro differ slightly. The stiffbacked are gray with black streaks, the pocket-tarro have smooth off-blue skin, the common tarro have gray/green skin, and the borkelbey are black and green. All strains of tarro have the same number of arms, and none have eyes. The challenge of training tarro has caught the interest of nearly all intelligent races, though few have consistently boasted successful results like the bronth, who call such experts "Bosins," or "Great Watchers."

By Amy Leker

△ △ △

SCRAGGERS

■ The price list for shanthic blades on page 58 of the Sholari Guide are incorrect. Replace this table with:

Injure

Bonus	Price
+1	7 gc
+2	15 gc
+3	3 gs
+4	5 gs

Earth/Jorune

We appreciate any feedback you may have relating to the segment.

Please address all correspondence to:

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(415)-381-8129

Written and produced by: Amy Leker, Andrew Leker, Mark Wallace, and Ken Felder. This month's mini-campaign by Andrew Leker and Mark Wallace.

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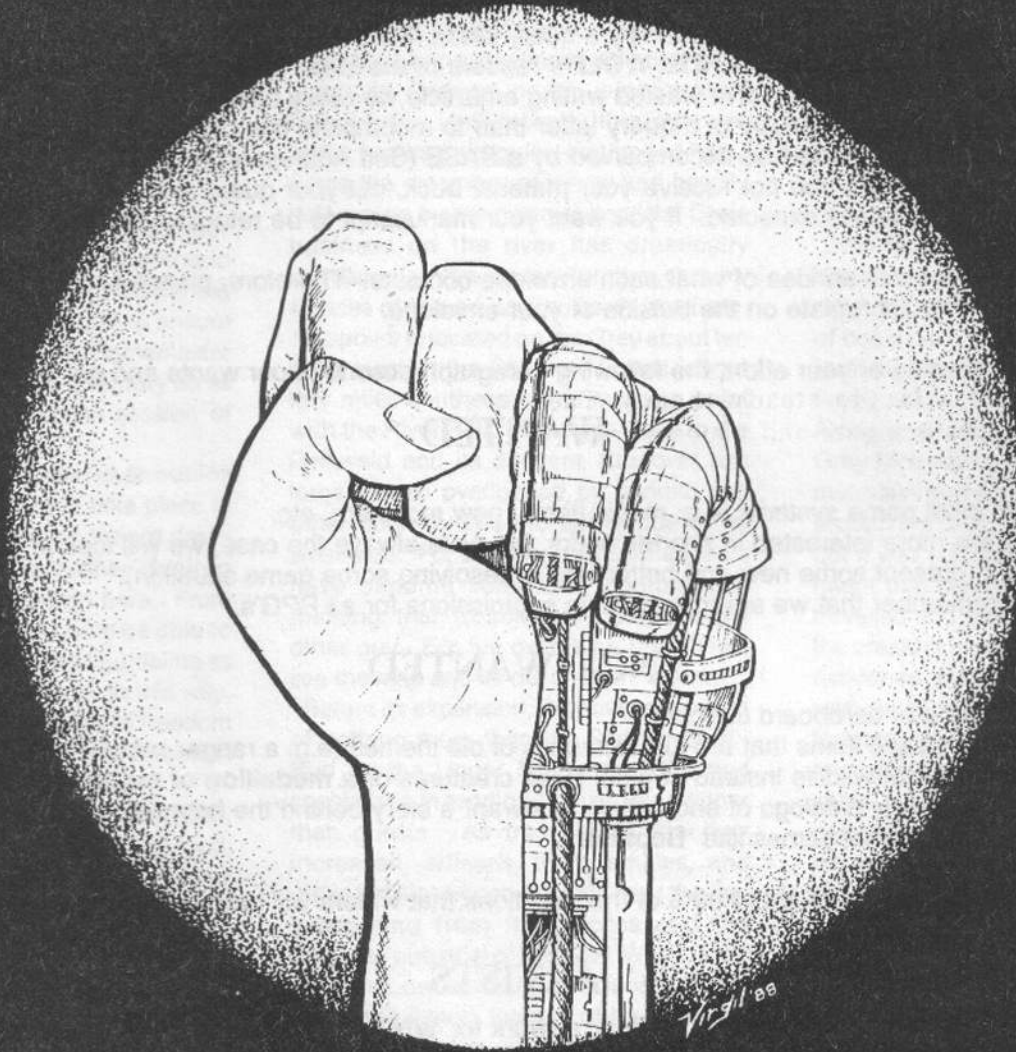


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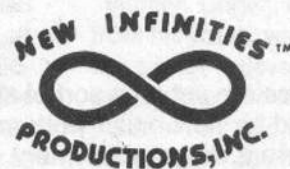
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SUBMISSIONS WANTED

(Dead or Alive)

Although **WHITE WOLF** was created mainly as a forum for some of the staff member's writing, the magazine has evolved far beyond this stage. We are actively seeking unsolicited material. Therefore, we decided to save the writers and artists among you the time of writing for guidelines by printing the guidelines in this issue. However, if you require another copy of these guidelines, please send a SASE to our offices.

Look the guidelines over and always be as professional as possible when submitting a manuscript. We are happy to look at anything we receive, but those submissions which meet the guidelines below already have a plus...

WRITERS

- 1) Submissions must be typed and double spaced on one side of 8½" x 11" white paper only.
- 2) We suggest that all submissions be preceded by a query letter. Such a letter briefly explains the idea that you have and how you would go about informing **WHITE WOLF**'s readers of the idea. This letter accomplishes two things: a) it might save you time which you would have wasted writing an article we really have no use for, and b) it saves us time, because we respond much more quickly to a query letter than to a complete manuscript.
- 3) All queries and submissions **must** be accompanied by a SASE (Self Addressed Stamped Envelope). If you do not include a SASE, not only might you not receive your material back, but your query may not be answered for quite a while. Proper writer's etiquette is expected. If you want your manuscript to be returned, then you must include SASE of the appropriate size.
- 4) It is a great help if we have an idea of what each envelope contains. Therefore, please write "query", "submission", "question", or whatever is appropriate on the outside of your envelope.

To save some of your effort, the following paragraph describes our wants and not wanted.

WANTED

- 1) Game Adventures
- 2) Single "items" for most game systems, e.g. magic items, new monsters, etc.
- 3) Good fiction (we are more interested in shorter works, but as is always the case, we will look at everything).
- 4) Articles for RPG's (present some new and better way of resolving some game situation).
- 5) You should also remember that we are interested in submissions for all RPG's.

NOT WANTED

- 1) Board game inclusions or cardboard cut-outs.
- 2) Character classes or magic items that are just rehashes of old themes (e.g. a ranger subclass called the hunter who receives his bonuses against wildlife instead of giant class creatures or a **medallion of magic missiles**).
- 3) Adventures that are merely catalogs of encounters (we want a story behind the happenings of the adventure).
- 4) Anything for basically defunct games like "Boot Hill".

That should take care of about 99% of the questions that writers will have, so what about artists?

ARTISTS

This is a bit easier to describe and outline. Interior artwork for **WHITE WOLF** is done on assignment only. Most of this work is presently being done by our staff artist, Richard Thomas, but we are always interested in the work of others. When preparing to submit art, don't call or write us and tell us that you have some art you would like us to see because we merely say, "Send it." Before we can decide whether or not we want to ask you to do some interior illustrations for us, we **have** to see some samples. Send tear sheets and/or samples of any kind. It is important for artists to enclose SASE with art submissions, especially if you send your original artwork.

Artwork for the cover is wide open. The cover, of course, must be done in color. Paintings are preferred over colored pen and ink illustrations. Before you put too much work into a cover, you might first contact us with samples of your work (even if b/w).

A lot of artists are talented cartoonists. To you I must report that **WHITE WOLF** has no interest in printing cartoons of any sort. We are more interested at present in printing material which is of valuable gaming information.

PAYMENT RATES

Our payment rates are set on a sort of sliding scale. This is especially true for written material. Payments for written material will depend on how much work must be devoted to the submission to make it publishable. Two to five cents per word is our current range of payment. Interior artwork is worth \$40 per full page. Proportional rates are available for smaller illustrations. Payment for cover art is currently set at \$250 for an original work.

So go to it all of you budding writers and artists. Get those submissions to us and perhaps your work will cover the pages in the next issue of **WHITE WOLF**.

PERIL AT STOPOVER

A Warhammer Fantasy Roleplay Adventure

by Ken Cliffe

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INTRODUCTION

This adventure has been written for use with the **Warhammer Fantasy Roleplay** system, but with work, may be converted for use with other fantasy game systems. The following is for the Gamemaster's eyes only. If you intend to take part in this adventure as a player-character, stop reading at this point.

GAMEMASTER'S INTRODUCTION

Peril at Stopover is not an adventure for novice players. It is suggested that more experienced players of **Warhammer Fantasy Roleplay** take part in this scenario since events herein require preplanning and caution on the player's part to ensure success and survival. All the Gamemaster need know is the details of the story so as to create a coherent and fun session of play.

This adventure is presented as an outline for a series of events which take place in the river village of Stopover. Where desired, the GM can provide further detail to those areas only touched on here. From this framework, the GM should be able to initiate events without a strict guideline as to when things should occur. In this way, the game is given an added feel of freedom since players are offered a wide selection of action.

The setting is that of the Old World, particularly in the Province of Reikland, between Altdorf and Nuln. If another setting is desired, the GM can easily make minor adjustments to all setting references that follow.

BACKGROUND TO THE ADVENTURE

Peril At Stopover is an adventure which is set in the small riverside village of Stopover. Without an official name, this monicker has become associated with the village by both those living in it and those traversing the Grey River upon which it is situated. The Grey River is a tributary to the River Reik, some forty miles north of Nuln (Note that the Grey River is not shown on the map of the Old World **WFRP** p.2821). At this point of intersection stands a toll house which heavily charges (a 25% markup from the norm) any vessel entering or leveling the Grey. Otherwise, there are no other river tools along the Grey River. Old and winding, the Grey is wide and cold with increasing turbulence in the mountains. From the base of the Grey mountains to the Reik, it is relatively calm,

but is not deep enough to accomodate oceangoing vessels.

Although not as trafficked as the Reik and other larger waterways, the Grey maintains a consistent trade flow moving both up into the mountains and down to the Reik. It is a favorite trade route for humans and dwarves having dealings with the Grey Mountain Dwarves or the western Men, respectively. Until recently, this trade and traffic has had a regular, but limited flow. Since the discovery of a new and heavily laden mine by the dwarves near the Grey, business on the river has drastically increased — the cause for the circumstances of this adventure, as we shall see.

Stopover is located on the Grey about ten miles west of the Reikwald Forest about fifty miles southeast of its merging point with the River Reik. Although close to the Reikwald and its dangers, Stopover has largely been overlooked by bandits and other such threats, no doubt due to its small size. For this reason, its inhabitants have become somewhat complacent, thinking that trouble only plagues the other guy. For full details on the village, see the map and its description, below.

Before its expansion, Stopover consisted of nothing more than the Riverbird Inn. Run by the Unger family, the Riverbird specialized in tending to river trade rather than guests. As trade along the river increased, artisans, their families, and other families began to settle near the inn, prospering from its success and the business potential of the river. When Oster Baluchus, owner of a chain of inns throughout the Reikland, learned of the probable opening of a new dwarven mine near the Grey River in the Grey Mountains, he knew there was a fortune to be made. All he had to do was monopolize trade along the river and he would control all transport from the new mine down into the land of Men. All of the inn owners along the Grey sold their property given the outrageous prices Baluchus was offering; all, that is, except Otto Unger, owner of the Riverbird. His son and daughter-in-law having both died of disease years ago, it was his duty to look after Vulman and Philicia, his grandchildren. By maintaining the inn, where the couple had lived and died, Otto felt that his grandchildren would at least feel closer to their dearly departed parents. With time, Vulman and Philicia grew and did their part at the inn, with business being strong

enough to hire on extra hands.

Not one to accept defeat, Oster Baluchus arranged to have an inn built near the same village which had begun to surround the Riverbird. If he could not own the independent inn, he would force it into bankruptcy. The Glittering Stone Inn was completed just two years prior to the adventurers' arrival in Stopover. Still, river travellers continued to frequent the Riverbird, being familiar with its owners, and preferring the attention they recieved in an independent inn.

This called for more drastic measures, and for a year and a half Baluchus repeatedly tried and failed to force the Ungers out of business. It was when he learned of a local legend that he realized that he could finally seize control of the entire river. Along an ancient and unused path into the Grey Mountains, there was said to exist a mountain fortress which was once used to protect the pass. No one really knew how, but it was claimed that a vampire came to haunt that pass and wiped out all whom travelled and protected it. Some say that the creature continues to live and takes up residence in the old fortress. Foolhardy men have, in the past, tried to reach the fortress, but the pass has long since fallen into decline, making it virtually impassable. Thus, they always returned in defeat, except one such party which never returned at all — they were, in fact, attacked by goblins. Unknown to the people of Stopover, the region surrounding the old pass has also come under the influence of a goblin clan. They've managed to stand their ground against the mountain dwarves for generations, keeping dwarven engineers from restoring the path. For good reason, they too are frightened of the old fortress and intentionally avoid it.

Until a few months ago, even the citizens of Stopover believed the legend of the vampire to be little more than a fairytale or lingering rumor. There is a saying, though, that even rumors are based on some truth...

Vulman Unger, infatuated by mysteries from his youth, was immediately drawn to the site of a devastated home located just outside the Reikwald forest. A trader on the river had said that the Nuln militia was sent to burn down the house of a woman reputed to be a witch — a woman accused of kidnapping young children from miles around. Even though the army was unable

to find evidence proving the woman was a witch, Vulman snuck away to investigate all the same. By a fluke of luck, he discovered a trap door in the floor which hid a small compartment containing a book. It was a Necromantic spell book. Inspired or possessed by the evil book, Vulman tried to understand it, but could only derive a bit of arcane lore from it. From that point on he was driven to learn more. It seemed natural that he next seek out the old mountain fortress. Disbelieving stories of a vampire, he hoped to find more occult tomes there. Getting time off from the inn, he set out under the pretence of going camping. The journey to and through the pass was difficult, but driven by his goal, he succeeded (and miraculously was undetected by the goblins!)

Reaching the fortress by evening, Vulman arrived just in time for the vampire's awakening. The young man begged for mercy, uttering his name and claiming that his family was rich. It was his family name that Bramm Orloff, the vampire, took interest in. For some time he had admired the beauty of Philicia Unger, but feared taking her as his bride since the locals might become wise to his true existence. For decades he had managed to feed on victims over a broad area and was careful to kill discreetly or to avoid striking successively in any one area. When given little choice, dwarves and even goblins had sustained him. By these tactics, he managed to keep his existence limited to legend without arousing greater interest. Vulman was thus able to make a deal. Orloff would spare him, and even teach him the ways of Necromancy in return for Philicia. Vulman was to allow the vampire to claim his sister and then cover up the story. Fortunately, Otto Unger, his grandfather, had become somewhat unstable in his old age and could be convinced that the girl had run away. Furthermore, Vulman was to ensure his master's survival by providing new victims and distracting any public attention directed toward the vampire.

For five years now this system has been in operation, Vulman having become a Necromancer in his own right. He, however, is still under the power of his master and still has more to learn. He would never consider betraying Orloff.

Only three weeks ago, things turned for the worse for the vampire. A priest of Morr, tending to a number of funerals in the Reikland, noticed that some of the deceased passed on unnaturally; that a well-disguised vampire attack had done them in. He realized that Stopover was being victimized more heavily than other towns, and decided the vampire must be nearby. Three weeks ago he came to Stopover and heard the stories about the most recent

vampire "attacks" (see below), and also learned of the legend of the vampire in the mountains. The priest managed to reach the old fortress, but there being two coffins present (one for Bramm and the other for Philicia), he had to guess which coffin contained the master. Unfortunately for him, he opened Philicia's first and drove a stake into her heart before she could wake. Her screams immediately roused Orloff who brutally murdered the priest. Pulling the stake from his love's heart, the stave broke, leaving the tip still within. Philicia would never rise again. Since that time Orloff has been in a rage and no longer hides his attacks, brutally killing his victims. So far, no one from Stopover has been killed in such a way.

Two months before the heroes' arrival in Stopover, Oster Baluchus put his plan into action. By hiring an Illusionist and some actors, he is rekindling the legend of the mountain vampire. Actors posing as travelers are arriving in the village and staying at both the Riverbird and Glittering Stone. They then claim to have had a visitor in the night who attacked them or stood outside their window. His Illusionist deals with legitimate guests, traders, and even villagers, creating the image of a man outside windows and posing as a vampire in the night, using his spells. With this plan, Baluchus has just about managed to bring all business in the village to a standstill, including that of his own inn. By so doing he avoids implicating himself as the source of the trouble. Even though he is losing business, he is assured of driving the Riverbird out of business once and for all. Once he has a monopoly over the river and the vampire "attacks" cease, he plans on business returning.

