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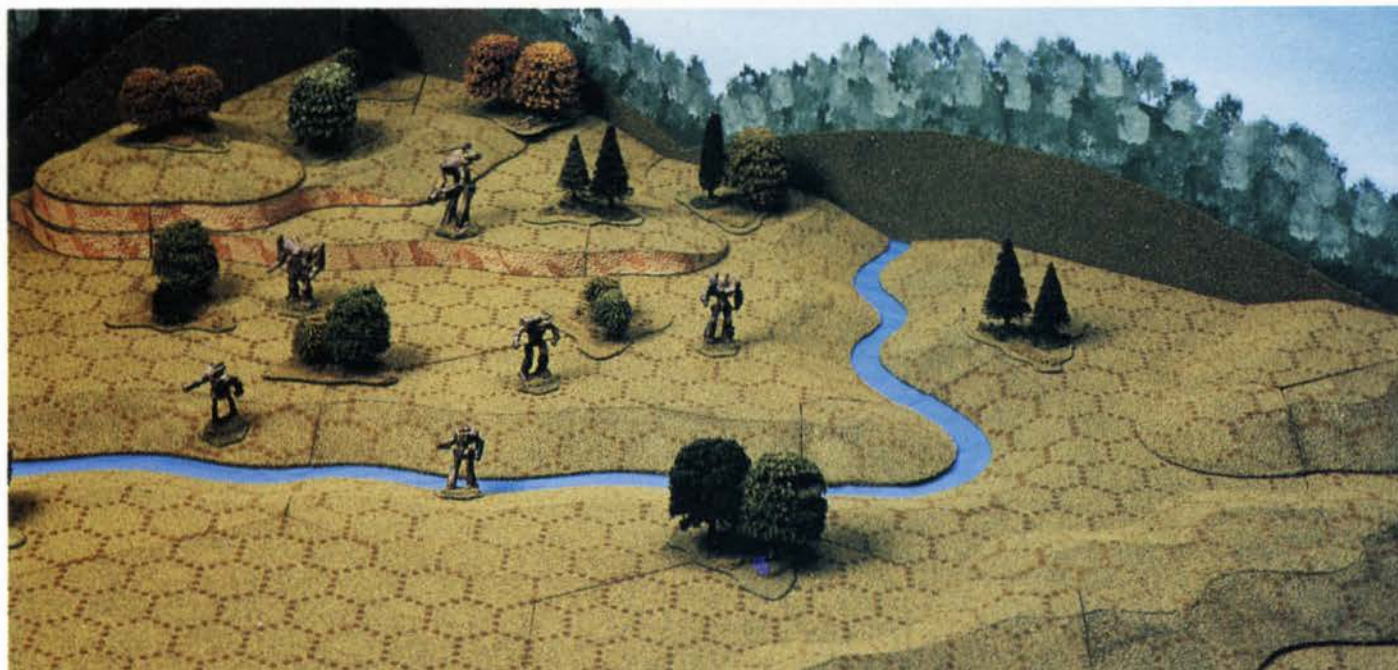
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"The function of science-fiction is to indicate wrong answers, and why they're wrong, as well as suggesting right answers and possibilities." (*The John W. Campbell Letters*, vol. 1, page 536).

I certainly hope that you are familiar with John W. Campbell. If not, then you don't realize the weight that the statement above (written in 1968) carries. John Campbell, once editor of *Astounding Science Fiction*, almost single-handedly created what we view as science fiction literature today. I restrict this statement to literature because much, perhaps too much, of science fiction today is truly only a story in a setting with trappings of science fiction. Campbell demanded that writers of science fiction be knowledgeable of science and be able to build a story around science. He forced writers to push themselves to the limit. He encouraged them. He provided plot ideas. He helped authors like Asimov, Heinlein, van Vogt, and others develop their skills.

In fact, the profound influence of John Campbell is readily admitted by Isaac Asimov. I have read on several occasions in various books of how John Campbell helped provide the impetus for Asimov to transform a simple short story in the massive and amazing *Foundation* series. Asimov has also maintained that it was John Campbell who created the famous Three Laws of Robotics, but John Campbell evidently denied such and explained that the laws were already in Asimov's stories and simply had to be put into words.

John Campbell blazed a trail for science fiction in the days prior to science fiction books. All of the science fiction before the late 1950's appeared exclusively in magazines. There was no resale potential because there were no books. And this led to the second great advance instituted by John Campbell. He refused to view the writing of science fiction as something possible only as a hobby. It had much greater potential, for science fiction, he thought, was the only true literature because of the author's ability to construct his setting so that it could universally apply to all times and all people.

He was right. Science fiction does have limitless potential. You don't have to enjoy science fiction to see what the genre has done for us all. Arthur C. Clarke invented TV satellites by making use of the devices in one of his stories. Asimov's Three Laws of Robotics may someday see practical application.

My *RUNES* of *WHITE WOLF* Magazine #13 discussed how, as I see it, some mediums are maturing these days. I pointed to comics, RPGS, and science fiction literature. While the quality of fantasy literature, in my opinion, continues to tail-spin, science fiction literature has continued to grow and broaden its scope. The recurring theme of fantasy literature is that of a superman figure, a hero who is at once strong, wise, and honest, that saves the day (rescues to prin-

cess, beats back darkness, etc.). Recently, because of the popularity of wizards, this hero has been split into two characters. The intelligent wizard and the strong warrior. And no offense to Margaret Weiss and Tracy Hickman, for their work is among the few readable fantasy books, but their *Dragonlance* characters Raistlin and Caramon are the epitome of such a relationship. The fact that they are twins only strengthens the idea that they are really two aspects of a single character.

The strength of science fiction, the fact that it can and does apply to all times and all men, makes it a much more powerful tool for commentary on the species called homo sapien and the universe in general. This quality of science fiction is due in large part to John W. Campbell.

Contributor Bylines

Berry, Robert- Robert's illustration of a female Turzig with a power mace accompanies the *MANHUNTER* adventure, "The Turzig Jousts".

Cerny, L. Lee- Lee, coauthor of this issue *EXPENDABLES* adventure, is co-owner of Stellar Games.

Cliffe, Ken- *WHITE WOLF* Magazine's cartographer, Ken has numerous freelance writing credits to his name, including several articles in *WHITE WOLF* Magazine.

Gray, Geoff- Geoff's adventure, "To Rescue a Scarmis", is part of this issue's *SEGMENT JORUNE*. A native of England, Geoff looks to becoming more involved with SkyRealm's operations.

King, Edwin- Edwin is the designer of the SFRPG *HIGH COLONIES*.

Leker, Amy and Andrew- The guiding forces behind Sholaris everywhere, this brother/sister team creates *SEGMENT JORUNE* for *WHITE WOLF* Magazine.

Menges, Jeff- A very talented artist, Jeff is this issue's cover artist.

Moore, Ramon- Ramon is the designer of the SFRPG *MANHUNTER*.

Mytczynskij, Walter- Walter co-authored the *EXPENDABLES* adventure in this issue. Corner him at a convention and have him pronounce his last name for you.

Petersen, Sandy- A well-known RPG designer, Sandy's credits include the *Call of Cthulhu* RPG by Chaosium, Inc.

Stafford, Greg- Greg, President of Chaosium, Inc., is a prolific game designer. His *PENDRAGON* game is a favorite of the *WHITE WOLF* Magazine staff.

Stevenson, Sean- A native of Pennsylvania, Sean promises more *STAR WARS* RPG material in the future.

Thomas, Richard- Richard is the Art Director of *WHITE WOLF* Magazine and in addition to several pieces of art in this issue he also wrote the fantasy adventure, "The White Horse".

Trunzo, Jim- A veteran computer man, Jim is in charge of the "Silicon Dungeon" column.

Tweet, Jonathan- Jonathan is a co-owner of *Lion Rampant*. His freelance credit includes work for *Different Worlds* magazine.

Tymon, Steve- In addition to involvement in several movie productions, Steve has been published in Isaac Asimov's *Science Fiction Magazine*. Part III of his novella, "Demon Killer", appears in this issue.

Wieck, Stephan- The Assistant Editor of *WHITE WOLF* Magazine, Steve writes the contest column and judges the numerous contest entries.

Wieck, Stewart- The Editor-in-Chief of *WHITE WOLF* Magazine, Stewart is responsible for the day-to-day business of *WHITE WOLF*

Letters

You need a letter column

Dear Stewart, Stephan and Company,

May your imagination never dwindle! I enjoy your magazine, you know. WHITE WOLF Magazine is a very good magazine, but it lacks a letter column. A good prozine communicates with its readers on an unpatronizing, one-to-one basis. Surely a letter column is vital for this?

Your reviews seem over-praising. WFRP deserves a 4? It's a hackneyed mixture of outdated concepts, an unwieldy mish-mash of rules, and an outdated world. Hardly an "excellent" product. We Brits do produce good stuff-- **outside** the GW monopoly, but it's amateur and hard-to-find. Afterall, fandom is the hobby; the large companies seem out of touch.

I can't see that computer games and strategic (i.e. computer moderated) PBMs have anything to do with role-playing. Is WW a role-playing magazine? The same applies to boardgame reviews.

David Castle
England

David: Thanks for your praise but it is obviously your critiques which I would like to address. First, I obviously disagree with your opinion of WFRP. You are certainly welcome to your opinion and the reviews I write never attempt to tell a person what is right for them. If I like the game a good deal, I usually recommend "if you like this sort of setting, then you should check out this game". I don't insist, I simply suggest. I have made the point over and over (and again elsewhere in this issue), that a very vital component for a great game is the presentation of an atmospheric environment. Can you tell me that when you play WFRP you don't see filth all around, cloudy skies and screaming hordes of chaos beasts?

As to your second point, yes, WW is a role-playing magazine. So why do we cover computer games and PBMs? For the very simple reasons that 1) they very often overlap with RPGs (e.g.SSI's AD&D computer games) and 2) they are a lot of fun and we think our readers should be aware of them. I dread to receive your letter of comment on next issue's special section: PBMs. --Stewart Wieck

Clothe That Character!

Dear White Wolf Publishing,

Since issue #8, I have been watching the growth and development of your magazine into the best alternative magazine in the industry. The quality of the product; fiction, reviews, articles and art have all improved with each mailing. Issue #14 was no exception. The cover by P.D. Breeding-Black was powerful, living art. It held on to the edges of the magazine, yet it reached out to each reader.

I'm afraid I can't say the same for all the art. More specifically, the art for the saga "Something's Rotting in Dankmart". I believe that WHITE WOLF Magazine's standards should go beyond the offensively sexist. "What?" some readers will say, "she has clothes on!" Frankly, a remnant

of cloth and the pelt of an immature ferret doesn't really count. Realistically speaking, it doesn't make sense. Few characters wear that little protection, and, when they do, they seem to ignore that there are many reasons people clothe themselves: warmth, cleanliness, and protection from bugs to name a few.

Let's not allow tradition to stand in the way of progression. Role-playing is headed for a new realm, and all the aspects of fantasy (fiction, discussion and art) should embrace that idea, not suppress it.

Darin Eblom of Lion Rampant
Northfield, MN

Darin, this is a sticky subject to discuss. It is much easier to agree on facts, but when emotions and values become involved things become difficult.

*Why is it unrealistic for the woman in the drawings to be dressed so? There is absolutely nothing unrealistic about it, in my opinion. It is not as though the picture portrays a female knight who should by rights and for historical accuracy be garbed head-to-toe in encasing metal. No, this woman is obviously (because of the animal pelts, tatoos, etc.) a barbarian. And not all barbarians come from the frozen north and need a lot of clothing (Eskimos of the past did spend much of the winter naked). The woman is dressed for the environment of which she is a native, presumably a jungle or semi-tropical area. This dismisses the first reason for wearing clothes that you mentioned: warmth. Obviously the case could even be that her people wear no clothing at all! But to depict that **would** have been tasteless.*

As for the other reasons you mention for wearing clothing (cleanliness and protection from bugs), you, as a part of the group which produced the authentically medieval "Ars Magica" game, should be aware of how dirty and insect infested most (if not all) peasants were during the Middle Ages despite their clothing. These folks wore clothing because it was socially unacceptable not to do so. Perhaps clothing contributes to dirtiness. This, of course, is in times prior to such modern facilities as showers and washing machines which allow people to remain cleanly on a daily basis.

So, while I certainly agree that tasteless presentations of women (or men, for that matter) does not have its place in role-playing, I take the stand that such was not the case in WHITE WOLF Magazine #14. --Stewart Wieck

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WHITE WOLF

M A G A Z I N E

Cammarata's Irregulars

A mercenary company for "High Colonies"

by Edwin King

The seven decades since the cataclysm of the EarthHome War and the exile of mankind to the High Colonies stations have been far from peaceful. Three major wars and a series of brushfire incidents have kept tensions high, and made armed men valuable commodities.

One of the lasting results of this era of ongoing, if intermittent, hostilities has been the creation of dozens of independent mercenary companies. Many of these are little more than armed gangs better described as brigands than military units. Others, more professional and reliable, are the major source of troops for small stations and corporations.

The best of the mercenary organizations are called the "Big Six", the

wealthiest and most reputable mercenary companies in the Solar System. They jointly own Janissary Station, which serves as a hiring hall and recreation center for all the mercenaries. They maintain reasonably good relations with each other and attempt to uphold a "code of conduct" for all mercenaries companies to follow.

Cammarata's Irregulars are the most erratic of the "Big Six". Their checkered history has been marked by internal disputes and questionable activities. Despite this, they have little trouble gaining recruits, many of whom are attracted by the Irregulars' reputation for easy discipline, fast action and opportunities for loot.

Unit History

In 2158, Lt. Colonel Michael Cammarata resigned his commission in the Outstation League armed forces. Rumor has it that Cammarata made a

choice between resignation and being cashiered for misappropriation of funds. Whatever the truth, Cammarata quickly went into business for himself, founding a small security company called the CamRon Agency.

This venture was short-lived; finding that profits were not what he had hoped for, Cammarata dissolved the company in 2160. He founded the mercenary unit which bears his name almost immediately.

The Irregulars' first contract was with Haran Minerals, an independent mining company with extensive interests on the Uranian moons. Hired to provide security and guard shipments, the Irregulars won a reputation as competent, if not outstanding troops.

Unfortunately for Cammarata, the contract with Haran Minerals was his only major source of income. When it expired in 2165 and was not renewed, the Irregulars seemed doomed to extinction. Some members resigned to join more profitable organizations, but



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to the surprise of observers, Cammarata refused to disband and continued to maintain a cadre of troops. It is widely suspected that during this period the Irregulars were functioning as pirates. A sharp increase in raids on shipments in the outer systems at about this time offers support for this theory, and it may be no coincidence that Haran Minerals suffered most from the rise in brigandage.

The Outbreak of the Purge War in 2167 proved to be the salvation of the Irregulars. The threat posed by the fanatic ambitions of the Band of Humanity made many stations desperate to hire any troops they could find. Cammarata's contract with Sullivan Station, signed two months after the war began, brought the Irregulars to the attention of the Outstation League. In early 2168, elements of the company drove off a small Band reconnaissance force near Sullivan.

When the League began to unify the disparate forces in its sphere of influence in late 2168, the Irregulars were offered a lucrative contract "for the duration of the hostilities". In 2170, while garrisoning Sixtus mining station, the Irregulars fought a superior Band force to a standstill in a vicious seven hour battle. Michael Cammarata was killed while directing the successful defense.

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Under Gordon Cremony, Cammarata's successor, the Irregulars were involved in the mop-up attacks on recalcitrant Band stations in the last months of the war. It was during this period that most of the unit's wealth was acquired. The loot in weapons, equipment and spacecraft from Lilford Station alone is estimated to have been worth over fourteen billion credits.

The contract between the Outstation League and the Irregulars expired at the end of the Purge War in 2173. Cremony used some of the company's wealth to buy a charter for Lorien Station, a small abandoned colony orbiting Saturn. Renamed Hannibal, the station became the Irregulars' headquarters.

With better resources and an enhanced reputation, the Irregulars found little difficulty in attracting new clients and recruits. Cremony retired in 2176 to live in dissolute splendor at Seraglio Station, leaving command of the Irregulars to Lee Hafter.

A cold and efficient soldier, Hafter tried to impose a more rigorous discipline on the Irregulars. This met with little support from long-time members, who were used to a more casual atmosphere. Morale began to decline, and several middle rank officers mustered out.

In 2179, Viride Station refused to pay a regiment of Irregulars contracted to provide security due to alleged breaches of contract. Before any mediation of the situation could occur, the mercenaries, led by Major Charlotte Leiper, staged a bloodless coup and seized power. When Leiper ignored Hafter's orders to return the station to civilian control, he began to prepare for an invasion. Soon afterwards, Hafter died in a suspicious accident when his flux armor failed in vacuum.

He was succeeded by Simon Findlay, who embarked upon a complex series of negotiations with Leiper and the Outstation League (of which Viride was a member). The result was an acceptance of the status quo, with a vague assurance from Leiper that Viride would be returned to civilian control "in due time". In nine years since the coup, only a small degree of civilian control has been restored. Charlotte Leiper, taking the title "President Colonel", governs the station.

Relations between Leiper and Findlay are sometimes strained. Leiper has undertaken contracts without Findlay's approval, but

theoretically accepts his authority as her superior officer. The Viride incident has made prospective employers understandably nervous about hiring the Irregulars, but it has also assured prompt payment of any contracts they do get.

At present, the Irregulars have contracts with several small stations to provide station security. They have major contracts with Adam Stembridge Associates to guard ore shipments from the Saturnian system and with Champlain Station to provide "special emergency teams".

They also provide security for Eden Station, a member of the Band of Humanity. This is significant because the Irregulars are the only member of the "Big Six" who will accept work from Band of Humanity members.

Employment

The total strength of the Irregulars, including the elements at Viride, is 4500 fighting troops, plus another 13,000 support personnel and family members. Most spouses of members are employed in some capacity by the company.

The pay scale begins at 1300 credits per month for a non-ranking rifleman. Generous bonuses are paid for combat or dangerous duty, usually 1000 credits per campaign month. Looting, although technically an offense punishable by summary execution, is usually tolerated by company officers. Life insurance and other benefits are also provided by the company.

As is common with all major mercenary companies, members can seek and accept freelance work providing they clear it with their unit commander, and pay twenty percent of their fee to the company.

Untrained recruits accepted for training are required to sign a three year enlistment contract. This is to allow the company to recover the cost of training. After this period has been served, members can quit at any time (except in emergency situations) providing that they give a month's notice.

Life's a Beach...

Then You Die, an EXPENDABLES Scenario For E-0 to E-2 Teams

by *Walter Mytczynskyj*
and *L. Lee Cerny*

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INTRODUCTION

Life's A Beach is a module for 3-8 players. A GM Planet Data Sheet has been provided, and you may wish to provide your team with a Team Mission Data Sheet.

THE PLANET

PLANET DATA

Name: Waikaitai
Temperature: 31 C at the equator, 9 C at the poles. Variation +/- 2 degrees.
Revolution: 389 Standard Days
Rotation: 22.5 Standard Hours
Gravity: 0.96 Standard Gee
Atmosphere: Oxygen/Nitrogen with a slightly higher than normal carbon dioxide content.
Water: 99%
Moons: 0
Mission Area Climate: Tropical Wet, 31 C temperature

GEOGRAPHY

Waikaitai is almost entirely covered with salt water oceans. The land consists of approximately 20,000 small islands scattered about the planet, averaging approximately 50 square km in surface area each. The poles are open water with no icecaps.

Waikaitai is volcanic, but there is little apparent activity on the surface. The vulcanism is deep crust activity which bulges the sea

floor upward in spots to form island chains and shallows. This counterbalances the constant erosion of is-

lands by forming new chains as old ones disappear.

ECOSPHERE

There are three major ecosystems in the ecosphere of Waikaitai: the islands, the surrounding shallow waters, and the deep water ocean.

Deep Water Ocean: The deep water ocean averages about 3000 meters in depth. Most of the life is concentrated in the upper 50 meters. The first nine meters of water has an abundance of small to microscopic life forms. Upon analysis, most are single-celled algae that produce oxygen in both day and night cycles. Several common species produce large amounts of carbon dioxide. Most forms can switch from photosynthetic to predatory forms. These organisms account for the pleasant atmospheric mix and may have commercial value in colonial air production processes.

Other small (up to 5mm size) planktonic forms abound. None seem to pose any threat to humans, but prey fiercely on algae and one another.

The rest of the deep water ocean belongs to the piscadoids. Though a few resemble common fish (and make a tasty meal if caught) most are somewhat bizarre in form.

The deep ocean floor abounds in slug and snail-like organisms scavenging the remains of what died above as well as clamzoids and many colors and shapes of coral.

Islands and Surrounding Shallow Waters: Because of the relatively short life of an island on Waikaitai, no true land animal forms have evolved. The major plant life on the islands consists of a carpet of mosslike algae and giant fernlike algae that grow to a height of approximately 3 meters. These "ferns" form a canopy cover and limit ground visibility to 20 m and provides 80% soft cover against attacks from the air. The "moss" and "ferns" are a major food source for the pseudoamphibians.

Pseudoamphibians are ocean life forms that have adapted to the shallows surrounding the Islands and can survive at least short forays onto land. Most pseudoamphibians are nocturnal, to avoid excessive water loss from the heat and sunlight of the day. Thus, the islands will be virtually deserted during the day, though a large number of game trails will be apparent. Shortly after sundown, herbivores move inland in search of forage, followed by predators. This makes for an interesting and exciting night life.

Smelly purple algae is prevalent in the shallows, and is a staple for herbivore pseudoamphibians and fishoids. This algae taints the flesh of the herbivores and the predators that feed on them. Eating such flesh causes nausea in humans.

CREATURES

The creatures listed below are representative of the many forms that inhabit Waikaitai. Feel free to devise as many other creatures as you feel are necessary, as life abounds in these waters.

NOTE: The characteristics of fishoids and piscadoids are given together, even though they have differing habitats.

Aquapig

Creature Type: Small Herbivore
Special Abilities: None
Speed: 3m/BT
Survival Points: 10
Armor Rating: 0
Damage Potential: 2

This creature is about 0.5 m long and has a blocky body with 8 stubby legs. Its face is vaguely porcine, hence the name. Aquapigs travel in herds of 100-500. It hides during the day by burrowing into the sandy bottom of the shallow waters. At night, it moves onto land to eat "mosses" and "ferns." It is an inoffensive creature, easily frightened. It prefers walking on the sea bottom, being a poor swim-

mer. Its flesh tastes of smelly purple algae.

Fishoid/Piscadoid

Creature Type: Small Herbivores and Carnivores

Special Abilities: None

Speed: 10m/BT

Survival Points: 1-10 (depending on size)

Armor Rating: 0

Damage Potential: 1-10 (depending on size)

Many types of these creatures abound in the waters of Waikaitai, ranging in size from 10 cm to 1 m long. They are true water forms and cannot move onto land. They feed on plankton and each other. Types can be nocturnal or diurnal, though most are active during the day. Fishoids are the shallow water form, and are tainted by smelly purple algae. Piscadoids inhabit the deep-water oceans and many make good eating. You may wish to design larger versions of both forms as necessary.

Land Sharkoid

Creature Type: Medium Carnivore

Special Abilities: Double Survival Points

Speed: 20m/BT

Survival Points: 40

Armor Rating: 0

Damage Potential: 20

These sharklike creatures have 8 powerful legs and roam the islands at night searching for prey. They do not swim well, and prefer walking on the ocean floor while in water. Their dark gray color makes them hard to see and their speed makes them hard to avoid. They are drawn to the smell of blood from as far as 2 km. Most are under 3 m in length and weigh under 500 kg. They are solitary creatures, hunting alone.

HAZARDS

Except for hazards from the Anomaly Section, Waikaitai is a relatively safe planet. Attacks by predators, overexposure to sunlight, and possible drowning can be avoided by intelligent planning and action. Stupidity is the greatest hazard of all. Six or more hours exposure to the sun's glare off the water will cause temporary blindness unless protective goggles are used. To heal, the eyes must be protected from all light for 48 hours or the person must be given 4 hours of tissue regeneration.

Failure to use melanin tablets and sunscreen will result in severe sun-

burn of exposed skin. Can be cured with four hours of tissue regeneration.

THE MISSION

MISSION GUIDELINE

Survey Waikaitai with possible colonization in view. Your mission area measures 100 km by 100 km, and contains four islands. Mission duration is set at 60 Standard Days.

1. Establish a base camp on one of the islands in the mission area. Locate safe sources of food and water.
2. Conduct an aerial survey of the islands and a sonar survey of the sea floor in the mission area.
3. Sample and analyze life forms and mineral deposits to determine commercial potential.
4. Fully investigate any anomaly or hazard that could pose a threat to future colonists.
5. Report all findings upon completion of mission.

SUGGESTED EVENTS

Throughout the Suggested Events section, certain passages are in bold text. It is suggested that the GM read these passages verbatim, as they help set the tone of the mission.

TO START

Water Worlds like Waikaitai are rare, and The Company wishes to field test as much tropical and aquatic equipment as possible. To this end, special oceanographic equipment was ordered from the planet Paradigm, which specializes in such products. A mixup occurred in transmitting the order, however, and it was sent to the tropical resort world of Paradise. Paradise has a strict policy of customer satisfaction and takes great pains to fulfill any request sent to it. So, instead of sending the order back, they did their best to fill it. Some substitutions were necessary. Paradise equipment is designed for recreation, not research. The Company employees that packed the special equipment with the more prosaic items have learned not to ask questions about

E-team equipment.

The team must be kept in the dark about this equipment foulup until they reach Waikaitai. During the briefing, the original equipment list will be read. After the team lands on Waikaitai and opens the equipment cannisters, the switch will be ap-

parent. The actual equipment list is given in the section labelled "Opening The Equipment Cannisters."

To insure that a valid test is made of the special equipment, the normal additional weight allowance has been cancelled for this mission. The E-Mod will be inspected before departure. If a team member wishes to smuggle items aboard the tug a successful roll versus Smuggling skill must be made. There is a +10 penalty on the die for every 100 g being smuggled. Failure indicates that smuggled items were found and confiscated.

The scenario begins on a Company Operations Base with a mission briefing by the team's manager, Karen Shandess.

Your team is summoned to appear at Dock 392 Green in ten minutes where you will be briefed for your mission. When you arrive, you are escorted aboard a small shuttle where an attractive woman with brown hair and green eyes greets you. You recognize her as Karen Shandess, your team manager. She is wearing a sky blue coverall with an EM-7 patch on her shoulder. She begins the briefing as the shuttle moves away from the dock.

"We don't have much time. The Tug John B. is leaving in 30 minutes, and you have to be in cold sleep before then. Your mission is to survey the planet Waikaitai for possible colonization. Waikaitai is 99% water with a revolution of 389 days and a rotation of 22.5 hours. Gravity is 0.96 Standard Gee. Atmosphere is within normal parameters. Your mission area is near the equator, with an estimated temperature of 31 degrees C."

