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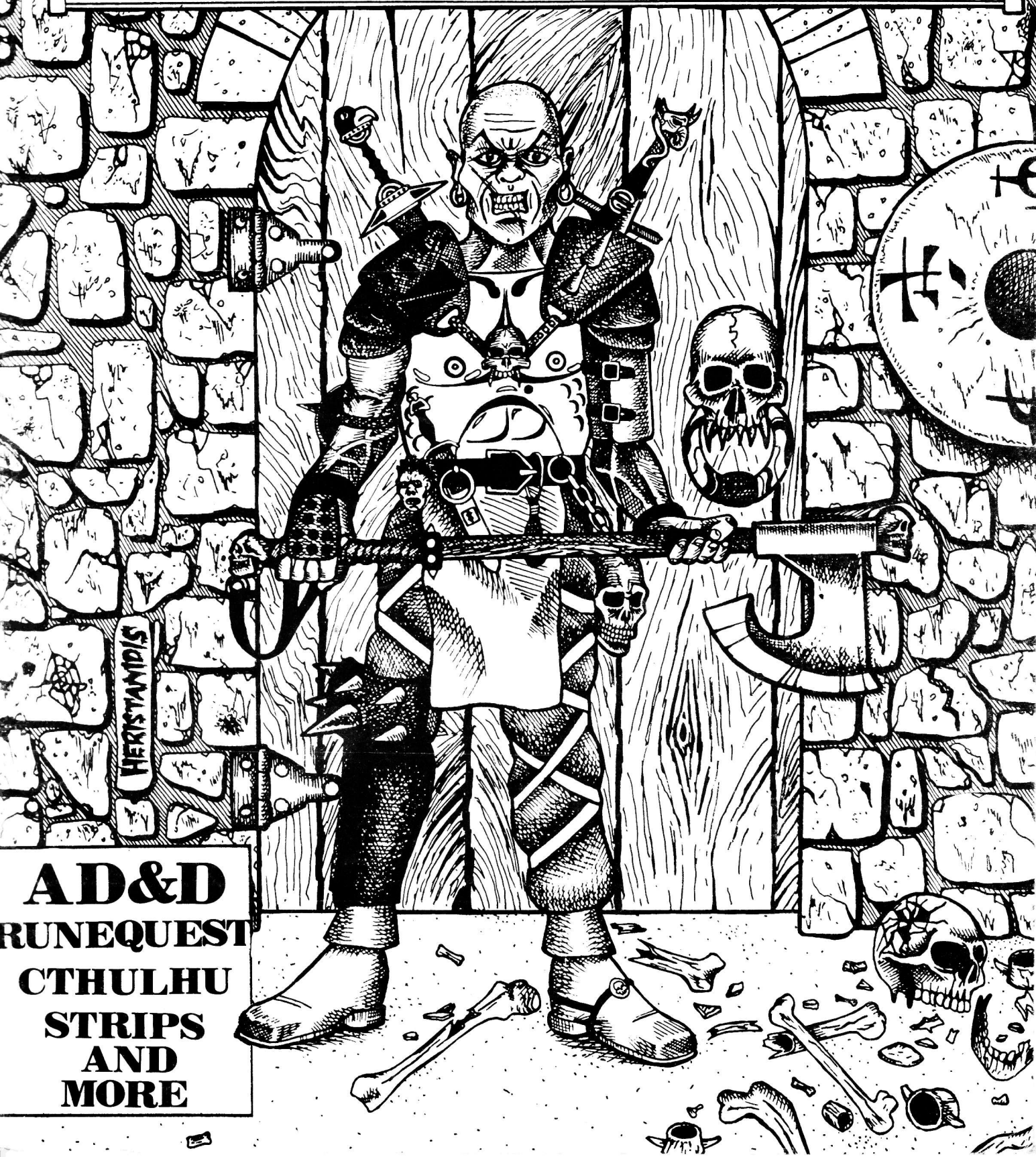
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ROLEPLAYING MAGAZINE