Personally knowing the real vampire, Vulman Unger knows that Baluchus is up to something, but lacks proof. He is desperate to stop the "attacks" to 1) divert attention away from his master, and 2) keep his inn operating. Without the inn he will be forced to move away (although he is not opposed to murdering his grandfather to have the freedom he desires), and will be less able to provide feeding stock for his master. For these reasons, Vulman will try to make friends with the adventurers to get them on his side of the conflict. Since his magically induced disabilities are comparatively minor, he should be able to hide the fact that he plays with dead things.

ENTER THE ADVENTURERS

There are many ways in which the heroes may arrive in Stopover, and the GM will probably be able to create more suitable ones than those suggested here. Any adventurer seeking employment will find it in or near the dwarven mines. Since the mountain mine is so successful, the adven-

STOPOVER

The village of Stopover is a small one with a population of roughly eighty to ninety, but since the fake vampire attacks, those numbers have dropped to about fifty or sixty. The majority of the remaining population consists of artisans and absolutely necessary members of their families, most others having gone to live with relatives. Some resolute families, a few loyal hands at the Riverbird Inn, and most of the employees at the Glittering Stone Inn still remain. Those at the Glittering Stone have been offered pay increases to stay, and with his influence, Oster promises to ensure that quitters will never find work again.

For full details on the village, see the following map:

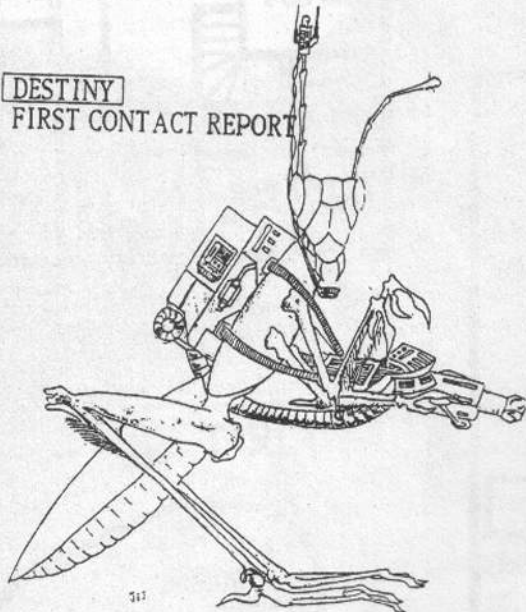
Buildings and locales indicated on the map are largely self-explanatory. All buildings are one story, save the two inns which both have two floors. Most buildings are built in the typical Reikland style: half-timbered with thatched roofs and wooden out-houses. The two inns and shrine are largely constructed out of stone.

At night, all doors and windows are locked or latched. Prior to the coming of the "vampire", most people were largely trusting of each other and left doors unlocked day and night. At that time little crime ever occurred. If trouble does arise, a council will be called to make decisions and rulings. This council consists of the most trusted members of the community: Vulman Unger representing his grandfather, the blacksmith, and the supplier. These men will try to assist the adventurers to the best of their ability if the heroes reveal their true mission, though word of that mission will undoubtedly get around. They, however, will be apprehensive about accusing Oster Baluchus of any crimes unless definite proof can be found. If a crime committed within Stopover is so heinous that the council cannot decide upon a fitting punishment, the perpetrator will be held within one of the inns until a trader can take him or her down to Nuln or another large city. Any villagers involved in the case will also go along for the trip.

Adventurers might hear that guards are needed for its operation, or that guards are for hire on some of the trade ships moving up and down the Grey River. It is also possible that party members might learn that the goblins in the mountains are threatening the dwarven mine. Or, dwarven or other interested player-characters might want to clear the old mountain pass and defeat the surrounding goblins. Even if these fail to interest, the party could simply be enroute from Nuln to Altdorf, or vice versa. The only river transport they can find is that of Vulman who had business to attend to in either city. He will take the group far as the

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Grey River for a minimal price, and will try to entice them into coming to Stopover, telling the tale of its woes. He could even offer them work at the inn since many of his hired hands have left with the recent "attacks".

Regardless of why they arrive, it is suggested that the heroes arrive in Stopover in a river boat owned or hired by Vulman. He will be on board and will try to gain their sympathy in helping his town. His story will sound incredibly pathetic. Hopefully the adventurers will offer assistance out of pure sympathy. If not, he will offer to pay them 100 GCs each to come to the village and see if they can prove the attacks to be a sham. Of course, in town, Vulman will not let on that he has sought the adventurers' aid so as not to scare Baluchus off. He wants his competitor to make a move against the heroes so they catch Baluchus red-handed. If questioned about his somewhat pale appearance, Vulman will claim that he has been sick as of late, leaving him "rather drained". In Stopover, no one will be able to verify this illness, but then "Herr Unger is always going here and there, so we don't see him all the time."

Given the present state of siege in Stopover, watches are no longer maintained by the villagers. Everyone is too frightened to go out at night. Hence, Baluchus' plan to frighten away business is proceeding at peak efficiency.

The largest structure shown on the village map is the Glittering Stone Inn. For its layout, refer to the diagrams of the typical Coaching Inn (WFRP, p 329). With minor changes, that diagram can be modified to suit its river setting. Instead of surrounding the entire structure, the outer wall extends to the edge of the river and stops,

leaving the face of the inn exposed. Extending from the bank in front of the inn are a number of small docks to which boats may be moored. Within the outer courtyard, as shown on the map of Stopover, are three buildings not shown on the map of the typical coaching inn. The largest is a boathouse which slightly extends over the river. The others are tool sheds and work places for repairing and even constructing boats. The label "Gateman" (room 2), should be changed to "Boatman" -- a person who functions much like the gateman, but tends to arriving boats. The area labelled "Coach House" (room 5) should be changed to "Store House", where goods and stock from trade boats are temporarily stored at traders' request (at a small fee of course). On the second floor, all bedrooms should have balconies. The "Roadwardens" room (12) should be marked "Guards". Since the Grey River can be dangerous, particularly into the Reikwald, armed guards are needed aboard boats to help protect them from raiders. These people being essential to continued trade, they are given special treatment at many inns, much like roadwardens. Thus, their rates for food and board are generally lower than usual. The room marked "Landlord" (10) is that of Oster Baluchus. He is staying at the Glittering Stone rather than at his home in Nuln since he wants to deal with the Ungers personally. It is possible that some player-characters might know of him as a wealthy business man, if not an infamous one. If asked why he is in Stopover, Baluchus will reply, claiming that he personally supervises each of his inns from time to time. Furthermore, he will claim that he will not leave until he is certain that

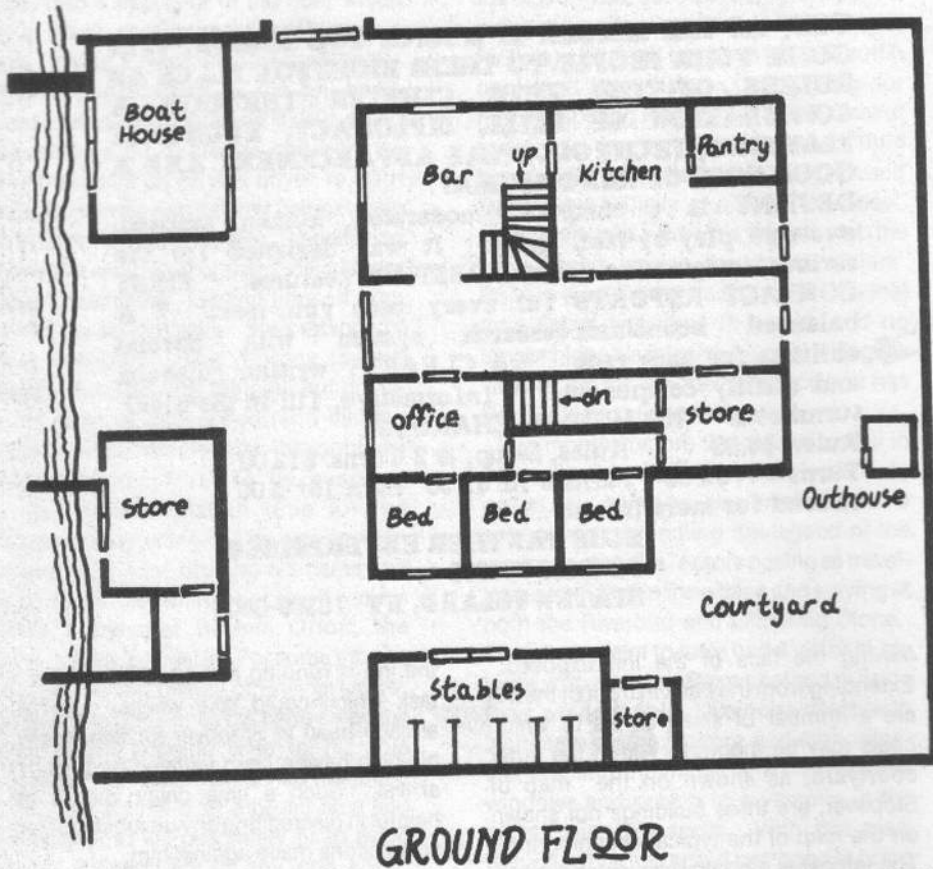
the inn is running at peak efficiency -- a task which could take weeks. He has already been in Stopover for two weeks, his plan having been initiated prior to his arrival. Such a time delay should be helpful in discrediting any unsubstantiated accusations made against him.

As indicated, many of the buildings in the village belong to various artisans from which they sell their wares. The stonemason, the blacksmith and the tailor all have homes adjacent to their shops. The supplier and carpenter both have homes located with those of other families among the buildings marked "Homes". Only half of the homes in this area remain occupied, a few of which were left so hastily that uncovered furniture still remains.

Probably the most important shopkeeper is the supplier who provides materials and supplies to both inns and all the home owners. He sells food, hardware, boating and travelling equipment, and even a few weapons (most of which are dusty and kept in the back).

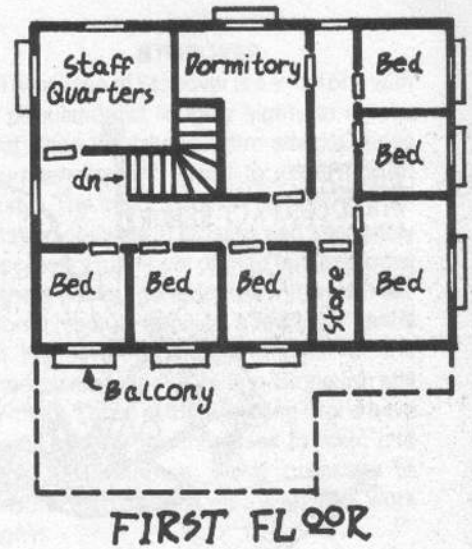
Along the river in the midst of the village map are a number of piers to which small boats may be docked, such as row boats. This is largely for public, not commercial use. In the area are two buildings in which boats may be stored. There is also a bridge in this region which allows for passage across the river. On the other side is a pathway which may be taken to the next village some fifteen miles upriver, or to the next closest inn, about twenty-five miles down river (owned by Oster Baluchus, of course). Being located in the Reikwald Forest, that inn is heavily fortified and guarded. The bridge is made of wood and is wide enough for a single wagon to pass at a time.

THE RIVERBIRD INN

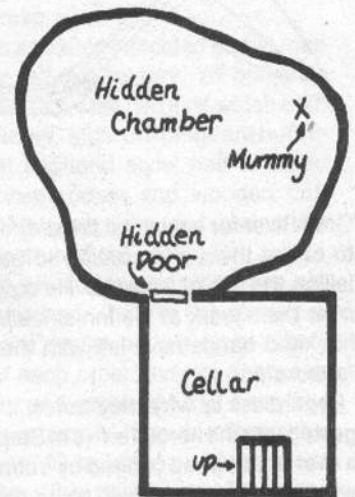


GROUND FLOOR

0 5 10 15 20 25 feet



FIRST FLOOR



Also in the village is a temple of Sigmar Heldenhammer. It is only a small place of worship, and is maintained by the villagers. There is no local priest or priestess. The floorplan of a Wayside Shrine (WFRP, p.331) may be referred to for its layout. Followers of other deities within the village often have small shrines of their own within houses or places of business. There is a general freedom of religion expression in Stopover since so many travellers move in and out. Chaos and evil gods are naturally unacceptable.

Located east of the cluster of buildings is what might be called the village green. It is mainly used for gardening and park land by the locals so that they have a food source supplementary to that brought in by traders.

Surrounding Stopover is a defensive wall which the people maintain to keep out scavenging animals and other such annoyances. It is made of stone, hardened mud, and wooden beams, but is only four feet in height so will have little effect in stopping a large invasion. As far as the villagers are concerned, there is little chance of that occurring.

The only breach in the wall allows for travel out to the village cemetery about a mile away. A gate closes off the opening in the wall when the path is not in use. The

burial place is small and is only surrounded by a low stone and picket fence. It is maintained by the villagers who hold the graveyard as a symbol of their heritage. Most people are proud to tell stories of those who first settled here, most of whom belong to the Unger family.

THE RIVERBIRD INN

In comparison to the Glittering Stone Inn, the Riverbird is small. Without the funds of Oster Baluchus, the Unger family has had to make due with what they have, but have been remarkably successful. The Riverbird was founded by Gerred Unger about one hundred and fifty years ago. He was the grandfather of Otto Unger, present owner of the Riverbird. Of the Unger clan, only he and his grandson, Vulman, remain.

With increasing senility, Otto lost his ability to administrate some time ago. As a result, Vulman was left in charge, and also assumed his grandfather's position on the village council. With a lack of family help, Vulman has been forced to hire workers to maintain the inn. With the "vampire attacks" many of these people have left the village to seek safer employment. All who remain include two maids who work in the bar and in the guest rooms, a cook (a large, eternally aproned woman), and three laborers. These three men tend to the grounds,

assist arriving and departing traders, do maintenance work, and sometimes help tend bar. Otto Unger usually remains in his bed in his ground floor bedroom. His room is adjacent to Vulman's which may be accessed through the office, and is also on the ground floor. In the third lower bedroom, the two maids reside. The cook and her husband, one of the laborers, reside in the servants quarters. The second laborer bunks with Otto. The third sleeps in the loft over the boathouse.

When in the village Vulman can always be found somewhere in the inn. If not in his office or bedroom, he will be helping out someone. At night he likes to descend into his hidden lair to practice his Necromantic art. Sometimes this will occupy him till dawn. His helpful and caring nature is just a facade.

For the most part, labels on the Riverbird plan should be clear. Along the river's edge within the courtyard are a few piers to which boats may dock. A boathouse and storage house are present to accommodate smaller boats or cargo. Forming the three remaining sides of the courtyard is a stone wall about six feet in height. There is a wooden gate near the boathouse which allows access to the inn along a village path.



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Outside of each second floor bedroom is a balcony. The windows leading to these balconies are of human height and may be opened from inside or out. They may only be locked from the inside. Each balcony is made of wood. Windows on the ground floor and the remainder of the second floor are about two feet square and also latch from the inside. Each guest bedroom can accommodate two humans comfortably. It is assumed that the player-characters will be staying at the Riverbird. They should be given those guest rooms, on the second floor, with balconies.

THE SECRET CHAMBER

One of the unique features of the Riverbird is that it has a cellar. It is largely used as a storage facility, but can become damp in the wet season. The walls of the cellar are made of stone and plaster. They have become rather soft with time. Behind a large empty crate in the corner is the entrance to Vulman's secret hideaway. The cavern was formed by an underground extension of the Grey River which has since dried up. Vulman discovered it by accident when part of the cellar wall gave way. He now conducts all of his magical experiments down here and is very careful not to let people discover the room. As soon as one enters, he or she will be overwhelmed by the stench of decay. The cavern is cluttered with occult objects, books, flasks, powders, shelves, and so on. The market value of these materials is about 4000 GCs, but only another Wizard (of any of the five types) would recognize this. Also present is a *Potion Of Strength* (which Vulman hasn't identified yet), and two scrolls: one of *Annihilate Undead* and one of *Hand Of Dust*, neither of which he is able to use ... yet!