"This looks like a cakewalk planet, but be careful. Water Worlds are rare, and we don't know much about them"

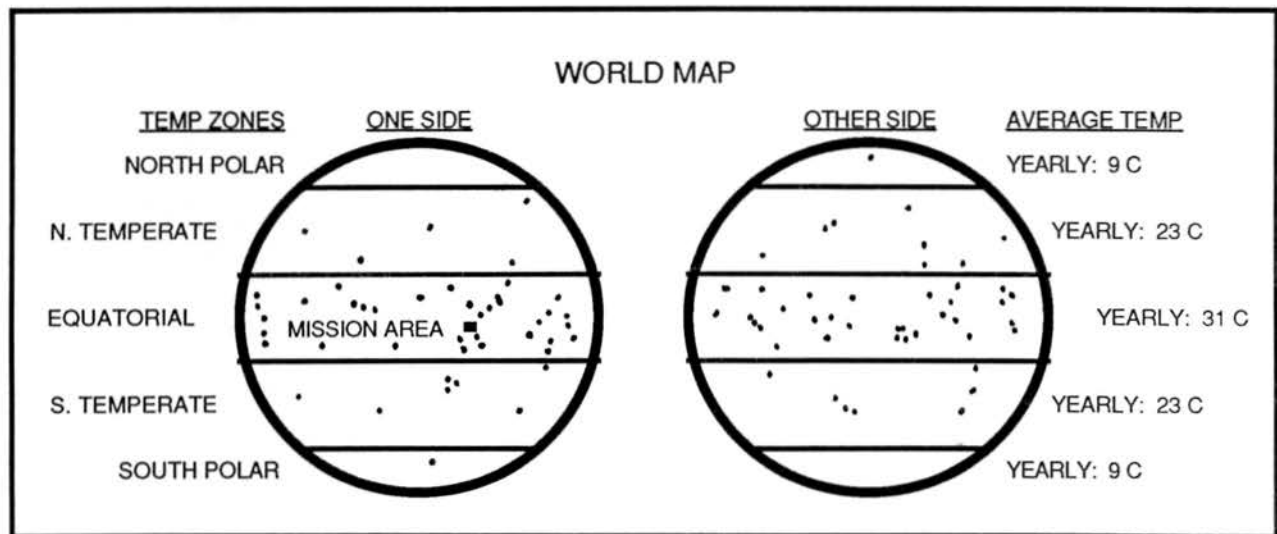
"Personal weight allowances have been cancelled for this mission on recommendation of Experimental Technology. All that you need has been provided and is now being stowed on your E-Lander. All personal effects, including non-essential clothing, will be removed before departure."

"Your team equipment will consist of 1 E-Lander, 2 Inflatable Boats, 1 Small Computer with special sonar analysis software, 1 Sonar Set, and 1 Solar Accumulator. Each of you will receive a personal issue of 1 Basic Survival Kit (minus clothing), 1 Appropriate Specialty Kit, 1 Bottle Sunscreen, 1 Bottle Melanin Tablets, 1 Underwater Breather good for 24 hours between charges, 1 Undersea

GM PLANET DATA SHEET

PLANET NAME: WAIKAITAI

PLANET EXPENDABLE RATING: 0-2



REVOLUTION: 389 days ROTATION: 22.5 hours
 GRAVITY: 0.96 SG ATMOSPHERE: See Below
 WATER: 99% MOON(S): none
 MISSION AREA CLIMATE: Tropical Wet, Average Temperature is 31 degrees Centigrade

ADDITIONAL COMMENTS AND ANOMALIES:

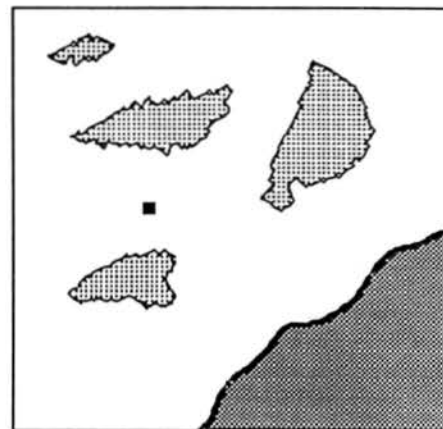
Atmosphere is Oxygen/Nitrogen with a slightly higher than normal Carbon Dioxide content. This causes a greenhouse effect that provides Waikaitai's balmy environment. Without this effect, the oceans would reflect enough heat to cause complete freezing of all planet water.

Due to its small axial tilt, Waikaitai has a seasonal temperature variation of only +/- 2 degrees Centigrade. Temperatures listed on the World Map above are valid at any time of the year.

MISSION MAP NOTES

The mission area is near the equator, and measures 100 km by 100 km. The islands shown are mostly flat, and covered with fernlike and mosslike algae. There are numerous streams and pools of fresh water. The ocean floor in the mission area shallows has an average depth of 75 meters. The deep water shown quickly slopes away to 2500 m of depth.

MISSION AREA MAP



	SHALLOW WATER		ISLAND
	CLAN HOME		DEEP WATER

CREATURES:

NAME	EATING HABIT	SIZE	SPEED	SP	DP	SPECIAL ABILITIES
Aquapig	Herbivore	Small	3 m/BT	10	2	None
Land Sharkoid	Carnivore	Medium	20 m/BT	40	20	Double Survival Points
Fishoid/Piscadoid	Herb/Carn	Small	10 m/BT	1-10	1-10	None

Suit (neutral buoyancy, AR5), 1 Set of Warm Weather Clothing, 1 Warm Weather Sleeping Bag, 1 Warm Weather Shelter, 1 Pair of Protective Goggles, and 1 Rapid-Fire Spear Gun with 5 magazines of 20 Spears each (DP 20, Range 50 m). Security Specs will receive 5 magazines for their specialty weapons if appropriate."

The shuttle arrives at the Tug as Karen finishes. She looks at her watch and says: "We have three minutes before the Medics have to start cold-sleep procedures. Any questions?"

After three minutes or when the team runs out of questions (whichever is sooner) Karen wishes the team luck and turns them over to the Tug's Medics, who quickly place the team in cold sleep.

ARRIVAL AT WAIKAITAI

You awaken as your cold sleep tubes open. A metallic voice over the loudspeaker, sounding somewhat hurried himself, says: "Hurry. The Captain wants a minimum drop-off period. Cabin depressurization will begin in one minute."

The team can see the hatch leading to their E-Lander 2 m in front of them. If they dally, the sound of vacuum pumps starting should hurry them along. The outer doors open, and the E-Lander is pushed out into space.

NOTE: The First Mate (who is intoxicated, as usual) will not wait for confirmation or listen to any pleas to stop airlock cycling. If the team insists on trying to force him to wait, they will die.

Your E-Lander glides away from the Tug. All systems appear normal. The Tug disappears after a moment and Waikaitai becomes visible. It is an incredibly beautiful world, looking like a drop of blue-green liquid floating in space. The mission area islands are just becoming visible at the dawn terminator. The many island chains look like dark green beads on a rare jeweled necklace as they become visible in the light.

THE LANDING

The weather is clear, and the winds are light. The Pilot will have no trouble bringing the E-Lander in for a

safe landing near the ocean on any of the islands.

The team may wish to inspect their gear before landing. If so, go to the section on opening the equipment cannisters for details. The construction of the cannisters should discourage most teams from opening them in space.

FIRST VIEW OF THE SURFACE

Waikaitai is a pleasant-looking world. The island you have landed on appears to be mostly flat, with only occasional rocky rises visible during the landing. The islands all look pretty much the same. Thick fernlike plants appear to grow everywhere to a height of approximately three meters, which limits visibility to 20 m at ground level. The ground is covered by a mossy looking growth, except for numerous sandy areas which you could use for trails to make moving about the "ferns" easier.

When the team opens the Lander bubble, they will gain a few more impressions.

After you open the Lander you feel a light breeze on your faces. The air has

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a clean, salty tang to it with a very slight "fishy" smell. The only noise you hear is the rustling of the "ferns" and the lapping of the waves on the beach. There are no animal forms visible.

OPENING THE EQUIPMENT CANNISTERS

The team's equipment is packaged in super-high impact waterproof containers (one for the team issue and one for each personal issue). These containers have the following instructions written on them: "To open, pull polymer zipper along edge of cube." There is a small zipper handle on each container. When pulled, it will promptly come off in the puller's hand. The only way to open the cannisters is to smash them, which will set up a chain reaction in the polymer structure causing total disintegration of the cannister. The equipment inside will be undamaged. The cannisters are totally immune to cutting, either with sharp objects or laser torch.

Once the cannisters are open, the team will realize that something has gone seriously amiss. Their issue of top grade tropical equipment is nowhere to be seen. Instead, they have received the following:

Team Issue

- 1 E-Lander
- 2 Outrigger Canoes with Oars and Sail. Dehydrated into 250 cm cubes, just add water. Label and directions on each.
- 1 Underwater Sound Synthesizer System. May be used to create, record, or play back sound. This system is intended for extremely loud and boisterous beach parties. It will blast music into the air or through the water. Computer operated with many popular beach and surf songs already installed.

1 Solar Accumulator

Personal Issue

- 1 Survival Kit (minus clothing)
- 1 Appropriate Specialty Kit (Security Specs receive 5 magazines for Specialized Weapon if appropriate).
- 1 Bottle Sunscreen Lotion (Clear liquid, Coconut scented, Comes in a small coconut shaped bottle).
- 1 Bottle Melanin Tablets (To enhance melanin production to protect skin from UV light for that great tan).
- 1 Small Underwater Breather (Fits onto molars. Acts like a recirculating breather with air tank good for 10 minutes underwater, rechargeable).
- 1 Mermaid Suit (The aesthetic swimwear. Looks a bit odd, but increases swimming speed by 50%).

1 Unisex Monobikini (Briefs) and Sarong (Wraparound). Totally pervious to UV to allow even tanning. Each team member will receive one of the following print designs: Tiger Stripes, Leopard Spots, Hot Pink, Rainbow, White with little red hearts, Dayglo Orange. GMs choice as to who gets what.

1 Beach Chair (Waterproof chaise lounge. Color and print to match monobikini).

1 Beach Umbrella (Opens 2 m wide and stands 2.5 m tall on a plastic pole. Color and print to match monobikini).

1 Pair Designer Protective Goggles. Function as those listed in catalog, but have rhinestone trim.

1 Mini Harpoon Gun and 1 Harpoon. Fires small harpoon on line. Used for sport fishing. Range 10 meters in water or air. Damage Potential is 10. Gun connected to harpoon by 20 meters of rope as per catalog. Charge pack good for 5 shots. If shot is missed, reeling in and reloading harpoon takes one BT. (An engineer can increase range to 50 meters and damage potential to 20 if he increases power consumption so that a charge pack will only last for two shots). More harpoons may be made from native materials, as the gun uses gravity projectors to accelerate the harpoon. Use Dex score as the weapon skill.



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P B M A

GETTING THE JOB DONE

The team will have to survive for 60 days and complete their mission requirements. The equipment foulup creates a psychological as well as physical barrier for the team. But with a little ingenuity, the team will be able to modify what they have to complete the job.

Establish a Base Camp

The team will probably wish to build some kind of fortification for their camp, especially after the massed exodus of sea life onto the island on the first night.

Building materials are scarce on Waikaitai. The team will have to make do with earth, rocks, and the stems of the "ferns." Someone with Construction or Basketweaving skills will be able to construct a sturdy shelter that is defensible against the night predators.

Find Food and Water

Average rainfall over the islands is about 800 cm a year, so there are many small pools and streams of fresh water. This water is safe to drink.

The moss-like algae are edible and highly nourishing. The fern-like algae contain little food value. The pseudo-amphibians and fishoids that live in the shallows have the nauseating taste of purple algae and, though edible, will be hard for the team to hold down. The piscadoids, plankton, and clamzoids of the deep-water oceans are mostly (90%) edible, and are free of the taint of purple algae. In fact, some piscadoids could be considered a gourmet treat. They can be caught at the rate of one per hour.

Cooking poses some difficulty. Though dry "fern" stems will burn, they will not provide a blaze sufficient for cooking. Dried seaweed can be used, or an engineer can build an electric stove out of his spare parts. If the team cannot devise a suitable heat source, they can eat raw "moss" and piscadoids. Cooking skills will really pay off here, and can provide gourmet seafood and salads if the skill roll is successful. A competent cook can make good meals. The lack of cooking skills results in meals akin to fish sandwiches and overcooked spinach every meal, every day.

Aerial and Sonar Surveys

The aerial survey should take only two days, and will provide the team with a good map of the islands. The

sonar survey can be accomplished by reprogramming the sound synthesizer to perform the functions of sonar gear. Do not suggest this to the team, however, as it is up to them to decide how to complete their mission. Any person competent at Computers will be able to reprogram the synthesizer. If the team converts the sound synthesizer, they can do the survey from one of the canoes, or from the grav sled. Survey by canoe will take two weeks. Survey from the grav sled will take only two days because the pilot will be able to drag a sound sensor behind the grav sled while flying.

Sample and Analyze Lifeforms and Minerals

A Xenotech will be able to determine the nature of the planet's basic animal and algae forms as soon as samples are procured and examined.

Waikaitai has one startling mineral abundance: water crystals. These crystals are formed inside of various sea snails and slugs on the ocean floor. There is only one other known source of water crystals, and they are considered quite valuable.

Water crystals can be found in the sands of the islands or scattered along the sea floor. Anyone conducting a search for water crystals will have a 50% chance of finding 1-10 (1d10) crystals during each eight hour period of searching. Any water crystal found will have a value of 1000-10,000 cr (1d10x1000 cr).

INVESTIGATE ANY ANOMALY

THE NATIVES

The anomaly of Waikaitai is intelligent life. In order to aid the GM in role-playing the natives, a short description of their physiology and social organization follows.

Physical Description

The natives are descended from the same root stock as the Land Sharkoid. They are roughly humanoid in form, standing upright to an average height of 1.5 meters. Their legs are short and powerful, with four splayed toes connected by webbing. Their arms are also well-developed, ending in hands that have four tentacles. They are covered by tough, grayish hide. Their nostrils are on the backs of their heads. Their mouths are large, with the ends somewhat downturned (as if permanently frowning) and filled with 3 rows of sharp, carnivore teeth. They

have two large, slightly luminous eyes with nictitating membranes for use in air. Their eyes are best suited for hunting at night, but they can tolerate full daylight if necessary.

Social Structure

The natives live in small clans, making their homes among rock and coral outcroppings at a depth of 10 to 100 meters. They hunt both in the ocean and on land. They are not mindless savages, but an orderly society based on duty to clan and respect of other clans. A large clan may number 500 individuals, but most have fewer than 100 members. Though clans sometimes war with each other, disputes are usually settled by negotiation, trade, or personal combat according to strict rules of honor.

The natives do not prize life greatly, due in part to having a short lifespan (approximately 25 years) and a high birth rate. Even so, they do not normally kill except when hunting or defending themselves.

Males and females are equals in native society. They make nests of shells and rocks on the ocean floor and take turns watching the eggs until they hatch. When the young hatch they are driven from the clan until they mature (a period of approximately two years). Survivors of this exile are welcomed back to the clan.

The natives wear no clothes, but do adorn themselves with seashells, water crystals, and other precious stones.

Combat Values

The average native has 40 SP and can bite for 10 DP at close quarters, but prefers to use weapons. Natives carry 3 m long coral pikes (DP 10), usable only as stabbing weapons, and sharpened clamzoid shells for throwing. These shells may only be used in air, have a range of 30 meters and a DP of 5.

Language

Natives can speak both in water and in air. Their form of speech, though well-developed, is sibilant and gurgling. Each clan has a dialect slightly different from, but understandable to, the clans around it. Clans communicate with one another by special honored messengers.

CONTACT

The amount of time that the team can spend underwater is severely limited. Therefore, contact and ensu-

ing meetings will be at the discretion of the natives. Contact is assured as soon as the natives learn of the team, because the team is using the local clan's hunting ground. The clan will expect the team to leave or offer gifts for the use of the island. The natives will consider the team to be a very small clan and expect them to be honorable and follow the rules of clan relations.

Communication

The team can communicate with the natives in several ways. Hand signals, reprogramming the sound synthesizer to act as a syntax analyzer, or drawing pictures in the sand are a few possible methods.

First Encounters

Each night there is a 50% chance that a hunting party will discover the camp. No attack or noise will be made, nor will there be any attempt at contact. The hunting party will report back to their clan elders. Before the first light of morning a marker will be erected, in a conspicuous place, warning that the island belongs to an established clan and that the team is trespassing. The marker consists of a red coral pike protruding 2.5 m above ground with a large clamzoid shell on top. The Pike is stuck into the sand about 0.5 m. The surface of the pike is rough and only a very close inspection of its surface will reveal that this roughness is a form of pictographic writing telling the geneologies of the clan.

Should this warning be ignored, destroyed, or removed the natives will assume that the team is of animal intelligence or a clan with no honor because they did not heed the marker. They will try to drive the team away with the following tactics.

Native Tactics

During the first week after the marker was placed, the natives will smash traps or other constructions that are out of sight of the base camp. Also, anyone walking on the island out of sight of the base camp has a 50% chance of being seen by a native and being attacked by a thrown shell. Any team member found in the water will be attacked with pikes. If fire is returned, the natives will retreat to report to the local clan elders. If followed, they will ignore pursuit and try to escape and report.

If the team does not leave the island or leave a gift by the end of the first week, the natives will send one

honored messenger to the base camp to negotiate. Honored Messengers are never attacked or a part of any clan hostilities. They may never carry or use weapons of any kind. If this does not produce results, the natives will declare war on the team, and send a force equal to the number of team members (honor demands no unfair advantages) each night until the team gives the clan an appropriate gift or leaves clan territory.

Possible Gifts

The only gifts that the clan elders will be interested in are items they consider useful. No glass beads or pretty colored cloths.

If music of any kind is played, all clan members able to move will congregate around the source and stand, mesmerized, swaying and hissing to the music. They will remain this way as long as the music plays.

The playing of music will be considered by the clan as a valuable trade item. If the music is stopped the natives will leave gifts and send a messenger to try to restart the music. The natives may congregate so quietly that the team may not notice them until the hissing gets loud enough to hear over the music.

Retreat

If the team leaves the mission area because of war, they can try to set up camp on another island. All islands are owned by one clan or another, so the sequence of events that occurred in the mission area will recur.

The team may also attempt to camp out in the open ocean using their dugout canoes and the grav sled. This is possible, and as long as the team stays away from the shallows, they will not be bothered by natives. The

team can fish in the deep ocean, but will need to get water from an island.

SOME POSSIBLE OUTCOMES

1. Team dies. Roll up new characters and try again.
2. Team fails to perform sonar survey or aerial survey. 100,000 cr fine for each failure.
3. Team makes friendly contact with natives. 2 Mcr bonus.
4. Team sets up trade for water crystals that The Company can continue. 1 Mcr bonus.
5. Team caught smuggling water crystals off-planet. 500,000 cr fine and confiscation of the water crystals.
6. Team fails to report on water crystals, intelligent life, or any other important finding. If caught, forfeit all pay and bonuses for Waikaitai and be assigned to survey Xaxus III (See XAXUS III: Fire and Brimstone).



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The Turzig Jousts

An adventure for "Manhunter"

by Ramon Moore

The Turzig Jousts is a "Manhunter" adventure designed for 4-6 characters of low (1-3) level, or 2-4 characters of higher level. This adventure also introduces a race, the Turzig, which is usable for player characters in "Manhunter".

The Hiring

Printed nearby is the message which has been circulating in the underworld. Characters begin this scenario by responding (either in person or by video link) to Mr. Col's ad. Characters who are knowledgeable about the business community know Col by reputation. He is one of the few Chiropti to rise to a position of power in the legitimate business community. Known as a ruthless businessman, his temper is legendary. His enemies have a habit of disappearing, but no foul play has ever been proven.

The GM should assume that the characters have references which give them a fighting chance of getting the job. Col may interview the characters as a group or individually, as the GM prefers, but in either case he will hire those he wants immediately. Col will offer a lump sum of 70,000 credits plus any reasonable expenses for a successful operation (regardless of the

size of the group). He will supply the party with a ship and pilot.

Another consideration is the possibility of continued employment. If any of the characters impress Col with his performance on this mission, Col may offer them continued work as one of his personal operatives. Such operatives are very well paid.

Col, like most Chiropti, is a man of few words, but he reads people very well. The GM should take this into account if any of the characters are entering into this employ with deceitful intent. Col's stats are: STR=17, CON=18, END=18, DFT=15, SPD=12, LCK=14, ALT=22, INT=14, CHI=16, CHR=8, BTY=10, Combat Level=12. Col will not be armed when he meets the characters, but he does have a martial arts skill of 88 and there are security guards within paging distance. Even at 64 years of age, Col is a dangerous opponent.

The Mission

Jakri Col is a proud and stubborn man with few weaknesses. One of the rare chinks in his armor is his love for his son Jayson. Chiropti are, by nature, a fierce but loyal race, and the strength of family ties is stronger than in any other race (even the Terrans, who pride themselves on this social characteristic). Hence, anything which endangers Jayson risks Col's Limitless wrath.

Jayson Col is a rising leader in the Chiropti community. He is a respected surveyor and explorer for D.A.M.O.

Inc., and his remarkable statesmanship (a skill which is virtually non-existent in the Chiropti culture) has even raised the possibility of his being elected to a seat in the Common House or, more likely, the Colonial Senate. No Chiropti has ever held high political office in the A.T.P.D.S..

Jayson was on an exploratory mission for D.A.M.O. Inc. when communication with him was lost. He was last contacted moments before landing on Intol 2, a type IX planet in the Iota quadrant (coordinates 6,4,2). D.A.M.O. had done preliminary exploration of this planet without A.T.P.D.S. sanction in hopes that they could bargain with the indigenous society to gain mineral rights before full A.T.P.D.S. exploration. Jayson was sent to meet with representatives of the Turzig community. When Jayson did not report back to the ship, the robotic pilot, Krijji, carried out a brief, unsuccessful search before contacting Jakri Col.

The goal of the mission is simple. Col wants his son returned safely. He does not know whether Jayson has been captured/ kidnapped (there have been no ransom demands), or what help or hindrance the Turzig might pose to Jayson's safe return. Rest assured that if Col were sure that the situation could be handled by military action, he would be going in himself, despite A.T.P.D.S. laws against such actions.

The GM and players should remember that this planet, while not under exploration by the A.T.P.D.S., is technically within their space. Hence, any action to force aid from the Turzig could be interpreted as a criminal act. Furthermore, since the D.A.M.O. expeditions were done without A.T.P.D.S. sanction, any information which leaked could open the company up to penalties and risk Jayson Col's political future. While getting his son back safely is Col's chief concern, these other factors also weigh heavily on his mind.

Col will give the group 10,000 general credits as an advance to cover

WANTED

Freelance operatives for temporary assignment in the Iota quadrant. Top pay for qualified individuals. Combat experience and discretion a must. Contact Jakri Col, D.A.M.O. Inc.

any expenses. A ship will be waiting for the group at the Kantogi Spaceport (coordinates 6,4,6 of the Theta quadrant). The craft is a three section exploratory ship named "Counselor", the same craft which carried Jayson to Intol 2. The ship has quarters for seven, full medical and science labs, hyperlight drive, full combat shielding, one floating LOS turret, and fourteen sublight drive units. The ship's SMC=2 and the maximum firepower=2. A specialized sensor station has been added to the ship for this mission. It is designed to locate a Chiropti form on a planet's surface. The robot Kriji will serve as pilot.

Kriji is a Conudyne C-404 specialized pilot and recon robot. She is of standard "C" series form. Blocks 2, 3 and 4 are special program blocks containing navigation/tracking and sociology database (block 2), personal engagement programming (block 3), and medical and electronics programming (block 4). Her effective pilot skills are: Pilot B= 80, Pilot Rating (PR)= 8, Ship Combat Level= 5, Combat Pilot= 80.

Along with acting as pilot, Kriji is also responsible for giving a detailed account of the mission and the actions of the characters to Col upon return.

GM Notes

When establishing Col's initial impressions, remember that Chiropti prefer direct, non-evasive personality types. This would even extend to a preference for meeting prospective employees face-to-face rather than via comlink.

A factor that should remain unknown to the players is that Kriji is only concerned with Jayson's well-being. She is only indirectly in control of Jakri. Her loyalty would revert to Jakri should something happen to Jayson. Kriji's programming is also highly protected. Even a very good robot technician would have a hard time tampering with her.

However the mission turns out, the Gm should consider that Col, while sometimes fearsome, is basically fair and not stingy with those who have served him well. On the other hand, he expects characters to act in his best interest, not their own. He differentiates between those who simply get the job done and those who display loyalty to him. If the mission is not successful, he will pay the group whatever he thinks is fair. If, however, he comes to the conclusion that a member of the group is responsible

for any harm to his son, through incompetence or malice, that character had better beware.

The Turzig

The early D.A.M.O. exploration of Intol 2 yielded considerable accurate and useful information about the planet's dominate life form, the Turzig. The Turzig are the most advanced species of reptile yet discovered. They have developed a culture which displays highly sophisticated political and philosophical ideas, as well as advanced technology. While not yet equal to the A.T.P.D.S. technologically, they have reached a level capable of space exploration (limited to intrasystem probes).

Their civilization covers nearly the entire terrestrial surface of the planet, including semi-arctic regions.

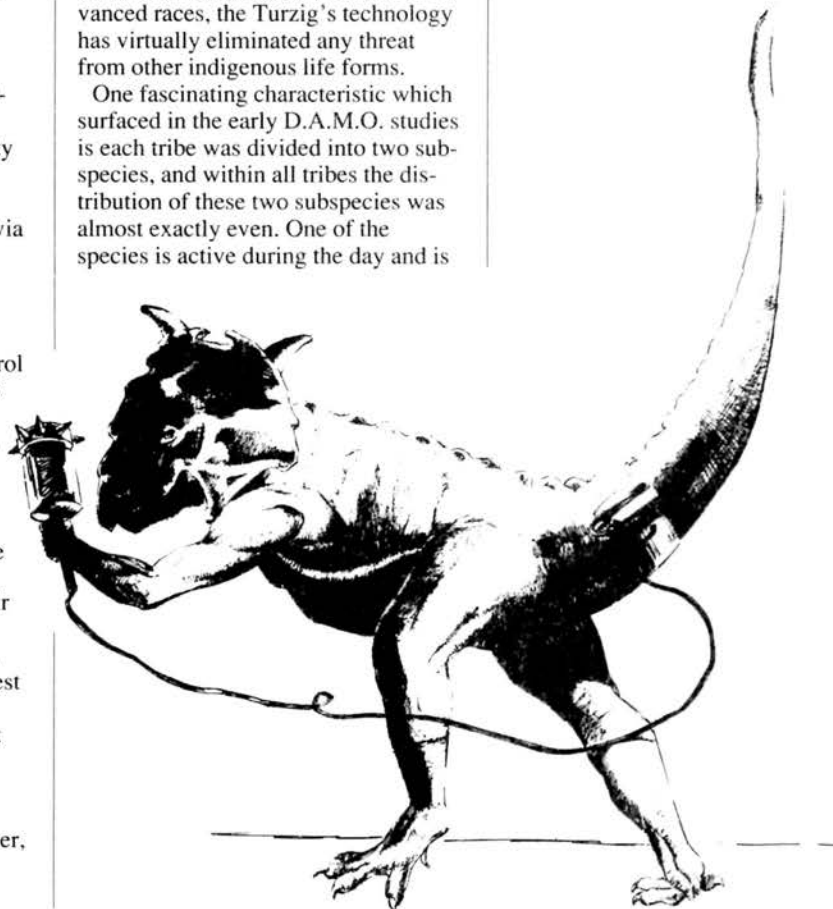
The standard social unit of the Turzig is a tribe of 25-50 members which consists of several extended family units. While obviously evolved from nomadic ancestors, the Turzig display considerable cooperation with neighboring tribes. There are virtually no signs of territorial struggles, though the tribes do not intermingle except for specific purposes. As with most advanced races, the Turzig's technology has virtually eliminated any threat from other indigenous life forms.