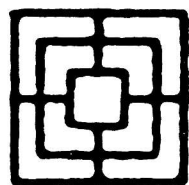


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APRIL 1987



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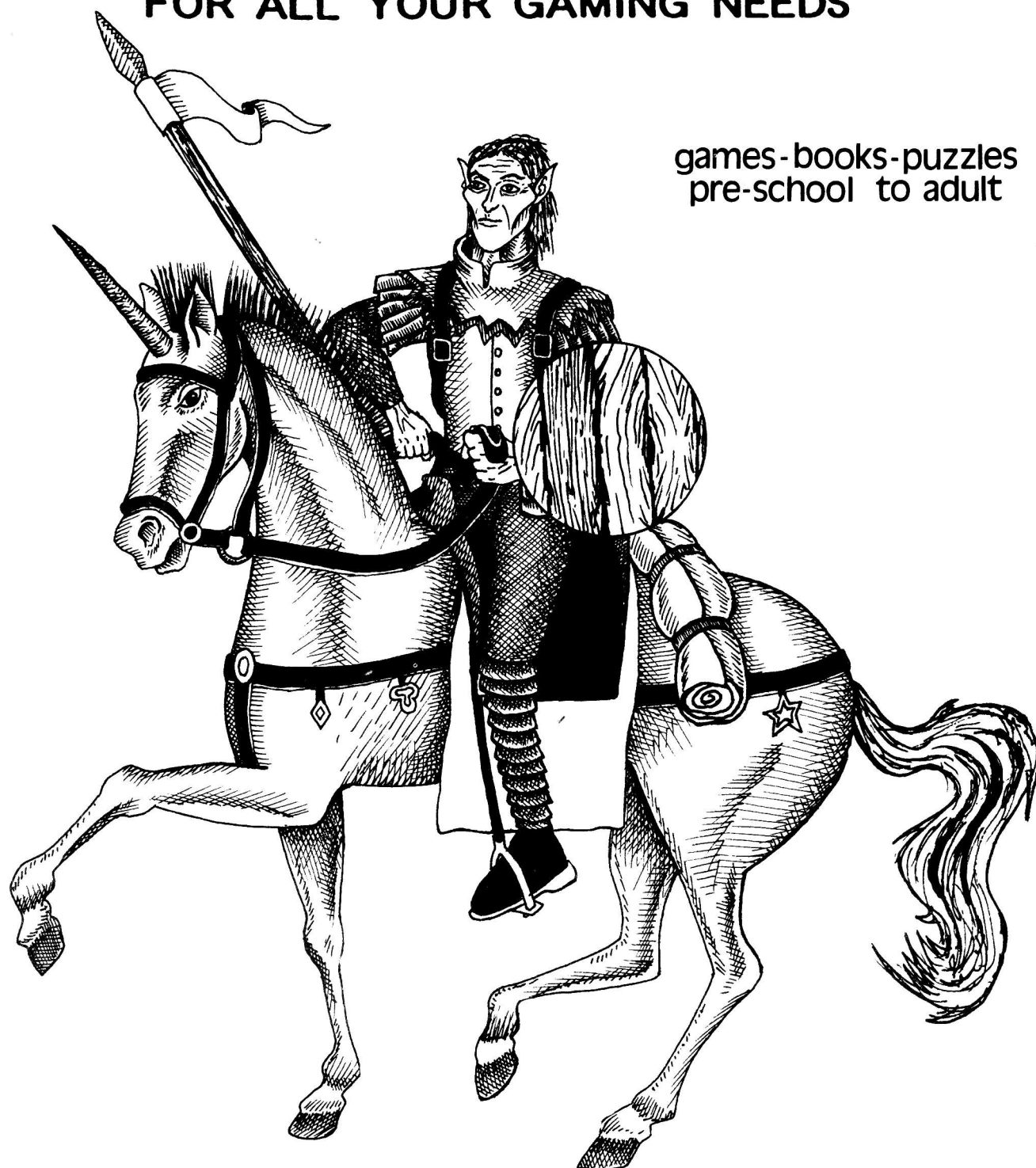
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DARE TO ENTER THE DARKREALM

Vol 1 No 1 MAY 1987

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Contributions to Dark Realm are encouraged by the Editorial Staff. At the moment we pay \$5 per page of finished work in the magazine. If you wish us to return your work then a stamped self-address envelope large enough to hold your work.

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DARE TO ENTER THE DARKREALM

Editorial: Brian Collett

It's taken a long time and alot of effort to get this magazine off the ground and before we go any futher, I'd like to thank all the people who have pitched in to make this magazine work.

The writers and artists for their contributions, the people who have taken the time to distribute Dark Realm to people, and to Mr James Hale and the staff at the Lincon Institute for puting up with us using their computers and the advertisers who put their faith in us.

By now your probably wondering what Dark Realm is all about and what it's going to look like in future copies. Dark Realm is a quarterly periodic and at the moment comes in a 48 page A4 black and white glossy format. However, if we see a reasonable reponse to DARK REALM by the public, will upgrade the magazing to a color cover and additional pages. (So if you get your subscription in now, any future price rise because of this will not be past on to you)

The Main objective of DARK REALM is to be a magazine which caters for small and up and coming game systems, and also hopes to bring you articles which present modern games in an Australian point of view.