MUMMY DEAREST

Defending Vulman's secret chamber is the mummified corpse of his dead mother. After comprehending the art of Necromancy, Vulman exhumed his mother, whom we particularly loved. She will attack anyone who enters the chamber, save Vulman, and will never stop attacking until destroyed. She will follow intruders until either side is defeated, even if this means climbing the cellar stairs, moving through the inn, and going outside. When Vulman is absent from the chamber, the mummy may suffer from *Stupidity*. If desired, the GM can have the mummy surprise the adventurers, or may have it clearly approach them from somewhere in the room. In any case, Vulman's mother will do her share of groaning as she attacks. It is unlikely that sounds of combat will reach the upper parts of the inn.

If Vulman is present in the chamber when the adventurers intrude he will allow the

mummy to attack while he peppers the heroes with spells. Once his secret has been discovered, he will try to kill the heroes, but will not allow the mummy to leave the cellar unless absolutely necessary.

The mummy's statistics are as follows:

Basic Profile:

M	WS	BS	S	T	W	I	A
3	33	0	4	4	20	27	2
Dex	Ld	Int	Cl	WP	Fel		
23	89	43	43	89	-		

Should the heroes manage to defeat the mummy and confront Vulman elsewhere, he will deny everything, especially if there are witnesses to the conversation. He will even suggest that someone in the inn is a traitor or that the chamber is another of Baluchus' efforts to force the Riverbird out of business. Given no other choice he will fight, but will send any employees or spectators away first. Quick players will try to ensure that witnesses remain so that everyone can see Vulman for what he really is.

THE ADVENTURERS ARRIVE

It will be evening by the time the adventurers, along with Vulman, reach Stopover. The first thing of note about the village is that it looks deserted. Doors are closed and shutters have been locked. Only telltale whiffs of chimney smoke indicate that anyone lives here. Before the group manages to reach the Riverbird, a loose dog will begin barking directly at them. She is in fact barking at Vulman due to his Animal Aversion disorder, but this will not be immediately apparent. There are no children in the Riverbird to react to his ailment.

The Riverbird also seems locked up. There are only cracks of light coming from shuttered windows, but none of that light is coming from the bar room. Vulman will pound on the door twice before noises return from inside. A woman's voice shouts "Who's that?" Vulman will respond accordingly, adding "I've brought guests!" The door will then open, the cook standing inside with a candle. She will see the adventurers and turn into the darkness shouting, "Guests! Guests!". A major hubbub will then ensue with inn employees racing all over. It must be remembered that Vulman wishes the heroes to pose as guests, not as hired investigators. The large cook will return in a few seconds, trying to make her hair more presentable and offering apologies. She will then proceed to light a fire in the hearth, as well as in a few hanging lanterns in the bar. Vulman will leave the adventurers in the hands of the cook, Maria. She will ask what the group would like to eat and drink while explaining that this is always a slow night.

She, nor anyone in the inn will mention the vampire. They pleasantly chat with the group, constantly wondering why the heroes would ever willingly come to Stopover. Other inn employees will appear shortly. One of the laborers, Willy, Maria's henpecked husband, tends bar, and a maid serves food and drinks. Vulman will not be seen for the rest of the night. He has gone to his chamber to further his Necromantic art. He does so every night unless the heroes keep him from doing so. Sneaky PCs may even follow him to his lair if he is caught unawares.

After about half an hour, a knock will come to the main door. A laborer and maid snuck out the back door and now are posing as inn patrons to create the appearance that the inn still does some business. The couple are bad actors, though, so won't be very convincing.

RUMORS

In talking with the Riverbird employees, the adventurers can learn a great deal about the village area. Maria will be the best source of gossip, and will visit the heroes after she has finished cooking.

Information that's common knowledge will be revealed factually, but with little interest. Maria and the others will be more inclined to tell stories about local people and places. Willy is particularly interested in hearing about the adventurers' journeys.

However, everyone will make a point of avoiding the tale of the vampire and his latest attacks. They fear that the adventurers, their only guests, will also be scared off. If asked why the town is so quiet, silence falls across the bar. Maria will answer with, "Well, we're a simple folk. Everyone likes to turn in early and get a fresh start in the morning." Inquiries about the vampire will bring answers like, "O, that's just a fable."

Below is a list of some of the rumors that the adventurers might hear. Some are truthful, some are based on truth, and some are complete fiction. Not all need be told in one night. Some may be saved for later occasions, or to be told by other villagers. They need not be told in the following order:

1. The Widow Verdich is actually a witch. Just last week I saw her carrying a dead chicken into her house!
2. Some river traders say there are giant raiders in the forest -- they're twelve feet tall! Already three boats have gone missing, crew and all!
3. I hear they're raising the river toll again.
4. The dwarves up in the mountains discovered an ancient treasure vault in the new mine. They're pulling out millions in gold as we speak!
5. They say that Vulman Unger is a queer

one. 'Disappears at night he does! 'Is no surprise, his grandfather is cracked and his family's all dead or gone. (This will not be told by anyone in the Riverbird).

6. The supplier is selling faulty merchandise. Just the other day I used a spoon from his shop to hammer in a nail. Could you believe it? The darned thing busted clean in two!

7. A priest of Morr came through the village a few weeks ago and then just disappeared. No one knows where he went.

If the adventurers ever approach Otto Unger in his room or elsewhere, should he be up, they will be able to learn a few things from him. Although he speaks slowly and often mumbles repetitive insensibilities, he can point out that something is wrong in town. Vulman said that his granddaughter, Philicia, ran away a few years ago, but Otto doesn't believe it. There's something afoot, but he doesn't know what and no one takes him seriously. He can ask that "things aren't as they appear," but won't be able to elaborate.

After the adventurers have completed their meal and don't wish to chat any longer, they will be led to their rooms. Any more than two people per room is a crowd. Outside, a storm can be heard brewing as thunder approaches from the distance.

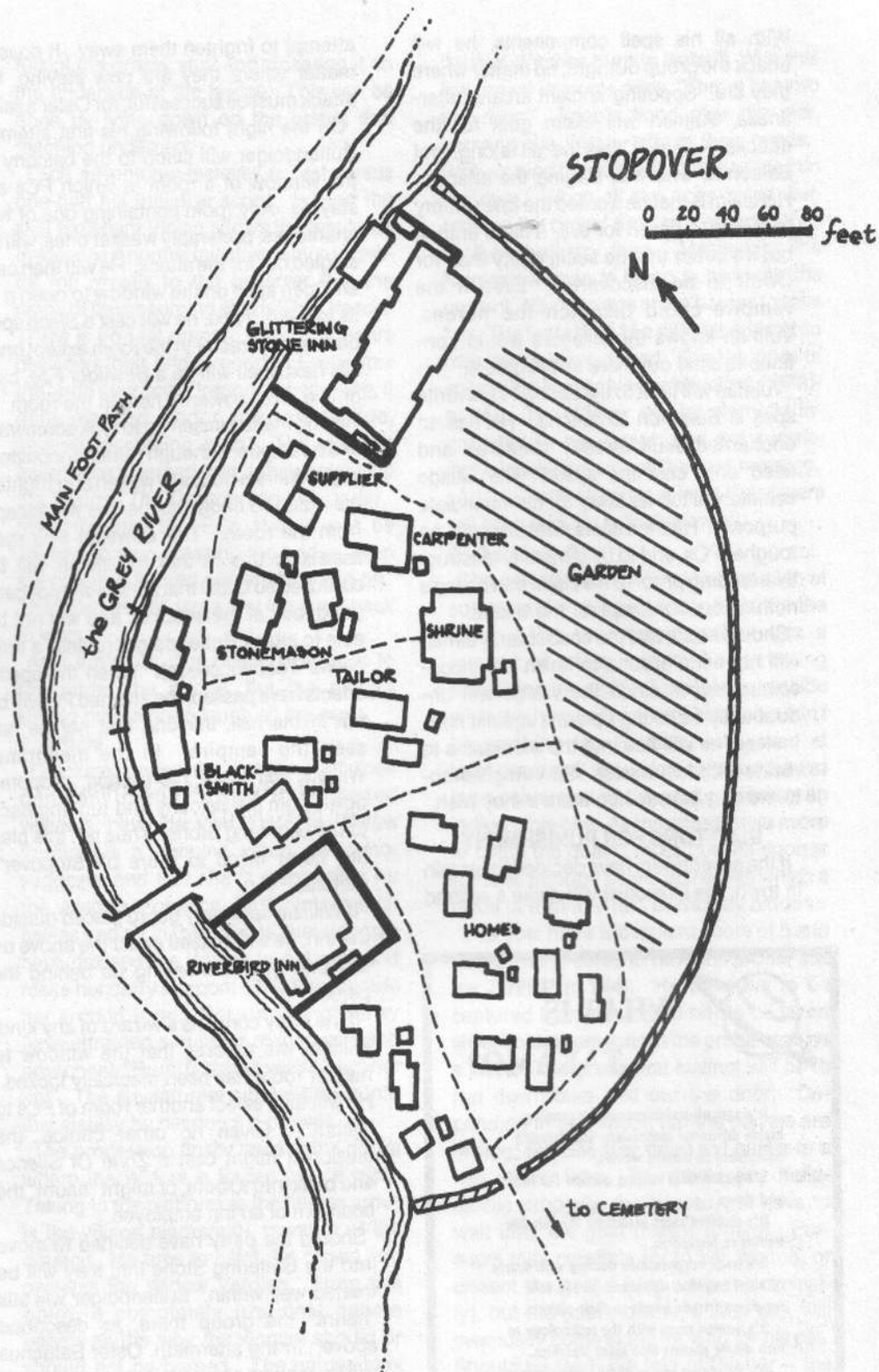
The adventurers should pay for food and board, but Vulman will repay them later, if they desire. See the Consumer Guide for prices (WFRP p. 293-297). Costs at the Riverbird are cheaper than those listed in the Guide. Purchases and business arrangements made in the remainder of the town are a bit more expensive.

STRANGERS IN THE NIGHT

Late that night, the adventurers will receive a visitor. While they sleep, a silhouette of a large man appears at the window of their room, or one of their rooms, just at the moment of a particularly bright flash of lightning. Someone or everyone in the room should instinctively awake to see this. As soon as anybody approaches the window or goes outside to get a better look, the image disappears. Any guards posted outside the inn will see the silhouette appear, but will not be able to discern features.

William Bulfendolger, Oster Baluchus' Illusionist, is the one creating the image. He has positioned himself within an abandoned home with a view of the adventurers' rooms. Oster learned about their arrival in Stopover earlier in the evening.

After having done his job, Bulfendolger will make his way back to the Glittering Stone in secrecy. It is essential that he not be seen or caught at this point. His tracks might be found within the abandoned house, but will be lost as soon as they lead



outside, the rain having washed them away.

No doubt it will take more than this to scare off the heroes. However, they lack sufficient proof to implicate Baluchus. It is the players' decision to inform anyone of what they saw. Vulman will take great interest in the story, and will implore the adventurers to stay and solve the problems. If revealed to inn employees, they will brew up a major ruckus, praying for their lives, debating to leave or stay, or asking the heroes to save them. It won't take long for word to spread all over the village. Everyone, including Oster Baluchus, will look to and watch the adventurers to learn their next move.

Furthermore, none of the villagers will be apprehensive about openly discussing the legend of the vampire after this point. Most of what the PCs hear has already been told to them by Vulman, not including any villager's creative embellishments. If it seems apparent that the party is going to seek out the vampire, Vulman will do everything in his power to stop them. He will ask that they stay and find proof against Baluchus first. He will also discuss the matter of a vampire as if it were childish, making the characters feel foolish for believing the legend. If all else fails, Vulman will attack the PCs. He first lets on that he has things to do before the group leaves, and returns to his hidden chamber.

With all his spell components, he will attack the group outright, no matter where they are. Spouting ancient arcane utterances, Vulman will claim guilt for the attacks -- that it was he all along, not Baluchus, who was staging the attacks. His claim is that he wanted the town empty to make it a haven for evil. This is untrue, but it's better that he seem guilty than for Orloff to be discovered. Even if the vampire could dispatch the heroes, Vulman knows the villagers would continue to send out more investigators.

Vulman will fight to the death. His favorite spell is *Summon Skeletons*. He has an enchanted skull already prepared and need only cast the spell. The village cemetery is too far away for his immediate purposes. He then casts *Fireball* spells on tougher PCs, and to be generally destructive, lending proof to his claim that he feels nothing but contempt for the village.

Should he survive the encounter, Vulman will not hang around to finish off unconscious heroes since the village will undoubtedly be taking up arms against him. Instead, he will flee into the mountains to reside with his master. Surviving adventurers may pursue him there if they wish.

GLUTTONS FOR PUNISHMENT

If the adventurers have decided to remain in town, the Illusionist will make a second

attempt to frighten them away. It doesn't matter where they are now staying, his attack must be successful, for Oster's sake.

On the night following his first attempt, Bulfendolger will climb to the balcony of the window of a room in which PCs are staying. Any room containing one or two characters, preferably weaker ones, will be singled out for the attack. He will then cast an Open spell on the window to open it (if its locked). Next, he will cast a *Sleep* spell on every character in the room except one. His next spell will be a *Bewilder Foe*, cast on the most powerful hero in the room. Having made himself up to look somewhat like a vampire, although rather unconvincingly, William hopes to waken and frighten his victim so badly that he/she will escape from the room. The *Bewilder Foe* spell assists in this in that his victim will be confused so badly that he/she will not get a good look at the attacker, and will not be able to attack Bulfendolger (unless a Willpower Test succeeds). When the spell's effects have passed, the affected PC will be out in the hall, thinking that he/she has seen the vampire. In the meantime, William will make his escape, dropping down from the balcony and running back to the Glittering Stone. Thus far, this plan has never failed to scare off Stopover's visitors.

If William spots any guard placed outside the inn, he will instead enact the above on any one guard, sneaking up behind the person.

If the party contains a wizard of any kind, William will assume that the window to his/her room has been magically locked. He will then select another room of PCs to "haunt". Given no other choice, the Illusionist might cast a *Zone Of Silence* and break into a room, or might "haunt" the bedroom of an inn employee.

Should the party have decided to move into the Glittering Stone Inn, they will be treated well within. Bulfendolger will still "haunt" the group there, as described above. In the aftermath, Oster Baluchus will try to seem as sympathetic as possible. In this case, the Illusionist will drop from the balcony when finished his job and will sneak around the inn to find another way inside.

Regardless of how or who the Illusionist attacks, victims will probably produce a great deal of noise. In all likelihood, others will be woken by the commotion. At this point in the adventure, it is essential that someone from the party chase the Illusionist. Given his low Movement score, it shouldn't be too difficult for someone to catch up to William. The GM may create the precise route of the chase, but the first obstacle that Bulfendolger must overcome is the drop from the balcony -- a height of about four yard (Roll a D6 and subtract 4.

Any positive number is the amount of damage taken.) To make the chase truly interesting and humorous, the GM might give the Illusionist a Cool test every round that he is chased. If any of these are failed, William will begin to panic and run randomly in any direction forgetting about the Glittering Stone. Racing through dangerous locales may call for Initiative or even Risk tests to avoid embarrassment and harm. Being something of a coward, William will spend much of his time running away. Only if cornered or surrounded will he turn and fight. He also has little regard for Baluchus' name or reputation, so won't be worried by leading pursuers back to the Glittering Stone. If captured or wounded for 5 or more Wound points, William will give up and confess to his crimes and those of Oster Baluchus.

Should, by some stroke of luck, William Bulfendolger manage to elude the heroes, he may be easily tracked or traced back to the Glittering Stone. With the previous night's rain, his muddy footprints are easily discernable. PCs may force their way into the Glittering Stone. With the previous may try something else. In any case, William will have made it back to his room (characters breaking into the inn will be temporarily slowed by doors and maybe the odd armed guard) and disposed of all evidence that he had been out haunting. His magical gear and vampire costume are in a chest hidden under his bed. Oster Baluchus will have any troublemakers thrown out of his inn. Inn guards or toughs have the following profile:

M	WS	BS	S	T	W	I	A
4	30	26	3	3	6	30	1
Dex	Ld	Int	Cl	WP	Fel	Possessions	
31	27	28	28	28	25	Club	
Skills						Possessions	
Street Fighting						Club	

If William can still be physically threatened at this point, he will admit to his own, and Oster's, recent activities.

Unless well defended, Oster will admit to his crimes when confronted with the evidence given by Bulfendolger. He is a man who deals in business though, so will try to bargain with the adventurers for his freedom. Depending upon the alignment of the PCs and the price offered, they may well accept and assist Oster in getting out of town. If well defended, he will have armed men (the amount to be determined by the GM) buy him some time while he takes a horse and leaves the village. In this case, he will be alone. On the other hand, if William doesn't return shortly after setting out in the night, Baluchus will know something's gone wrong. Taking horses and a half-dozen armed men, he will get out of town. The only way to stop this is to confront him immediately after the Illusion-



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ist is caught. If Oster escapes, the village council will still know that he is guilty, and the roadwardens will be alerted, not to mention the Merchants' Guild. Baluchus will become a wanted man unless the party is strong enough to give chase.