One fascinating characteristic which surfaced in the early D.A.M.O. studies is each tribe was divided into two subspecies, and within all tribes the distribution of these two subspecies was almost exactly even. One of the species is active during the day and is

called "Eche" (after the Turzig word for "sun"). The skin coloration of this race is normally light brown or green depending upon habitat. The second species is called "Ont" (after the Turzig word for "moons"). This species is totally nocturnal and has a dark blue or grey coloration. Only for a short time at dusk and dawn are both species active. During the heart of the night Eche rest while the Ont are active. During the day the roles are reversed. Early in Turzig development, these specialized subspecies could have protected each other from predators.

Anatomically, the species are nearly identical, aside from skin coloration. Within both species, the average upright height is approximately 1.5m for males and 1.6m for females. The total length is about 1.8m for males and 2m for females. While both sexes have a heavy bony armor protecting the head and neck, this "collar" is more pronounced in the female.

The Turzig stand and run in a forward leaning, but upright position. They use their massive tails as a counter balance. They can run at tremendous speeds for terrestrial

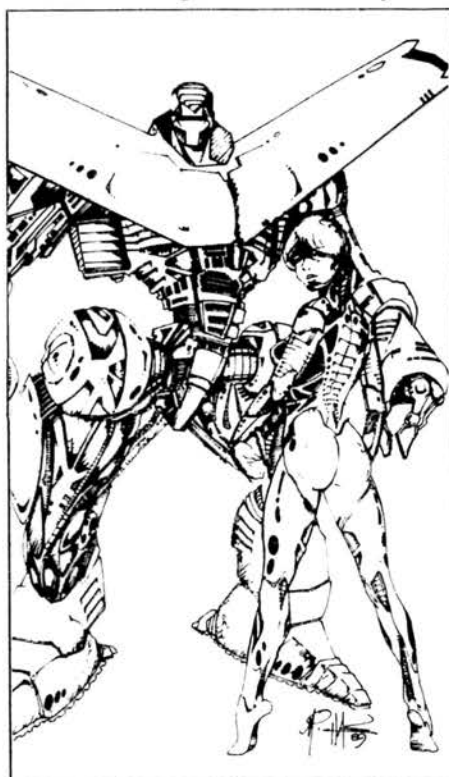


animals of their size. Speeds of 60-80 km/hr are common. Their arms are fully evolved for a wide range of motion and the hand is of traditional structure with four fingers and opposable thumb.

The Turzig appear remarkably peaceful and well organized with each tribe under the rule of a single "chief" who initiates any contact (cooperative or otherwise) with neighboring tribes. Never does a lower ranking Turzig approach another tribe or its members without the chief in attendance.

Jayson's Dilemma

Before Jayson Col set down on Intol 2 he had read all available information on the Turzig and understandably



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believed that his "diplomatic" mission was merely a logical, and safe, extension of the brief interaction earlier explorers had with the race. The Turzig were, after all, very peaceful. In fact, no signs of warfare had been detected. The only vestige of war is a sport which is played within all tribes. This sport is a "joust", of sorts.

The "Turzig Jousts", as the early explorers described them, were contests between individuals. No "team" version was ever witnessed. The rules appear simple, each participant stands along the outside rim of a large circle which is drawn on the ground. The diameter of this circle is always exactly the same: 114.7m (or 50 units of Turzig measure). At a signal from the "judge", both contestants charge toward the center line which bisects the circle. Each participant has merely to pass center line to complete each round. If either participant fails to cross the line within 110 seconds (50 of their time units), he loses the joust. In each round, each participant is allowed to strike their opponent with one blow (either while passing or by stopping to engage). Most often these jousts are fought without any weapons. The Turzig usually use their armored heads as ramming devices and sometimes will strike with their tail. Only on rare occasions have bouts been witnessed where the participants used maces. These maces carry an electric charge (although readings show that the charge is relatively small). Some jousts have even been performed without any exchange of blows at all. The participants simply race each other to the centerline round after round until one is too fatigued to continue.

The fate of Jayson Col was partly a result of his misunderstanding of the importance of these jousts. The Turzig are a very communal race. They trust other members of the tribe and the laws and traditions which have been passed down through generations. One of the most important traditions is that these jousts a ritualized form of "trial by combat" Virtually all significant conflicts in Turzig society are decided by a joust and members of the tribe yield without malice if defeated. It is their belief that victory is an omen that the victor's side will benefit the tribe.

One extension of this idea is that serious matters may only be discussed with those you "know" through this ritual. The Turzig feel that during the joust they can see to the soul of their

opponent and therefore understand his motives.

When the first D.A.M.O. explorers contacted the Turzig, it was on an observational basis. The explorers were welcome so long as they kept their distance and did not interfere. However, when Jayson arrived and began to propose trade agreements and treaties, the Turzig needed surer evidence of his good will. A joust would offer the Turzig a chance to be sure of his motives. If Jayson was defeated, they could be sure that dealing with him would not be in the best interest of the tribe.

Nothing else need be known about Jayson except that he is Chiropti so he would certainly leap at the opportunity of trial by combat. The rules were simple. He had choice of weapons. He certainly didn't believe all that mystical nonsense about reading a person's soul. He couldn't lose. He lost.

The chief of the tribe is responsible for establishing fair penance for the loser of a joust. In the case of minor disagreement, no punishment is usually given. Considering the importance of this joust, however, the chief, named Shul, ruled that Jayson would be the servant of the tribe for one year. If it had been decided that Jayson had intended ill for the tribe, the sentence would have been much harsher (possibly a life of slavery). Jayson is a slave, albeit a well-treated one, and as been stripped of his equipment and was not allowed to communicate with his ship.

The Rescue

There are several ways to rescue Jayson safely. Locating him on the surface of Intol 2 will not pose a problem considering the sensor equipment which has been added to the ship. Since Intol 2 is not protected by the A.T.P.D.S., characters need not worry about passing through any customs or security checks. They simply have to set the ship down and go about their business. Kriji will monitor the group's activity but will not interfere (other than to answer questions) unless she sees something happening which she deems dangerous to Jayson.

Practically speaking, the GM need not worry about anything related to flying the ship unless some outside threat is added to the adventure. The Turzig do not have craft capable of posing a threat to the Counselor in space and the A.T.P.D.S. is not in-

volved (yet). Kriji will make no mistakes piloting the ship under such conditions. The bottom line is that if the group can make it to the ship with Jayson, nothing will stop them from taking off.

If the group takes a little time to observe the tribe, they will probably figure out that Jayson is a slave. He will be employed to carry tools, help repair buildings, etc. Since he is fairly level-headed, he suspects that someone will come looking for him. No one is not trusted may speak with Jayson. Nor will the Turzig discuss the subject of freeing Jayson with any "untested" individual. In order for any member of the party to deal with the Turzig on these matters, they will have to win a joust.

It should be noted that Shul is the only member of the tribe who speaks any Common tongue (type 2). He picked it from earlier explorers as well as from Jayson.

As was the case with Jayson, any character who wishes to joust will be allowed choice of melee weapons (no missiles weapons are used in the jousts). The Turzig prefer blunt weapons but will fight with blades if the character insists. The Turzig do not normally battle to the death as they hold all life to be precious, but they will consider that end the goal if bladed weapons are chosen.

The tribe's champion is a female named Ouani. Her stats are: STR=16, CON=23, END=22, DFT=17, SPD=20, LCK=12, ALT=20, INT=13, CHI=16, CHR=14, BTY=14. Her combat level is 11 and her combat skills are Mace (heavy weapon)=104, Medium Blade=76, Brawling=114, Gas Expansion Weapon=101. The standard Turzig mace, if charged, will add 1-3 levels of damage to the base damage of the mace. If used, both combatants must set their maces to the same level.

Ouani will have the following attack and defense strengths: MACE: Att=30/Def(TD)=30, BLADE (cutlass): Att=36/Def=34, UNARMED: Att (ramming with head)=28/Def(TD)=19.

When calculating attack and defense strength for jousting purposes, remember that unarmed combatants do not add their level (experience) bonus because it is not a fight to the death. If blunt weapons are used, add 1/2 to normal bonus. No armor is ever allowed in a joust.

Ouani's scores take into account these special Turzig characteristics: 1) When footspeed is estimated, add 10?

to the Turzig's standard stat score (Ouani is a 30 footspeed). 2) When making a charge attack, use the Turzig's footspeed (rather than their SPD score) to calculate attack strength. 3) Ouani is damage class F when she smashes her head into an opponent. 4) Turzig heads can withstand up to 60% of their hit point total before they are incapacitated. 5) They receive a natural armor bonus of four levels versus all damage to their head. 6) If struck while charging, use the following table to determine hit location: 1-45 head, 46-51 lead arm, 52-55 trail arm, 56-80 body, 81-90 right leg, 91-100 left leg.

Remember that each contestant may make only one attack in a round.

If any member of the party loses a joust, they will not be allowed to joust again. Even if they are not taken as a slave, they will be ordered out of the Turzigs' presence (presumably back to the ship).

If a character does win a joust and open lines of communication, Shul will bargain for Jayson's release. If any other characters previously lost their jousts and were sentenced to slavery, they will have to be bargained for separately. Shul will not exchange Jayson for money since the Turzig do not even have a monetary system. For lesser prisoner (i.e. other characters) he might accept items of

technology which he deems useful to the tribe-- advanced medical supplies, stasis pods, design information for drive systems, robotics, etc. For Jayson, however, Shul will demand that someone take his place for at least the remainder of the year and maybe longer. Shul would love to get someone who could teach the tribe more advanced technology. The Turzig are not interested in new weapons or weapon technology.

If no acceptable deal can be made, the Turzig will allow Jayson to choose a champion to joust for him. The only problem here is that because Jayson cannot speak to the characters he will have know (except by visual appearance) which character is best suited to represent him. If one of the group is a Chiropti, Jayson will certainly choose him. If there is no Chiropti, the GM must decide for Jayson based upon the appearance of each character. If Jayson's champion loses, Shul will no longer deal with the group at all.

If the characters attempt to deal with a different tribe of Turzig (Kriji does have information about which tribes had contact with the early explorers), they will still have to win favor through a joust. In any event, no tribe will participate in any attacks on Shul's tribe, though the other tribes may be willing to bargain on behalf of

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the characters, for a price. By the way, Kriji does speak the Turzig language, but the Turzig will not deal with a robot (who they feel has no soul to read).

In case other Turzig must be created to joust characters, the Gm should know that all Turzig are skilled in melee combat with the mace being the favored weapon. Many are also skilled with gas expansion weapons (which are used for hunting-- the Turzig keep no domesticated animals). Ouani was not chosen for her combat skills but because of her high alertness and corresponding ability to read souls.

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Rewards and Experience

When characters return to Col, they will be paid the agreed amount if Jayson is with them and healthy. Other concerns will determine whether Col gives any bonuses or keeps characters in mind for future employment. These concerns are whether he (and D.A.M.O.) can still reasonably bargain with the Turzig and whether or not there is any A.T.P.D.S. involvement.

As for experience points, a good rule of thumb is to always award at least 750-1000 general experience points whenever players are dealing with a totally new race. The danger level of this scenario is relatively low, so 250 experience points is probably reasonable. After all, unless the characters force a dangerous involvement with the Turzig, Col is a more serious threat (should something happen to Jayson). Combat experience for jousts should be half normal unless blades were used.

Learning points should be awarded more generously if the characters tried to bargain with the Turzig rather than simply challenging them to a duel. If this is the case, 10 or more learning points would not be unreasonable for those characters most involved.

Complicating the Adventure

This adventure may be modified in several ways in order to complicate the characters' goal. Some suggestions follow. You may think of many more yourself.

1. Kriji is actually a member of a renegade robot community who is using her trusted position with the Col family to try and gain allies (the Turzig) for her robotic friends. She is trying to sabotage relations between the Turzig and the A.T.P.D.S.

2. Kriji is actually under the control of a rival politician who is trying to

destroy Jayson's career. The rival hopes that Jayson will remain out of the picture for a year on Intol 2. During this time the rival can make his own plans without hindrance. If it looks as though Jayson will be rescued, the rival will attempt to expose illegal business between D.A.M.O. and the Turzig. The characters will not gain favor with Col if such is allowed to occur.

3. Jayson is actually being pressured into a political career by his father. Jayson actually desires simple peace and quiet. He has arranged the whole incident on Intol 2 to escape his father. Jayson may have mistaught Shul the Common tongue to sabotage communications with anyone who would come to rescue him. For example, Shul might explain that to win Jayson back they must "honorably lose" a joust against a Turzig (instead of simply "win").

The Turzig as Player Characters

Players generating new characters for "Manhunter" campaigns may play a Turzig. The relative quality of their stats are: STR=B, CON=B/C, END=C, DFT=B, SPD=C, LCK=B, ALT=B*, INT=B, CHI=B, CHR=C, BTY=B.

*=The Turzig belief in the "reading of souls" is not without foundation. The Turzig have the ability to heighten their alertness by picking up sensory (or extrasensory) information from other tribe members who are in the immediate area. A Turzig may add two alertness points to his normal score for each close friend or tribe member in the area (up to a maximum of forty). This is how a Turzig can so effectively "read" an individual's intent. During personal combat, emotions are less veiled and Turzig can often gain an even greater understanding of their opponent. The GM should be certain the Turzig only receives this bonus for close comrades, not anyone he happens to be travelling with.

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SEGMENT JORUNE



This month we present "To Rescue a Scarmis," a mini-campaign by Geoff Gray, and we expand our series of articles on "Bringing your Players to Jorune."

In the last issue of White Wolf, we helped land your players on Jorune. Whether you get them here by starship or by warp, just bait that hook and pull them in! Jorune can serve as an excellent excursion or as a permanent setting for your campaigns. This issue describes the characteristics used to describe your characters on Jorune.

CHARACTERISTICS OF CREATURES

Characteristics for players on Jorune aren't as important as they are in other games. This is due mainly to the emphasis on people and situations rather than hack-and-slash. Because Jorune doesn't use experience points and treasure isn't the primary goal, players will find that their destiny has much more to do with their skill at playing than in beating the dice.

Power is one of the most common character goals in role-playing games, but most systems pay only lip-service to it. If power is measured by the number of weapons, troops, and military fortifications the player holds, the greatest reward of role-playing can be had by a first-time gamer in forty minutes time. On Jorune, real power lies with technology and information and the means to use it. Whereas some cretin with a tank may be the toughest guy around on some other world, on Jorune, the person who holds the maps of ocean warps holds the real power.

The role-playing system used in SkyRealms of Jorune is based upon these characteristics: Constitution, Social, Color, Strength, Education, Isho, Speed, Agility, Aim, Spot, Listen, and Learn. All but the last three characteristics are simple 3D6 rolls, but Spot, Listen, and Learn are generated by 1D6+7. No

characteristic may ever drop below 3 or be higher than 18. Characteristics are treated as aptitudes, not levels of accomplishment. For instance, Agility is the character's basic level of agility and the rate at which new physical skills can be learned, not the actual level of accomplishment with learned skills.

Dice are rolled against characteristics to determine success or failure for the character in tasks related to the characteristic. For instance, to see if a character is able to get out of the way of a falling thombo (an enormous two-legged beast of burden depicted in last month's Segment Jorune), a roll of 3D6 would be made against the character's Agility. Rolling at or below the characteristic indicates success. Failing this roll indicates a smushed player. For example, if Mike Smith is playing Jorune for the first time, and his character, "Bill the Unmerciful Butcher of the Lower Dungeon," has an Agility of 8, and a thombo trips and falls off a ledge 300 feet above his unsuspecting head, the sholari (Jorune referee) would interrupt Mike from his liquid pizza drink to ask him to make 3D6 rolls against his Spot and his Listen characteristics. If he succeeds on either of these rolls then the character may make a roll against Agility to see if he can get out of the way. Not all referees would be as generous, but there is a chance that as the thombo descends at great speed that it might either (1) alert Bill by blocking the sunlight from his slovenly and massive form, or (2) create a piercing cry as the creature plummets downward. Mike's Spot characteristic is 12, but he rolls a 13 on his Spot roll and so he doesn't see the behemoth descend. Next, Mike rolls 3D6 against his Listen roll. Surely he will hear the death cry of this two-ton bag of drumsticks. His Listen characteristic is a 9 and a 9 is rolled — this blaster-totin' money-groin' player character is alerted to the thombo's stealthful approach and takes action. Too late. Mike's Agility is 8 and an 18 was rolled. Bill the Unmerciful Butcher of the Lower Dungeon has become a permanent fixture of Jorune, a piece of residual waste from the Hall of Drenn, a composite glob of thombo and human watermelon.



Crugar

Bronth

Human

Shantha

Thriddle

Scarmis



Most of the characteristics are comparable to those found in other games. You can translate them directly over from your game system. If your current system uses percentile rolls, use the following translation table.

Percentile Characteristic	Jorune Characteristic
1	3
2 - 3	4
4 - 6	5
7 - 11	6
12 - 18	7
19 - 28	8
29 - 39	9
40 - 50	10
51 - 61	11
62 - 72	12
73 - 82	13
83 - 89	14
90 - 94	15
95 - 97	16
98 - 99	17
100	18



The characteristics requiring special explanation are: Social, Color, and Isho. Have your players roll 3D6 for any characteristics not used in your current system.

Social: This characteristic is used to determine the character's ability to adapt to new situations that involves social behavior. A high stat indicates a swift ability to blend into any crowd, make friends, and move swiftly up through the ranks. A low number indicates a social reject, someone who has difficulty mixing with others, or at least fails to climb social ladders.

Color: This is a character's energy IQ. It is a measure of how quickly a person on Jorune is able to adapt to the Isho, which is an ambient form of energy that permeates everything on Jorune. There are seven types of Isho, named after the seven moons of the planet: Shal, Ebba, Du, Gobey, Desti, Launtra, and Tra. Each of the different energy abilities, called "dyshas," fall into one of these groups. The higher a character's Color characteristic, the more groups he or she can learn dyshas in. Color is also used to see how quickly a character can figure out shanthic devices which rely upon Isho for activation. In a later issue we will describe the dyshas in more detail.

Isho: This characteristic is a measure of a character's ability to learn to gather Isho from the surrounding environment. Characters with a high Isho characteristic will increase their amount of usable Isho faster than those with a low Isho characteristic.

This scenario outline is detailed enough to run with only minor additions by the sholari, but there is ample opportunity to customize the adventure to fit into your present campaign. The style is free-form, describing the people, places and main events in the story. Please customize as you wish. Your enjoyment will multiply if you have a hand in the design.

It will be your responsibility to arrange the Jorune day that the campaign begins on. Refer to it as Day 1. The scenario should reach its conclusion by Day 4 in order for the players to be successful.

After some of the paragraphs that follow, tidbits of background information will guide you through to explain the Jorune words that appeared.

TO RESCUE A SCARMIS

A mini-adventure outline for SkyRealms Of Jorune.

By Geoff Gray

BACKGROUND INFORMATION

Bades Saulsmon and Daynis Corabe are the Priest and High Priest of the Mundell Cult in Ardoth. After several months of harassing the scarmis living in Oiders, they have taken steps to create such a climate of fear that all of the scarmis will leave the city. The general public has been wary of scarmis but the recent exploits of Gee-Och'o, the famous Beagre Hunt champion are improving relations. As persecutors of scarmis, the Mundells are not pleased by this state of affairs. They have kidnapped the beagre champion and hidden him in Lower Manser as they prepare for his ceremonial execution. This will be carried out four days after the player-group is contacted by scarmis.

Mundell Religion: The Mundell are a cult of mono-theistic worshipers that see the world in shades of good and evil. Viewed by the Mundell as neutral are: humans and humanoids, the Iscin races, some shanthas, and the mutant races (salu, acubon, trarch). The Mundell consider the ramian, scarmis, and cleash antithetical to their beliefs --- they are devil spawn. Their temple in Dryce is underground, which worries the other inhabitants of the neighborhood. Scarmis living in nearby Oiders have complained to yords about the "thatch burnings" in which their homes have been destroyed by Mundell worshipers. The chell's office is considering filling the entire Mundell underground complex with gravel. A legal battle is slated to begin next month. Since legal proceedings could start against the Mundell at any time, whatever the players might uncover could lead to greater repercussions for the Mundell than merely having their temple filled with gravel.

Dryce and Oiders are neighborhoods of Ardoth, both described on pages 26-27 of Companion Jorune: Ardoth. A chell is a mayor of a city on Jorune. The current Chell of Ardoth is Rhan Trohan.

PLAYER'S INTRODUCTION

One day as the players are going about their affairs in Ardoth, have them roll against Spot or Listen to see if anyone becomes aware of a group of scarmis following them at a distance. Unless the players make every attempt to lose them, the scarmis will slowly approach. They stop about 2 meters away, gently swaying from side to side, shaking their antaenae. A few seconds later the smallest among them speaks. He informs the players as best he can that the scarmis living in the Dirrla'och are being threatened and their huts are being burned. No one wants to help them because of the fears and prejudice lodged against scarmis for their wilderness affiliation with the cleash. Check the player's Current Events skill in practical knowledge to find out if anyone knows about the Chell's ongoing investigation. The scarmis stresses that their people in Ardoth are friendly and trustworthy.

The scarmis describe how racial hatred got out of hand a few days ago when Gee-Och'o, the brother of the speaker, disappeared whilst making a routine visit to a nearby kerring bay (players roll against their Current Events skill to see if they

know who Gee-Och'o is). They suspect he has been murdered or abducted by the same people who burn their thatches. The scarmis have not contacted the authorities because they believe that the Chell's inability to halt the thatch burnings implicate the city's government. They fear reprisal if their actions are seen as troublesome. They cannot pay the characters greatly for investigating the fate of Gee-Och'o but in exchange, they offer to instruct the characters in the ways of scarmis and cleash, and to give them whatever they can in the way of valuables (one of the scarmis holds up a cleash egg as this is said).

If the players agree to help, they are led to the Dirrla'och where they are given 3 cleash capsules: 1 blinder, 1 knock-out, and 1 T.J. They are pleaded with to hurry as if Gee-Och'o is being held they need to find him as soon as possible. Other than the capsules the scarmis cannot offer more help or information to the characters in their investigation.

The Dirrla'och is a small area in Central Oiders where the scarmis live. Cleash capsules are produced by the cleash as weapons and tools. Blinders induce blindness in terran life forms, knock-out capsules induce temporary unconsciousness, T.J.s explode with great force upon impact. The eggs of cleash become beautiful crystalline spheres when heated over fire. These eggs carry great value in the marketplace. Cleash sometimes kill their newborn when in need of currency.

GAINING INFORMATION AROUND ARDOTH AND DISCOVERING THE MUNDELL CULT

The players should ask around the city to obtain more information about the thatch burners. Have the characters roll against their Current Events skill to see if they have heard anything about "Mundells." If a character succeeds and can roll under his/her Learn stat they know that the Mundells have a temple in the neighborhood of Dryce. Otherwise, out into the streets they go...

The Mundells are not a well known religion in Ardoth (or in any other city on Jorune for that matter), though many residents of Dryce avoid the location of their temple. By questioning strangers on the streets of Dryce, the players will eventually uncover the information they seek. There is a 60% chance a random person approached by the characters has heard of the thatch burnings and there is a 40% chance they think the Mundells are involved. Whether they are sympathetic to the scarmis or their oppressors is up to you. There is a 10% chance that anyone who has heard of the Mundells actually knows the location of their temple, and there is a 1% chance the approached person is a Mundell! (although not realistic, it could make the scenario interesting).

Asking at illidges, on the street, or at cleps could solicit the information: roll dice for each encounter. It is up to the sholari as to the number of enquiries allowed each day. Each querried approached has an 80% chance of knowing a great deal about the Mundells, such as where the temple is, who the priests are and what their convictions consist of. Thriddle do not like them. Remember that a querried must be paid before informa-



Gee-Och'o, the Beagre Hunt Champion (and his prey)

tion is given, and the only forms payment querrid take are large sums of cash and tasty tidbits of information. Do not purposely guide players to a querrid unless it is their first adventure and they are making little progress. The querrids of Ardoth suspect it is the Mundell who are burning the thatches but can offer no proof. They could be convinced to aid the players.

Querrid are thriddle that dedicate their lives to the gathering and exchanging of information. They are closely aligned with the Mountain Crown of Tan-Iricid, and never discuss why they collect information or the ultimate ambitions of the thriddle. In Ardoth they roam the streets or set up booths at the entrance of the Citadel. Querrids live in the Shen, with most of the other non-indigenous races residing in Ardoth.

VARIOUS KIMS

Clever players will approach the kims to see if any of these local neighborhood councils can provide any information. Although this is a very direct approach to take, insignificant tauter might be forced to wait a long time before being granted an audience. Have players roll against their Fast Talk skill. If the players make a bad impression on a kim, the sholari might have the players trailed by yords who will determine if they are causing trouble.

OIDERS KIM: The kim members here don't know too much about the Mundell's and treat the scarmis thatch burnings as the antics of wild kids. They are told that everything is being done to protect the homes of the scarmis, but the reassurances are insincere.

DRYCE KIM: Here mention of the Mundells brings an array of scowls. Many members are involved with the Chell's investigation, and don't want the issue stirred up before the Chell has a chance to act. Others kim members are affiliated with the Mundells and consider the players trouble makers. Tensions brought on by the players cause a heated argument to erupt between two kim members and the players are forced to leave. They can find out though where the temple is from a clerk as they scamper to the exit.

CITY CHELL'S OFFICE: Player characters can find out much at the Office of the Chell in the Cryshell Citadel. Remember that the Citadel entrance is controlled and caji must kern before entering. At the Chell's office, they can learn that the Mundell temple is underground, its specific location in the Dryce Neighborhood, the low level of tolerance that the Chell has for the Mundell temple, and the upcoming legal challenge to the Mundell properties. Non-human celebrations have been interfered with, and several thriddle have been applying pressure here for months to have the temple, "Filled with gravel so that no more Mundell hatred can emerge." Tembid So-Gotro is the name of a thriddle that comes to complain at the Chell's office every day without fail. On the day that the players come here he is complaining about a bad smell in the Shen, but if the players start a conversation, they will learn of his irritation with the Mundell.

THE MUNDELL TEMPLE

Set in large grounds East of Kivas Street in Dryce lies a 5 meter tall dome of packed earth, underneath which is the Mundell temple. Sparse trees and shrubs fill the grounds, interspersed by stone sculptures of "Human warriors" poised in angelic forms. From the base of some of the sculptures fumeroles of smoke swirl eerily around the figures. A stone path leads to a tunnel that snakes to a heavy door within the mound.

Three trarch are employed as all purpose workers; they do all the odd jobs around the temple from guard duty to gardening. There is a 60% chance during the day that 1D3 trarch are on the grounds. At night they usually remain in their quarters in the dome, keeping watch over the grounds.