It will contain modules, discussion-sand ideas for games such as Basic and Advanced Dungeons & Dragons, Runequest, and Call of Ctuthlu, MERP, Parania, Judge Dredd, Twilight 2000, BattleTech, Car Wars, Doctor Who as well as many others and newer games as they come on the market. Dark Realm will also put great emphasis on up to date reviews of the role-playing games, PBMs, wargames, computer games, board games and minitures available in Australia.

So, how can you get invovled with Dark Realm? Well, there's a number of ways.

I'm very interested in involving you in the shaping and development of the future issues of Dark Realm. I'm always willing to listen to your comments, good or bad, about Dark Realm and urge you if you feel you have something to say to write a letter to me. I hope that a letter column will become a regular part of the Dark Realm format so everyone out there can read your letters and become involved in the discussion as well.

The other option for being involved in Dark Realm is to write or draw a piece. No, don't gasp in horror and lower your opinion of Dark Realm down to that of a sleazy, gutter fanzine. I pay for work at the rate of \$5 per page of magazing text (approximately 1200 words) which for a magazine with a distribution of only 300, is extremely good.

If you feel you could help in an even greater way (such as helping editing and organizing Dark Realm) then **please!** contact me, because we can always use your help.

For Dark Realm to survive and prosper we also need the support of the gaming industry. What Dark Realm is needs from you is advertising or sponsorship.

Sponsorship entails you sending your product to the Dark Realm staff to review. We then print the report in the magazine (with you name) focusing interest on the product.

Costs of advertising within Dark Realm are \$35 for a full page, \$22 for a half, \$15 for a quarter and (10% off all advertising of more than a page) are extremely cheap for a magazine with a run of 300 copies.

All advertisers (and other on request) will be informed of the progress of Dark Realm and will recieve a free magazine.

The advertiser may also pick the page on which appears from page two (the inside front cover) to number forty eight (the back cover). So if you want the best page then it is best to get in early.

Due to time restraints the advertising must be in by the 15th June for the second edition.

We also have a small Ads section open to people who have something to buy, sell, or trade or who want to get in touch with opponents. The cost is \$1.5 for up to forty words and three cents a word after that. The money, ad, and your address should be sent to Dark Realm Publications (but please make cheque out to Brian Collett).

Now, while you're still in a excited mood over Dark Realm, take out a pen, fill in the form below, sign that cheque and post it to me so that you won't miss out on the next issue of Dark Realm.

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WHAT'S NEW?

REVEIWS of Dragon Warriors, Third Edition Gamma World, Doctor Who, Airlords of the Ozarks, Gate- way to the Spanish Main, Hunter Planet, Judge Dredd, and Gauntlet.

DRAGON WARRIORS

By Greg Dean

Corgi Books

Role Playing Game

\$3.95 per Book (\$4.95 for Out of The Shadows)

Written by Dave Morris and Oliver Johnson

Dragon Warriors is a simple, quick, refreshing fantasy role-playing game. It's price tag is astonishingly low - \$3.95 per book. There are four books, with more on the way, but you only need Book One to start playing (although the game is more complete if you buy them all).

They are all pocket-sized books, although you might have trouble getting them all into one pocket, and are nicely laid out and illustrated. I particularly like the cover artwork. The text is very clear, with numerous entertaining examples, and the entire game is obviously designed to minimise bookkeeping and dice throws.

The first book, Dragon Warriors, introduces fantasy role-playing to the novice gamer fairly painlessly. It then goes through a step-by-step character generation process (offering a choice of two professions, Barbarian and Knight) combat, experience and rank, game systems for such things as climbing, light, poisons, and running. All game systems rely upon one of two simple types of dice roll, and can be remembered easily. There is also a bestiary of nearly fifty monsters, ranging from the mundane (wolves, bats, and snakes) to the grotesque (Death's Heads, zombies and gorgons) and including several completely original ones. None of them are simply to be shrugged off as sword fodder - even the ones that aren't too tough for this, are too interesting. Finally, there is a section of GM and player tips, some random (ugh!) encounter tables, and an introductory scenario (about thirty-five pages long) called 'The King Under the Forest'. Unfortunately, like most introductory adventures, is little more than a glorified dungeon crawl - the atmosphere of otherworldly fear, and the plot elements are more than likely to be overlooked by the players in their goldlust. Which brings me to the only self-contradiction in the entire game; it is hinted at that players are an avaricious

lot, and that they should be catered for as such, while the game is steeped in fantasy atmosphere.