Caught or allowed to go free, Oster will swear vengeance on the adventurers. Not only have they denied him of his inn, but they've denied him of his entire business empire. A criminal cannot run a company without being caught. It's assured that Oster Baluchus will return again ... soon!

THE DAY'S EVENTS

The events described above will keep the adventurers busy for two nights following their arrival in Stopover. It is assumed that during the day between these nights, the heroes will be secretly investigating the village's situation, and the involvement of Oster Baluchus in it. Players will come up with incredibly complex plans to get into the Glittering Stone, or to do other things. With the information provided in this adventure, the GM should be able to improvise the circumstances of any such investigation. The GM must also decide precisely what the characters will learn. Baluchus is no dummy. He doesn't simply leave incriminating papers out on a desk. More times than not, players' efforts to investigate should provide little effective information, but not so little that they give up trying.

The focus of this adventure, however, is not so much mystery and intrigue as it is role-playing. For this reason, the following events may be added to daytime hours that the heroes spend in Stopover. The GM may pick among these and apply them at any time. When used skillfully they should add a little flavor to the game.

1. The Dragon Cometh

At any sudden moment a young boy comes racing into the Riverbird (or wherever the PCs are), screaming "The Dragon is coming! The Dragon is coming!" This should certainly cause the players some distress. Everyone in the areas will scream and begin rushing toward the river. Someone near the heroes will shout to them, "Come on, we've got to get to the bridge!" This person will then lead the PCs to a shed near the river and will hand each a bucket full of a thick, greasy substance. By the time the group gets to the bridge there will be a crowd of people around it, bemoaning certain doom. There will also be a large boat coming down river with a crew yelling, screaming, and yanking out their hair. The heroes have to fight their way through the crowd. During this period, there's not a dragon to be seen on land or in sky. If asked if one is near, the GM should not say "no", but "not yet". The leader of the bucket brigade will then order everybody to start taking hand-

fuls of the greasy stuff and smearing it on the underside of the bridge. This can be done by lying down on the bridge and reaching underneath.

Each adventurer receives a Test versus one-half his Initiative score. Having the skill Excellent Vision allows the test to be made versus normal Initiative. Any successful roll reveals to the observer that the name of the oncoming ship is *The Dragon*. There is no real dragon, but the villagers designed their bridge poorly. Every time the large river boat *Dragon* comes along, it gets wedged under the low bridge, severely damaging both. The villagers have since learned that if they grease up the bridge, *The Dragon* can slip under. Nevertheless, the PCs should not be allowed to stop greasing the bridge, even after they've figured out what's going on. The villagers will force any laggards back to work.

As it turns out, *The Dragon* manages to slip under the bridge, but the players should have a good laugh all the same.

2. Witch!

Cracking under the pressure of their constant dread, a few thickheaded villagers have decided that the Widow Verdich is a genuine witch, as rumor suggests, and that she is responsible for the village's problems. With pints in their bellies and air in their heads, these people have dressed the Widow in old rags and make her carry a broom while they parade her around town. Not surprisingly, they have attracted a number of followers and now chant, "Burn! Burn the witch! Burn her up!" The adventurers can be drawn into this display by hearing the crowds.

The procession finally ends at the docks where the Widow is forced onto a pier. Taking to the platform as the heroes arrive is the village blacksmith, member of the council. He tries to calm the crowd and protects the Widow Verdich. From this point, a completely irrational debate begins as to why the woman should or should not be burned. The heroes may enter into this struggle on the side of their choice, but the villagers should be played by the GM as a raving bunch of loonies. The Gamemaster is invited to be as witty and obnoxious as possible.

In the crowd, Vulman Unger can be seen, but he will not take any active role in the dispute. He simply watches the crowd and listens to the debate. As far as he's concerned, this event is distracting the adventurers from seeking out the real vampire — something he's all for.

In the end, the blacksmith concludes the argument by referring to popular folklore of the region. He asks the crowd, "What do witches hate the most?" The responses he gets range from candied apples to a hair in their mouths. Finally, someone shouts out,

"Water! Witches burn in water!" With this the crowd joyously cries, "Throw her into the river!" People flood over the pier, carrying the Widow above their heads. With a grand heave she is tossed yards into the river. When all she does is get wet, faces in the crowd drop as villagers return to their ordinary lives. Meanwhile, the helpless woman is being pulled with the current. It's up to one of the heroes to save her. The feat should be difficult, but not so that damage is suffered. See the rules of swimming to resolve this situation (**WFRP p. 74**). The Widow will be eternally ingratiated to her saviors, and not surprisingly, leaves the village the next morning.

Again, if nothing else, at least the players will have had fun with this event.

3. Get Your Goat

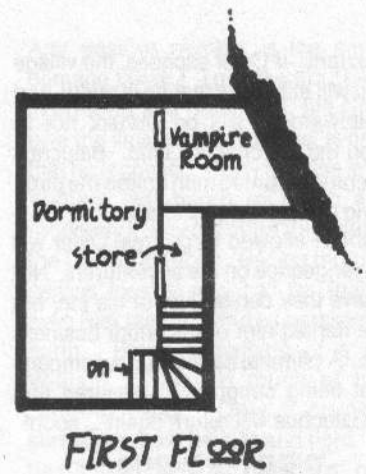
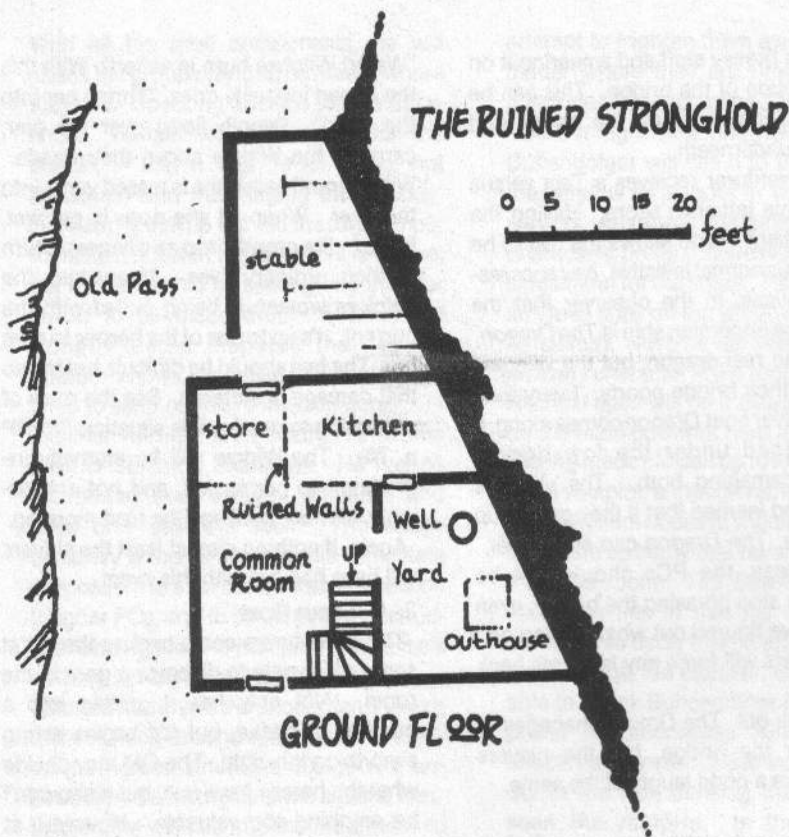
The adventurers come back to the inn at some point only to discover a goat in the room. Not only has it broken into a number of packs, but it's begun eating everything in sight. The GM may decide what the heroes have lost, but it shouldn't be anything too valuable. However, at least one small valuable item should have been consumed by the goat, preferably an indigestible one. As the adventurers move to catch the goat it races out the door or squeezes through a hole in the wall which a piece of furniture had previously hidden.

The goat has a Movement score of 5 and may be considered to have the profile of a fox (**WFRP p. 244**). He will have to be captured by hand (-20 to hit) to be taken alive, unless someone in the group can use a lasso. The goat's first instinct will be to run downstairs and out the door. Depending in how much fun the players are having, the GM may bring the chase to a halt at any time. To retrieve any indigestible property, the heroes will have to wait until the goat passes it/them. Pursuers may certainly try to kill, wound, or dissect the goat (using weapons normally), but the goat's owner, a little boy, will eventually come along looking for his pet. Should he learn the fate of Sigmar — the goat's name — he will burst into tears and run home. Not long afterward, his father, an eight foot burly farmer, will confront the adventurers and demand an explanation. The farmer won't resort to violence unless attacked first. The PCs will get into a lot of trouble with the village if they start a fight. In any case, the farmer will want an apology given to his son, and 2 Gold Crowns compensation (an exorbitant price that he will not lower).

If the goat is left alive, it will pass any metal, wooden, or mineral valuables the following morning.

What Next?

After Oster Baluchus has been captured or has managed to escape, the players



Buildings and Doors, **WFRP p. 76-79**). There are ten slits in total on the second floor. The GM may decide if it is a sunny day, and if enough sunlight could pass through arrow slits to harm the vampire.

EXPERIENCE

The following experience points should be awarded at fitting points in the adventure — usually after an evening's play, when the adventurers are in a safe location.

50-70 points each for good role-playing in the two nights spent in Stopover.

30-50 points each for good role-playing during daytime investigation, or the Day's Events, listed above.

+20 to -100 points each for not rescuing the drowning Widow, depending upon character alignment (ie. Chaotic characters might earn experience while good ones will definitely suffer the maximum penalty).

30 points each for catching or defeating William Bulfendolger.

40 points each for capturing or defeating Oster Baluchus.

50 points each for capturing or defeating Vulman Unger.

30 points each for defeating the Mummy.

50 points each for destroying Bramm Orloff in his sleep.

200 points each for destroying Bramm Orloff while he is active.

Experience awards are for all party members, not just those directly involved in a situation. For example, 30 points is awarded to all who fight the Mummy. If a number of actions are successfully performed by adventurers, they might earn a large number of experience points. If this total would cause too rapid a profile advancement, the GM should lower the total accordingly.

may still find things to do in Stopover.

If they haven't yet figured out the mystery of Vulman Unger, they may follow him around and discover his lair and his Necromantic ways. When convinced that the heroes are on to him, Vulman will lead them into a trap, fighting the group on his own terms rather than on theirs. Should he defeat them, he will return to his former life, after making sure each PC is dead. He will not rest until killing them himself.

If the party ever decides to set out after the vampire, Vulman, if still alive, will attack them as described in the section entitled *Strangers in the Night*. Rather than claim guilt for the village's oppression, he will simply try to kill the group. If done in public, he will leave Stopover to live with his master. If performed in private, he may resume his former life at the inn. He will never back down when Bramm Orloff is in clear danger.

If they are interested, the adventurers may even investigate the cemetery a few miles from the village. The graves of many descendants of the Unger line may be found. If exhumed, all bodies will be present, except for that of Vulman's mother (She is his mummy. See *Mummy Dearest*, above).

Finally, the party can make the journey to the vampire's lair. Although still just a myth, there is ample evidence in the work of Vulman that a vampire does, in fact, exist. As previously mentioned, Bramm Orloff resides in the Grey Mountains in a ruined stronghold that once defended a mountain pass. The trek to the stronghold should not be an easy one, and the players

should know what they're doing before they set out to kill a vampire. Orloff is nobody's fool. He's also incredibly powerful. The heroes will only have one chance to do him in. If it fails, they will have little chance for survival.

The following is a diagram of the ruined stronghold. Soldiers once inhabited it to ensure that the mountain road remained safe. Now its interior walls are rubble. Room labels are added to show where rooms used to be or where signs of rooms still exists. The stairs leading to the second floor are made of stone and are still safe as are all floors.

Orloff's coffin lies alongside that of his lost love, Philicia. Their coffins are identical in appearance, both lids being closed at all times. There is a fifty-fifty chance that Orloff's will actually be opened, unless both are opened at the same time. If Philicia's is opened first, Orloff will know it. Philicia looks somewhat drawn, but is well-preserved, the tip of a stake still lodged in her heart. The heroes won't be able to look at her long before Orloff is upon them.

It should be noted that the exterior walls of the structure are four feet thick (thicker walls are not necessary given the stronghold's location). One of its sides consists of the side of the mountain which has been cut smooth up to the top of the stronghold. There are arrow slits on the ground floor which allow some sunlight into that area, but all slits on the second floor were packed with mud by Vulman years ago. The mud covering each slit has a Toughness of 3 and a Damage score of 4 (see

ADVERTISEMENT

HOW DO YOUR DICE STACK UP?

Please note that, except for the two stacks of Gamescience High Impact(r) Precision Edged(tm) dice on the extreme right, every stack of dice reaches a different height. The dice in stacks 1 & 2 are opaque 20's taken from red-boxed D&D Basic games. The dice in stacks 3 & 4 are "Official D&D Dragon Gem Dice", sold by TSR in blister-carded sets. The dice in stacks 5 & 6 are Koplw German imports. In stacks 7 & 8 you see Armory Razor-Edged dice. Stacks 9 & 10 have the oriental import dice, sold by Koplw as Nice Dice in tubes, by Armory as Oriental Express dice in bonus packs, by Challenger as Western Bones, by Supply Company as T.S.C. Dice, by Gamescience as Polished Poly's, and by others as Brilliant Star dice and many other names. Stack 11 is made from 5 Gamescience Gems and 5 Gamescience Opaques. Stack 12 is made from Gamescience High Impact(r) Precision-Edged (tm) black Gems. Please note that stack 11 holds a mixture of True-20's and 20+ dice as well as a mixture of Gems and opaques. Also note that only the Gamescience dice stacks reach identical heights. Even though each of the other dice stacks contain identical dice, they all reach different heights because their dice are lopsided. If their dice were as good as Gamescience dice, they would have an equal distribution of weight and material on each side of their vertical axis and each of their stacks would reach the same height.

Scarne states on page 454 of his 1973 edition of "Scarne's Encyclopedia of Games" that casino dice must be true to a tolerance of 1/5000th of an inch (.005"). On page 467, under the heading of "Cheating on Dice", Scarne says, "Any die that is not a perfect cube will not act according to the correct odds.... Dice that have been shaved down on one or more sides so that they are slightly brick shaped will tend to settle down most often on their larger surfaces.... When a few thousandths of an inch is taken off the six and three sides, for instance, the six-ace and three-four sides are rectangles having a greater area than the two-five sides. The numbers 6, 1, 3 and 4 will appear more often than usual and, when both dice are cut down in the same way, these numbers will combine to form 7 more often than is normal." Although Scarne is speaking only of 6-sided dice, our testing verifies that his observations are valid for polyhedra shapes as well.

"Bevels are shapes having one or more sides sandpapered so that they are slightly rounded rather than flat. Such cubes tend to roll off the rounded sides and come to rest more often on the flat sides. When a beveled surface is rubbed against a flat surface or another beveled surface, the dice will wobble, or rock back and forth." All rounded edged import dice have this wobble and rock. When trying to put two Armory Razor-Edged faces against each other, you can easily see light shine between them because of their inconsistent buckle and dip, which varies unpredictably from face to face and edge to edge. Only Gamescience dice provide uniform face to face contact when subjected to this same test. All other dice failed this comparison experiment.

To prove that the Precision Edged(tm) of Gamescience dice provide more uniform stopping power than the flawed and rounded-edged import dice, put one of each in the same hand and release both at the same time. The Gamescience die will always stop first because its crisp edges provide consistent breaking action. The distorted import dice will continue rolling because its incongruent edges have been dislocated by the unbalancing destruction of edge and face materials as it is polished. "To diminish the stopping power of the sharp-edged dice, cheats round them off by shaving away small amounts of edge material." Because unregulated polishing deforms imported dice edges far more drastically than shaving, many import dice roll "Kill" numbers far too often. Our tests show that many of the rounded edged import dice are as much as 10% lighter than dice of identical design, material and manufacture. The excessive polishing process mutilates and removes so much face and edge material from some dice that parts of the imprinted digits are missing from several faces.

Scarne says that only a few thousandths of an inch differential from one face to another face causes biased die rolls. The minimum and maximum differential by which polyhedra dice cross sections vary is illustrated in our photo, and measurements of the photographed dice are listed below.

Company	Least Variation	Greatest Variation	Average Variation	% of Illustrated Discrepancy
TSR Official Gems	.044	.050	.047	5.0%
TSR D&D Basic dice	.034	.055	.044	4.5%
Koplw	.008	.025	.015	3.0%
Armory	.003	.018	.010	2.5%
Oriental Express/Nice Dice, etc.	.009	.032	.018	3.5%
Gamescience	.002	.006	.004	Trivial

Match the digit placement of your dice against those in the photo to see which brand you have and what perverted outcomes we have observed. Our experiments prove that these deformed dice are too biased to roll all their numbers with equal frequency.