Apart from the high priest and the trarch, several agents of the cult are residents here. Four human servants enter the temple each night for their meetings. The high priest is not always present in the temple; he shops and visits for a couple of hours each day and night. Even when the agents are absent, the trarch are still there.

KEY TO THE TEMPLE MAP

A: A small, bare, torchlit room decorated with a solitary table and bench. The door into the room is barred on the inside 80% of the time. The stairs in room A lead down to room C.

B: This medium sized chamber is smelly and musty. Small piles of garbage litter the floor. The three stay here and the room is full of useless junk, food, the odd gemlink, etc. Room B is at ground level and is entered through a door around the back of the dome.

C: Narrow steps lead down 10 meters to a thick drape. Behind this a large natural chamber is revealed. Wall paintings and pictograms illustrate the walls whilst several braziers and torches warm and illuminate the cave. Benches, chairs, and tables line the walls. Pitchers and plates lie on a couple of tables. Rugs cover the floor. The chamber is warm yet well ventilated.

D: The kitchen chamber. Two primitive stoves and an abundance of utensils take up the space here. A bench and table stand near the entrance and the room is very warm.

E: In this small chamber the foodstuffs are kept; barrels of dried meats, Rusper and wine and a little fruit.

F: Sleeping quarters: A large, open fire-pit is surrounded by ten bedcots and small wooden chests. This is where the Agents and their guests sleep. Roll 1D6 for the number of residents at any one time. An array of items is present, from bedclothes to lanterns to goblets to shields. A couple of Mundell pendants can be spotted under the beds. These are small circular pieces of metal ornately inscribed, hung on leather thongs.

G: Behind another drape the dark, heavily incensed temple cave lies. A few braziers light the cool room, whose column-supported ceiling stands 6m above the floor. Rows of benches face a natural dais, upon which is an altar. Before the altar glows a deep fire pit. To one side of the altar is a 3m tall human carved of stone holding a sword and a Cleash head aloft. Behind the statue is a hidden alcove --- hardly more than a large crack in the wall --- inside which are several clay totems of non-human creatures, bottles of thombo blood, packets of "flash-power" which act as blinder capsule when set a light, and several weapons. All of the weapons have their blades engraved with Mundell inscriptions.

H: Daynis Corabe's chamber. A large glispeen-wood desk, a large sofa and a long, comfortable bed adorn this musk-scented room. Near its entrance is a secret door that is -2 Skill Levels to Spot. It leads upwards to come up under a bush in the temple grounds. On the desk are uninteresting journals on Mundellism and a couple of bestiaries containing lies and half-truth's

about the creatures the Mundells see as devil-spawn. There is also a memo in one drawer, written by Bades Saulsmon and addressed to the high priest. On a plain piece of parchment it says "Preparation's going well, but will you be ready in time? Servants can be trusted and cargo well hidden under the strip. Awaiting further supplies from Jasp. Come to shop soon." The letter ambiguously reveals that the scarmis prisoner is being kept under the Manser Strip and is in some way connected to Bades' home. Bades is awaiting further ritual supplies from Mundells in Jasp but is presently guarding the prisoner. Under the bed is a locked chest. Inside is 1 gemstar, 1 suit of thailierian armor, several crystals, a set of traveling clothes and 1 weeks dried rations.

I: This small storage cave contains incense, prayer books, a money collections basket (passed through the congregation) and various common equipment.

J: A natural well forms a pool in one corner with a small forge alongside it. Weaponsmith tools and equipment are kept on 2 tables. A near finished +1,+1 (to armor penetration, damage) sword stands in a bucket.

K: Dozens of ritual robes hang here. They are of dark brown cloth and cover the body, head, and face.

NOTES ON THE MUNDELL RELIGION

The Mundell's cause was founded just over one-hundred years ago. The first cultists were made up of warriors and survivors of attacks from cleash, ramian, and the like, who banded together on missions to hunt these beings. Down through the years their resentment grew into a religious fervor that many outsiders flocked to. They cultivated insidious hatred against little understood races. As the sect grew, the ideology shifted toward creating larger scale fear and hatred of most alien creatures. Although not a very large nor organized religion, racist members can be found in many large towns or in areas where harassment of "devil-spawn" is common.

Two nights a week and during each afternoon, the temple is open to members. There are currently several hundred of them in Ardoth. Hopefully, no player-character would ever wish to become a Mundell, but if in the course of play, a character wants to go through the initiation ceremony, use your judgment and imagination to proceed.

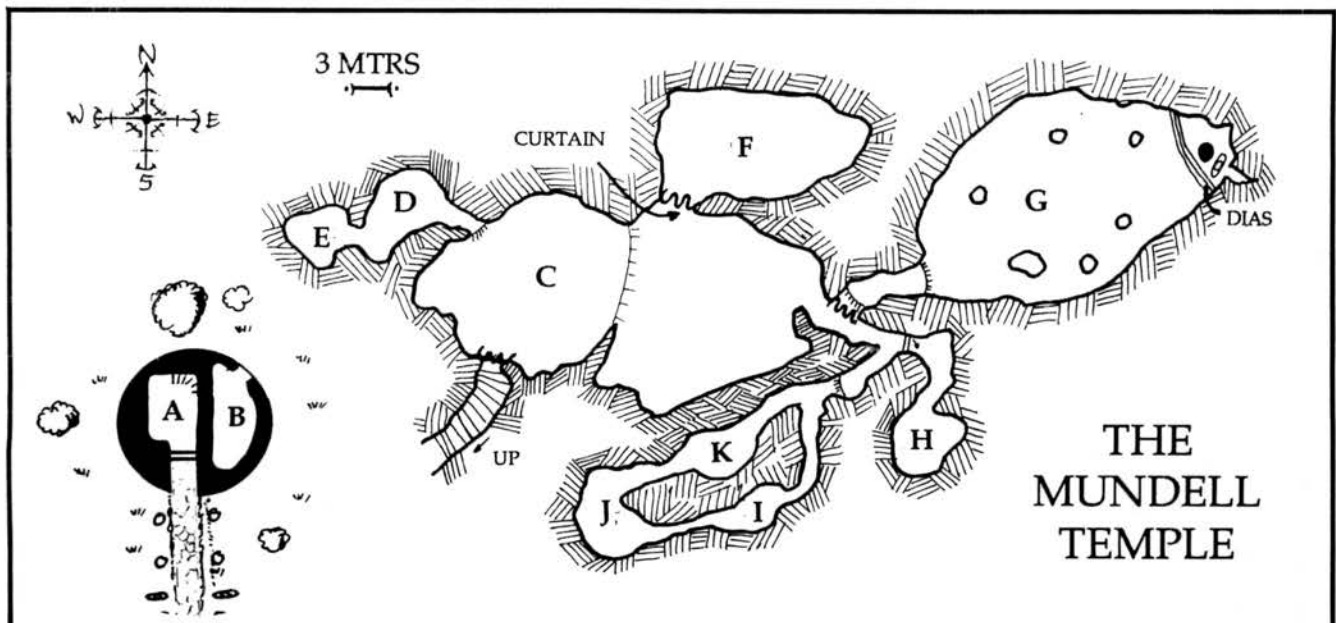
The congregation is made up of punks used as muscle, Drenn used for their connections, and common folk. The incentives are books, wards, and small pieces of Earth-Tec items (no energy weapons). A dozen muadra and Iscin races number among the cult's members.

DAYNIS CORABE

Originally from Coise, this forty-year-old Human moved to Ardoth after his family was butchered by a party of cleash 28 years ago while vacationing in Miedrinth. He afterwards trained and earned his livelihood as a weaponsmith. Eight years later, while in Saybah, he met a Mundell priest and was inspired by their doctrines, fueled by his own haunted past. Since then he has travelled back and forth to Saybah and at the time of the old priest's death, began construction of his own temple in Ardoth, which was completed about a year ago. He now lives in the temple, receiving money from his congregation. He has funded several raids against the ramian and plans to go himself on the next mission.

His stats are average except for his social rating of 17. Corabe wears robes, no armor, and about 10 gemlinks worth of jewelry. He is familiar with the sword he carries, which has +2,+2 (bonus to armor penetration, bonus to injury). He is experienced in fist, kick, and tackle combat and also uses throwing knives at that level.

Recently he purchased a blaster, but is inexperienced with it. He keeps it unloaded except for its slab ammo, and carries his three power cells on his person. It takes a blaster about ten seconds to come to operating temperature when a power cell is inserted into a cold weapon.



BADES SAULSMON

Saulsmon is a middle-aged, wealthy merchant who met Corabe 7 years ago. Due to circumstance and similar family background they soon became close friends. When Bades came to Ardoth and became a successful clep-owner, Corabe appointed him a priest of the Mundell cult. Unlike Corabe, he gained his drennship very quickly, though not without leverage from a couple of Ardothian administrators involved in his sometimes shady business dealings.

This charismatic and friendly man has average stats; however, behind the smiling facade lies a devious business mind. He is a fanatical Mundell and will kill if his beliefs are in jeopardy. He is seasoned in city skills and ranks experienced in merchant abilities. He wields a sword at familiar competence and has familiar accuracy with the laser pistol he carries. Under orders from Daynis Corabe, the laser's power cell is to be kept out of the weapon until it is needed. Wearing a leather suit, he has no money or equipment on him when encountered by the player characters, just his weapons and 2 power cells for the pistol (1 cell full, 1 cell 1/2 full).

His home lies on the edge of the Manser Strip where his clep, "The Jaspian Treasure Trove" retails clothing, cultural items and oddities from far-off lands. Bades' wife runs the clep with several thivin assistants. The Mundell "M" inscription is commonplace on items for sale and a few books on Mundellistic philosophy are kept in stock.

Behind the clep, his two-story house is accessible. Several servants are employed there to keep the place well-maintained. In the basement a narrow crack in the wall leads to a tunnel that goes down to Lower Manser. It is set to the rear of the basement and is obscured from prying eyes by a large wine rack.

THE PLANS FOR THE SCARMIS

Saulsmon sent a couple of thugs to abduct the popular Gee-Och'o, and transport him to Bades' home in a very large sack. From there he was taken under escort through the tunnel down to Lower Manser where he is being kept in the basement of a derelict house. Bades and the two thugs remain in the basement preparing the scarmis for a sacrificial ceremony on Day 4. The execution of the scarmis will ensure their luck on their approaching raid on a scarmis wilderness encampment.

Bades and his men wait with a room with few comforts: a small stove and bedcots. Saulsmon is a little paranoid and will not leave the scarmis until the pre-set night. Allow them to make observation rolls when the characters encounter them. If possible, they will ambush the players.

At midnight on Day 4, the scarmis will be put in a crate, marked with Saulsmon's clep's notices, and ferried out of Lower Manser, and over to Dryce. There, the three trarch will collect and take the crate to the temple where 50+ Mundell cultists await the execution of the "Devil-spawn."

THE TUNNELS TO LOWER MANSER

From behind the wine rack, a narrow, winding tunnel leads through the ground to Lower Manser. The natural tunnels are damp and misty. A pack of beagre inhabit one area of the small maze of tunnels. They resurface at three points and sometimes must be driven from Bades' home by the servants.

FRUSTRATION

If the player characters have trouble sorting out the clues, recycle the campaign's most important points in your head and try to find a new way to give them a clue. Here is a recap: The players must discover that the Mundell cult is responsible for the thatch burnings, the location of the temple, the document that implicates Bades Saulsmon, the location of the hidden tunnel in the basement of Bades' house off the Manser Strip, the house that holds Gee-Och'o, Bades, and two human thugs.

FINDING THE SCARMIS

Once free, Gee-Och'o will tell his brothers of the Dirrla'och of his ordeal. The players will hopefully suggest turning over their information to the yords, a kim, or directly to the office of the chell himself. Residents will rally behind the scarmis if word gets out of the Mundell plot. This will lead to rapid action by the chell. The Mundell temple will be filled with gravel, the cult barred from Ardoth and the priests slung in herris for attempted murder of a public official (Gee-Och'o is a Beagre Hunt Official for this month's hunt).

Successful rescue of the scarmis will make the characters fast friends with the scarmis encampment. They will be given 6 cleash capsules and the 15 cleash eggs owned by the colony. In addition, interested player characters will be given opportunity to learn about scarmis and cleash. They can stay with the scarmis for 10 days, at the end of which they receive a +3 bonus when rolling against Spot and Listen for cleash and scarmis.

As a continuation of this campaign, murder attempts on the player-characters may follow by Mundell cultists in the city. This could add some interesting complications to the players lives in Ardoth, but hopefully no true harm will come to them --- the majority of Mundell in Ardoth are not warriors or skilled at deadly arts. Hopefully, all the players have to fear is a well crafted flute or a hot sausage being hurled at them.

Next Issue

We took some extra space this month for the mini-campaign and an explanation of characteristics used for Jorune. We'll be back next issue with an example of putting players down on Jorune in a new campaign.

Earth/Jorune

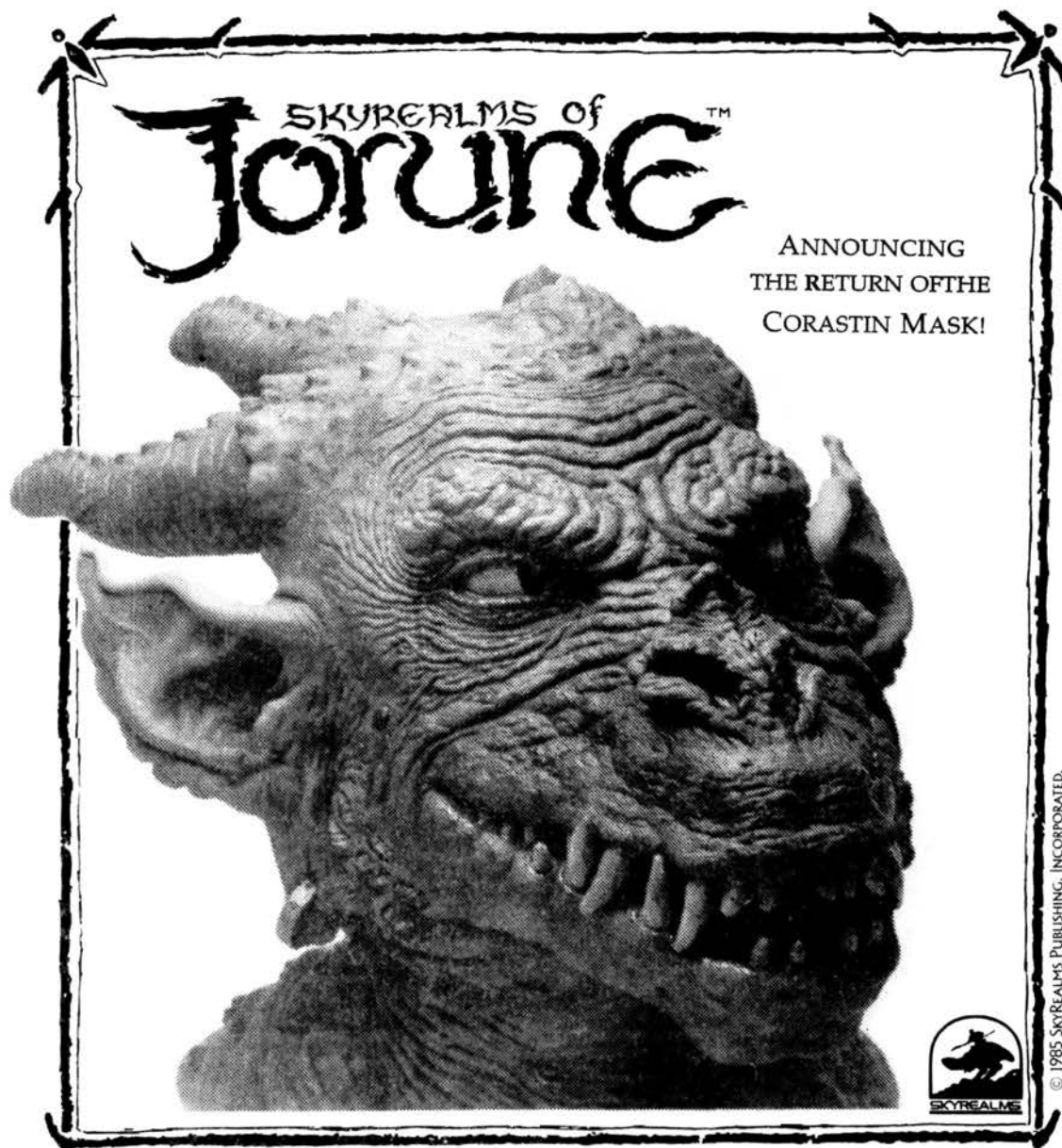
We appreciate any feedback you may have relating to the segment. Please address all correspondence to: SKYREALMS/WW, PO BOX 5543, Berkeley, CA, 94705 (415)-548-0804

Written and produced by: Andrew Leker, Amy Leker
Mini-campaign: "To Rescue a Scarmis" by Geoff Gray

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Add \$1.00 per item (\$1.50 for Boxed Edition) for shipping (maximum \$5), and \$3.25 to the total order for COD if you live in the U.S. If you live in Canada, add \$5 to your order. If you live elsewhere, add \$10 to help cover the cost of shipping. We will always use the fastest shipping method affordable. Send orders to SKYREALMS, PO Box 5543, Berkeley CA, 94705. Please allow six weeks for delivery, although we will try to act more swiftly with your order.

Please Note: Burdoth is sold out, although there are copies remaining in some retail stores.

SR101:	The Jorune Boxed Edition	\$25.00
SR202:	Ardoth	\$7.00
SR301:	Earth-Tec	\$8.00
SR851:	Essay Pack #1 (1st ten essays)	\$6.00
SR803:	Character Sheets (10 count)	\$4.00
SR802:	8/87 20 page rules supplement and 5 character sheets	\$6.00
SR600:	Jorune T-shirts. Woffen, Ramian, Eelshon She-Evid, Dhar Corondon. Assortment of colors, 100% pre-washed cotton. M, L, XL, Specify size; list style preference. We reserve the right to substitute another style if your choice isn't available.	\$10.00
SR666:	Corastin Mask (described above)	\$72.00

The "Star Wars" Scene

A look at some recent releases.

by *Stewart Wieck*

Of major note among the material which has been released recently by West End Games (RD 3, Box 2345, Honesdale, PA 18431) for "Star Wars" is a rules upgrade which is enclosed with published adventures.

This upgrade greatly improves several situations in the game which were a bit faulty. Of primary note is the restructuring of the combat sequence. The new sequence allows for all reaction skills to be rolled after the declaration of actions but before the actions are actually carried.

This change allowed for a distinction between a full dodge and a combat dodge. A full dodge is the new name for the "standard" dodge described in the original rules. The result of the dodge roll is added to the opponent's difficulty number. However, a full dodge is the only action which may be taken during the round. A combat dodge retains the status of being an extra action which may be performed along with other actions during the round and still costs a deduction of 1D from skill codes for the round, but the result of the dodge is now used as a substitute difficulty number for the opponent. If the dodge roll is less than the difficulty number, the dodge roll is ignored.

The upgrade also presents rules for what are called "combined actions". This rule allows for two or more characters to combine their efforts in order to have a better chance of successfully completing an action.

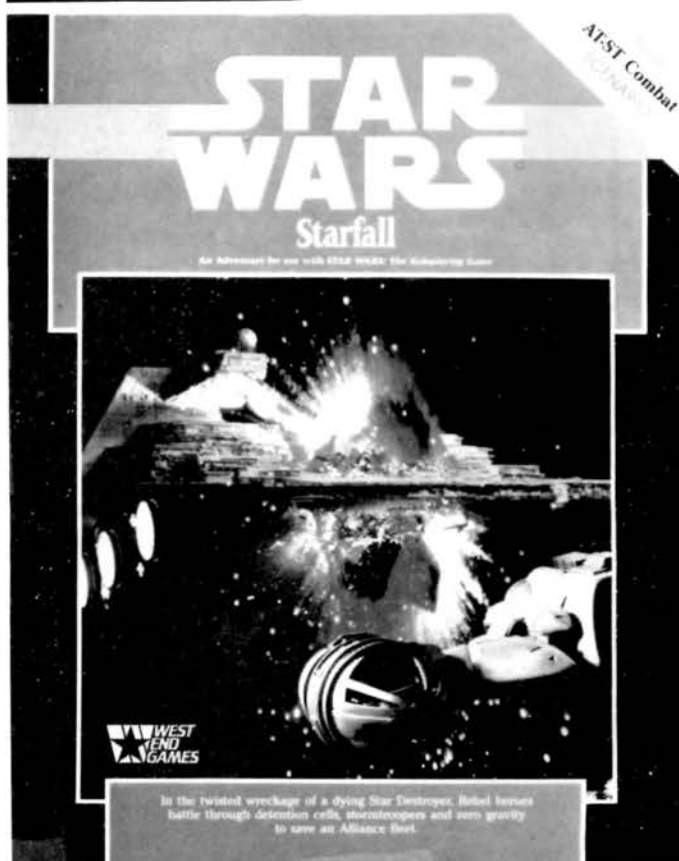
More information is provided as well. If you enjoy the "Star Wars" RPG, then you need this upgrade.

Star Wars Galaxy Guide 1 (Sum=3): This delightful book contains character templates for practically every character (or being) encountered in Star Wars IV: A New Hope. All of the despicable met at

the cantina in Mos Eisley are here. Greedo, Dr. Evazan and others are all presented. Many of the characters have stories accompanying them and all have very carefully detailed backgrounds. Another interesting being covered is actually a beast, or a species of them anyway. The Dianoga was the tentacled horror which gave Luke some interesting moments in the trash compactor aboard the Death Star. 80 pages.

Battle for the Golden Sun (Sum=4): This is a good adventure for the "Star Wars" game. All of the action takes place on a water world and many of the classic elements of a good adventure are here: mystery (what's the Golden Sun?), role-playing encounters (mostly with the native life, the Sedrians) and action (the Imperials are here too!). The drama is fast-moving and well-coordinated. 40 pages.

Starfall (Sum=3): I was very skeptical of this adventure when I first read the premise-- the Rebel characters find themselves aboard a damaged Imperial Star Cruiser and must make good their escape. It sounded like too much of a "dungeon crawl" adventure to me. Stormtroopers around every turn, etc. There are a few too many stormtrooper encounters, but the adventure turned out to be well balanced and fit some role-playing encounters in between the action. Some of this comes from an aged engineer which the Rebels must take with them, but they also begin a rather unusual relationship with the commander of the vessel over the intercom system. As the characters wander the ship, they uncover some interesting bits of information. A good adventure in a classic Star Wars environment. 40 pages.



Let the Dice Decide

Random Character Generation for STAR WARS

by Sean Stevenson

Why do all Smugglers have 3D strength? Is there no Failed Jedi of the Mon Calamari race anywhere in the galaxy? In my campaign, all Jedi are not created equal. There is a smuggler without a ship, an Amazon Jedi, a short Wookiee and a teenage war-droid who knows Yoda.

To randomly create characters for STAR WARS, use the following generation system. Two six-sided dice (one white and one colored) are needed.

Statistics

For each attribute (Dexterity, Knowledge, etc.) roll the two dice. The white die is for the dice code of the attribute. The colored die is the number of adds or "pips" to the dice code.

White Die: 1=1D--2,3=2D

4,5=3D--6=4D.

Colored Die: 1=+1--2=+2--3=+3

4,5=+0--6=+1D.

The dice code cannot be increased above 4D, so the roll of two sixes (4D + 1D) is still just 4D.

This procedure is repeated for all six attributes.

Non-human characters' dice codes are modified as follows:

Wookiee: +2D Strength, -1D Knowledge, -1D Perception

Ewok: +1D Perception, +1D Dexterity, -1D Mechanical, -1D Knowledge

Mon Calamari: +1D Technical, -1D Perception

It is possible for a non-human's dice code to be increased above 4D because of the modifiers. It is impossible, however, to reduce the dice code below 1D.

Other non-human races must have their modifiers assigned to them. It is suggested that racial modifiers do not exceed +/- 2.

Skills

After determining the attributes, roll both dice. The result is the number of dice you may use to increase your character's skill codes. No more than 2D may be applied to one skill.

The skill codes of beginning characters may not exceed 7D, though they may be raised beyond this level during play.

Force Points

The number of Force Points available to your character is also randomized (Luke Skywalker did not begin with only one Force Point-- the Force is strong with the Skywalker family).

EQUIPMENT TABLE

11-21	Clothes
22-31	Archaic Weapons
32-41	Blaster Weapons
43-56	Misc. Equipment
61-66	Vehicles/Droids

Rank (roll 2D)

2-6	corporal
7-8	sargeant
9-10	lieutenant
11	captain
12	major (imperial) OR commander (rebel)

Roll both dice and subtract the colored die from the white die. The result is the number of Force Points available to your character. Negative results are treated as one.

Credits and Equipment

While you might still wish to simply give your character the equipment listed on his template in the STAR WARS rulebook, you may wish to randomize credits and equipment.

Roll both dice five times. Read the white die as "tens" and the colored die as "ones". Thus, if you roll a three on the white die and a five on the colored die, the result is 35.

Refer to the CREDITS STANDARD TABLE and find how many credits your first roll allows. The second through fifth roll results are located on the EQUIPMENT TABLE. Each dice roll directs you to one of five lists. Roll the dice again and consult the appropriate list.

If you do not roll a blaster weapon, your character is given one blaster pistol, a holster and three power clips unless he has two or more archaic weapons. Your character is also assumed to have at least one set of

CREDITS STANDARD TABLE

11-12	50, in debt
13-14	100
15-16	150
21-22	200
23-24	250
25-26	300
31-33	500
34-36	750
41-46	1000
51-56	1500
61-64	2000
65-66	2500, in debt

Clothes Table

11-16	one set of clothes
21-23	two sets of clothes
24-31	three sets of clothes
32-33	vacuum suit (2 tanks)
34-41 *	rebel uniform (RANK)
42-43	jewelry
44 *	jedi uniform (RANK)
45-53 *	imperial uniform (RANK)
54-56	little-known uniform (Alderaan tour guide, etc.)
61	any two above
62 *	jet pack
63 *	armor (+1D Strength for damage purposes)
64 *	armor (+2D Strength for damage purposes)
65 *	Stormtrooper Armor
66 *	bounty hunter armor and jet pack

clothes. Any clothes gained by the rolls are in addition to the regular gear.

If you roll the same item twice, your character is assumed to have two of that item unless it is marked with an asterisk. If it is, then your character has only one of that item and the other roll is simply forfeited.

Credits Standard Table Explanations

Racial Notes

Ewoks and Wookies read the white die as "one", but are never in debt.

Debt

If your character is in debt, he owes money to an agent who **demands** prompt payment of the interest. When you find that you are in debt, roll both dice again (reading them as a percentage). Multiply the result by 1000 to determine the amount of credits your character owes.

At the end of each adventure, your character must pay interest equal to 10% of the debt. He may also pay off part of the debt.

Equipment Table Explanations

Racial Notes

Ewoks roll only on the archaic weapons list. Any roll of lightsaber is re-rolled. One of the Ewok's items is automatically a backpack.

Wookies do not begin with clothes or a vehicle. If directed to roll on one of those lists, you may roll on another list of your choice.