Book Two, The Way of Wizardry, details the Sorcerer and Mystic professions, mentioned briefly in Book One. The spell system is one of the best I have ever seen in any game - fast, simple, and full of descriptive detail, and requiring practically no bookkeeping! The spell-caster's rank, magic points (for Sorcerors) or Fatigue (for Mystics) are all that need to be known. No long lists of spells either - which spells you know depends entirely on your rank. The book lists a decent selection of magical artifacts - no dull rings of invisibility or potions of extra healing - each item is a mystery unto itself, potentially the centre of an adventure. There are also two linked adventures, 'A Shadow on the Mist' and 'Hunter's Moon', both a lot better than 'King Under the Forest', and some extra bits and pieces like trading and money.

The Elven Cyrstals, the third book, gives details of morale, curses, disease, and a handful of new monsters which appear in the four (not three, as it says in the blurb) adventures which form the core of the book. These adventures are linked, and could easily be turned into an entire campaign if the GM does a little extra work, or simply uses the adventures in the other books. A very handy, though hardly essential, addition to the DW collection.

Out of The Shadows is a hell of a lot thicker than any of the other three books. It gives a complete description of the Assassin profession (a sort of Westernised ninja) which is dead brill, Stealth and Perception, special abilities for high ranked characters (check out the Barbarian's Bloodrage - it is awesome and likely to kill several people in a matter of seconds), more bits and pieces, another bestiary (more and tougher beasts), and three more adventures! That's ten scenarios in just four books - DM and OJ really mean business. These latest are of the same campaign as the ones in The Way of Wizardry.

Books One to Three seem to have been produced together, being well coordinated, while Book Four, although of a high standard, has the feel of a supplement tacked on to the end. All in all, an excellent game, and one that is (quite rightly) doing well.

THIRD EDITION GAMMA WORLD

By Brian Collett

TSR

Role Playing Game

\$40.00

The Third Edition of Gamma World, one of the first sci-fiction RPGs, is a game set in a world after a nuclear holocaust, in which mutations have become common place and the

level of civilization varies throughout the land.

The boxed-set includes a Rule Book, Adventure Book, Reference Book, two extremely large maps, a set of dice, a Player's and Game Master's Screen and most importantly a RULES Supplement.

The game system has been drastically redesigned and is based on a more complicated version of the Marvel Super Hero game system. For those unfamiliar with this system, it involves all actions beginning resolved on a table with the different ability ratings on the horizontal axis and on the vertical axis a set of color bars which represents percentile results. These colors show failure, basic success, and five other levels of success.

This standard way of resolving actions is extremely helpful. The rules for the Action Table are logical and simple (but numerous and sometimes unneeded) and because the table is set up, it only requires one roll and then applying it to the relevant result table.

Unfortunately, this has been let down by the lack of attention to the background information, and that's even after considering the Rules Supplement. They mention that they are short of space, but the Rules Supplement contains such basic information that it's almost a joke.

The Rules Supplement covers areas, such as Cryptic Society descriptions, Weapon costs and description, Vehicles, a Money system description, General Equipment costs and descriptions, and descriptions of Tech Level V (Alien) devices. It seems that TSR were expecting you to somehow know this information until they decided to include the Rules Supplement.

Another problem, which is a lot easier to fix, is the selection of mutations and general Player strength. If you plan to GM a campaign, before the players get a look at the Rule Book (so they don't know what they're missing out on) take out a pen and cross out the four sections which allow players a free choice of mutations.

Overall, the Third Edition Gamma World is an improvement on the second edition and is quite a reasonable game, which the really good Action system, but could have been a lot better if it had not been for the careless decision to only include a limited background. I'm sure in the future we'll see a very long string of additional expansion sets appear on the market for Gamma World which should solve the problem.

Thanks to Military Simulations for supplying the copy of Third Edition Gamma World.

DOCTOR WHO RPG

By Greg Dean

FASA Corporation

Doctor Who Role Playing Game \$39.95

The Master and the Daleks \$19.95 each

The Cybermen \$23.95

The game comes as three blue and buff paperback books and with two quality dice in a reasonably large box. On the whole, production is of a high quality, with only a few poor line drawings to spoil the effect of the black and white stills from the series. The text is always clear and concise, with sufficient examples to illustrate difficult sections of the rules.