Our tests show that the opaque 20-sided dice in most red-boxed editions of Dungeons & Dragons(tm) roll the numbers 9 and 12 far more often than the numbers 1 and 20. A check of the TSR Official Dragon Gem dice sold in If your local hobby shop doesn't have genuine Gamescience High Impact(r) Precision Edged(tm) Dice, order from:

TSR Opaques from red-box D&D Basic Often rolls 9 & 12 Seldom rolls 1 & 20

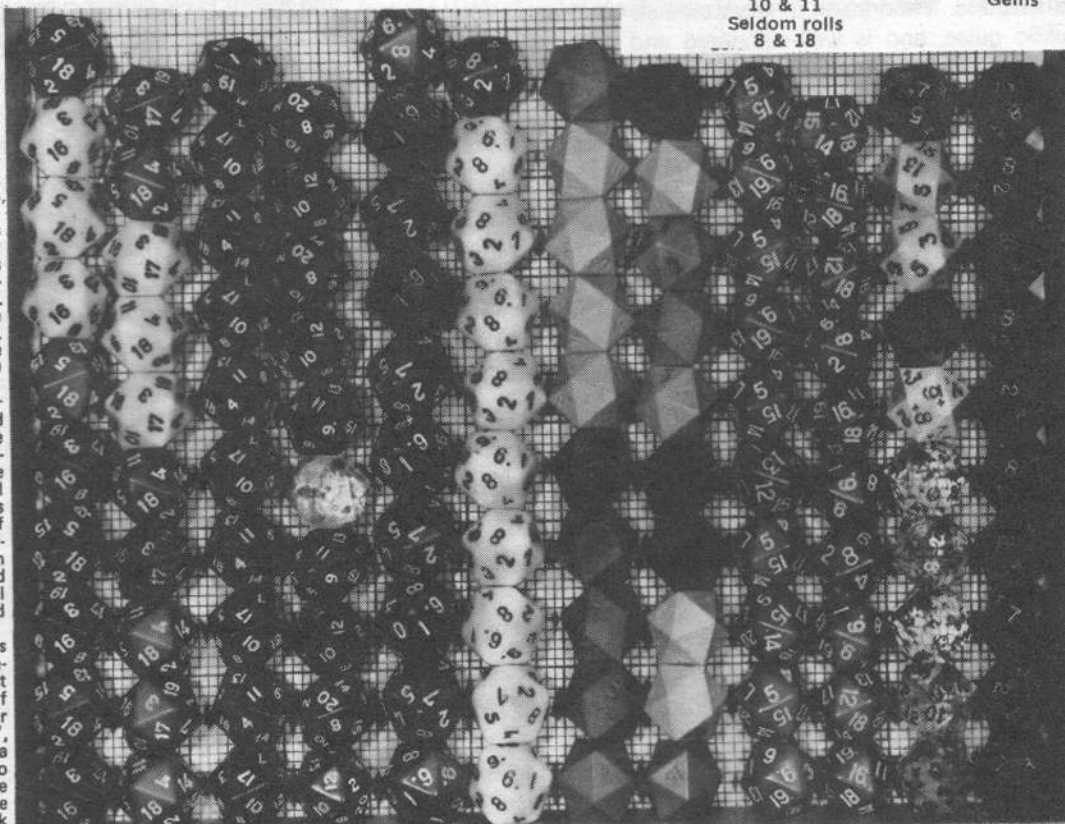
TSR Gems Official Dragon Dice sold on blister cards Often rolls 5 & 15 Seldom rolls 1 & 20

KOPLW German Imports Often rolls 5 & 10 Seldom rolls 2 & 6

ARMORY "Razor Edged" Often rolls 8 & 18 Seldom rolls 7 & 17

Rounded Edge Oriental Imports "Nice Dice" "Oriental Express" "Bonus Packs" "Western Bones" Mayfair, etc. Often rolls 10 & 11 Seldom rolls 8 & 18

GAMESCIENCE 20+ and True 20s 5 Gems & 5 Opaques 0-9 Black Gems



blister-carded packs shows that 5 and 15 come up far more often than 1 and 20. The Koplw imported German 0-9 twice units pictured here frequently rolled the numbers 5 and 10 far more often than the numbers 2 and 6. Armory Razor-Edged 0-9 twice units rolled more 5's than 6's and their true-20 units roll 8 and 18 far more often than 7 and 17. The rounded edged import dice sold as Nice Dice, Bonus Dice, Oriental Express Dice, tube dice, Western Bones, Polished Poly's, Brilliant Star, etc., generally roll more 10s and 11s and are least likely to roll 8 and 18. Many gamers suspected that they were seeing some numbers far more often than others, and now you know why. Shabby craftsmanship, inferior materials, misconfigured molds and haphazard polishing produces grotesque shapes which are too distorted to generate impartial number spreads. Because their symmetrical configuration is mutilated by the unrestricted polishing process, the dice are disfigured into an egg-shaped oval which makes numbers at the smallest ends hardest to roll, and numbers on the larger, flattest sides come up far too often. Just as the flattest, elongated side of a potato always lies parallel to the earth's surface, these blameworthy dice frequently roll the tainted numbers on their elongated and flattened equatorial faces and seldom stop for numbers on their unstable pointed ends.

To assure that every player gets an even break, more than 100 game conventions have declared that Gamescience dice must be used in all official competition events. Why let your character die because defective import dice were too disfigured to generate the needed saving throw? If you play to win, you need an impartial die which provides equal access to every digit on its faces. Our analysis proves that no company makes dice closer to casino specifications than Gamescience. Why not insist that the gamemasters use your set of Gamescience dice for your character's situations, and hold the prejudiced rounded edge dice back for those you are playing against?

Because most hobby shop owners think gamers want the cheapest dice, regardless of how blemished or disfigured their faces, they offer "bonus" packs, "buy 3, get 1 free" and other tempting deals which look too good to pass up. Because it is easy to use unskilled oriental labor, brittle materials and disregard for quality and symmetry, unreliable dice will always be sold for their worth, which is less, because they really are worthless.

Although every company claims that its dice are as good as Gamescience, not one of them has ever tried to prove it by matching the Gamescience Two-Year Wear Guarantee. Although every company claims to be proud of its product, Gamescience is the only company which proudly puts an identifying letter G after the 1 on its 10's and 20's. Why did one competitor remove his distinctive letter A? Although most of the other companies claim to have "high impact plastic" in their dice, only Gamescience proves this fact to be true by offering to replace any prematurely worn dice. If Gamescience's competitors are telling you the truth about the precision engineering of their dice, why is there an observable height difference only 3 dice from the bottom of each of their dice stacks, and no observable difference at the top of both Gamescience stacks?

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THE CAST

Vulman Unger - Necromancer: First Level

Although a respected member of the community, some people still feel some distrust toward Vulman. Everyone in the village council trusts him, and his remaining workers at the Riverbird Inn feel he is a fair employer, hence their willingness to stay on.

Of medium build and height, Vulman isn't unattractive, but is rather plain. He dresses in work clothes when assuming his public guise, and is well-mannered and congenial. When appearing as a Necromancer he wears dark robes and loses his charm.

At a low stage of development, Vulman's disorders are apparent, but not incriminating. He always manages to explain his complexion and inability to approach children and animals.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 36 22 4 4 8 42 1 41 27 56 37 42 29

Alignment: Evil

Age: 28

Skills

Fish	Arcane Language-Magick	Identify Plants
Orientation	Cast Spells-Petty Magic	Magic Sense
River Lore	Read/Write	Rune Lore
Row	Secret Language-Classical	Scroll Lore
Boat Building	Cast Spells-Battle Magic Level 1	Cast Spells-Necromantic Battle Magic Level 1

Possessions

As Boatman: Sword, 37 GCs.

As Necromancer: Wizard's Staff, Robes, Gem-Encrusted Sword

(value: 200 GCs), *Warding Ring: Lightning Bolt.*

Magic Points: 21

Spells

Petty Magic

Curse, Glowing Light, Produce Small Creature, Protection From Rain, Zone Of Warmth.

Battle Magic

Level 1: Immunity From Poison, Fireball, Wind Blast.

Necromantic Battle Magic

Level 1: Summon Skeletons, Destroy Undead, Hand of Death

Disabilities

Animal Aversion: Stage 1, Cadaverous Appearance: Stage 1, Morbidity.

Otto Unger - Former Boatman

Although mentally imbalanced, Otto isn't so dumb that he can't recognize what's going on around him. No one takes his excitable claims very seriously, though, and being superstitious doesn't help him much.

When not in bed, which he often is, Otto can be found sitting about the inn. He likes "taking in the night air", but will not remain out-of-doors any later than dusk.

M WS BS S T W I A Dex Ld Int Cl WP Fel
2 21 19 2 3 2 25 1 25 34 25 36 38 35

Alignment: Neutral

Age: 76

Skills

Fish	Row
Orientation	Boat Building
River Lore	

Possessions

Walking Stick (when not in bed).

Oster Baluchus-Merchant

Oster is the owner of a number of river and roadside inns throughout the Reikland. He is very successful, but is known for being less than scrupulous. The authorities know that Baluchus is tied up in illegal business dealings, but they can't pin anything on him. His center of operations is in Nuln.

Oster is a taller than average man, but is somewhat overweight and balding. He carries himself with dignity, fancies himself a very smart man, and is a fan of conspicuous consumption (ie. he wears furs, chains, rings, etc.)

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 33 28 3 4 7 38 1 34 49 67 39 30 50

Alignment: Neutral

Age: 57

Skills

Evaluate	Ride
Haggle	Secret Language-Guilder
Magical Sense	Speak Additional Language-Khazalid (Dwarfish)
Numismatics	Super Numerate
Read/Write	

Possessions

Fine Clothing; Carriage and Horse Team; Necklace (value-100 GCs); Walking Stick with Stick Pin (value-250 GCa); Rings (value-110 GCs, total); Golden Buttons (value-10 GCs each, 8 in total); Golden Cuff Links (value-50 GCs each); Fur Cape (value-150 GCs); Jewel-Encrusted Dagger (I+10, D-2, P-20) (value-400 GCs); 512 GCs.

William Bulfendolger - Illusionist: First Level

William used to be the partner of a con man in Nuln where the duo swindled people out of their money. It was only natural that Bill's illusionary skills were of value, but he hadn't reached his full potential when the city guard captured his friend. For a while William went into hiding until he was approached by Oster Baluchus. Oster, in a small village to the west, had a job for Bulfendolger that suited his skills perfectly ...

William is a rather short, thin man. His narrow features are only emphasized by his short red beard and mustache. From below his bushy red brows gleam piercing blue eyes.

M WS BS S T W I A Dex Ld Int Cl WP Fel
3 38 35 3 3 8 46 1 44 29 56 24 43 30

Alignment: Neutral

Age: 40

Skills

Arcane Language-Magick	Identify Plants
Cast Spells-Petty Magic	Magic Sense
Read/Write	Rune Lore
Secret Language-Classical	Scroll Lore
Cast Spells-Battle Magic Level 1	Cast Spells-Illusionist
Arcane Language-Illusionist Magick	Battle Magic Level 1

Possessions

Travelling Clothes; Dagger (I+10, D-2, P-20); Ring (value-50 GCs); Chest, containing vampire disguise and assorted minor possessions; 42 GCs.

Magic points: 16

Spells

Petty Magic

Curse, Open Reinforce Door, Remove Curse, Sleep, Zone Of Silence.

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Battle Magic

Level 1: Cause animosity, Curse Light Injury, Hammerhand, Strength Of Combat.

Illusionist Battle Magic

Level 1: Bewilder Foe, Clone Image, Silhouette*

* The spell Silhouette is one that is not detailed in the rules. Its guidelines are as follows:

Silhouette-Illusionary Battle Magic

Spell Level: 1

Magic Points: 1 per 2D6 minutes

Range: 48 yards

Duration: 2 to 12 minutes

Ingredients: A pinch of soot.

This spell allows the caster to create a shadowy image, or silhouette of up to three roughly man-sized creatures within 12 yards of each other. These images can also be made to appear to move. When located in front of a bright light source, behind a thin veil (ie. a blind), or are seen over a long distance, they are more difficult to recognize for what they truly are (-10 to an observer's Intelligence for Test purpose).

Bramm Orloff-Vampire

Bramm Orloff was a member of the aristocratic Orloff family which, at one time, was located in Middenheim, but has all but disappeared since. Bramm was an officer in the Middenheim army some two hundred years ago when the Chaos hordes were once again spreading south. It was in this time that he was unwittingly seduced by a demoness of Chaos, resulting in the resounding defeat of his Middenheim army at crucial battle.

Bramm was not left the same, though. The seed of Chaos had been planted within him, causing him to be shunned by his people, and to slowly fade away and die. It was then that he returned to "life" as one of the undead. Ever since he has merely tried to survive and keep to himself -- the influence of the last vestige of humanity left within his evil form. The stronghold, discovered many decades ago, has served his purposes well.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	69	64	7	7	23	58	4	50	60	56	48	51	60

Alignment: Evil

Age: 229

Magic Points: 62

Spells

Rather than know a number of different types of spells, Orloff specializes in Necromantic ones -- a passion he derived from his method of transformation into a vampire.

Petty Magic

Gift of Tongues, Magic Alarm, Marsh Lights, Open, Protection From Rain, Remove Curse, Sounds.

Necromantic Battle Magic

Orloff can use all of the Necromantic spells listed in the **WFRP** rules.

Special Rules: See **WFRP p. 250-251**.

Like Undead, Orloff can control wolves (including all three varieties) within 48 yards, not 24.



The Order of Hermes: The Enigmatic Society of Wizards

by Jonathan Tweet and Mark Rein-Hagen

Wizards in most role-playing campaigns are members of adventuring bands, and like the other characters, owe little allegiance to anyone outside of that group. Reduced to the status of adventurer, a wizard often becomes merely a glorified artillery unit. In some campaigns they are members of the Wizards' Guild or a similar organization, which mainly serves as an explanation for where they learn their spells. A Wizards' Guild is a good idea, but to capture all the possibilities inherent in wizardry, one must develop that concept even further, and not just leave it as a variant of the Adventurer' Guild. In creating *Ars Magica*, our game based on wizards, we investigated the idea of the "Wizards' Guild" and designed our own version of a society of wizards. We call it the Order of Hermes.

While designed for *Ars Magica* the Order of Hermes can be used in other fantasy games as well, either as a source of ideas for the world's magical organizations or transported intact into the campaign. To understand the Order, you should first be familiar with some of the assumptions we make about wizards and society:

- 1) Wizards are rare.
- 2) The society at large is medieval Europe, or at least similar to it.
- 3) The wizards are the most powerful of mortals, if they consider themselves

mortal at all.

- 4) The wizards will normally have little to do with the rest of society.

Their studies demand constant attention, and wizards will not allow themselves to be bothered by mundane matters or peoples.

To the extent that your campaign differs from these assumptions, the Order of Hermes will be different in your campaign. Often, adapting the Order to your campaign will involve only cosmetic changes, such as changing the common language of the Order from Latin to "Old Verlikian". Bearing that in mind, here is an overview of the Order.

History and Purpose

As the name implies, the Order officially started in Rome, directly descended from the cult of Hermes, the Roman god of magic. Roman members were priests of Hermes, and they were able to work powerful magics in prolonged rituals involving many participants. Actually, some scholars trace the Order back to ancient Egypt or Persian and claim that the Order is an eternal institution taking different forms in different ages, but the Order of Hermes did not take its current form until after the fall of Rome. Since Latin is still the language used by the Order, the members call themselves magi (singular: magus), which is simply Latin for "wizards."

Since the cult of Hermes required difficult rituals and broad support, it lost much of its power as Rome decayed. When Emperor Constantine brought Christianity to the Roman Empire, the cult of Hermes rapidly moved out of the cities and into the wilderness, out of political power and into seclusion. Already it had lost much of its religious vigor and its members were by this time more interested in increasing their personal influence and knowledge of the world than in conducting rituals devoted to Hermes and to the protection of the Empire.

When Rome finally fell to the barbarians, the cult was formally disbanded, and individual members were forced to survive on their own. First, they needed to modify the magic they knew, which relied on large gatherings, a temple, and other such resources no longer available to a lone magus. Using other sources (possibly Greek or Egyptian), the wizards immediately after the fall of Rome began using another kind of magic, magic more suitable to use by an individual.