Archaic Weapons Table

11-14	knife
15-16	short sword
21-22	long sword
23-25	dueling sword
26	great sword
31-32	axe
33-34	spear OR 3 javelins
35-36	Wookie bowcaster
41-44	Gaderffii (Gaffi) Stick
45-46	vibroaxe
51-53	vibroblade
54-56	crossbow OR longbow
61-62	rifle (lead projectile)
63-65	sub-machinegun
66 *	lightsaber

Clothes

Sets of clothing may either be work or dress clothing (player's choice). If "rank" is noted in parenthesis after a listing, then roll on the RANK TABLE to determine the rank of the uniform.

For jewelry, roll on the CREDITS STANDARD TABLE for value. A character cannot be in debt due to owning jewelry.

Archaic Weapons

Wookie Bowcasters come with 6 bolts each, while all other weapons come with 20 units of ammo (arrows, bolts, bullets, bursts, etc.).

Blaster Weapons

All blasters come with three power clips and blaster pistols all have holsters.. Repeating blasters and medium repeating blasters come with 10 power clips and a tri-pod. Heavy blasters come with a power unit (generator) and a tri-pod. Laser bazookas have 10 rounds of artillery (each round equals one shot).

Vehicles/Droids Table

11-16	Unarmed Landspeeder
21-26	Landspeeder with mounted blaster
31-34	Unarmed Speeder Bike
35-36	Speeder Bike with mounted blaster
41-43	Unarmed T-64 Skyhopper
44-46	Skyhopper with mounted blaster
51-52	A-Wing (fully armed)
53-54	Y-Wing (fully armed)
55-56	Y-Wing and an R2 unit
61-62	X-Wing (fully armed)
63-64	X-Wing and an R2 unit
65	Stock Light Freighter
66	Long range TIE fighter and a good explanation

Blaster Weapons Table

11-16	hold-out blaster
21-24	sporting blaster
25-36	blaster pistol
41-46	heavy blaster pistol
51-53	hunting blaster
54-56	blaster rifle
61-62	blaster carbine
63	* repeating blaster
64	* laser bazooka
65	* med. repeat. blaster
66	* hvy. repeat. blaster

Vehicles/Droids

If a character possesses one or more repeating blasters as a result of rolls on the Blaster list, he may mount them on his vehicle. The weapons may only be mounted on unarmed speeder bikes, landspeeders and skyhoppers, or an armed or unarmed stock light freighter. All mounted weapons draw power from the vehicle's systems and do not require power clips or generators.

Hopefully, these rules will allow you to randomly create characters for STAR WARS. In a galaxy of such diverse beings, why should one smuggler be the same as the next?

Miscellaneous Equipment Table

11	belt and 1D power clips
12	medpac
13	hydrosappers and other tools
14	short range (10 miles) comm. devices (pair)
15	backpack
16	two oxygen tanks
21	one week's rations
22	5 power clips
23	chess game
24	Sabaac deck
25	identification
26	phony ID
31	blasterscope (long range firing skill +1D)
32	precision cap (blaster dmg. +2)
33	concealed holster
34	rifle sling
35	symbolic icon (religious, etc.)
36	survival pack (rations, tent, lantern)
41	hat OR helmet
42	gas masks (1D for number)
43	explosive charges
44	poison kit
45	bi-pod (prone firing is +1D)
46	spare parts (for 10 repair rolls)
51	restraining bolts and remote control unit
52	bandolier (holds 2D clips)
53	grappling hook and 1Dx10' line
54	1D grenades
55	portable computer
56	2D books
61	portable RT (radio/transmitter)
62	recording equipment
63	tent and sleeping bag
64	handcuffs (pair)
65	R2 unit
66	special relationship with important NPC



The White Horse

A fantasy adventure which involves the search for a paladin's warhorse.

by Richard Thomas

The Basics

"The White Horse" is an adventure for four to eight low to mid-level characters. It is possible to vary the degree of difficulty by deleting or increasing some of the encounters. Although this adventure is designed for a party with a paladin, it can be played with other character and alignments as well. The text is written with this in mind.

This adventure was originally played in my world, called the CrossRoads Continent (CRC) and the descriptions are based upon that setting. To make some things clearer: The Black Cross is an evil organization headed by the Black Prince Shirulan. It directly opposes the paladins and their various orders. The Empire of the Scarlet Gate is the largest civilized state on the CRC although it has fallen from its most glorious days. Any other references should be self-explanatory.

Start

There are two ways to get the players into this adventure. The method employed depends upon the nature of the party.

With Paladin

After fasting and prayer the paladin receives a vision of his special warhorse in a log building which is covered with snow. He feels that the group must travel north to the pine forests.

Without Paladin

The group is seeking adventure, power and, of course, gold. They hear of a medium-sized logging camp up in

the pine forests which is seeking to hire adventurers to recover a stolen item from a wizard. The recovery fee is about a thousand gold pieces worth of pelts and furs plus anything taken from the wizard beyond the stolen item. Sounds good to them and off they go.

GM Notes

It is important to note that the further north the characters go, the colder it will get. To get the best effect, don't tell the players to pick up proper clothing. Let them figure it out or face the elements. There are three types of weather and temperature in this adventure. The first type is the weather up to and including the logging camp. It will be cool to cold (average temp. 50 to 35 f.) The PC's regular heavy clothes and cloaks should suffice. The second type of weather is from the logging camp to the Guardian Clan's enclave. This is a snowy land with average temps from 40 to -10 f. The characters will require heavy, cold-resistant clothing. These items, which can be obtained or bought at the logging camp, include mittens, heavy boots, fur-lined parkas trimmed with ice resistant fur, mufflers, etc. These will lower agility by -3 and slow movement by 10%. However, it will also lower armor rating by 1. Characters without this protection will have to roll a saving throw against endurance (-1 if temps 10 to -10 f.) or suffer one point of damage for every 10 below 40. This save must take place every turn. Characters in unprotected metal armor suffer a -2 to their saving throw. Finally, it is even colder at the Frozen Lake (see description). The same rules apply, but even protected PCs will have to save. If the PCs are without the protective clothing, they will have to save every round. Of course, magic and magical items can affect these results as per GM's judgement.

Feel free to add encounters for the journey to the logging camp.

The Logging Camp

The road to the camp is a deeply rutted path through a pine forest. Within two miles of the camp, the road begins to run along side a 30' foot wide river. Thereafter, the party can see, hear and smell the signs of a settlement as the road opens into a large cleared area of indeterminate shape. In the center of this area are twelve large, two-story log buildings. They are surrounded by a collection of tents, cook-fires, wagons, log cabins and open spaces. The river runs along the east side of the camp and returns to the forest. The wind changes and an amazing variety of odors assault your senses. The wonderful pine scent is combined with the odor of cooking fires, mud, furs and unwashed men, dwarves and various half-breeds. There are no walls or other defenses but one look at the loggers and the party understands why. They are a motley crew of loggers, trappers and mountain men capable of living alone in the wilds for years at a time. Unless the party flies over the tents they will have to make their way through to the large buildings.

The Games

There is a large open area where about thirty mountain men are competing in ax-throwing, archery, hobbit-tossing, greased pole-climbing, log-splitting, slap-hands, ale-guzzling, possum-skinning and wrestling. Only the wrestler will directly challenge the PCs and demand that the toughest looking character fight him. If refused, he will attack anyway. Use your favorite unarmed combat rules.

The wrestler: Rock Ripumup: 1/2 ogre, AR 7, fighter 7, PS 19, KN 9, IN 5, AG 15, EN 19, CH 10, AP 3, body points 66, long hair and beard, two large tusks from bottom jaw, wears heavy, untanned furs.

Rock won't stop wrestling until either he or the entire party is uncon-

scious. Fortunately, the crowd is parted by a group of extremely well-armed and armored guards who will surround the PCs. The guards escort the PCs to a well-dressed gentleman closer to the center of the camp. Rock will curse.

The House of Durag

As the PCs walk with this man, all of them surrounded by his guards, he will introduce himself as Winston McComit, head buyer for the House of Durag, a very wealthy animal products trading concern. He will ask if the party is here in response to the job notice. If the party says no, he'll pause and then very carefully ask if any of the party is a paladin. If so, he will fawn all over the paladin and appear very anxious to please. In any other case, he is all business.

He will take the party to one of the large buildings, through its large double doors, and past the hall and out the back of the building to the stables. Or where the stables were. The roof has been ripped away. He will turn to the party and say: "We were holding a

horse here... a special horse (a sideways glance at the paladin). The night before it was to be shipped there was a horrible crash... the inside guard was dead, hit by at least six magic missiles, the outside guards were frozen and the stable left like this (points to the ruined walls). The horse was gone. Uh, all we know is that a great winged shape was seen. There's no time to waste... please head out north to meet with the Guardian Clan... they were to receive the horse."

Winston will remind the party of the weather up north if a paladin is with them and will give them any non-magical equipment they need. If there is no paladin, he will urge the party to leave immediately.

The House of Durag was commissioned to deliver a special warhorse to the Guardian Clan. The Clan would then decide upon a quest for aspiring paladins to gain it. The quest was to be supervised by the Order of the White Cross. Neither the House nor the Guardians want the White Cross to know that the horse has been stolen.

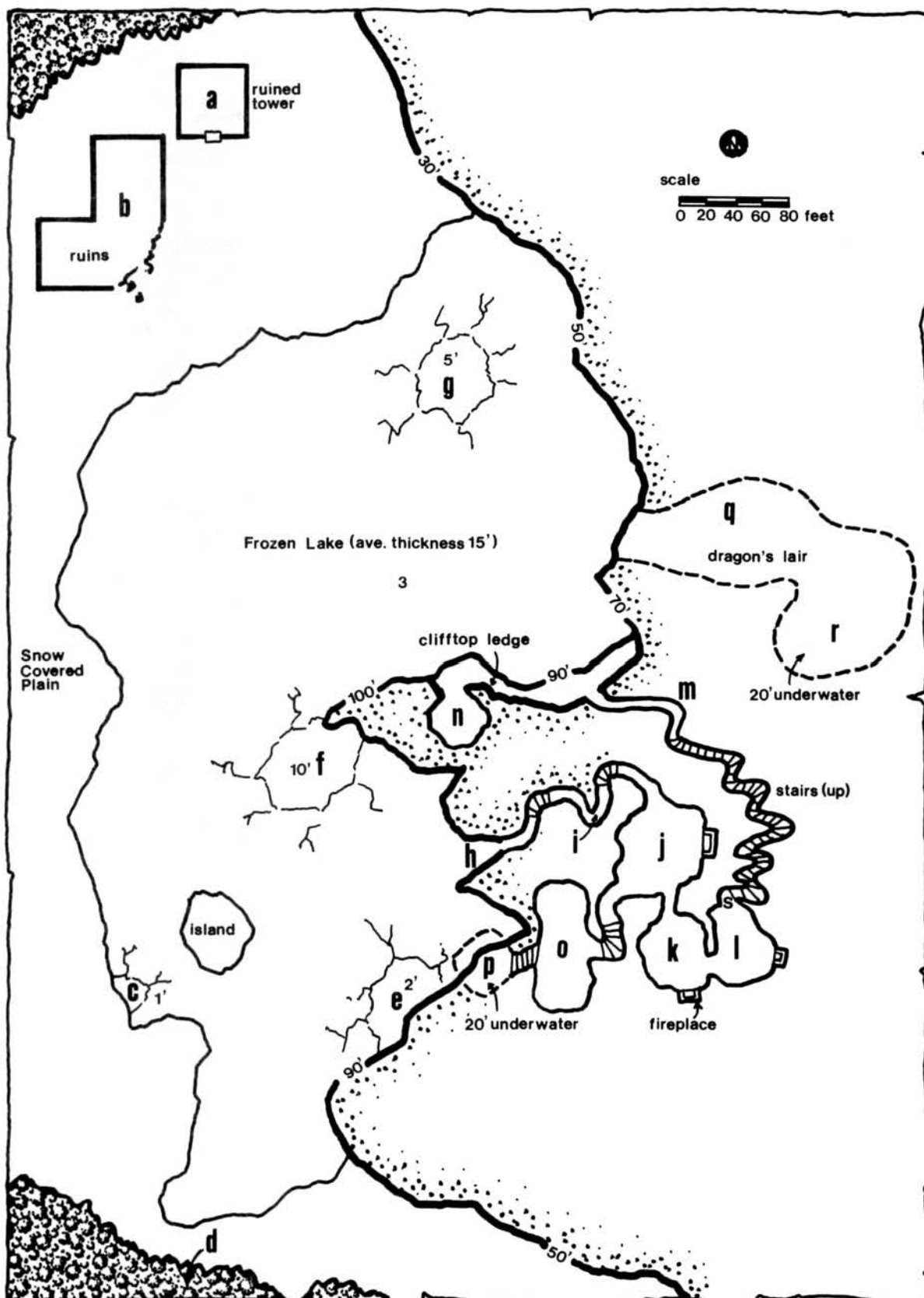
The Guardian Clan

After three days travel north of the camp, a horrible blizzard blows up. Regardless of the PCs' precautions they will be unable to proceed for at least three days. If any characters are still unprotected, they will be taking serious damage. Just before anyone dies, or at the end of three days, six barbarians in heavy furs will appear from out of the night. If the party is in good shape and has taken some kind of precautions against the elements, the barbarians will be polite but firm and request that the party come with them. If there is a paladin in the party, they will show some signs of respect. But if the PCs need help because of being ill prepared, the barbarians will treat them like children, even carrying the ailing. They talk in a deep guttural common tongue.

Guardian Clansmen: AR 3, barbarian 4, PS 18(75), AG 18, body points 40, 7' tall and very muscular. Weapons: spear, cudgel.

After three hours travel across the snow covered plain, the barbarians will move a large, flat, snow-covered





rock to reveal a hidden cave. After they heal those who need it in the shelter of the shallow cave, one of the barbarians will say to the party, "Three days east across plain. Frozen Lake. Wizard. In cliff. Get horse." Then they'll leave, disappearing into the snow.

The Guardian Clan is the law and order of the North. They rescue and protect the weak and destroy evil. They are, however, few and have a large amount of area to cover.

The Frozen Lake

The Frozen Lake is a large, extremely deep lake nestled at the base of a 100' cliff. A prevailing wind comes across the plain and curls north. When the wind is blowing the temperature is about -20 f. but 50% of the time it calms to 0 f. The temperature out on the lake is 10 degrees less. Unless spikes are worn the PCs must save vs. agility every round or slip and fall down when on the lake. Another save is required to stand up. Combat on the ice is at -2 to hit and a save necessary to avoid falling. Falling or any other unusual movement on the ice will bring Hydraxus (see below) to investigate 25% of the time.

A. Ruined Tower

This is a three story building with jagged, ruined, stone walls covered with ice and snow. A metal-bound door leads into one large room which is now open to the sky as the floors have all caved in. There are still ledges above to indicate where the floors once were. The PCs will barely have a chance to notice the 30' x 30' 10' deep pit in the center of the room before the young Snow Giant leaps into the middle of the party from a ledge above the door. He will make one attack by landing on the party (on 1d4+1 PCs for 2d6 each) and one attempt to push a character into the pit (save vs AG or fall in for 1d6 + 2d8 for a spike at the bottom). The Giant will take 1d6 + weapon damage for those weapons pointed up. He will then roll to the southwest corner and pull his concealed battleaxe out of the snow.

Young Snow Giant: AR 4, Dice 8, body points 51, damage 4d6.

B. Ruins

A much larger structure than the tower, this is also open to the sky. The western half is completely choked with rubble, but the northern half contains a very strange scene. In the mid-

dle of the area nine snowmen have been built, with pieces of armor and other clothing attached. They are all facing an amalgamation of bones, ice and snow which looks slightly like a dragon. Across the room is a pallet made of snow which is littered with half-chewed meat and bones. Three of the snowmen have on plate armor, but only two have enameled white crosses on their breastplates. There is nothing of value in this room.

The Giant used B as his hideout, leaping across to A for a better view. He created his "scene of glory" hoping it would draw Hydraxus to him for battle. Behind the pallet, buried under a month's worth of snow is a giant spear, the head of which is a +1 sword.

C. Old Hole in the Ice: 1' thick

Imbedded in the ice and covered by the snowbank is a Pine Brother (see new monster description) who will attack anyone attempting to cross the ice. When they are halfway across he will leap out, firing his crossbow, and attempt to reach the island.

D. Dead Body

The light will glint off the partially frozen body of a Paladin part way into the woods. He was stabbed repeatedly in the back. If the PCs take the time to examine the body they will be attacked from behind by a Pine Brother, motionless in the trees. There is a beautiful engraved leather saddle buried in the snow next to the Paladin.

E. Old Hole with Melted Edges: 2' thick

If the PCs break through here they will be able to see the ice walls to room P.

F. Very Old Hole: 10' thick

G. Old Hole: 5' thick

See the description of Hydraxus at the end of the adventure for details on the use of these holes (F and G).

H. Crevice in Cliff Wall

This opening, 10' wide x 35' high, is the entrance to Bolphon's chambers.

I. Main Stairs

This hall which leads up is the same dimensions as the entrance. Midway, a Pine Brother is attached to the ceiling, waiting to drop from the narrow, shadowed crevice.

J. Main Hall

The ceiling is peaked at 35' (n/s) and comes down to 10' at the walls. It is about 45 f. in this room even though there is a large fireplace with a blaz-

ing fire. Blue rugs and tapestries are on the floors and walls. The PCs will notice that sounds made anywhere in the complex are easily heard in this room.

There is an equal chance of Bolphon being in J, K or L. His first action will be to hide in the fireplaces invisibly. If the party proceeds down to O he will let them go, but otherwise he will attack to kill (timing his attacks with his traps) but he will try not to damage his possessions.

K. Bolphon's Study

In front of a smaller fireplace sits a comfortable chair and a desk. Cabinets and bookcases fill the room and art objects are everywhere (worth: 12,000 gold). There is a bust of an aquiline man with a thin, drooping mustache carved from jet on the desk. If the cross from around Bolphon's neck is put around the bust's neck, the bust will animate and the viewer will find himself speaking to the Black Prince himself. This is worth about 5,000 gold to any Order of paladins. A shelf which has been carved into the east wall contains spell research materials. Between the fireplace and the blue-curtained doorway to L is a stuffed polar bear. Bolphon will dispel the cyrosleep spell (see new spell) which is affecting the bear, and the beast will attack the PCs but it will be half strength for three rounds (1/2 damage, -2 to hit).

Polar Bear: AR 6, Dice 8+8, damage: 1d10/1d10/2d6 + hug: 3-18, body points: 50

L. Bolphon's Bedroom

This room contains a bed covered in blue silk, a chest containing extra clothes, a dozen pegs in the west wall holding various blue robes, 6,000 gold worth of art on the mantle, and a large white furred oval rug in front of the fireplace. Should Bolphon dispel the cyrosleep on the rug it will be revealed to be a white furred snake which needs four rounds to get full strength.

Northern Constrictor: AR 4, Dice 6, damage: 1d4/2d4, body points: 39.

The second and third pegs from the north can be pushed in to open the secret door.

M. Stairs Up

N. Owl's Nest and Getaway

THE NEXT EMPIRE

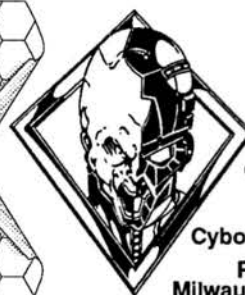
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This is a natural cave which houses Bolphon's pet giant owl. If Bolphon is fleeing, he'll jump on the owl and fire a lightning bolt down in front of the dragon's lair (assuming the dragon hasn't made an appearance.) He'll let Hydraxus handle the PCs.

Giant Owl: AR 6, Dice 4, damage: 2d4/2d4/1d4+1, surprise, body points: 30.

O. The Ice Bridge

This room is very cold; blocks of ice form a bridge over a 50' drop. Although it is hard to see below the bridge level because of mists, the PCs can make out a dome of ice to the north and many stacked blocks of ice to the south. There is a glitter of gems from around the dome. The gems are real (2,500 gold) but the "Remorhaz dome" is not.

This area is the home of three Yeti who wait under the bridge to attack any who descend. Behind the blocks of ice to the south is Bolphon's larder.

Yeti: AR 6, Dice 4+4, damage: 1d6/1d6 +2d8 chill squeeze, body points: 31, 28, 25.

The Yeti will only come out on top of the bridge after a party has gone

into P, then they will try to stop the party leaving.

P. The White Horse

Down a flight of stairs to a room formed of ice which juts into the lake. Chained to a wall is a badly beaten white goblin. In the northwest wall can be seen the shape of a large horse imbedded in the ice. The goblin stirs and mutters to the PCs: "Come for the horsie have ya? Hee...Hee...hn,hn,hn. Well, there it is ya good w'rsh'pin slime." He points to the horse shape. "He put it to ya, didn't he, he, hee, hee...But can ya get 'im out? Can ya? Heeeee!" Then he'll pass out. Closer examination will reveal that the horse has been set in a plug of ice separate from the wall. There is an iron handle set into the plug.

This is it: the big question. How to get the horse out without flooding the room with freezing water? 36 points of combined PS are needed to pull out the plug. If the plug is pulled, characters in the water will take 1d6 damage per round, cumulative (1-6 first round, 2-12 second round, etc.) The water will fill to the top of the stairs between O and P, and the Yeti will be waiting. Chipping at the ice will take 12 hours divided by the number of people chipping. Again, the water fill

flood the room. A fireball will kill the horse. When, and if, they rescue the horse, it will only come out of its sleep with dispel magic spell

Q. & R. The Lair of Hydraxus

Typical dragon's lair: There is a horde of 2,000 platinum, 14,000 electrum, and 20,000 silver in a great frozen mass in the middle of R. In niches of the walls are set individual blocks of ice containing the following: 1-- a platinum crown inlaid with carved spirals of ivory and set with sapphires, 14,000 gold, 2-- a set of four bracers made of electrum carved with exotic scenes with a dozen tiny silver bells on each (worth: 7,300 gold), 3-- a frost sword (worth: 8,000 gold), 4-- an electrum shield carved with a white dragon which gives complete protection from cold (worth: 10,000 gold), 5-- a case of "Caliope Classic" bubbly rum (see WHITE WOLF Magazine #14) worth 2,400 to an Imperial collector or fine restaurant, 6-- eight unset sapphires worth 500 gold each, and 7-- one large uncut diamond, base 10,000 gold +/- 5,000 gold after cutting.

Hydraxus doesn't sleep on his horde but on the ledge between the two rooms. He'll let a talon or his tail hang into the water and his sensitivity is so

acute that vibrations from the ice travel through the water to alert and awaken him.

Conclusion

If the players rescue the horse, they only have to get to the plain and a large (about thirty) troop of Guardian Clansmen will appear to escort them. The Clansmen will be almost cordial. If the party has a paladin who survived, then his quest will be complete. If there is no paladin, the party will find that the House of Durag will keep their bargain completely and will offer to put the party on payroll as trouble-shooters. This could lead to a very interesting life for the players as the House has interests all over the CRC.

If the players can't rescue the horse, but can escape to the plain, they will meet the same group of Clansmen, but the Barbarians reaction to the party will be (pardon the expression) ice cold. The Clansmen will then attack Bolphon's stronghold and rescue the horse themselves. Bolphon and Hydraxus will flee, hurling curses at the PCs whom they will blame for



their downfall. Whether a PC paladin will be given the warhorse is up to the GM. The House of Durag will pay a 10% finders fee to the party, but not a copper piece more.

Bolphon and Hydraxus

Bolphon: AR -2, Wizard 7, AL NE, PS 11, KN 18, IN 14, AG 17, EN 18, CH 9, AP 9, body points 31. Wears long, hooded blue silk robes of different hues and bracers AR 3, Speed Boots, a black cross pendant around his neck, a Ring of Invisibility on his right hand and a Fire Resistance Ring on his left. He carries a dagger but rarely uses it. He is 5' tall and is stoop shouldered and bald with a scraggly white beard. His eyebrows are a bushy white over deep-set bright blue eyes. He is about 50 years old and mutters to himself. Finally, his skin is so pale that it has a slight blue cast.

Due to a quirk of nature, Bolphon resists cold naturally. He is only comfortable with temperatures between 40 f. and 60 f.

Bolphon's spells: (GM should choose specific spells depending on his campaign)

1st level: All offensive

2nd level: Mixed

3rd level: Cryosleep and lightning

4th level: Cone of Cold

Hydraxus: AR 3, Dice 7 (Old), damage: 1d4/1d4/2d8, breathe frost, tail attack: 2d4, AL NE, body points 42. (If the party is particularly powerful, Hydraxus can have spells as well. Strangely, his spells are all fire based.)

Hydraxus is extremely strong (especially his tail) but rather lazy. He is highly sensitive to vibrations and will respond quickly if Bolphon hits the ice with a lightning bolt. This is their arranged signal. In any case, he will appear through any of the old holes in the ice (F and G, see above), although it will take him two rounds to get through F. One of his favorite tactics is to stick his head through the ice just long enough to breathe frost and then duck back under and attack from another hole.

These two make a good team. They are aware of each others abilities and will choose their own attacks accordingly. It was this alliance and Bolphon's allegiance to the Black Cross which prompted the plan to steal the warhorse to lure paladins to their deaths. Black Cross resources also enabled Bolphon to research the

Cyrosleep spell which he used on the warhorse.

New Spell

Cyrosleep- level 3, range 1"+ 1"/level, area special, time 1 segment. Explanation: A double strength sleep spell which affects up to Dice 8+8 of creatures. Creatures affected will fall to sleep while their body temperature drops until their bodily fluids are frozen. They can only be awakened by magical means. Cyrosleeping creatures appear dead, as they breathe so rarely. The spell provides the air they need. Because they are frozen, they cannot be slain easily and must have their body points reduced to 0. Affected victims may be awakened instantly by the caster, but it takes 1d4 minutes to recover fully from the sleep. Frozen individuals continue to age. Also, those under the effects of cryosleep are not completely immune to danger. It should not be considered an alternative to suspend animation spells. The victim of the spell must roll against his system shock percentage each week in order to survive.

Bolphon has also been granted the services of a group of Pine Brother assassins hired by the Black Cross.

New Monster

Pine Brothers- AR 4, Dice 4, damage: by weapon +2, special defenses: see below, AL NE, move: 18".

Description: Pine Brothers are sentient vegetable life adapted to life in the cold North. They possess a group mind which hates animal life. (There have been some Pine Brothers with independent minds, but these are rare.) However, they realize that they are in the shapes of animal life and will hire out to humankind as fighters or assassins to enrich their race. They average seven feet tall, with white skin and green hair and eyes. They are very thin, but possess great physical strength and agility (both 18). They are completely resistant to bashing weapons, thrusting weapons do half damage and cutting or hacking do full. Fire causes them great concern, and they will not willingly approach open flames. (+3 damage on any fire based attack.) They prefer two-handed swords of twisted design, spears and heavy crossbows which they can fire once per round. They can remain motionless for months, or can move so slowly and quietly that they don't appear to be moving.



PEOPLE of the LAND



The Cult of Mostal; a cult for Runequest.

by Greg Stafford and
Sandy Petersen

I. MYTHOS AND HISTORY

Most modern dwarves believe that Mostal is a personalization of natural force. He is the World Machine, the system by which the world works, the complex of natural laws and slow evolution. He is an anthropomorphism, a tale for fooling children or humans. But personalizing this faceless system is useful in attempting to understand dwarf history.

Mostal was the Maker. He delighted in constructing something new from old materials. He made everything, or else taught others how to make them, but his three greatest inventions were Helper, the first tool; the Mostali; and the Spike. Humans say that his parents were Acos, god of Law, and Gata, the primitive earth, but dwarves know that Mostal preceded them both.

Mostal's greatest brother and companion was Stone. Stone in those days was a great and living being, full of joy and life force. It could move, and it could communicate with others. It could change its texture and density. The cold, hard stone of today is a sorry reminder of its former grandeur, and only the rare truestone fragment retains any of the former properties.

Tools are the mark of the Mostali. Mostal himself made Helper, an implement also called Toolmaker. It made the other first tools which were used by the Mostali to further themselves in their trades.

There were many races of Mostali, each related, yet different. All were made by Mostal and his children, and all were humanoid. All had the same mind and will.

First, Mostal scooped a depression from stone. This made the First Container, also called the Rock Bowl. Mostal crumbled rock into the container, and worked it until the first

Rock Mostali emerged. Mostal made many more from the Rock Bowl, and showed the Rock Mostali how to make more like themselves.

Then the Rock Mostali aided their creator and sensitized his manipulation. They took the living stone and helped Mostal mold it until they made the Second Container, the Leaden Pot. Within its hollow, Mostal and his children worked and created the Lead Mostali. This race learned how to make themselves as well, and then turned to aid their creator.

The Lead Mostali were more sensitive yet, and they helped their father mold the Third Container, the Quicksilver Alembic. From this came the Quicksilver (or Aluminum) Mostali.

And thus each of the eight basic races was made by a combination of the immediately preceding race and its father. The Fourth Container was the Copper Kettle, the Fifth Container was the Tin Dipper, and the Sixth Container was the Cauldron of Brass. The Pan of Silver is the Seventh, and the Ewer of Gold is the Eighth.

Each of these containers was closely guarded and studied by the first of the Mostali races which strode from each. These eight individuals are often thought of as the gods of their respective minerals.

These eight original races of Mostali comprise the Octagony of Ancient Minerals. Along with Mostal, they are called the Immutable Metals, for nine is equal to three times itself, and three sides make an unchangable shape: the Law Rune. Other Mostali races were made later, after Mostal's demise. These did not participate in the creation of the world.

The Spike is the greatest creation of Mostal. The Spike is an edifice which he and his creatures built out of Truestone to house the Celestial Court. Mostal and his crew worked hard, and refined the living Truestone to become legendary Adamant. This was the pin that held the world together. The Spike, despite its vast size, intricate interior, and complex structure, had only a single minute flaw, where Ratslaff the Trickster tickled Mostal's

nose, causing him to sneeze just as he struck a blow.

That flaw was the spot where Umath the Destroyer was born. He began the cosmos's ruin. Standing upon the Spike, he wrenched apart sky and earth. The bowl of the heavens, carefully placed, was knocked afloat. The Machine was broken, its delicate mechanisms shattered. Forces rallied to drive off the storm gods and reassert the Old Law. Soon after, things got worse.

The Mostali fought in many early contests, marching purposefully in the wake of Kargan Tor, the War God, or behind another of the Celestial Court. In those days battles were decided by moral fortitude, numerical superiority, or by champions engaging in a contest of their arts. In these struggles, the Mostali usually carried the day, for they had all those traits in plenty. They once engaged Vadrus, a storm god, in a contest pitting Quicksilver's changing ability against Vadrus's. Though the wind changed quickly, it could not come close to that range of mutations which Quicksilver imposed upon simple chemicals.

Death appeared, and the Godswar took a fatal turn. The elves obtained death and slaughtered the Mostali, who marched innocently to their doom, still pathetically attempting to win contests with virtues or expert artisanship. High King Elf bore Death to the heart of the world, the Spike, and there shattered the central shaft of the World Machine. Mostal himself died. Stone, brother and faithful servant of Mostal, was also slain.

Other disasters came to the Mostali. One night, trolls poured out of secret passages, slaughtering and devouring faithful Mostali, and wrecking their machinery and laboratories. They melted Mostali in their own pots and drank them. They polluted experiments and spilled the products of eons of toil. The trolls ran riot, a fearful threat, malignant and dire.

In Council, the Octagony of Ancient Minerals fortified themselves against the growing troubles. They made the Ninth Container, the Crucible of Iron.

Thus appeared the Iron Mostali, whose occupation was to make tools of war. They were the first Mostali to be called dwarfs. And so the Mostali marched to battle. Iron was designed to burn the greatest enemies of the Mostali: trolls and elves. For tools of war, they adapted tools -- hammers and picks. They also consciously imitated the most effective weapons they knew of -- axes, like that with which the elves shattered Mostali; and swords, weapon of the air gods.

But their losses were irreplaceable. The Mostali were superior, but when destroyed were difficult to replace. The Octagony met again to create a new breed. This time, they sought after numbers -- quantity, not quality.

They made the Tenth Container, the Clay Jar. From it clambered the many Clay Mostali, called dwarfs. These are quite different from their predecessors -- smaller, less intelligent, and generally inferior in every way. Yet they survived to the present day, while the great Octagony was wiped out. Some stayed on the Spike to help with further creation, but most were outfitted with tools of war, attired in iron, and sent to follow the Iron Mostali into war.

Last the Octagony and the Clay God chanted drones of power and applied

their might to make the Last Container, the Diamond Goblet. From that came the Diamond Mostali, or Diamondwarfs. They were endowed with diamond skills, the sources of magic for the dwarf race. They became the leaders of the clay dwarfs.

As the world worsened, the Mostali gathered at the Spike, site of the first action of the Godswar, to attempt their mightiest work -- to heal the breaches that now riddled the universe. As they moaned their dirge, the Devil arrived upon the slope of the spike. It shattered with a clap of doom, and with the Mostali, vanished into nothingness. The world slid towards oblivion.

Many dwarfs (though few Mostali) survived this cosmic catastrophe. They survived at outposts and factories across the universe, working whenever respite from the constant destruction could be found, slaving at the hopeless task of fixing the universe more quickly than it was being shattered. The dwarfs maintained strongholds throughout the Godswar. Some fell to chaos, others fell to other foes, but many survived. They wrought wonders, hammered out scattered parts of the Machine, and rejoiced when the Sun rose again, proof that their perseverance and piety

had paid off. Thus they were inspired to maintain their iron discipline, working ever harder to complete the world's repair. They know that the Godswar is not over yet, for their perfect universe is not yet restored.

In the First Age, Dorastor and the Greatway dwarfs were instrumental in the creation of Osentalka, the Bright One. But as time went on, elvish supporters of Nysalor became more arrogant, and dwarvish support waned. Dwarf fought dwarf in the final destruction of Gbaji.

In the early part of the Second Age, brutal wars were fought against trolls and elves. The dwarfs maintained their ancient lands, but took heavy losses. Heresy became endemic. Internal difficulties finally burst into a grim dwarf civil war, which settled nothing and crippled the Nidan kingdom, the oldest and largest dwarf civilization in Glorantha. When the human empires arose later in the Second Age, dwarfs were looted and suppressed, especially by the God-Learners. Dwarvish machinations were instrumental in the final doom of that empire.

The rising of the Red Moon was cheered as a great sign prophesying that the ancient World Machine was, according to plan, being repaired. Dwarf unity was secured, and the in-

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ternal strife that had characterized earlier ages was eliminated. Dwarfs are now on the move, though they are rarely seen aboveground. Messengers and individuals may sally forth, but dwarfdom remains aloof from lesser business. They toil in confidence, knowing that their great machine is slowly coming together, despite Time.

Dwarfs are not descendants of Grandfather Mortal. They never die naturally, so long as they keep to their ancestral mold. But they have no after-life, either. Dwarfs know that after death their essence returns, mindless and void, back to the cosmic energy fields of Ty Kora Tek. They have no foolish respect for the clay left behind when a dwarf has died, and deal quickly and efficiently with corpses.

Mostal, though dead, is a greater god, the source of the Stasis Rune. He is also associated with the Runes of Law (possibly due to his creation of the Spike) and Earth.

II. CULT ECOLOGY

The majority of Gloranthan dwarfs follow the Way of Mostal. This path defines their universe. It gives them personal immortality at the expense of illusory freedom. Dwarfs that keep at their ancestral tasks, doing the things that dwarfs are meant to do, live forever -- a powerful incentive to maintain this way of life.

Eventually the World Machine will be repaired and the godtime will be restored. Every time a dwarf turns a screw or makes a tool, that glorious day draws nearer. But it can only happen through the machinations of loyal dwarfs.

Dwarfs dislike those that hinder them from their vital task. Trolls are an inferior, underground, competing species that eats dwarfs and causes great catastrophe.

Elves are the personification of wrongness to dwarfs. The entirety of elvish existence is based on a corrupt and false version of the dwarfs' own plan. Elvish malignance has often stymied dwarvish plans, as when they slew Mostal or assassinated the dwarf rulers of Dorastor in the First Age. Dwarvish hatred for elves is innate -- not a learned prejudice.

Humans are seen as dishonest creatures with short lifespans and even shorter attention spans. They steal dwarf secrets, ransacking the salvage pile of dwarvish society.

In short, dwarfs fear trolls, hate elves, and despise humans.

Chaos is also a serious problem, but it is an attack from without, rather than a corruption of the Machine from within, and so must be defended against, rather than actively repaired.

The way of Mostal is ubiquitous. A few defective colonies of dwarfs have forgotten the way or willfully practice false teachings. These colonies always eventually die out, for they have lost the secret of dwarf immortality.

Dwarfs have no special holy days -- every day is a work day. However, at Sacred Time, their tasks are different, and the repair of the World Machine draws nearer than usual to completion.

III. THE CULT IN THE WORLD

The way of Mostal is not a "cult," but an entire socio-economic complex. After the destruction of the Mostali, dwarfs maintained the ancient system. Thus, there are Rock dwarfs, Gold dwarfs, Copper dwarfs, and so forth, each carrying forth the tasks which the ancestral Mostali once performed. These castes are not ranks, and form no hierarchy, more closely resembling job distinctions.

Dwarfs who achieve perfection in their tasks, and demonstrate stolid worthiness, attain the status of diamondwarf. Thus, there are Gold Diamondwarfs, Silver Diamondwarfs, and so on.

Each dwarf stronghold is ruled by a special council, with one or more members representing each of the Ten Minerals. These answer to an overall ruling council called the Decamony, which claims sovereignty over the entirety of dwarfdom. The Decamony is in two parts, one centered in the Genertelan Nidan Mountains, and the other at Slon. The Nidan Decamony primarily concerns itself with Genertela, while the Slon Decamony organizes the activities of Pamaltela. The two parts of the Decamony are in complete harmony, each ruling their part of the world in accordance with the good of the Machine.

IV. THE DECAMONY

All dwarfs are considered to belong to the way of Mostal. When first made, a dwarf enters the caste of his parents. He is assigned to a specific task, and he performs that task only, except during Sacred Time, when special tasks must be fulfilled.

The Rock dwarfs mine, quarry, dress, and build with stone. They are

the architects and sculptors of dwarf society and build cities and laboratories for the other castes. Rock dwarfs work in cement as well as pure stone.

The Lead dwarfs invented plumbing, and later developed glassblowing and making as well. They often work closely with the the Quicksilver dwarfs. Lead dwarfs also specialize in making seals and wards to prevent entrance or to block off an area forever.

The Quicksilver dwarfs know the art of transmutation and the science of alchemy. They brew terrible compounds in their fuming labs, and know the secrets of gunpowder, medicine, acid, and all forms of vitriol and potions. Although they use magic, they specialize in manipulating physical elements.

The Copper dwarfs make implements, useful utensils, and some weapons. The original Copper Mostali created the first coinage used in the world -- clacks. They produce tools and containers for all the castes, as well as their own. They create special magical conduits which purvey energy to all the parts of a dwarf factory.

Tin dwarfs summon and control those useful creatures, gnomes. They also create semi-living constructs such as jolanti and nilmergs which work for the dwarfs in specialized tasks, hard labor, or harsh environments. They also manufacture replacement limbs and organs for crippled dwarfs.

Brass dwarfs are alloyists and metallurgists. They create new metals from combinations of old ones. They are also in charge of heating the forges and keeping the necessary heat channeled to appropriate spots and at the correct temperature for the job at hand.

Silver dwarfs are enchanters and sorcerers. All dwarfs learn sorcery appropriate to their caste, but these specialize in creating magic items and working with magic power. They construct great spells that take years or centuries to complete.

Gold dwarfs are teachers and represent the mind of Mostal. They maintain the continuity of dwarf society through correct education and indoctrination. They keep the lore of the dwarfs.

Iron dwarfs, the blacksmiths, are devoted to the science of war. They forge armor and weapons, and also learn how to use the tools of war.

Each of the nine dwarf types learns their own special skills. These vary

with the caste. A dwarf learns only those skills useful to his job.

Each caste has nine specific skills. For instance, the Iron caste uses Aim weapon, Attack with melee weapon, Craft Weapon, Fit Armor, Forge Iron, Military Engineering, Parry with melee weapon, Tactics, and Temper Iron. The specific missile weapon and melee weapon used varies with the individual dwarf, and is carefully assigned by the Iron diamondwarfs so that the dwarf armed forces are properly balanced.

Good Mostali never learn spirit magic or divine spells. Dwarf magic is sorcery. They have many special spells, which increase their skills synergistically. Each caste has its own spells, and each dwarf is taught only those spells necessary to the performance of his job. These spells are never taught to outsiders.

V. SAMPLE MOSTALI SORCERY

Stabilize Masonry (Rock Dwarfs)
ritual Enchantment, temporal

This enchantment is cast upon a section of worked stone. Each point of intensity allows it to affect 1 cubic meter of masonry, of any shape. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected masonry maintains its position, no matter how top-heavy or unbalanced it is.

Stabilize Glass (Lead Dwarfs)
ritual Enchantment, temporal

This enchantment is cast upon an object made of glass. Each point of intensity allows it to affect 1 ENC of glass, of any shape. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected glass has 6 armor points, and can thus more readily survive being dropped, crushed, or otherwise abused.

Stabilize Potion (Quicksilver Dwarfs)
ritual Enchantment, temporal

This enchantment is cast upon an alchemical potion. Each point of intensity allows it to affect 1 liter of potion. When the spell duration expires, the enchantment ends. Each time this

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ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected potion remains fresh and unspoiled, regardless of the vicissitudes of time, temperature, or weather.

Stabilize Magic Point Matrix (Copper Dwarfs)
ritual Enchantment, temporal

This enchantment is cast upon any magic point matrix enchantment. Each point of intensity allows it to affect 1 point of magic point holding. The entire matrix must be affected by the intensity or this spell has no effect. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected matrix is considered to contain a POW equal to its magic points storage capacity, and regenerates magic points at the normal rate for its POW. The spell is obviously useless unless duration is increased to an extent that magic point regeneration can take place.

Forge Jolanti (Tin Dwarfs)
ritual Enchantment

This is one of the spells used in the creation of Jolanti. First the Jolanti's form must be carved out of rock. This is usually done by rock dwarfs.

Stabilize Life (Tin Dwarfs)
ritual Enchantment, temporal

This enchantment is cast upon any living thing. Each point of intensity allows it to affect one SIZ point. All SIZ points of a given target must be affected by the intensity or this spell has no effect (elementals are considered to have a SIZ equal to their hit points). When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected being will follow its enchanter's orders explicitly.

Produce Flame (Brass Dwarfs)
ranged, active, duration 1 melee round

Creates a flame on the targeted object which, if flammable, may catch fire. Each 12 points of intensity creates 1d6 of heat intensity. Each point of duration used with Produce Flame doubles the duration of the spell. Hence, duration 1 causes it to last 2 melee rounds; duration 2 gives 4

melee rounds, and so forth. If a living creature is targeted, the hit location affected is chosen by the caster.

Stabilize Heat (Brass Dwarfs)
ritual Enchantment, temporal

This enchantment is cast upon a fire. Each point of intensity allows it to affect either 1D6 of heat intensity or 1 cubic meter of fire volume. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected fire remains hot, does not die out of its own accord, and does not run out of fuel. It can still be extinguished.

Stabilize Magic (Silver Dwarfs)
ritual Enchantment, temporal

This enchantment is cast upon a spell which is currently in effect. Each point of intensity allows it to affect 1 spell point. Two points of intensity allow it to affect 1 point of divine magic. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of Stabilize Magic, the affected spell may not be dispelled, any more than an enchantment may be dispelled.

Store Sorcery (Silver Dwarfs)
ritual Enchantment

This enchantment is Multispelled with the spell it is intended to affect, which must be a non-ritual spell. Both spells are simultaneously cast into an unliving object -- usually something small and portable. Store Sorcery costs 1 POW, in addition to the magic points used in casting its chosen companion spell.

The stored spell is held in the enchanted object, ready for use. To use it, a being need only grasp the object and state that he is activating the spell. He must also designate a target for the spell, if appropriate. The spell operates automatically, and the user need not know any sorcery. Once it is used, the entire enchantment dissipates.

Stabilize Mind (Gold Dwarfs)
ritual Enchantment, temporal

This enchantment is cast upon a person. Each point of intensity allows it to affect 1 INT point. The target's entire INT must be affected for this enchantment to be useful. When the spell duration expires, the enchant-

ment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected person requires only half the normal time to learn from research or training or to learn new sorcery.

Fend Blow (Iron Dwarfs)
ritual Enchantment, temporal

This enchantment is cast upon a piece of armor sufficient to cover one hit location. Each point of intensity allows it to affect 1 armor point of the armor. The piece's entire armor points must be affected for this enchantment to be useful. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points expended.

For the duration of the spell, the affected armor's points protect against critical as well as normal hits and impales.

Stabilize Weapon (Iron Dwarfs)
ritual Enchantment, temporal

This enchantment is cast upon a weapon. Each point of intensity allows it to affect 1 armor point worth of the weapon. The target's entire armor points must be affected for this enchantment to be useful. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected weapon is immune to damage. Damage higher than the weapon's armor points still harms the wielder normally, but the weapon armor points do not decrease.

VI. DIAMONDWARFS

Diamondwarfs have reached perfection in their craft. They are the pinnacle of dwarfdom and serve to replace the forever-lost Mostali. Each caste has its own diamondwarfs, golden diamondwarfs, and so forth.

To become a diamondwarf, a dwarf must have attained 2000% in each of the nine skills basic to his work category. This generally takes around 700 years of steady, faithful service.

Diamondwarfs lose their status (though not their skills) if they abandon the way of Mostal. Most dwarfs that apostatize do so long before they have reached the perfection and oneness with the Machine required of a diamondwarf.

Diamondwarfs gain access to five special powers (varying with caste) which they can use at will.

HAND TOOL: changes the limbs in form and consistency to do the finest work needed. Unbreakable wedges and hammers grow on the limbs of masons. Jewelers gain fine tweezers and snippers on fingertips, while glassblowers gain hollow tubes on their fingertips, which they can turn and move with facility. Blacksmiths replace mere hands with hammer and tongs.

HEAT: increases the temperature of the appropriate substance a needed amount. For instance, the stonemasons make their wedges swell and split rock. A glassmaker turns sand into glass, and a silversmith heats his silver to malleability. The temperatures for these tasks are exactly as needed for the appropriate volume of material, and vary with caste.

MEASURE: permits the dwarf to precisely gauge size and dimensions. Stonemasons reach around a rock and their fingers extend to compass a huge block. Copperworkers can use their enspelled digits to measure gears to fit screws, calibrate spring tension, and work pulleys. Blacksmiths can fit armor to a man like fine clothing.

MELT: turns any solid object except adamant or truestone into molten liquid, as long as it is within a special container. This spell is exactly the same for all castes -- only the size of the different containers vary.

WEIGH: another class-variable power, calibrated to the special needs of the caste. Stonemasons weigh kilotons, goldsmiths grams, and alchemists liters.

VII. HERESIES

The way of Mostal is strict, but some room for variation from the formal system exists. These variations, when they become divergent or threatening enough, are officially condemned by the Decamony, and are then titled heresies. Heretical dwarf colonies are placed under probation by the Decamony, and other colonies are forbidden to trade or deal with them.

Even so, these heresies run deep, and even the sternest dwarf citadel

may contain dwarfs holding to one or another of the heresies.

More serious than heresy is apostasy. Under this state of affairs, the way of Mostal is completely violated. Apostate dwarfs become mortal. The Nidan/Slon Decamony does not officially condemn specific apostasies -- the state is obvious for all to see. An apostate dwarf is termed "broken."

Individualism

Individualists believe that a single dwarf has inherent value outside his community. They go further, and claim that each dwarf has, or can have, an individual soul which retains identity after death, and does not turn into just another zap of energy. The implications of this struck later, when a number of formerly quite tame dwarfs decided to seek their own destiny and creativity.

Individualism was born in the Second Age, around 700, founded by a dwarf later called Chark the Liberator. Chark had been alive before the Dawn, and the shock of the Openhandist heresy disturbed him to seek solace in the mysteries of Mostal. While probing in the depths of the earth, he met Arkat. The combination of Arkat's knowledge, plus Chark's own seeking, brought him to the secret of his heresy.

Individualism soon found believers in most dwarf strongholds. In 850 the Nidan Decamony declared it to be a full and complete heresy, sparking off a war between the Decamony and the Openhandists, who seized the opportunity to weaken the Decamony. Individualism still survives, though it is not dominant anywhere. The communities over the centuries that adopted this belief have all become extinct. Some were purged in war with the Decamony. Some slipped from mere heresy into full dysfunction, losing the way of Mostal, and becoming mortal.

Octamonism

Octamonists believe that the catastrophes which have beset dwarfdom since the Darkness were aggravated by the creation of the Iron Mostali and diamondwarfs, and that if the Mostali had remained true to the primeval Octagony of Ancient Minerals, they could have weathered the ensuing disasters. They reject the warlike attitudes of the iron dwarfs and the elitism of the diamondwarfs.

Octamonism preaches that dwarfs must give up all contact with the outside world, even that of warfare.

Dwarf salvation, to them, lies in tunneling ever deeper into the earth, until they are forgotten completely by the outside world. When trolls or elves infest a dwarf area, the "diseased" part must be walled off, excised, and abandoned.

The Octamonist heresy originated in the Nidan mountains in the last years of the First Age, with the final disasters of the Gbaji Wars. It enjoyed a flare of popularity across Glorantha during the early Second Age and doubtless contributed to dwarvish losses in the elf-troll wars of that era. Octamonism was never officially condemned as a Heresy, for with the wars it passed out of favor everywhere except in Diamond Mountain, in Teshnos, where iron was rare anyway. Still, believers remain in every dwarf city.

Openhandism

"Openhandism" refers to the practice of open dealing and trading with humans or other races. Openhandists believe that non-dwarfs can and should assist in the rebuilding of the cosmos. Openhandists trade dwarf secrets and goods in return for the wealth and services of the outside world. This "generosity" is only relative, of course, and even Openhandists ensure recompense for gifts. The small but influential Openhandist faction in Slon traps humans, trains them, and keeps them as slaves.

Conventional dwarfs argue that humans and other races can only find their part in the Machine after it has been repaired, and that teaching secrets to such beings can only prove disastrous in the long run.

Openhandism is the oldest known Mostali heresy. It was known before the Darkness, and some of the earliest acts of the Iron Mostali were to retrieve dwarf secrets from unworthy beings who misused them. Openhandism became rampant during the First Age, when dwarfs assisted in the construction of Osentalka. During the Second Age, troubles with humans caused Openhandism to wane rapidly in popularity. After long conflict, Openhandism became partially sanctioned by the Decamony. A dwarf may now believe in Openhandism without serious repercussions, but he may not spread those beliefs to others. In modern times, only one major dwarf stronghold -- Greatway, near Dragon Pass -- practices much Openhandism.

Vegetarianism

This heresy is native to Pamaltela. These dwarfs use farming techniques to grow fungus or plants to use as food or fuel and further the work of the Machine.

VIII. MISCELLANEOUS NOTES

Glorantha Metals

Glorantha is not Earth, and the metals named above and elsewhere in print as "bronze," "iron," "gold," and so forth, are simply analogues, not duplicates, of earthly metals.

The earthly, mundane, equivalents to Glorantha metals are given below:

ur-metal = iron
na-metal = lead
sa-metal = mercury (aluminum)
ga-metal = copper
ze-metal = tin
lo-metal = aluminum (mercury)
ul-metal = silver
hu-metal = bronze
el-metal = gold

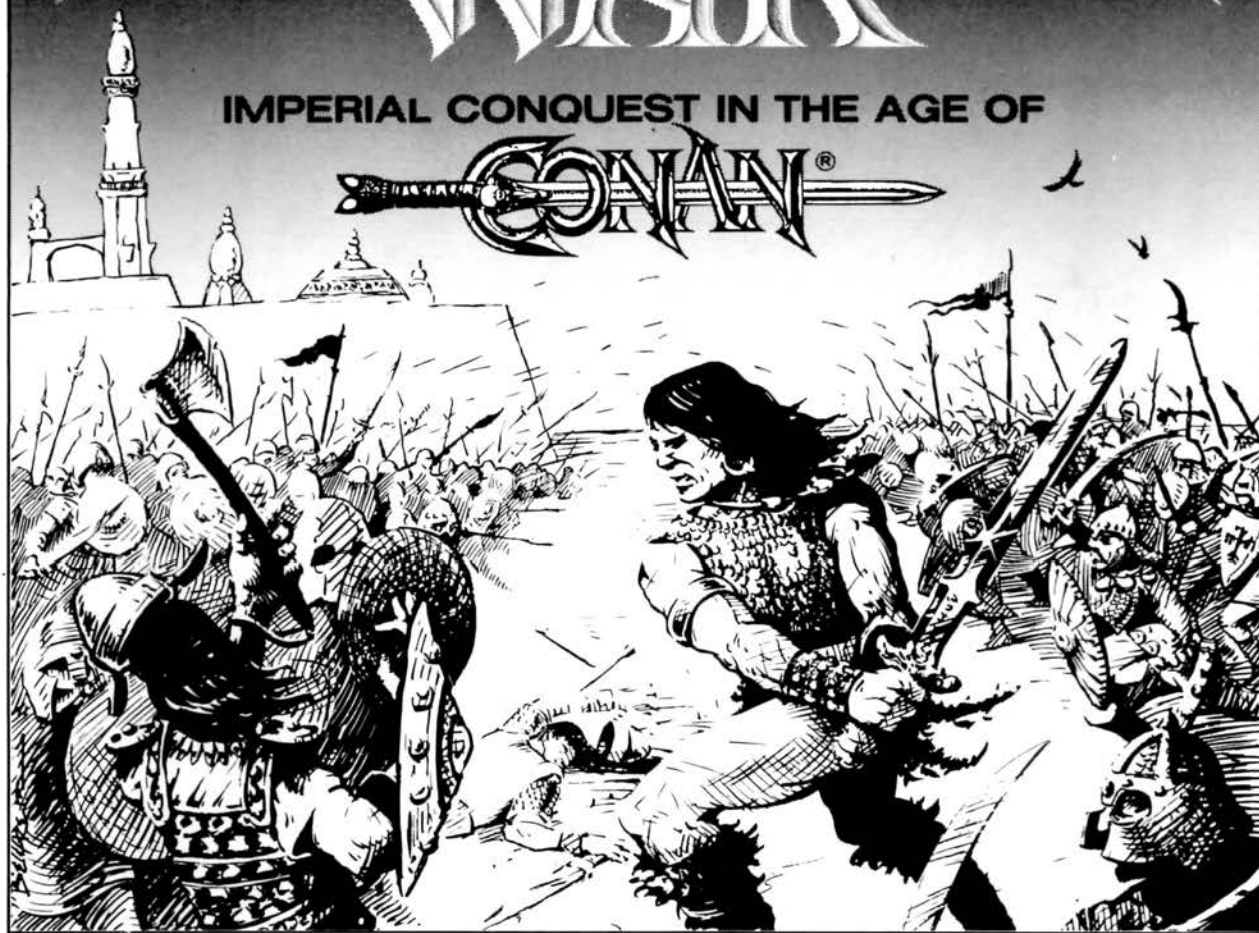
Dwarfs and Aging

Dwarfs that stay with the way of Mostal, or even with one of the heresies, never age nor die naturally, though they can be slain or killed by disease. Dwarfs that have apostatized are subject to natural death. Add up the total of the dwarf's original rolled statistics. When the dwarf has been an apostate for a number of years equal to that total, he begins to age. Each year thereafter, he must roll on the Aging Table, and continues to deteriorate until he dies.