Naturally, the magi still tried gathering into groups to share their knowledge, but on the whole these groups were short-lived. Each magus had precious secrets not to be shared with others, leading to jealousy and distrust. A wizard who could slay a fellow magus



would then be free to loot the library of the deceased, and therefore mortal combat was common. Because of this danger, wizards in this period rarely came together. One wizard was never able to trust another, and without the benefit of sharing information, the knowledge of the magi grew little over the years. As even apprentices could not be fully trusted, the numbers of magi in the world sharply dropped.

Some time in the 7th century a group of far-sighted wizards formed in the Black Forest in a place called Durenmar. All of them had spells to form Parmai Magicae (magic shields), thus protecting them from each others' spells. These shields gave them the assurance they needed to work together, bound by an oath not to slay each other or interfere in each others' work.

Since these magi could work together and share what they learned, they grew quickly in power. They realized that with the power of magic at their hands, the only other mortals they needed to fear were other magi. Systematically they sought other wizards out and offered them membership in the newly reformed Order. Those who joined could be trusted, but those who refused to join were still a threat to those who did, and the Order eliminated them or drove them off.

It is because of this massive effort to consolidate wizards into the Order of Hermes that currently most of the wizards in Europe are Hermetic magi. Nevertheless, independent wizards and even groups of wizards continue to exist.

They remain a threat to the Order because they are not bound by the Order's Code of Conduct.

The official year of the founding of the Order is A.D. 767, when magi from all over Europe converged to Durenmar, wrote the Code of the Order of Hermes, and swore to uphold it. It is this Code that protects the magi from each other and governs relations within the Order. Mostly, it prevents wizards from killing each other. The wizards of Europe, now free to cooperate and having the major threat to their lives (each other) eliminated, grew and prospered.

The Code of the Order of Hermes

Upon finishing apprenticeship, a newly initiated magus swears to uphold the Code of the Order of Hermes. The Code is a long document that has been handed down unchanged over the centuries, though interpretations of it have certainly varied through the years. It describes what the magi consider to be important in their conduct, in their relations with each other, and in their relations with mortals. A copy of the

Code is found in every covenant, even those with minimal libraries.

Of primary importance to the Order is peace among the magi. Magi are so individualistic that actual cooperation among them is rare; thus "peace" is narrowly defined as lack of destructive conflict. It's about all the magi can hope for. The rules governing crimes, punishment, and certamen (see below) are mostly designed to eliminate or reduce sources of conflict.

Of secondary importance are the relations with the rest of society. Again, actual cooperation is the exception because what is valued by the magi (knowledge) runs counter to what is valued by the rest of society (temporal power and orthodox faith). The magi work toward a lack of conflict, so that they can be left in peace. Magi, therefore, are instructed not to interfere with the workings of mortal politics, lest the Order of Hermes be drawn into wars and feuds.

Thirdly, the Code explains how important it is not to offend the supernatural powers of the world. Just as the magi of the Order want no trouble with the rest of society, they want no trouble with the faeries and other powerful beings. Deals with infernal powers magi and endanger the Order.

In swearing to uphold the Code, a magus swears not to endanger the Order and its members. Any magus who nevertheless brings the Order into jeopardy can therefore be cast out of the Order. See the section on High Crimes below.

The Peripheral Code

Over the years, the magi of the Order have interpreted the Code in various ways, producing a large amount of writing of how various disputes have been settled. These writings are used as precedents for settling later disputes, but magi do not swear to uphold these peripheral writings, so they are not bound to live by them. Nevertheless, they are useful in coming to an objective decision when two magi have a dispute. The only precedents normally added to the peripheral code are those reached at formal tribunals of the Order.

The peripheral code covers such details as familiars, apprentices, the formation of covenants, appropriate retaliation for personal offenses, and so on.

Crime and Punishment

The execution of justice in the Order of Hermes reflects its loosely organized nature. While justice is a serious matter, the magi have so far proved to be too individualistic to agree on a formal

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High Crimes and the Wizards' March

The High Crimes of the Order are those described in the Code, those that endanger the Order itself. Slaying a magus or destroying a magus' magical ability for personal gain, dealing with demons, and raising the wrath of mortals or supernatural beings against the Order are all considered High Crimes. Those who commit High Crimes are subject to the one punishment that the Code describes: the Wizards' March.

A Wizards' March is an official declaration that a magus has been cast out of the order. As an outcast, the wizard is a threat to the others in the Order, and it is the obligation of all wizards to hunt down and slay the outcast. Those who fail to fulfill the obligation are generally not punished, but most magi are eager to pursue the wrong-doer because the outcast's magical belongings go to any who partake in executing Hermetic justice.

While magi often prefer to settle their own grievances, occasionally they will inform those beyond the Order of Hermes that a given magus has been cast out. Most magi have made some enemies among the mortals, and these enemies would be quite pleased to know that slaying the outcast would not result in retaliation from the rest of the Order. For most mortals, however, slaying a magus, even a fugitive magus, would be quite impossible.

Low Crimes

Any crimes that do not break the Code of the Order of Hermes are Low Crimes. These crimes are, strictly speaking, "legal," since they do not break the oath that the wizard takes during initiation, but they are often not without their repercussions. The principle that guides justice for Low Crimes is "an eye for an eye." You do not break your oath to uphold the Code of Hermes if you destroy another magus' familiar, laboratory, and library in the pursuit of some of that wizard's secrets. You do, however, risk retaliation. The system of dealing with Low Crimes has varied from century to century and varies from area to area.

Where the Order is least organized, nearly anything goes. Weaker magi and lesser covenants fall prey to the greed of those who are more powerful, and as long as the Order does not feel threatened by this conflict, the rule of might prevails. Where the Order is more organized, such as where a powerful and just covenant holds sway, systems of proxy retaliation have developed. Under this system, powerful magi are willing to step in and retaliate in place of weaker

magi who have been wronged. Still, political influence plays a huge role in deciding whose acts of aggression are punished and whose are not. In areas where the Order is most powerful most kinds of conflict do not occur, for no one dares to step over the bounds of accepted behavior.

Suppose, for example, that a magus has conducted a raid on a weak covenant and looted its magical stores. As long as the aggressor did not slay any magi, these acts would not violate the Code of Hermes. In an area where justice is dependent on individual action, the magi of the raided covenant would be expected to perform any punishments they deem appropriate without assistance from any authorities. If they were weak enough to fall prey to a lone magus while on their home ground, however, they would not be likely to have the power to retaliate in full. In an area where justice is a public matter, the injured covenant could petition larger covenants at a tribunal and ask that retaliation be executed by proxy. More powerful magi might then choose to punish the offender.

The peripheral code lists various aggressions and discusses their relative severity. The list of What a Magus Values shows, in ascending order, what is recognized as important to a magus. Note that exceptional versions of something could be judged equal in value to a simple familiar.

Punishments for Low Crimes fall into two categories: retaliation and preparation. Retaliation is damaging the aggressor in amount equivalent to the damage the aggressor has done. Reparation is forcing the aggressor to make up for the aggression. Often the two are combined. For instance, it is common for a covenant that is retaliating as a proxy for a weaker covenant to force the aggressor to add to the proxy covenant's library for a certain amount of time. The aggressor is punished by loss of valuable time, the victim is satisfied to see the aggressor punished, and the proxy covenant benefits by the addition of knowledge to its covenant.

Any organization that the Order of Hermes might have is dependent on communication among the magi, often through councils and tribunals.

Wizard's War

Those who designed the Code of Hermes recognized that a magi would often have personal feuds, the resolution of which could not be satisfied by conduct allowed by the Code. They therefore included a provision that allows a

magus to step temporarily out of the Code and to engage in a lethal feud with a bloody enemy. Any magus who has been wronged and who will not feel satisfied until the perpetrator is slain can declare a Wizard's War. While in Wizard War, two magi may slay each other within breaking their oath to the Order of Hermes. The declaration of Wizard War must arrive to the intended victim on the night of the full moon, and open hostilities may not begin until the rise of the following full moon. These restrictions are designed to make Wizard War difficult, a course to be undertaken only by those to whom all other options are unsatisfactory.

Those who declare a Wizard War too often are seen as a threat to the stability of the Order, and Wizard's Marches may be called against them.

Councils and Tribunals

A council is any gathering of magi who have come together to make a decision. Within a covenant, councils are regular occurrences, but sometimes councils are called with representatives from various covenants. The Peripheral Code defines a tribunal as a gathering of at least twelve magi from at least four covenants.

Legally (i.e. according to the Order of Hermes), any decision may be made by any number of magi, even one. In practice, however, the more magi involved in a decision and the more covenants represented, the more respect any decision will have. According to tradition, major decisions about the actions of magi, including the declaration of a Wizards' March, are only valid if made at a tribunal.

Making a decision at a tribunal is not the determinant of its legitimacy. If a single magus declare Wizard's War against another magus and slays the other one, then it will surely be noticed by other magi. The other magi will investigate the cause for the March, and if the cause was valid, the magus who called it will receive no punishment. Should the reason be found to be flawed, however, that magus might be the target of another Wizard's March (probably called by a larger number of magi). Likewise, a faulty decision made by a hundred magi is still a faulty decision, and if it can be proved faulty, the decision will be reversed.

Certamen

Certamen (Latin: "duel," pronounced "care-TAH-men") is a ritualized magical battle by which magi settle their disputes without destructive conflict. When two magi have a dispute that could escalate

into violence, they usually use certamen to settle it. Before engaging in certamen, the disputants must know what the outcome of the battle will determine. Often the results are implicit, but usually they are stated beforehand. Since certamen is used in place of violence, refusal to abide by its decision (which makes certamen pointless) is an invitation to violence. Social pressure (and implicit physical threat) is usually enough to make a magus conform to the conditions agreed upon by the outcome of certamen.

Certamen can decide whether a magus has the right to take a specific action. Certamen often determines who has the right to exploit a magically valuable area. To challenge another magus to cease a course of action, you must have a reason why that course of action would be harmful to you. For instance, suppose a magus wants to slay an enemy noble in the area, possibly causing repercussions for other magi in the covenant. Another magus in the covenant can challenge the first to certamen. If beaten, the first magus will be prohibited from carrying out the murder.

Covenants

A covenant is a group of wizards that have decided to live and work together. The covenant is the basic political unit of the Order of Hermes. Since the personalities of wizards vary so much, it is inevitable that covenants do as well. Covenants often desire to increase their power and their esteem in the Order so they can attract superior members from other covenants.

Like individual magi, covenants are granted rights in the Order of Hermes. For instance, covenants generally have land that is theirs to exploit. If a magus from another covenant infringes on that territory, the magi of the covenant that owns the rights to it have the right to expel the intruder.

Covenants are important to interaction between magi within the Order because it is covenants, not individual magi, who are represented at tribunals. Magi at a tribunal speak and vote for the magi in their home covenants. Covenants also have reputations in the Order, so that magi are judged by the reputation of the covenants to which they belong as well as by their personal reputations.

Physically and socially, a covenant is not all that different from the medieval society that surrounds it. Some covenant structures are well fortified towers or even castles, like those of nobles, but many covenants are mazes of buildings and walls built haphazardly by the individual magi who have come to live

there. How well kept and organized a covenant is usually depends on the person that the magi have employed to see to mundane matters, the magi being too busy with research to take care of such concerns themselves.

The mundane folk of the covenant, the handservants, blacksmiths, cooks, and so on, live in what we would see as squalor, while the wizards live in relative opulence in their towers or underground laboratories. These mundane folk are often strange. Only an abnormal person would work for magi, and living in a covenant can make a person even stranger. Sometimes these folks are part of a long lineage of people who have worked for the covenant. In between the laborers and the magi are the warriors who guard the covenant and protect the magi when they venture into perilous areas. Since their lives are frequently in danger, the magi must treat them well to keep their service and retain their loyalty. The magi also have many friends who, for one reason or another, choose to spend some of their time associated with the Order. Often these companions provide special services to the covenant, and in turn they are rewarded with good food and lodging, usually better than that of the covenants' mercenaries, and the freedom to use their particular skills and (perhaps) mystical abilities.

Communication

There are various ways that magi maintain communication among themselves. Certain spells carry messages from place to place, as do certain elementals. Some magi, however, suggest that more information is gathered through spies than is ever offered freely.

Red caps also carry important news. Red caps are messengers of the Order, identified by (what else?) their red caps. The bright red caps warns off would-be bandits and others who might endanger the messengers, and any who impede, injure, or kill red caps will face retribution by the Order. Most red caps travel freely from covenant to covenant, picking up messages, delivering them, and spreading general news. They are seldom hindered or harmed by the common folk, the world at large having learned its lessons well.

Communication is important in reducing conflicts. If magi know what the others are doing, they can avoid actions that will create conflicts, such as competing for resources in an area. Communication also allows for cooperation, rare as that might be. Finally, communication lets wizards and covenants show their powers to each other. While a magus might want to keep the progress



of a experiment a secret, revealing successful experiments will improve the magus's reputation and the reputation of the magus's covenant.

Expeditions

As much as the wizards would like to spend all their time in study, it is sometimes essential for them to venture forth into the world in search of information or magically potent materials for spells, magical artifacts, and familiars. When they make such trips they invariably take along a group of warriors for mundane protection, and companions often accompany them as well, providing the often naive wizards with advice and skills necessary for survival in the outside world. While they frequently journey to the cities, magi are more often found journeying in the regions outside the bounds of civilization, in enigmatic faerie forests, desolate moors, haunted ruins, and endless underground labyrinths.

Magic in its rawest physical form is what they most commonly seek. This is called raw vis (Latin: "power," pronounced "wees"), and it is found in a plethora of forms, such as magicka gems, horns, griffin eyes, mushrooms, and ogre hide. With it the magi can build and create magic of great power, and they can use it in their studies to gain a greater under-

standing of the forces they manipulate. The magi with the largest supplies of vis are usually the most powerful. The effort to gain raw vis is the most common source of petty strife in the Order of Hermes. If you should ever meet wizards in the far reaches of the wilderness, it will doubtless be the search for vis which has brought them there, and if it's raw vis you seek as well, perhaps only the strongest of you will return home with the valued substance.

Other mundane ingredients for spells, artifacts, and longevity potions are also sought, though not with as much vehemence as vis.

Story Possibilities

The information about the Order of Hermes is useless if it doesn't help you tell some good stories. Here are some story ideas using the Order of Hermes, its rules, and its rituals. They are for both campaigns about wizards and the Order and campaigns which merely use it as background and flavor.

Grand Tribunal - The political head of the area calls a grand tribunal to make major decisions and many smaller ones, and representatives from the players' covenants are asked to attend. Here the characters can put in their votes as to major decisions (e.g. whether to support a new king of the area or whether to call a Wizard's March against a certain disreputable magus). It's a good chance to meet the other magi in the area and to make a reputation for the players' covenant, and if political turmoil is rampant, there should be room for some certamen and maybe some fist fights among the grogs. A good opportunity for role-playing.

Rescue a Red Cap - Someone has made the mistake of capturing or killing a red cap. If your covenant can find out who did it and get vengeance, it will be a large political plus among the other covenants. Or perhaps you have been hired by some wizards to rescue the red cap for them.

Wizards' March - A magus has severely broken the Code of the Order, and a Wizards' March has been declared. You can join in the fun hunting down and possibly exterminating this menace. It's a chance to loot a library and to cooperate with a magi from other covenants, but remember that a cornered wizard is the most dangerous kind. For a twist, the renegade can be a friend who has been framed. Can you find the evidence to clear the victim before it's too late?

Appeal to Political Superiors - Your covenant is threatened by another covenant that is breaking the Code to take advantage of you. To save yourself you must travel to a political superior and make your case. A good role-playing story, but the trip could be dangerous, especially if members of the offending covenant try to halt your progress.

Wizard's War - The conflicts between a character and another magus escalate to the point of Wizards' War. The result is a deadly battle in which friends can only help indirectly. Or perhaps you are caught in the middle of a Wizards' War and are finding it difficult to get out from between the two combatants with your laboratory and your life intact.

Certamen - Disputes are bound to arise with other magi as the right to explore certain areas. By settling these disagreements with certamen instead of traditional battles, you can be sure that the villains will remain for other interesting battles in years to come.

Faerie Forest - You have been hired by a magus to harvest a clearing of mushrooms at high moon on the summer equinox. One problem is the enigmatic Faeries who inhabit the woods; the other is the rival of your employer who is also coming to harvest the mushrooms. Fortunately you have forewarning of her arrival.

We hope you can use these ideas to develop your campaign into a better role-playing experience and that they add depth and realism to the wielders of magic in your game. A wizard should never just be a spell slinger or a back up to a bunch of warriors. This role destroys the grandeur and marvel of the wizard of legend and replaces them with magical technicians. This is a fairly easy fate to avoid, and we would like to encourage you to make the change. To make your world a more mystical and wondrous place you could do no better thing.