Some colonies exist in which dwarfs are apostate from the moment of their creation, such as the Flintnail enclave in Pavis (a ruined city of Prax). In these places, the dwarfs begin aging from the beginning.

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Demon Killer

Part III in a serialization.

by Steve Tymon

Summary: The sole survivor of an attack lead by the demon Arek against the Gods, Kysra the War God lost everything: Meron, father of the gods, whose final words instructed Kysra to teach mortals how to defend themselves against the demons and his wife, her memories were erased and she was dropped on one of countless worlds.

Now we follow the deeds of the warrior Tereth, one of the demon killers. These warriors fought on all the thousand shadows of Earth and freed them from the Hellborn. However, the Earth itself was shielded and the few who penetrated the shield found a dying world. One by one the demon killers fell to the Hellborn. Finally, only one survived-- Tereth.

Now in the company of a woman named Cimir, Tereth has travelled to the castle of Kesroth. This king called upon the demon killer to rid his castle of a malign presence. Tereth found a demon present in the guise of Kesroth's counselor, Gynar. The demon's name? Arek. And their confrontation begins.

Arek raged. He hurled his most powerful of energies against the mortal, only to find his strength weakened. The blue glow against the walls sapped his power, and when he tried to quench the light, he grew even weaker still. In so doing, he also learned that he was confined as the room had been sealed by a spell of confinement. There would be no escape until one of them was destroyed.

He turned and became darkness, the very air around the demon killer. Yet no matter where he touched with magics, with energies, he was repulsed. Tereth was too well protected. He could not fight him in the ways of sorcery.

He had little choice but to change to a more solid form, a way to strike against him in the physical medium. He recognized the gamble, for a demon is most vulnerable in such form. There was no alternative.

It was as Tereth planned.

He was a fire in the darkness. His cloak was a red flame that danced about him. Around him, a dark blue glow, near violet, splashed against the stones and walls. It crackled like lightning and sparks arced across the floor and ceiling. They flowed away from him in erratic patterns. It was his energy and that of Dyphere, of Zorogarth, of a thousand sorcerers long dead and forgotten. And yet it was something more, something greater. It was why he was the greatest of the demon killers.

He fought shadow.

The dark form of Arek-- it flowed like wet mud, became a thing of tentacles, near-transparent and ghost-like, a nightmare thing that hovered in the air, then attacked, darting toward Tereth and the protective glow that surrounded him.

The demon killer seemed unconcerned. He had yet to draw his sword-- there was no need, not yet. Even as the thing

that was Arek settled around him, draping over the glowing light like cloth over a lantern, even then Tereth did not reach for his sword. Instead, he raised his hands.

Fire erupted. Arek was knocked free and hurled against the walls. The light there crackled and roared as Arek slammed into it.

It tore at him, pulled at him, stretched his form thin and drained him, brilliant light glaring all around.

In the midst of the tentacled shape, a huge face appeared. It was Gynar and he was screaming. One after another, there came a whole series of faces, each screaming in deepest pain.

And then the form turned fluid and flowed down the wall like syrup. It bubbled up from the floor, changing in shape to something resembling an elk-- yet there were too many legs, and instead of flesh, there was the glistening armor of an insect.

"Your protection is good, demon killer," came a woman's voice, "but let us test it once more."

The elk-creature that was Arek lowered its head and charged. Its horns slammed into the glowing blue light that surrounded Tereth, but again, it could not penetrate. Only the tips of the horns could enter, but even as Tereth stared, fanged mouths grew at the end of each. The mouths dripped blood and snapped at him.

Drawing his dagger, he cut at them, but each slash healed immediately, vanishing as if it had never been.

Laughing, Arek fell back, then charged again, and yet again. But each time, he could not force his way through to the demon killer.

"Perhaps a different approach," the demon said at last, his voice still that of a woman.

His form changed yet again, flowing, growing larger. He became a great lion of shadows, towering over Tereth, its eyes glowing deep red.

It leaped, slamming full onto the glow that surrounded the demon killer. There came the crack of thunder, a flash of lightning. Tereth was knocked to the floor by the force of the impact.

Screaming as a wounded lion screams, the thing that was Arek

slashed at the fallen warrior. Its claws penetrated the glow, and as Tereth raised one arm to shield himself, there the tearing of armor, the shredding of flesh. Blood sprayed.

Grimacing, Tereth reached for his sword. He drew it forth, but before he could strike, Arek retreated.

"That sword," said the demon, now using Gynar's voice. "I've seen that sword before."

The glowing jewel on its hilt added to the light that surrounded the demon killer. He got to his feet and motioned for Arek to approach.

"Come," he said. "Look closer."

"I think I will," said Arek.

Carefully, moving cautiously to avoid the blade, the cat-like demon drew nearer. His claws grew longer with every step-- they became daggers of long, gleaming metal, each a blade. And then, when he was closest, he feinted-- a quick leap, as if to attack.

Tereth struck, but Arek was already moving to dodge the blade. He leaped forward as Tereth pulled back for a return stroke, but it was too late. Arek bit into the demon killer's exposed arm-- the same that had been wounded but a moment before-- and Tereth screamed in pain.

Arek slashed at him with his metal claws, shredding more of the demon killer's arm, cutting through metal and flesh to bone. He chewed at the meat, tasting blood, shaking his head sharply back and forth in an effort to rip the arm from its socket.

Still screaming, Tereth brought back his free arm and slammed his fist into the demon's face. There came the heavy sound of impact, the splattering of flames like blood. Again Tereth struck, and again. Desperate, he clawed with his metal gloves at Arek's glowing eyes.

The demon hissed loudly, spraying a green blood. He let go of Tereth's and fell back, flames erupting from where the warrior had clawed his face.

Silent now, Tereth retreated and fell to his knees, holding his injured arm.

From across the room, Arek laughed in spite of his wounds. He spoke in a mocking tone, his voice again that of a woman: "Demon killer, demon killer, won't you die?"

In reply, Tereth suddenly staggered to his feet and charged at the demon, swinging his sword in a wide arc.

Retreating, Arek spat --- blood, vomit, flames. It was to blind the demon killer, and to a degree, it succeeded. Though the glow around him turned most of it aside, Tereth stumbled and slipped. He crashed heavily into the walls of light, and the blue glow crackled and sputtered around him.

"Poor demon killer," Arek mocked. "Can't see too well?"

Tereth turned and leaped forward to attack, but Arek spit more flames, more blood and vomit. At the same time, the demon leaped, claws outstretched to attack while the demon killer was blinded.

Grabbing his sword with both hands, Tereth swung the blade blindly with all his strength. Through the flames and blood, there came the meaty sound of impact. He felt the metal strike true, cutting deep into the demon's shadow flesh. Arek screamed with a thousand voices and crashed to the floor. The lion's shape had been torn open on one side, and flames gushed forth.

"The sword!" screamed the demon, a chorus of voices. "The sword!"

Tereth stepped forward, bringing up the black blade to finish off the demon. Blood dripped from his armor and sizzled on the floor as he raised the sword.

"Perhaps you forgot that some blades have a special power," he said. "This one kills demons. Let me show you how."

And stopped, horrified.

Cimir lay there, trying to hold in entrails that poured out onto the floor. Blood trickled from her mouth, and from between her fingers.

"Tereth," she said, and the voice was hers. "Why? Why?"

"No." He shook his head. "No, it's a lie, a lie."

He slashed down at an angle with his sword, but the Cimir-image jerked aside suddenly, trying to dodge the blade. She failed-- the sword tore open her throat, the force of its impact spraying blood and lifting her, throwing her onto her back. Twitching, she jerked and spasmed as if dying.

Still horrified, Tereth stepped forward. He had seen demons' tricks many times before, but this one was good, very good, much better than he had anticipated. The image of Cimir was almost too real.

She stopped twitching, apparently dead, lying motionless in a pool of blood. Slowly, Tereth brought up his sword to finish what was begun--

And found an image of himself, staring up at him, trying the staunch the flow of blood from a torn throat.

"You can't kill me without killing yourself," the thing said in a voice that was a match to his own.

"I kill only a demon," Tereth hissed, and brought his sword down.

But a wind came out of nowhere, howling, forcing him back.

Before him, the image of himself faded and was replaced by that of a true demon-- tall, nearly double again a man's height, and with leathery wings, a long tail, reptilian features. Of all his wounds, there was only a pale slash across his belly and neck. His long tail twitched nervously. The winds grew still.

"By the fallen Gods, warrior," said the demon, now using Gynar's voice, though it was much louder, much stronger, than before. "You are a fool."

The demon's voice echoed in the sudden silence. He gestured at the glowing walls with one clawed hand.

"Turn free this room of your spell of confinement," he continued, "and I may yet let you live."

Tereth shook his head, breathing deeply.

"I live or die by what happens here," he answered. "I will not let you go."

Like a giant snake, the demon hissed.

"Even with your damnable blade," he said, "even with your magics, you cannot win against me."

Tereth gave no answer. Instead, he suddenly leaped forward, bringing up his sword at the same time.

Even as he charged, Arek raised one claw. There was a sparkle of light, and in his grasp, a sword appeared.

The two blades came together with a crack of thunder. They locked together.

Slowly, Arek pushed down, forcing Tereth to his knees.

"Fool," the demon spoke. "My strength is ten times yours."

"Is it?" Tereth answered. His voice was strained, but slowly, he began to force the demon's blade back.

Arek was surprised. "You can't--"

"Then you don't know me very well," said Tereth. He was nearly to his feet.

Arek spat flames, breaking the bladelock and falling back. Tereth moved after him, slashing quickly with his sword, yet each thrust was parried, each swing blocked.

They separated, circling warily. The demon killer was breathing hard, but the demon, for all his wounds, seemed not tired at all.

"Demon killer," said Arek, "you fight well. Even with your wounds, you have withstood my attacks. None have ever fought as well as you."

"It is hardly over," Tereth warned.

"It can hardly end. We are too evenly matched."

"Let us see," said Tereth.

Again, he attacked, but the demon was ready. Arek blocked the demon killer's blade, then quickly twisted to one side, turning fully around and striking low, bringing all his force on the blow.

Tereth had no time to dodge the attack. He blocked it instead.

The impact knocked him to one side, lifting him into the air. He slammed into a wall and then, stunned, slid to the floor.

Arek rushed forward, stretching wide his arms. A rumbling sound filled the air-- the noise of magics and dark energies, concentrated and drawn together for a final deathblow.

"Everything on this one," said Arek, raising his sword high. It burst into flame.

"All my power!" he screamed, bringing the blade down.

Tereth barely managed to bring up his guard. The blades connected with the sound of thunder, and the demon killer was again knocked sprawling.

Surprised that the demon killer had managed to block the powerful blow, Arek quickly went after him-- he would not give him a chance to recover. Once more, he brought up his sword. Flames poured down around him from the blade, and the magics crackled through the air like lightning.

"Now let it be done!" the demon shouted.

He slammed his blade down, but Tereth rolled to one side. The demon's sword struck the floor, shaking the room with the impact. Dust and bits of stone poured down from the ceiling and the walls.

Yet Tereth staggered to his feet. He gestured. As the demon turned, he saw a sudden flame in Tereth's eyes, a red glow in the shadowed eyeslits of the demon killer's helmet. This was no mortal he duelled. This was half-demon, only part human.

"Yes," said Tereth. "Let it be done."

Frightened, Arek again spat blood, this time with greater force. It burst into flame near Tereth's eyes.

The demon killer's stroke went wide, and Arek rolled and came up with his own sword ready. In the same movement, he leaped into the air, unfurling his leathery wings, and dived down on Tereth--

And impaled himself on the demon killer's sword.

An unearthly scream filled the room. As if from a distance, Arek realized that it was himself. He crashed to the floor, dropping his sword-- the blade faded from sight. Tereth's blade was buried to the hilt in the demon's chest, the point protruding from Arek's back. Flames poured from around the wound.

Still screaming, the demon grabbed at the human's sword with his claws, but it was too firm to unseat. There was only the pain-- he had never felt it before, had Arek, but now a cold numbness pulsed outward from the blade, a cold that went deep within. He recognized its power-- here was a disrupting energy, a magic that could tear him apart or shatter him and throw his fragments across a thousand dark dimensions. The agony was from the speed of the action. Shivering from the freezing pain, he stared up at the demon killer.

Tereth watched with glowing eyes. Arek knew now that he was not blinded. No, not at all, not this time. The demon killer had demon's sight, a thing of non-mortals, and all before had been a trick, a misleading tactic that the warrior might win.

"Your father," Arek croaked. "One of us."

Tereth nodded. He yanked his sword from the demon's body, slashing the creature's claws in the process. "He took my mother in a heathen rite. She lived through it and after-- I was born."

Arek slid to the floor. He was weak, so weak. "His name?"

Tereth raised his sword again. "I never found out. I never will. He was the first demon to die on my blade."

Arek nodded. It was over. One last desperate gamble remained. "Finish it," he said.

Tereth brought the sword down-- a killing stroke.

Arek screamed, a thousand voices, and sank like mist into the floor. A cold wind came from nowhere and thundered

and howled about the demon killer, and then all was still. Tereth was alone.

Silently, he sheathed his dark blade. Only then did the glow fade from his eyes. He stood silent for a moment, then took a deep breath.

"Avenged," he whispered, then gestured. The spell of confinement was lifted-- the light around him, and on the walls, vanished. Turning to the sealed doors, he clenched his fist.

"Open," he commanded.

The doors exploded outwards, throwing metal bolts and heavy crossbeams across the floor beyond. A wind howled through the room, then grew still. It was finished. There would never be a need to seal the room again.

Satisfied, the demon killer departed.

After Tereth had been gone for but a short time, a breeze blew through the room. Dust circled on the floor, dancing and spinning. Slowly, the dust grew thicker, condensed and formed. It assumed a shape.

Arek, in the form of Lord Gynar, his entrails torn out and hanging before him, appeared in the center of the room.

He laughed bitterly. He had survived, but only barely. Even a demon could play dead, and even a demon killer could make a mistake. He had spread himself thin about the room to create the illusion of his ending. It was enough. Now to heal, to rest. There was first one final task.

Arek called forth the shadows and became as dust again. A dark yet sparkling mist flowed from the room. Silently, it went out through the hall and up the stairs beyond. Arek was about to feed.

It was a large bedchamber, second only to Kesroth's in size and luxury. There was a fireplace big enough to hold a full roast pig, with room for a soup kettle besides, and the floors were thick with carpets, the cold stone walls give color by bright tapestries. Torches provided extra light beyond that of the fire, and though the air was hazy with smoke as a result, the bed was curtained that some of it might be shut out. There was only a single window, but it

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was a large one that opened out onto a balcony that, in turn, overlooked the courtyard of the castle and the valley behind its walls.

It was there that Cimir waited, on the balcony, looking out into the night. The low clouds had grown thin-- as much as they ever did-- and the moon could be seen shining through, poking through occasional gaps, or a diffuse glow when not.

She stared up at it, as she had always done-- once it had occupied her dreams, much as the dreams of Tereth had done for some time past, but in time, those dreams had grown distant and rare. Now that she had met the demon killer, she wondered if the dreams of him would do the same.

She shivered, then drew her robes of fur tighter about herself. Kesroth, as Tereth had predicted, had gone out of his way to assure her comfort. Her armor was being repaired-- it was in need of patching, to say the least-- and by morning, she would have a new cape and cowl, all of fur-trimmed green cloth. The robes, her furs, all her needs, and even a separate bedchamber, had been provided at her request, though the latter did seem to raise a few eyebrows. Apparently assumptions had been made-- after all, a demon killer could have a lady, anything was possible anymore, and so the relationship was inferred. Indeed, she found herself smiling at the thought.

And then frowned, wondering why she should feel any pleasure at all. She had only known him for a few hours, though he seemed very familiar in some way, but if he failed in his duel--

She shivered again, though the cold had nothing to do with it. Still frowning, she turned to go inside.

There came the creak of wood --- the chamber door was opening-- and she heard the rattle of armor. Quickly, she pushed open the drapes and stepped inside.

Tereth looked up in surprise.

"Tereth," she began, "I--"

And gasped as she saw his wounds. His right arm was shredded, surely down to the bone. Blood dripped onto the floor.

Tereth stared at her, then glanced at his arm. He frowned.

"I'll need some cloth," he said, looking back at her.

"Something to cover the wound."

She glanced around the room, then stared at the bed. No doubt Kesroth would forgive the loss of a small section of the sheets. She tore off several strips and brought them to Tereth.

He held out his wounded arm. "Can you take off the armor?"

She nodded. Carefully, she pulled off his glove. Tereth grimaced as it slid off. Blood poured out onto the floor.

Cimir took a deep breath, but said nothing. Even more carefully, she removed the rest --- as each piece came off, as she removed what was left of the padding beneath, the wound looked even worse.

It was as she had suspected-- bone could be seen, severed muscles, veins and arteries. By the blood and the size of the wound, he should have bled to death long before he came up the stairs.

"You may lose this arm," she said as she removed the last piece of armor. "We'll need to--"

He shook his head. "No. Just wrap the cloth around it. I have ways to make it heal."

Slowly, she did as he said, carefully wrapping the torn sheets around the equally torn flesh. Tereth guided her, pulling the cloth tight. Though once he gasped, and though he twitched more often than that, he gave little outward sign of his pain as she worked.

When she was done, he tucked the final strip into place.

"Can you help me with the rest of this?" he asked, indicating the rest of his armor.

She nodded.

It took them almost an hour to remove it all. Beneath armor and padding, he wore a simple black tunic and trousers. The tunic would need some repair.

"You never said," she began, as they placed the last of his armor against one wall, there in the corner. "You never said why

you fight the demons."

He shrugged slightly. "I don't like them."

She frowned at his answer, then nodded at the scars visible on his chest-- his tunic was open at the neck, and for a slight distance down.

"How many times have you been wounded?" she asked.

He poured himself a glass of wine from a bottle beside the bed. He paused as if remembering something, then held it out for her. Cimir shook her head.

Shrugging, he took one sip, then answered, "Does it matter?"

She frowned again. "I guess not."

He took another sip, then asked, "There's something you didn't tell me--"

"There seems to be much you're not telling me," she interrupted.

It was Tereth's turn to frown-- he did-- then went on.

"Why did you wait here?" he asked. "They could have given you your own room."

"They did," she answered, nodding toward the chamber door. "It's down the hall."

"Oh," said Tereth quietly. He paused, then added, "I'll be leaving tomorrow."

Cimir nodded slowly. She looked away. "I know."

"I wanted to ask if--"

She stared at him. Tereth cleared his throat and tried again.

"I'm not very good at this," he said, then drained the glass of wine at one gulp. "What I was going to say was--"

She touched his lips with one slender finger. "Part of me wants to, but the rest--"

She shook her head. "I remember the wolves, the way all the people look at you, the way they fear you. And now--"

She nodded at his bandaged arm. "That you can even ask after such a wound."

Tereth stared down at the blood-stained cloth.

"I just don't understand," Cimir went on. "I'm not sure I want to."

Tereth took a deep breath, then looked at her. "Magics, Cimir," he began, "spells and things I've learned."

He held up his bandaged arm. "There are ways to lessen pain, ways to frighten wolves and demons and--"

He paused, then added in a quiet voice, "And people. Most of all people. They don't understand either."

Cimir said nothing for a moment, and then glanced at the door. She avoided looking into his eyes.

"I should go," she said softly.

Tereth hesitated, then nodded.

"Yes," he said. "I guess you should."

She turned to go. Tereth stared after her.

She hesitated. He noticed, then smiled and added, "Please."

She nodded, then came back to him. They kissed slowly, but lightly, a gentle thing.



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Skill Mastery

The Next Step in Experience for Ars Magica

by Jonathan Tweet

In *Ars Magica*, you can raise your scores in your abilities through study and experience, but essentially you only get better and better at doing the same thing. There is no qualitative difference between a high score and low score, only a quantitative difference. This article introduces the concept of mastery, the process of comprehending a given ability in a qualitatively superior way. Mastery provides a definite goal for which to strive once your ability scores are suitably high and continued progress along old lines has become slower.

With time and practice, anyone can learn to perform a given feat better. That's what the standard experience rules simulate. But there's a difference between doing the same thing more and more effectively and truly understanding what it is you're doing. That understanding is mastery.

Requirements

To master an ability, you must satisfy four requirements:

1) Your score in the ability must be at least 6.

If the score is below this level, you do not have the thorough familiarity with the activity that is required for mastery.

2) You must expend 6 experience points.

The points used are not used to increase your score to the next level. Expending these experience points represents diverting your attention from accumulating more knowledge, tricks, and maneuvers and focusing that attention on figuring out just how the ability works. It represents time that you spend trying to understand what your ability is all about, to understand its philosophical ramifications. Affinities count as part of this score for these purposes, so you can master an ability with a score of 5 and an affinity of +1.

3) You must have a positive score in the characteristic most closely related to the ability in question.

You need some innate aptitude in the ability, or you will never be able to master it, even though you might become quite skilled. If the characteristic later drops to 0 or lower, you will retain mastery of the ability. For melee Attack skills, the characteristic is Dex. For Parry skills, it is Quickness.

4) You must have used the ability regularly "in the field."

Direct experience is the only way to learn the subtleties of an ability. There is no substitute.

Benefits

Once you have mastered an ability, you receive the following bonuses:

1) One fewer botch roll than normal.

That means you need make no botch rolls in standard circumstances, when most characters make one roll. Since most adventures, however, take place in less than ideal conditions, you'll still be making plenty of botch rolls.

2) All opposed rolls suffer one extra botch roll.

You can cause opponents to slip up or take greater advantage of their weaknesses. For mastery of weapon attack skills, the extra botch applies to your opponents' First Strike, Defense, and Soak rolls. This applies to any ability in which you can affect the character for whom the opposed die is rolled. For instance, a master locksmith can make locks that increase the chance of a thief breaking his pick. When you cannot directly affect the other character, the opposed roll is not affected. For instance, if you master a Perception-related ability, it will have no effect on someone trying to sneak up behind you. You can't make the sneak more likely to stumble. Note: This effect and the first one cancel each other out when two masters oppose each other, so they will roll the normal number of botches.

3) Zeroes are no longer just 0.

When you roll a 0, your total roll equals one-half the bonus on your roll, instead of 0. So if your Attack Bonus with your dagger is +13, and you roll a 0, your Attack roll is 7. This means you can pull some measure of success out of the jaws of defeat. For instance, if you are trying to identify a particular demon, a roll of 0 would mean you had not heard of that particular demon before, but if you have mastered Demon Lore, you might be able to put the clues together

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and figure out many of the demon's attributes without knowing its identity. Note: If you botch, your roll does count as 0.

4) Exceptional Success

Just as with combat abilities, if you roll a 20+, an exceptional success has resulted. In some way you have done very well in what you attempted to do. The storyguide should think of some extra side benefit that can occur.

These bonuses make clear the difference between a master and someone who is simply well trained or highly experienced. A well-trained swordsman can launch impressive attacks against an opponent, but he does not have the versatility and surety of a master. Where the well-trained swordsman can easily fall for a new trick or be at a loss in a tricky situation, the master can more easily adapt what he knows to the circumstances and pull through.

On one level, mastery of an ability is purely a mechanical bonus, but you should role-play it out as well. You cannot master something without becoming a part of it, and without its becoming a part of you. Someone who has mastered the art of Stealth will have become stealthy by nature, and mastering Demon Lore can be an unsettling experience. Knowing the ways of Hell too intimately is not conducive to restful dreams or a cheerful

outlook on life. In individual cases, restrict a character's ability to master an ability if it does not match the character's personality. An out-going character should be unable to master Stealth, and an attempt to do so will either result in failure or in a dramatic change in the character's personality. Mastering an ability is a meaningful event in real life, and it should be played as such in your game. If these rules don't help you TO understand and play your character better, they're a useless complication.

Notes

All abilities can be mastered, but magic arts cannot be. Magic is too erratic for true mastery on this level. Magi will have to content themselves with mastering specific spells and magic-related abilities, like Cert_men, and Concentration.

You can have mastered abilities as a beginning character if you fulfill the normal requirements. That means you must pay an extra 6 purchase points for the mastery, and you must have a personal background that includes use of the ability in the field. Magical apprenticeship rarely allows that kind of experience, so most magi have no mastered abilities.

Clusters: Only the principal ability in the cluster need be 6+ for the

cluster to be mastered. In 2nd edition **Ars Magica** there will be no clusters. Instead there will be general abilities (analogous to clusters) and specialties within them (which function at the normal score +1). For 2nd edition **ArM**, the main score (not in the specialty) must be 6+.

Monsters and other non-humans can have abilities mastered at the storyguide's discretion. They might have a different version of mastery, subject to the storyguide's imagination.

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the SWORD DUNGEON

Review: Dungeon Master

reviewed by Jim Trunzo

Every so often a piece of software comes along that initially doesn't garner the attention that it deserves.

Dungeon Master is one such program. Originally released for the Atari ST, the game received excellent first reviews, but because the ST community is small compared to Commodore, Apple and IBM, "Dungeon Master" could have slipped through the cracks. However, thanks to subsequent releases for the Apple IIGS and most recently the Amiga, "Dungeon Master" has attained the status it merits as an innovative, standard-setting adventure game.

The game's plot is basic fare: an ambitious wizard oversteps his bounds and unleashes his evil side which becomes a living and separate entity known as Chaos. Over a period of a year, hundreds of champions have gone into the dungeon of Chaos in futile attempts to defeat him and restore order to the world. Twenty-four of these heroes have been imprisoned in magic mirrors on the first level of the dungeon.

The player's task is to select four of these champions and guide them in a fight against Chaos. The player must recover the artifact called the Firestaff and defeat Chaos or all is lost.

While the quest may seem somewhat ordinary for games of this type, it's the only element of "Dungeon Master" that could be termed mundane. You'll know you are heading for a unique task as soon as you boot the program disk. The graphics that greet your eyes are literally indescribable, surpassing even the justifiably acclaimed "Bard's Tale" images.