What a Magus Values

- Privacy
- Library
- Magic Devices
- Apprentice
- Familiar
- Body
- Mind
- Life
- Magical Ability

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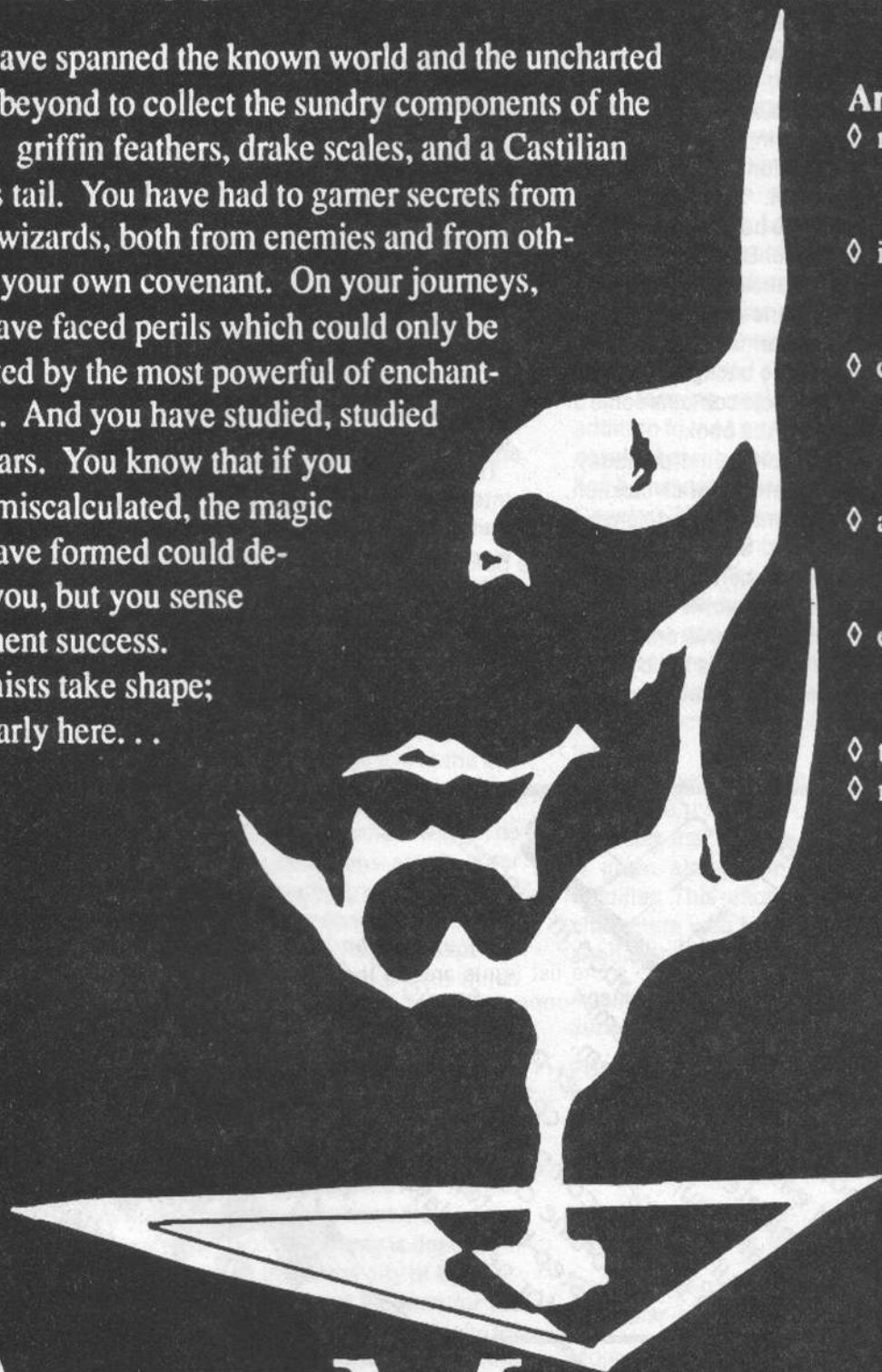
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THE ENFORCERS UNIVERSE: The Untold Story

by Gary Bernard

Publishing Enforcers has been a dream of ours for several years. When the necessary time and resources all came together we buckled down and got the system ready for publication. By and enlarge I am very satisfied with what we have managed to produce, but due to budget and space constraints certain compromises had to be made.

It was our original intention to include in the Enforcers rule book 10 pages of background information on the campaign universe in which our modules are set. After we finished writing the rules, we discovered that the book was almost 20 pages longer than was originally planned. Because of this, we were faced with the choice of going ahead with the background information and raising the price of the book, or scaling it back publishing additional information later. In the end the economic concerns won and the background information was drastically reduced! This article contains some of this information that didn't make it into this book.

The world political situation in 2046 is different from today. Due to the presence of hostile extra-terrestrial civilization, east and west have been forced to cooperate in the defense of the planet. Relations between the two super-powers are fairly cordial, but not without strain. They continue to spy on each other, and play goe-politics in third world countries. Both sides of the Iron Curtain in Europe have only token forces staring at each other. Live and let live is the by-word among the major industrial countries, but the third world is still up for grabs.

Domestically, the United States Government works in much the same way as it always has. The constitution is alive and well, most of the time. The main difference is in the area of law enforcement and punishment. From the moment that genetic mutation started appearing the FBI, CIA, NSA (this group still doesn't exist), and Secret Service began active recruiting of "special operatives". These people are usually found handling the large, tough cases, especially if other super-powered characters are the target. Most of these people prefer to work alone and some use their own slightly unorthodox methods of investigation. Washington has seen fit to "overlook" most of their minor indiscretions. The main rules are no witnesses and no innocent parties involved. If either of these rules is broken in a severe or blatant way the operative will likely be prosecuted. Life expectancy for super-agents in special federal "super-prisons" is not very long.

The monetary system was revised in 2015 to allow for international standardization of currencies. The monetary units used in this game are Credits. One credit (1.0C) is worth \$1.70 in todays dollars. The smallest monetary unit is the deca. It has a value of 1C.

Paper money is still in circulation, but most transactions are processed electronically through the use of intelligent bank cards. These cards require a passwork to be entered when purchases are made and keep track of the balance in the account internally. Unfortunately, this has not ended

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mugging, purse snatching and pick pocketing because the security password built into the card is easily overridden and changed by any home computer with a specially built interface (legally available for 75.0C to perform electronic banking and make purchases via telecommunications) and special bank hacker software (available on the black market for 150.0C, use of this software is a crime punishable by 3-5 years in state prison). The banks are always working to improve their security and the hackers are always working on new ways to crack it. It should be noted that to increase the balance in one of these cards, it is necessary to crack to bank's central computer and find the necessary security codes to encode the new balance. Fighting a bank's central computer is very, VERY difficult. Also, each of the many banks has it's own set of codes. An incorrectly coded bank card will result in almost instant arrest. In summation, stealing existing money already in an account is easy, however, trying to embezzle additional money from a stolen bank card is almost impossible.

Those of you who have been playing super-hero games for a while have probably noticed a definite New York bias in terms of the modules that have been released for other systems. This will not be the case with Enforcers. Our campaign universe centers around the Southern California area. The reasons for this are many and varied:

1. Los Angeles is passing New York in size, importance as a harbor, and international trade and banking center.
2. It has the most varied climate and terrain of any region in the country. As an example it is easy to surf Santa Monica Beach in the morning and go skiing in Big Bear in the afternoon and evening.
3. The cosmopolitan nature of the region makes almost any type of adventure possible.
4. All of the authors of the Enforcers system live in the Los Angeles area (at least we're honest about it).

I do not mean to imply that modules set elsewhere will not be published, in fact we welcome submissions set in other regions. However, I expect that the majority of our modules will be set in Southern California. If your campaign is set in a different part of the country, please feel free to adapt our modules accordingly. You know your home town much better than we do.

The Los Angeles area can be best understood when each county is discussed individually.

Mojave County (formerly Kern County): The western third of this county contains the extreme southern end of California's Central Valley. This is a very rich farming region where the produce is plentiful and the people are few. Almost everyone who comes here is on their way elsewhere (usually at high speed). The eastern part of the county is desert and arid mountains. The exception of this is the city of Mojave. This town started off as a major switching junction for the railroads. In recent years the city was selected as their site for the nations' first commercial space port. Construction of the Mojave Space Center took 5 years and billions of credits. This has permanently transformed the town into a thriving city of 2 million people. Most of the industry in this area is space, defense and service related. Several large corporations have moved parts of their regional operations to this area from Los Angeles due to lower personnel and land costs.

Los Angeles County: This area stretches from the fringes of the Mojave desert to the Pacific Ocean. The entire region is heavily urbanized with a population of 13 million people. The region suffered a catastrophic earthquake in the year 2011 that demolished large areas of Southern Los Angeles County

and severely damaged downtown Los Angeles. The area has been rebuilt complete with a new supposedly earthquake proof transit system called LAUTA (Los Angeles Urban Transit Authority) that now links all of Southern California.

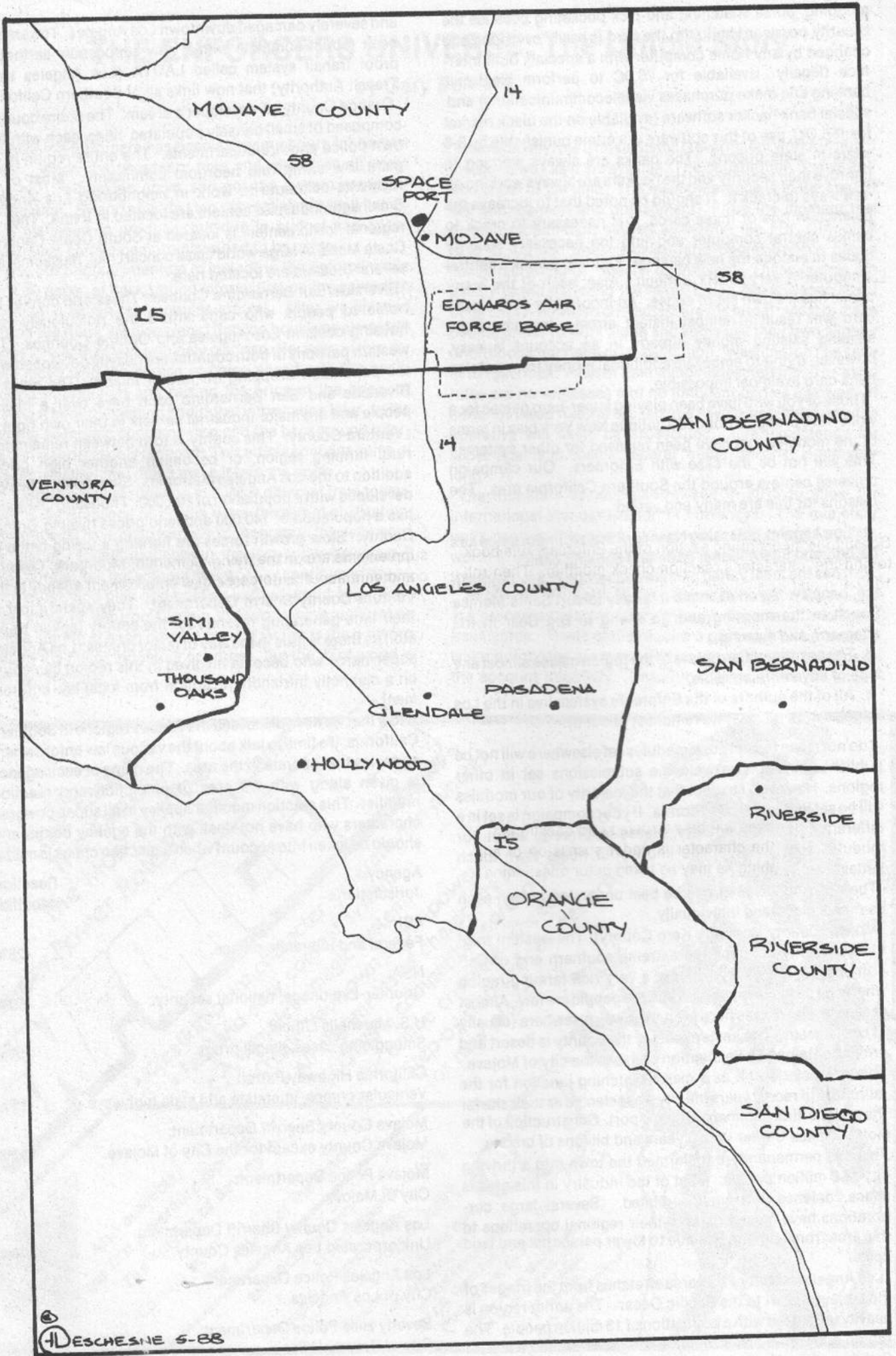
Orange County: A developer's dream. The entire county is composed of small densely populated cities, each with their own police and fire departments. The entire region is one giant low crime rate bedroom community. Most of the residents commute to work in neighboring Los Angeles. Small light industrial centers are located in Irvine. The regional "civic center" is located at South Coast Center in Costa Mesa. A large world class concert hall, museums, and several theaters are located here.

Riverside/San Bernardino Counties: These arid counties are home to people who can't afford the ridiculously high housing costs in Los Angeles and Orange Counties. The western portions of both counties are heavily developed with the population dropping off farther inland. The cities of Riverside and San Bernardino each have over a million people and are major industrial centers in their own right.

Ventura County: This county is torn between remaining a rural farming region, or becoming another high priced addition to the Los Angeles metroplex. Simi Valley is heavily developed with a population of 200,000. Thousand Oaks also has a population of 140,000 and land prices rivaling Orange County. Slow growth forces are fighting a losing battle as development is intensifying Camarillo, Moorpark, Oxnard, and Ventura. The only local law enforcement agency is the Ventura County Sheriff Department. They spend most of their time generating revenue for the county (speed traps, etc.) as there is little in the way of major crimes. Los Angeles super-heros who become involved in this region can count on a distinctly unfriendly reception from local law enforcement.

Now that we have discussed the various regions in Southern California, it's time to talk about the various law enforcement agencies that operate in the area. The name of each agency is given along with it's area of jurisdiction and reaction modifier. This reaction modifier applies to all super-powered characters who have not dealt with the agency before and should be taken into account when a reaction check is made.

Agency: Jurisdiction	Reaction Modifier
FBI: Federal and interstate crimes.	-25%
NSA: Counter-Espionage, national security.	-50%
U.S. Marshalls Office: Smuggling cases, illegal drugs.	-15%
California Highway Patrol: Vehicular crimes, interstate and state highways.	-15%
Mojave County Sheriff Department: Mojave County except for the City of Mojave.	-30%
Mojave Police Department: City of Mojave.	0%
Los Angeles County Sheriff Department: Unincorporated Los Angeles County.	0%
Los Angeles Police Department: City of Los Angeles.	+10%
Beverly Hills Police Department: City of Beverly Hills.	-10%



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Other Los Angeles County City Police Departments: Other cities in Los Angeles.	-05%
Orange County Sherriff Department: Unincorporated areas of Orange County.	-10%
Orange County Police Departments: Orange County Cities.	+05%
Riverside/San Bernardino Sherriff Departments: (2 seperate departments)	
Riverside and San Bernardino Counties.	-25%
Ventura County Sherriff Department: Ventura County.	-60%

Now that we have discussed reaction modifiers and reaction checks, I think it only fair to tell you how to make reaction checks. This method can be used with police, reporters, public officials, or anyone else that a character happens to meet during the course of the game. First roll 1d00, if the number rolled is less than or equal to the absolute value of the characters' media rating the character has been recognized and his media rating will influence the ultimate reaction.

Consult the media rating section of the Enforcers rule book to find the character's reaction check modifier. Then roll 1d00 and add or subtract this number from the die roll as indicated.

Find the result on the table below to determine the NPC reaction:

0 or less	Extremely hostile reaction. Violence likely if appropriate.
01 - 10	Hostile reaction. Police will arrest character immediatly (fabricating charges if necessary). Others will insult the character and tell the character to get lost.
11 - 25	Unfriendly reaction. The character's motives will be distrusted and questioned. If the character is under suspision of anything he may be taken in for questioning.
26 - 40	Distrustful reaction. Police will politely refuse assistance. Others will try to avoid dealing with the character.
41 - 60	Completely neutral reaction. GM's discreation.
61 - 75	Police will accept the character's help, but may not fully cooperate with him. While the character is fighting the villians the police will use his activities as cover for their own plans. Other NPCs will be generally helpful, but not share sensitive information.
75 - 100	Police will accept the characters' help and cooperate with him. Other NPCs will be friendly and helpful
101 and over	The character's help will be enthusiastically accepted by police. Other NPCs will be exceptionaly warm, friendly and willing to help.

Please remember that if the character has had previous contact with an NPC, past experience should be used by the GM to determine the appropriate reaction modifier, not media rating.

The Enforcerssm super-power role-playing system is published by 21st Century Games, located in Newbury Park, California.

Enforcerssm is a super-power role-playing game set in the year 2046. It has a creation point system for character generation that is designed to be fast and easy to use. New and customized super-powers can be easily created using the guidelines in the rule book. Combat is fast and eaasy, most six character combats can be completely resolved in less than 45 minutes.

Enforcerssm is the first super-power role playing game to have a complete magic system in the rule book. We are also the first role-playing game to publish a Lotus compatible spread-sheet program to allow players and GMs to do online character sheet updating and printing on many home computers*.

Our first module for Enforcerssm, Knights of Beverly Hills will be in the stores shortly, and many, many more modules and supplements are on the way. We welcome any questions or comments about Enforcerssm or this article. Please direct your questions or comments to :

21st Century Games
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ATTN. Gary Bernard

If you want to reply, please include as SASE. Thank you for your interest and support.

*Lotus is a trademark of Lotus Developement Corporation. You must own Lotus 1-2-3 or a compatible spread sheet in order to use our program.



Review: Ars Magica

by Stewart Wieck

Design: Jonathan Tweet and Mark Rein-Hagen
Publisher: Lion Rampant, Bos 621, Northfield, MN 55057

Are you ready for a new experience in role-playing? If your gaming has lost its magical quality lately or you are simply looking for a game better than the one you are playing now then you definitely need to check out "Ars Magica". "Ars Magica" is a game which offers several strengths: a true medieval flavor, revolutionary character development, a wonderful magic system, excellent role-playing possibilities, and more. In short, it is a game that I wish I had designed.

"Ars Magica" (Latin for Art of Magic) is a game which certainly stresses the magic using character of the game - the magus. These characters can wield much power. There are "only" two other character types offered for player control: the companion and the grog. All three types of characters co-habitat at wizard covenants operate, see "The Order Of Hermes" by the "Ars Magica" designers in this issue of WHITE WOLF).

Before play begins each player creates one magus, one companion, and a couple grogs. During any game session you will play one of these characters with the exception that anyone can play anyone else's grogs. Your magus and companion are strictly your own.

Character generation is a combination of "dice rolls and free choice". Characteristic scores generally range from -5 to +5 in the areas of strength, stamina, intelligence, perception, presence, communication, dexterity, and quickness. The quality that makes these characteristics scores really interesting is the fashion in which the authors distinguish

between, say Character A's +1 strength and Character B's +1 strength. The method used is very conducive to what is apparently the focus of the entire game - role-playing. For each positive or negative score you get to choose from a list of adjectives to describe your particular quality of strength. For example, a strong character with "bulging biceps" could be role-played differently in certain circumstances than a strong character with a "powerful stride". Or consider the difference between two characters of negative presence - one might have "greasy hair" while the other has "shifty eyes". This all aids in visualizing your character.

Beyond the characteristics there is the matter of choosing exceptional abilities for companions and magical abilities, techniques, and forms for magi. A companion might be a fast healer, have a strong will, be subject to premonitions, etc. A magus might be an inventive genius or have a special magical power, but could also be disfigured from his years of attempting to control and master magic.

The system of magic, the stressed fantasy element of the game, is very well conceived in "Ars Magica". There are two kinds of magic in the game: formulaic and spontaneous. Formulaic magic consists of some 300 spells which are described by a combination of a technique and a form. The names of all the techniques and forms are given in Latin, but to save time I'll just give you some examples in English. The techniques (create, perceive, transform,

destroy, and control) all govern how the target will be affected. The form (eg. water, animals, plant, earth, etc.) all describe the target itself. So a Perdo-Aquam (destroy water) spell would do just that. The spells, too, aren't your regular fireballs and the like, instead we have spells like Awaken the Slumbering Corpse, Words on the Unbroken Silence, and, one of my favorites, Posing the Silent Question.

Spontaneous magic is just what it seems to be. It is an attempt by the magus to cause some desired effect which no spell could. Perhaps you would like to cause a small stone to appear to be a gold coin. The success of this spontaneous magic will still be governed in part by the magi's skill with formulaic magic but adds a dimension to the magic of "Ars Magica" that is not present in any other fantasy game. It is one of the reasons the magus is such a powerful character.

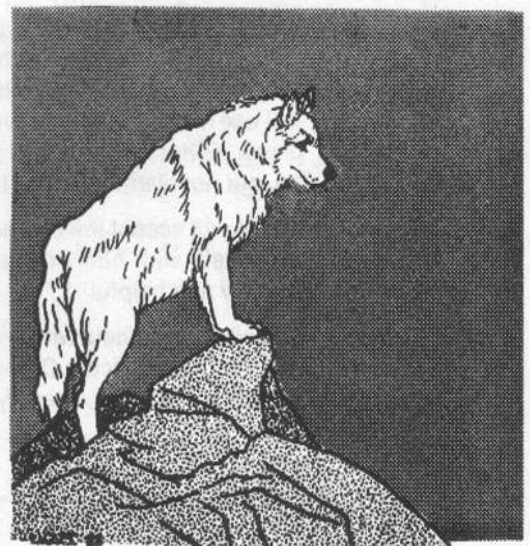
I really don't think that I can praise "Ars Magica" highly enough. This is simply one of those games that you must get. The article by Jonathan Tweet and Mark Rein-Hagen in this issue of WHITE WOLF is just a sample of how fully these authors can create a fine playing environment. There is so much more to the game that it is simply impractical to try to mention it all here. See for yourself.

Appearance: 7
Contents: 10
Components: na
Playability: 9
Complexity: 6
Sum: 10

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Review: Talislanta

by Stewart Wieck

Design: Stephan Michael Sechi

Publisher: Bard Games, Box 7729, Greenwich, CT 06836

Talislanta? Let's here about it from an expert in the field, Tamerlin: "Through a veil of blue mist did I first behold Talislanta: dreamlike and surreal, as if suffused in amberglow. At once it became my goal to investigate and explore this radiant new world, to unearth its ancient mysteries, to marvel at its myriad colors. And so I embarked upon a journey that would take me through many lands and across thousands of miles. All manner of strange sights did I encounter along the way: seas of ice, firefalls, lakes like polished green glass, and mountains of black basalt."

Indeed the world of Talislanta is a wonderful and inspiring place. Just as Tamerlin you should make it your goal to explore this strange world. In the space of four books Bard Games has presented information covering many facets of Talislanta. Let's look at each of these individually.

Chronicles of Talislanta is the most important of all the books. It explains in some detail the forty odd countries, realms, regions, etc. of Talislanta. Even a quick glance through this book will give you an idea of the magnitude and quality of the world that has been created here. Talislanta is not just a rip-off of some medieval world, but it is a complete and imaginative setting with its own people, cultures, legends, creatures, etc. The material in this book can be used with any fantasy game system.

The Talislanta Handbook establishes a game system for the Talislanta world. The book details the various kinds of characters that are possible along with brief sections which cover all of the basics (combat, character generation, etc.). The character types range from Chana Witchan to Ur Warlord with other interesting characters as well, eg. Greenman, Xambrian Wizard Hunter. Also given is information about the magic, weapons, languages, etc. of Talislanta.

A Naturalist's Guide to Talislanta is a compilation of notes written by Tamerlin concerning the flora and fauna of Talislanta. The listing of flora covers species

from the Bombo Tree to the Yellow Stickler while fauna ranges from Abominations to the awesome Zarathan.

The book also details the gods of Talislanta.

Talislanta: Sorcerer's Guide is a very recent addition to the Talislanta line. True to its name, the book provides a bit of information concerning magic - from rare spells to magical items. Also included are several new character types which were made possible by the expansion of the magic. Several extra-dimensional creatures are covered as well.

With plans for several more future releases, Bard Games has a fine product in Stephan Sechi's Talislanta. The artwork throughout is fabulous and mostly done by talented P.D. Breeding Black.

The true strength of Talislanta is its uniqueness. Here is a fantasy world without orcs and goblins and all those "standard" enemies. Instead we have a whole new environment chock full of possibilities to play through a role-player's mind. How will your Yitek Tomb-Ribber fare against a vile Necrophage? With future supplements promising to give more detailed information about the various areas of Talislanta, I highly recommend this world as a place where your imagination can run wild.

Appearance: 9

Contents: 10

Components: na

Playability: 7

Complexity: 7

Sum: 9

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Review: Enforcers

by Stewart Wieck

Design: Gary Bernard, Charles Mann, and Larry Troth
Publisher: 21st Century Games, 587-F N. Ventu Park Rd. #806, Newbury Park, CA 91320

It's the year 2046. Earth has weathered a near WW III that was cut short only by an alien invasion. And superheroes have appeared. Yes, right out of the comic-books of more than a century before come heroes who will right wrongs and protect the innocent. But villains appeared as well and while the heroes are busy with them, the aliens are out there plotting. . .

"Enforcers" is the most recent entry in the super-hero RPG genre. It is a non-affiliated super-hero game - the first of these after quite a period of time. The most recent super-hero games have been based upon the characters of established comic-book companies (we all know which two). "Enforcers" combines several of the elements of earlier independent super-hero RPGs into a cohesive whole. The influences of these other games are very apparent in the game. A little V & V here, a little "Champions" there, etc.

Character generation is based upon the expenditure of creation points (CPs). Depending on how tough a GM wants a beginning character to be, he can assign varying numbers of CPs to the player. Bonus CPs can be gained for choosing certain weaknesses. The list of powers to choose from is pretty lengthy, but the joy of the system in this area is its adaptability, i.e. new powers are easy to create within the confines of the statistics used in the game.

When an offensive super-power is purchased in "Enforcers" it is identical to every other offensive power in the game in terms of damage, energy cost per use, etc. Additional CPs, however, may be spent to increase the damage and accuracy of the power. Such modifications also mean more cost to the character each time he uses it.

Combat is relatively easy to run. The initiative system is a count system where characters gain actions based upon their speed and agility. The faster you are the more actions you get. The number of actions gained, however, is not based entirely upon one's speed. Every character gains a couple of defensive actions no matter how many offensive actions he may have. Additional defensive actions are a very necessary part of combat in "Enforcers". Whereas in other

super-hero games combat often becomes a gigantic slugfest where the winner is the one who can slug the best, defensive actions in "Enforcers" makes the combat a little more a thinking man's game.

One trick that the "Enforcers" designers used is to push all the numbers up several scales to truly heroic proportions. Characters can very easily have over 1000 hit points and can often dish out several hundred points worth of damage with a single punch or energy blast! While this doesn't make the combat system itself any better, it certainly adds to the feeling that you are really controlling a SUPER-powered character.

While generally a fine game, "Enforcers" does have one major drawback. The rulebook simply does not provide enough background information. "Enforcers" is a super-hero/science fiction RPG. By the year 2046 several technological breakthroughs will no doubt have been made. But short of mentions of colonies on nearby heavenly bodies and a vaccine for the AIDS virus we have no idea what sort of discoveries/advancements have been made. In my opinion, "Enforcers" is set just a little too far into the future. A super-hero game in 1988 is easy enough to do because we certainly have present technology to work with as a background and we can even use speculative ideas as the "sciences" of the genius heroes and villains. And while the speculative ideas of today could be forecast as the actual sciences in 2046, what sort of machines, products, etc. are the wizards of that time capable of producing? We have no basis on which even to conceive of it. So, while Mr. Brain can fly around in an anti-grav vehicle in 1988, what is he flying in 2046 when Joe Average is driving an anti-grav vehicle?

While I present this here as a major problem, it is at least something which can be corrected. It is not a flaw in the game system or anything as drastic as that is something which can be cured with future supplements.

It should be noted here that all of the ratings given below are based upon the second edition of the rulebook. The second edition has a much more

attractive cover than had the first edition.

The interior art will hopefully be replaced in a future third edition.

Appearance: 6
Content: 7
Components: 7
Playability: 9
Complexity: 5
Sum: 8



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Next issue is our special Halloween issue. In that vein we will present the following features:

1. "And Hellspawn Cometh ..." is super-hero adventure by Ken Cliffe (whose Warhammer adventure graced the pages this issue). OK, so you thought it was the Halloween issue. Just wait 'til you see the adventure - there are plenty of horrors here!
2. Our Author Spotlight features will return next issue with a look at that master of terror himself - Edgar Allen Poe.
3. Several articles for use with Call of Cthulhu will appear. Not to many games are as applicable to horror as CoC.
4. A short story titled "Tayl of the Black Unicorn" will appear. Yes, it had been promised for this issue but ...
5. "Burglary", a fantasy adventure which was supposed to have appeared in this issue, will appear next time. When do you sneak around at night more than on Halloween?

6. Our new column which opened up with the "Order of Hermes" this issue will continue next issue when we present the Keepers of the Law, a police force for hire.

7. Look for an overview of Talislanta by the game's designer, Stephan M. Sechi as well as some information concerning some of the races of Talislanta.

8. All you Jorune fanatics can look forward to the "Segment Jorune" continuing in future issues. Amy and Andrew Leker have some big plans.

9. And of course we will have some reviews. The products which were supposed to have recieved coverage this issue (Pondora's Dice Wheels, "Ironhedge", and the various products by the Adventure's Guild) will be analyzed. Also look for details concerning GDW's new edition of "Traveller 2300".

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A Worm's Price cont.

party gets paid, depends on how long the Wu jen are allowed to operate. To ruin the wu jen cabal, PCs have to eliminate all four wu jen leaders: Atoa-Cori (at 13), Watara (at 5), Kyutu-O (at 15) and Atoa-Ho (at 15). If they remove only a few, the others will be able to continue the plot, using magic and subordinates. For every week that even one plotter remains active, 80,000 worms die. When the adventure begins, there are 3,500,000 silkworms in the nurseries at area 13. To calculate the Orinetals' pay, subtract any worms that the wu jen kill, any that gajin PCs take away, and 10,000-100,000 (D10x10,000) more worms that die of natural causes. Of course, Oriental PCs may bolster their pay by rescuing eggs from area 15C. A party that unmasks the wu jen society becomes famous throughout Wa. Such heroes may enter that guarded kingdom whenever they wish. This fame also gives each character 1-6 honor points, in addition to any other honor earned during this adventure.

If nobody stops the secret society, it successfully exterminates Hakada's ki-silketa after one year. Then the wu jen become fabulously wealthy selling their silk. Losing ki-silketa tarnishes Daimyo Yakori's honor irreparably, and Wa's Shogun will certainly behead him. The peasants in Hakada may rise up in disgust, and GMs may base many adventures in this turmoil of soaring prices and civil war.

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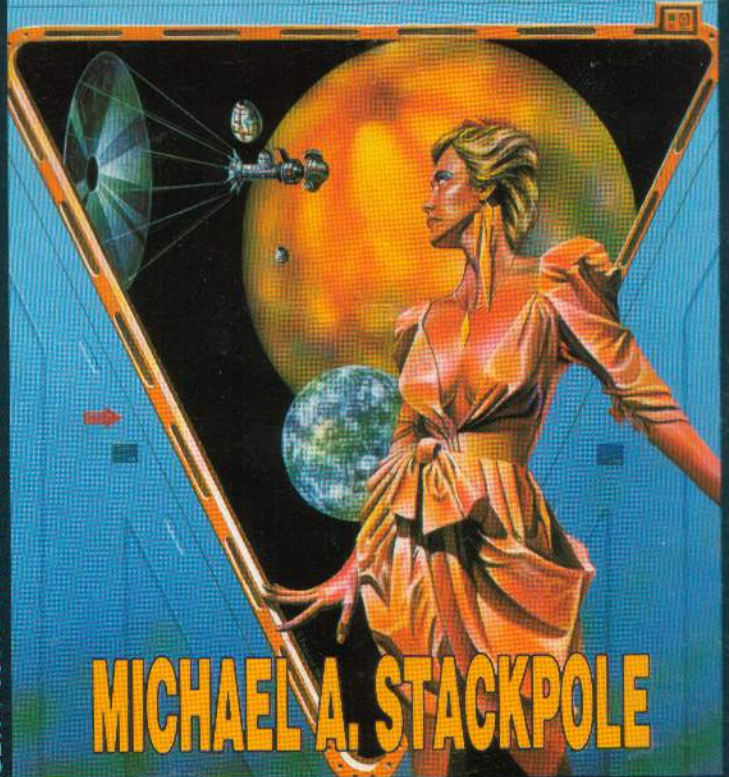
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