To begin with, the dungeon views, seen through a first person perspective, take up over half the screen. The detail and attention given to every block of stone, every bejeweled door, and every loathsome monster are so accurate that you truly feel like you are in a dungeon.

Played with a stereo card in the machine, a good pair of speakers, and the lights out, "Dungeon Master" allows you to willingly suspend belief. Only when your heroes are near death and the scraping sound of some shambling monster reaches your ears will you understand the overwhelming tension created by the graphics and sound of this program.

The pictorial excellence of "Dungeon Master" extends well beyond the static views of the surroundings. The graphics are an integral part of play. Most of the clues are visual: you must discover discrepancies in the stone

floors, for example, to locate pressure plates that can trigger a trap, open a door, or raise a portcullis. Clues and messages are carved rune-like into walls and missile weapons fly through the air and diminish in size as they travel toward their target.

While the game can be played with the keyboard, it is easier to use a mouse. All movement can be accomplished by simply clicking on the directional arrow. All other functions are easily done by clicking or clicking and dragging.

Above the main graphics screen are small portraits of your heroes. Clicking on one of them opens an almost full screen window which provides you with both graphic and text information on the respective character.

Weapons, food, drink, scrolls, potions and so on can be used by simply clicking on the item and dragging it to the appropriate spot. Click on food and take it to the character's mouth and he (or she) will eat; drag the water pouch to the character's mouth and he'll drink from it... all of this accompanied by chomping or gurgling sounds.

"Dungeon Master" has many other qualities worth noting. The magic system in the game is somewhat tricky at first, but after getting the hang of it you'll soon enjoy its realism and effectiveness. To cast a spell a character must have enough Mana to do so. If he does, the character must then string together at least three runic symbols (done by clicking on those displayed) and then click in the activating space to actually cast the spell.

There are 24 runes altogether and various combinations create different spells. Unlike other games, you don't really know just what does what until you learn either by experimentation or by finding and reading hidden scrolls.

Combat, too, makes use of the simple interface employed by "Dungeon Master". To the right of the main graphic screen are small rectangular windows displaying each character's readied weapon. Click on a weapon and a menu is displayed which lists the possible actions that can occur. Highlighting and clicking on the action activate it.

Available combat actions depend upon what weapon is readied and in what position the character is in. Only the two front characters may fight with melee weapons, while all heroes, including those in the second row, can use missile weapons and spells. Strategic positioning becomes increas-

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Not for the Meek

ingly important the deeper you get into the game.

Eventually, all characters will have to spend some time up front. In most cases, only the first two characters take damage and they'll need occasional rest to heal. Also, one of your goals is to develop all characters in as many skill areas as possible, regardless of original character class. The only way to do this is to use the skill.

Fighters can eventually cast spells and spellcasters can eventually become fighters if they gain enough experience in their non-specialty area.

"Dungeon Master" is made up of 14 asymmetrical levels. Each level is quite large and offers a different challenge. The people at FTL estimate that "Dungeon Master" takes a minimum of 60 hours to play, though it could take much longer depending upon various factors.

Actually, you need not explore every part of every level to find the Firestaff

and defeat Chaos. However, most will want to do just that in order to fully experience all that this delightful program has to offer.

If you have young children who also like dungeon dwelling adventure games, the IIGS version of "Dungeon Master" contains a Kid's Dungeon. Three levels deep, this watered down version of the main program retains the exceptional graphics and sound effects but provides the child with very powerful characters, a more simplistic dungeon, and weaker monster.

"Dungeon Master" is a compelling game. Its graphics and sound go far beyond the state of the art. A MS DOS version is in the works, although no official release date has been set. An expansion program, "Chaos Strikes Back", is also being programmed. This program will not be a sequel but will instead require use of the original "Dungeon Master" program.

This product is highly recommended to anyone interested in fantasy gaming. "Dungeon Master" pushes all computers to their limits and will likewise challenge anyone who plays it.

Playability (5), Complexity (3), Graphics (5), Documentation (4), Sum (4)



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ON YOUR MARK...

Our regular contest column.

by **Stephan Wieck**

Well, it's that time again. It's time to announce the winners of WHITE WOLF Magazine's latest contest. To refresh your memory, or if you were unfortunate enough to miss #11 and #12, our scenario design contest is over. There were two runner-ups whose scenarios appear at the end of this issue's column. The winning entry has been returned to its author for him to flush out into a full length adventure. When completed, that adventure will appear in an upcoming issue of WHITE WOLF Magazine.

The runner-ups were Joseph Anthony for his TOON scenario and J. Caparula for his GURPS scenario. The winner of the scenario contest is David Magnenat of Bremerton, Washington. Dave's entry called "The Cannibal Express" is for the Call of

Cthulhu game system. In addition to having his entry printed in WHITE WOLF Magazine, Dave will receive a free 12 issue subscription to White Wolf and a free copy of Lion Rampant's award-winning game, Ars Magica.

Before I let you see the runner-up scenarios, I'd like to remind you of our current 500 word fiction contest and give a deadline for that contest. For this contest, all you have to do is write 500 words of original fiction and send them in to WHITE WOLF Magazine, Fiction Contest, 1298 Winter Place, Anniston, AL 36201. You can write a little story, a poem, a joke, a fake advertisement, or an essay. Your only restriction is that it must be 500 words or less. Two winners will be selected to receive a free game and a free subscription to WHITE WOLF Magazine. The contest deadline is June 16, 1989. Typed or printed ink entries only please. Also, I must apologize, but due to the number of entries, it is impossible for me to comment on each submission and return it even if you are kind enough to send SASE. All submissions become the property of WHITE WOLF Magazine, and I am unable to return them so keep a copy of whatever you enter.

THE LAND THAT TIME TEMPORARILY MISLAID

This TOON scenario was sent in by Joseph Anthony of Vernon, New Jersey. Joseph's scenario was the very first one I received and is one of the best.

The farce begins when the players, summoned by the mysterious Men in Puce, arrive at zillionaire Percival T. Sacksammunny's mansion. After the players evade the mansion's security forces and gain entrance, Percival tells them of the lost professor, Canada Bones, who was searching for an ancient gem of great comedic power known as the Billi Crystal. Percival offers the players a million bucks each if they can find the professor and the Crystal. He supplies the players with food, a rubber raft, and a surplus monoplane.

As their trusty pilot, Sparky Smith, flies the players towards their goal, they are attacked by a Pterodactyl (a pternacious ptrehistoric ptidgeon ptecursor). If they fight it off, they conveniently run out off gas. Sparky is forced to set down in the Land that Time Temporarily Mislaid.

After crash-landing (Sparky will promise to have the plane repaired by the end of the adventure), the players encounter the Hoki-Poki, a tribe who claim to know where the Billi Crystal lies. The players must suffer through deadly initiation rites to gain this information. They are directed to Skull Mountain, which lies in the Valley of the Ancient Animators.

The players must overcome various hazards such as Fred of the Jungle, the obligatory Lost City, and the Roaring Rapid Ride, before they will at last gaze upon the lone peak of Skull Mountain, which has been carved by the relentless forces of time into a shape that vaguely resembles that of a large, conical lump of rock. As the players enter the valley, they are accosted by the claymation creations of the Ancient Animators. Each clay dinosaur has one malformed leg, and these "game lizards" constantly battle each other, and the terrible Tyrannosaurus Rex, for a larger share of "the market", whatever that is. The players must make their way by stealth and guile to the secret cave at the base of Skull Mountain. Several large neon signs point the way.

Once inside Skull Mountain, the players encounter a number of diabolical traps, including a pit which leads to the throne room of Krondor the Mean and Rotten, who holds the professor and the Crystal captive. The players must use all of their strength and cunning to rescue the professor and the Crystal. Failing that, the cage door will be found to be open. Once they defeat Krondor, and his evil minions, Skull Mountain explodes for no apparent reason (it makes for an exciting ending though).

The players must use the powers of the Billi Crystal to escape from the exploding mountain. They are then chased back to their monoplane by the game lizards, Fred of the Jungle, and the Hoki-Poki, all of whom want the

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For further information about these games, contact:
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Crystal. Leaping into the just-repaired monoplane, the players take off in a shower of spears and fly back to Percival's mansion. Percival will reward each player with a plot of land in Lapland containing one million reindeer bucks. Too bad the players didn't ask for more doe...

THE CABINET OF DOCTOR MORIBUND

This scenario was sent in by J. Caparula of Madison, Wisconsin. The scenario is intended for GURPS, but would fit nicely into any horror role-playing game. I liked the scenario because of its blend of fantastic horror and high adventure.

The adventure begins with the arrival of a parcel into the hands of the player-characters. The mysterious package is postmarked from the Far East, where an old friend disappeared some years ago. The parcel contains an intricate woodwork box which houses complex mechanical brassworks. Part of the fun of the adventure lies in the players' repeated efforts to get the device to function and puzzling out its true nature and purpose.

At once, nefarious forces converge on the characters in an attempt to procure the device. Dr. Moribund, a failed physician, part-time alchemist, and full-time necromancer, creates an army of animated corpses to steal the box. Moribund is unwillingly assisted by the misanthropic Grum, who is kept in Moribund's service via Grum's addiction to a power elixir. Grum is easily subdued by the characters and will eventually lead them to Moribund's laboratory behind an apothecary in Whitechapel where a tremendous melee ensues between the characters, zombies and Moribund himself.

Into this scene come thugs of the notorious Oriental crimelord, Fu Wong. Fu also desires the device for even more sinister purposes, and will attempt to steal it from the characters or Dr. Moribund, whoever has it. Fu's henchmen will lead the players on a dramatic boat chase on the Thames, and into the secret entrance of Fu's hideout beneath London Bridge.

Infiltrating the complex, perhaps with Dr. Moribund (though he will eventually betray the characters), the players discover a wealthy smuggling operation and the opium-laced den of Fu himself. Fu reveals that the device contains the living brain of an extrater-

restrial, who crashed to Earth in the Sumatran Islands. The ensuing radiation mutated animals in the area to enormous size. Fu possesses one such animal, a gigantic rat. Fu will boast to the characters of his plan of mounting the brain into the rat's head to create an intelligent monster. He will then donate the creature to the British Museum without revealing its true nature, whence it will escape, delivering several priceless artifacts into Fu's hands. It is up to the characters to defeat Fu and his remaining henchmen.

The alien brain possesses highly developed psionic powers, but it is helpless unless it is removed from the box and housed in a cranium. Its motives may be set by the GM, though it would probably like to return home. The alien could prove a valuable ally to the characters if they are able to communicate with it.

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Capsule Reviews

Short reviews to give you a peek at some new products.

by Stewart Wieck

As this is the science fiction issue, it seemed only appropriate to review some SF games. The three reviewed below are all new entries in this genre. These three also represent a good cross-section of SF games and one is likely to suit your needs. If you are looking for a solid game system which will allow you to do your own thing ("Manhunter"), or one with a futuristic setting which is carefully detailed ("High Colonies"), or a game with its own unique environment and style ("Space: 1889"), then you are in luck.

High Colonies

(Waterford Publishing House Ltd., Box 3742, Main Post Office, Vancouver, B.C., Canada, V6B 3Z1).

designed by: Eric Hotz and Edwin King

"Two hundred years in the future, Earth is a deadly wasteland, ravaged by nuclear, chemical and biological weapons. Humanity lives in exile, clinging to life on a multitude of space stations in the Solar System. These stations are the High Colonies, the last hope of mankind." (from the back cover)

The 102 page "High Colonies" rulebook presents a timeline, a listing of many of the colonies (stations), a complete game system (including character generation and combat rules), spaceship combat rules and a short adventure.

The timeline, or "chronology", is certainly the strength of this game. 13 pages of the rulebook are devoted exclusively to this timeline. The timeline begins with 1990 and extends through the year 2188, the present-time of the "High Colonies" game. Practically every year has an individual listing and the events described are plausible and coherent. The action comes to a

peak in 2117 when the EarthHome War takes place. So devastating was this conflagration that very few records exist to explain what happened. Don't worry, though, that is not simply a means of escaping the need for explanation. Elsewhere, away from the prying eyes of players, the basic are laid out for the GM.

Basically, the universe of "High Colonies" is one in which the society of man has continued to fragment and spread out. There are innumerable Leagues, Organizations and Associations. These relationships serve as the only true binding factor for mankind.

The cause of the fragmentation of society was certainly the EarthHome War, and the result is the proliferation of colonies and outposts throughout the Solar System. Many of these colonies are listed in the rules. All colonies with populations of 20,000 people are listed. The game mentions that hundreds of other small outposts do exist and those are left to the GM to create.

The game system presented is very functional; it offers no particular innovations but is conservative enough not to open itself up to internal discrepancies. Characteristics (the normal Strength, etc.) are determined with a roll of 2d6+6 and the skill system is percentage based. Players have complete control over what skills they purchase for their characters.

"Hard Times at Lyric 4", a short adventure, is a fairly simple scenario designed in a linear format (events proceed along a predetermined path). The adventure may be easily fleshed-out by a Gamemaster and even "as is" it provides a good introduction to the game system.

For \$15, this is a steal. Even if you have a pet game system you prefer, the information provided in "High Colonies" would allow for a fascinating setting for adventures. Little suspension of belief is required on the part of the participants as the people and places are very believable.

Appearance (3)- Components (na)- Complexity (2)- Sum (4)

Manhunter

(Kingslayer Publications, PO Box 441, Lathrup Village, MI 48076)

designed by: Ramon P. Moore

"Here is a universe where you can become anything from a sword wielding barbarian to a robotic bounty hunter. You can be an alien pilot, or an interstellar law enforcer" (from the introduction).

This introduction immediately establishes the fact that "Manhunter" is a science fiction RPG designed to allow players to run any sort of SF campaign. A setting for adventures is provided, but the emphasis of the game is not on the setting (as in "High Colonies"), but rather on the game system.

This is not to knock the setting which is presented. Is very usable and allows for a wide range of adventures. The ATPDS (Aglion-Terran Planetary Defense System) is the main ruling body. It is the result of an alliance between humans and another race called Aglians. Other races (Ular, Chiropti and Kirm) are around as well. A person may opt to play a character of one of these races. Each race has its own strengths and weaknesses.

Background material for the ATPDS comes in the form of a narrative history leading up to and through its formation. Some nice extras concerning the ATPDS are a listing of the most wanted criminals as well as a ranking of the top ten corporations.

The game system itself is very good. My favorite touch is the sliding scale on which statistics are ranked. When generating a character you roll d100 ten times and then assign ten of the eleven stats a score. Beauty is determined separately for reasons the designer notes ("I learned quite some time ago that if I gave players a choice in arranging this stat, I invariably ended up running a group of physically gifted but painfully ugly characters."). Depending on your race, your percentage score is assigned a letter from A-D (D being the best). For example, a

Kirn (fast and agile, monkey-like race) may have a strength of 72B while an Ular (immense and strong race) might have a strength of 72D. This means that these individuals are stronger than 72% of THEIR RACE ONLY. After referring to the table which translates

these percentages to a score in the final 1-30 range, you find that the Kirn is stronger than only 10% of the Ular race. This system, I feel, works much better than simply providing a bonus or penalty to various stats for the races. This method insures that Ular really are stronger (the heavy weight-lifting champion among the Kirn is stronger than only 35% of the Ular).

The combat system is very detailed and incorporates what the designer calls an "active defense" system. Readers familiar with games beyond AD&D will be familiar with the concept of allowing the defender a defense roll against the attacker's roll. The higher roller wins. A useful ship-to-ship combat system is provided as well.

Ramon Moore has obviously played RPGs for a long while. He shares many of his insights with the reader with tips throughout the book and a long section at the end of the book. His comments seem very accurate.

While such seldom impacts the game itself, a note should be made about the wonderful artwork in the rulebook. Talented Jerry Bingham (he did DC Comic's "Son of the Demon" Batman graphic novel) brings life to the races described in the rules.

A single-fold gamemaster screen comes with the game. It's well formatted and provides the most essential information without a need to search the rules.

"Manhunter"'s greatest weakness is its lack of a detailed environment. In order to stand out among the many games available today, a new game has to be able to present an image for itself. While "Manhunter" may not be able to do this, those who look closely and examine the game will find a healthy game system which is likely suited to all their SF campaign needs.

Appearance (4)- Components (3)- Complexity (4)- Sum (3)

Space: 1889

(Game Designers' Workshop, PO Box 1646, Bloomington, IL 61702-1646)

designed by: Frank Chadwick

"Everything Jules Verne could have written.

Everything H. G. Wells should have written.

Everything Arthur Conan Doyle though of but never published because it was too fantastic." (from the back cover)

So, you thought the first manned U.S. spaceflight was in 1969, eh? Well, you're wrong. The great inventor Thomas Alva Edison did it in 1870 with his ether flyer. This event sets the premise of the "Space: 1889" game. Yes, Luna, Mars and Venus, in the tradition of the works of the above mentioned individuals, do support life. "Space: 1889" is definitely the most impressive game product I have seen so far this year. Physically, it is very impressive. The care and detail obviously put into the product make it a winner.

The contents of the 200 page hardback rulebook break down like this: Characters, the Victorian Age, the Referee, Equipment, Science, Combat, Travel and Exploration, Space Travel, Luna, Mars and Venus. Another 16 pages of charts follow all this. The charts are printed on a cardboard stock of paper which is perforated for easy removal.

Entirely based on the d6, the game system is very smooth and easy. Character generation involves determining values for six attributes. The values help determine not only the base value of certain skills (called cascade skills) but also set limits on possible careers for the character. For example, in order to be a merchant, a character's social level must be 4 or less (no aristocrat would stoop so low!).

Dice rollers will love the combat system, especially melee combat. Hits are determined by rolling equal to or below a hit number (usually the character's skill with the weapon). In melee combat, a player rolls as many d6 as the weapon has hit dice (e.g. club= 2, saber= 5). If any die achieves the hit number requirement, a hit is scored, though the victim does get a save roll to avoid being wounded. Characters may also attempt blocks (more rolls) and very successful blocks allow ripostes (more rolls). The dice rolling is quick and easy and does not interfere with play.

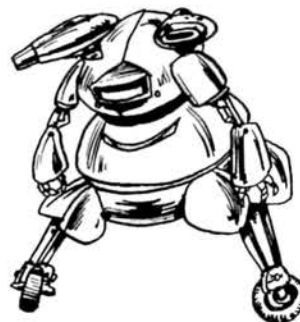
The strength of this game is the playing environment. Personally, I consider the idea a stroke of genius. Imperialistic British are intent of expanding their already enormous empire, treasure seeking Americans hope for a

quick buck, Japanese are out to prove themselves, etc. Strangely plausible inventions (if you accept the pseudo-science presented) are in use and more advances are being made. Fierce, and often hostile, beings on Mars, dinosaurs on Venus, and an insect-like race on the Moon make the environment at once exciting and unpredictable.

Loads of information are provided for Mars in particular. The history of the Martians is traced through periods of greatness and decline. The Canals (yes, they are canals in the game, if not in actuality) are clearly explained as is the technology behind operating them.

If the setting interests you at all, then you should try to game. The system itself is easy to learn and use and shouldn't interfere with your ability to tell a story.

Appearance (5)- Components (na)- Complexity (3)- Sum (5)



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Submission Guidelines

General Information

The editors of WHITE WOLF Magazine are very interested in your writing or artistic talents. We will continue to encourage unsolicited submissions from our readers.

Please precede all submissions with a query letter. In this letter tell us about your submission. What is the goal of the adventure? What is the plot of the short story? A query letter could save you time and money in the event we are not interested in the submission.

We generally will respond to submissions within 10 days and queries typically are answered and returned within two days. You have taken the time to share your work with us and we do not want to make you wait for weeks or even months as some other magazines might.

A Few Pointers

The following general guidelines should be kept in mind for any written submission:

- 1) Submissions should be typed and double-spaced on one side of 8 1/2" x 11" white paper.
- 2) ALWAYS include SASE (Self-Addressed Stamped Envelope) with any submission. If you do not include SASE we may be unable to report back to you.
- 3) Label your submission. Write "fiction", "adventure", or whatever is appropriate on the outside of the envelope. This could shorten the response time.

Specific Suggestions

Since the release of WHITE WOLF #8, we have been inundated by submissions- a situation we enjoy. Several of these submissions share the same general problems so a few specific suggestions follow:

Adventures: Focus on plot and character. We do not want an adventure which is entirely a "dungeon romp" no matter how unique and creative the encounters. "The Grove of Heroes" in issue #8 is a fine example of an adventure which

combines role-playing and a dungeon setting. Issue #10's "Grislick Mountain" is strictly a "dungeon romp", but it was created for a specific purpose- to prove how tough orcs can be. You can justify (maybe) such an adventure in a query letter.

Articles: Tell us about something useful. I don't think that too many of our readers really care about the volume of a pressurized slime creature. We are especially interested in articles for our "People of the Land" column. We want to print articles which present usable information.

Fiction: Please, nothing shorter than 2000 words. There is no specific maximum, but unless you expect your piece to be serialized in several issues, 5000 words is a good working maximum length. Also, consider the content of the story carefully before submitting. Generally, we do not want stories about thieves who break into wizards' towers or parties of adventurers who descend into a dungeon, etc.

Single Items: Magic items, monsters, spells, etc. are the only sorts of submissions which we recommend you send without first querying. We definitely have a need for these things. Be careful that you do not cover old ground with your single items. Magic items which simply reproduce the affects of a spell will not see print in WHITE WOLF. I.e. new "fire spells" are generally out (no "new" fourth level fireballs, please).

Artists

Interior artwork for WHITE WOLF is done on assignment only. Please do not send B&W samples and expect us to use them in the magazine. Any samples you send are just that- samples. We will use these pieces to judge whether or not we think that your talent warrants interior assignments. Please be sure to include SASE with your originals as we wouldn't want you to lose those. Cover art for WHITE WOLF must be done in color. Paintings are preferred. As a final note, we are still not planning any cartoons in WHITE WOLF. Also, we are not interested in using artwork that has

already been published unless it was done solely in the form of prints.

All artists should send their samples, etc. to our Art Director, Richard Thomas. He may be contacted at 320 Lemonte St., Philadelphia, PA 19128.

Payment Rates

Our current rate for written material is two cents per word. Interior artwork is worth \$30 per full page and cover art is worth \$250 for an original work.

Computer-Users

If your written submission is accepted for publication then we will request that you send us a floppy disk with the material on it. If you can provide us with this computer copy then your payment will be increased. We are set up on an IBM system and use the Word Perfect processing program. ASCII files are acceptable as well.

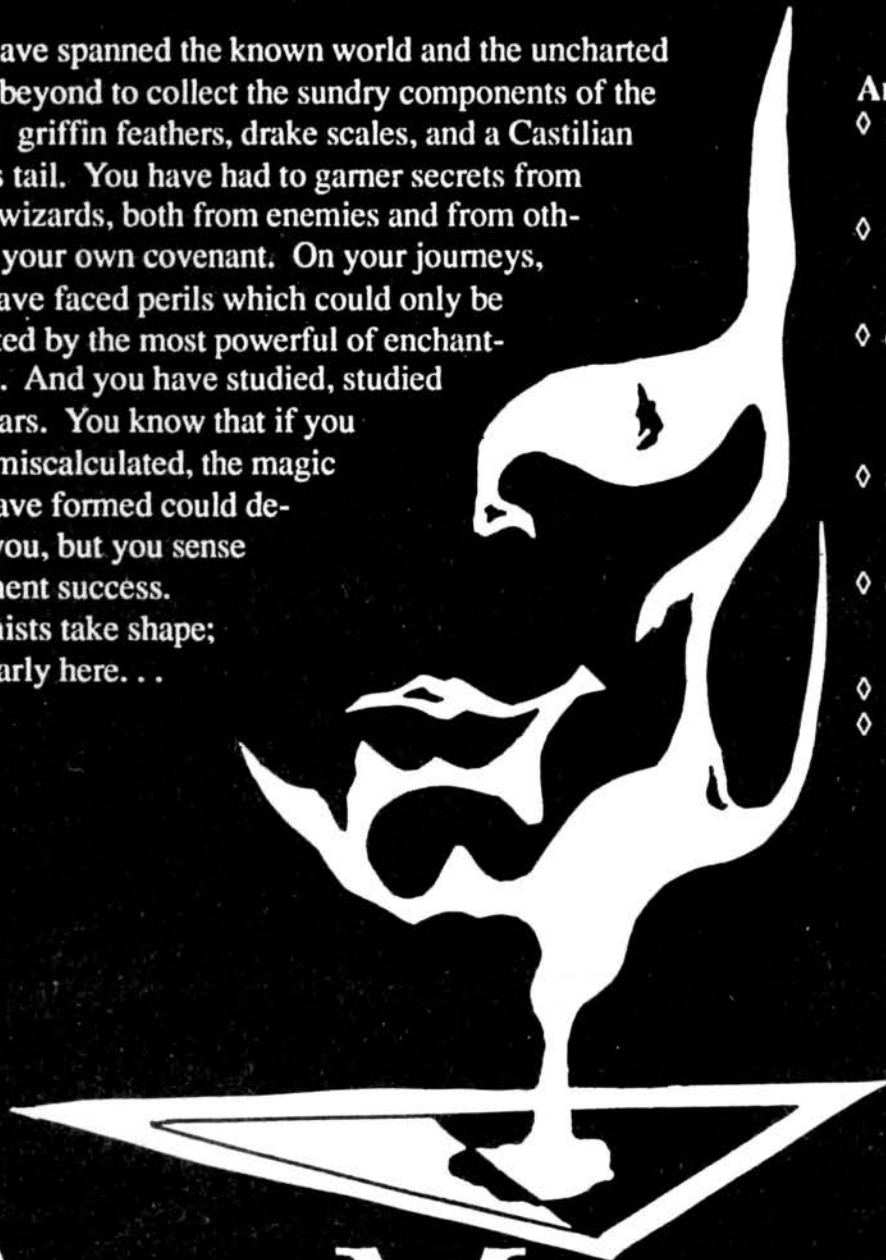
Closing

Hopefully this information will 1) encourage you to submit your work to us and 2) give you a better understanding of what we are hunting. Contact the editors at:

WHITE WOLF Publishing
1298 Winter Place
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HORIZON

WHITE WOLF Magazine #16 is the annual PBM issue. It will contain the following features and articles.

1. A listing of many of the PBM games currently on the market.
2. This issue had no "PBM Corner" for a simple reason: Jim Townsend is hard at work preparing the extra special column for the PBM issue.
3. There will be numerous reviews of PBM games. The games that will be reviewed include the following: Gameplan, Venom, Destiny, The Next Empire, The New Order, and Space 101.
4. Another review will shed light on a game which has been greatly anticipated. The 2nd edition of AD&D has been released. The new system will be given a critical look.
5. Another intriguing cult from Chaosium for Runequest will appear.
6. "Demon Killer" continues with part IV.

7. The 2nd edition of AD&D lacks a perception attribute, so we will rectify that situation with a short article.

8. The fantasy adventure for the issue comes from Roger Baker (his "Burglary" appeared in issue #12). This adventure, "The Search for Mabar", is a one-on-one adventure just as "Burglary" was.

9. There will be a lengthy list of new spells for use with the Warhammer FRPG.

10. Plus, all of our regular features will be here. Segment Jorune, On Your Mark, The Silicon Dungeon, and more.