The Players' Manual (48 pages) contains all the rules the Players will need; character creation, combat and so on. There

is an eight-page story to enable first-time Players to make a character and learn some of the rules with a minimum of fuss.

The Game Operations Manual (80 pages), the GM's book, provides notes on creating adventures, a well-written section on the art and science of being a good GM, systems for creating alien worlds, races, creatures and cultures, expansions on the basic rules in the Players' Manual, and statistics for several of the Doctor's greatest foes. A thought-provoking section on time travel and TARDIS operation is also included.

The third book, A Sourcebook for Field Agents (64 pages) provides a mass of background notes on the Doctor's universe, including the theory of time travel, TARDIS use, a visitor's guide to Gallifrey, notes on Temporal Marauders, when to and when not to intervene in other's affairs and information on weapons, equipment, robots, and medical technology. Stats for the Doctor and fourteen of his most popular companions are given (including the Brigadier and Peri, but just missing Mel).

The rules are a simplified and streamlined version of the Star Trek RPG system, but include a few innovations. They are quick and realistic, and in most cases simple. Combat is carefully balanced in favour of not fighting; hardly anyone comes out of a fight unwounded, people *do* get killed, and most enemies will be tougher than the PCs in any case. Players will never achieve anything if they carry their brains in their holsters.

All tasks, (whether hiding from a Dalek, throwing a handful of gold dust at a Cyberman, driving a car, programming a computer, or convincing a group of NPCs that you didn't kill their leader, you just found him there) involve a roll on the Interaction Matrix. This special table takes into account the level of skill involved (from Untrained to Mastery), the difficulty of the task (from Simple to Nearly Impossible) and the circumstances under which it is performed (such as weather, distractions, or wounds), and gives a Target Number, which must be rolled under on 2d6 to succeed. The GM is encouraged to use his or her own judgement rather than rely on the Matrix (after all, the Matrix has been tampered with before...)

I have seen three supplements, of varying quality; The Master, The Daleks, and The Cybermen. All three are in the same basic format (a players' reference disguised as a Celestial Intervention Agency file, and a GM's book, with the real goods on the nasties) and follow the style of the game fairly closely.

The GM's books contain guidelines on running the respective villains, how they think and act, special rules, and notes on their history, allies, enemies, and equipment.

The players' booklets contain less hard fact and game data, and more rumours, personal opinions of various Time Lords and Companions, and (most useful) some advice on handling encounters with the marauders.

The Master, although containing several interesting ideas, is of a low standard. The artwork is sometimes simply ridiculous, the writing is often poor, and even the GM's book is full of inaccuracies. The statistics for Ogrons contradicts that in the Dalek pack, and the information on Adric's rescue from almost certain death on board the gigantic freighter (seen in 'Earthshock') contradicts that in the Cyber pack.

The Daleks is of a much higher standard. Much more useful information is provided, although fewer statistics and worlds are listed. Dalek expansion, strategy, tactics and personal combat are all discussed in depth, and the Players' booklet is filled with useful stuff (although, as usual, it will have to be sifted

out from among the lies)

The Cybermen is by far the best. It gives a complete, very original and interesting history, details their three motivations, discusses their tactics, and provides statistics for seven models of Cyberman, Cybermats, weapons, bases, ships, and general equipment. Several scenarios come to mind while just flipping through the GM's book, and proper use of the pack will give the game an atmosphere just like the best TV episodes - such as 'Tomb of the Cybermen', 'The Moonbase' and 'Earthshock'.

There are seven adventures already available, and many more expected.

All in all, the game is definitely a good buy. You'll be surprised by its faithfulness to the series, and its ease of play.

Thanks to Military Simulations for supplying the Cybermen pack

Airlords of the Ozarks
Gateway to the Spanish Main
By S C Nolte and D F Chatterton

Game Designers Workshop
Twilight:2000 Adventure Packs
\$14.95 each

Airlords of the Ozarks is the latest release from GDW in their Twilight:2000 series. The setting is the 'cotton country' area of the Southern US; the Ozark Plateau to be precise. The plot surrounds the incursions of New America, a right-wing extremist organisation. These neo-Nazis concealed themselves in pre-war society, stockpiling weapons and equipment and are now beginning their conquest of the US, with their light aircraft and dirigible airships. The characters match wits and weapons with the Airlords and their fierce tools of destruction.

The pack introduces the two vehicles mentioned above, which may eventually be captured by the PCs or used in other campaigns. The vehicles have very low fuel consumption rates, very practical in these fuel-starved times. New skills, such as Gambling and Aeronautical Navigation are presented, and listed for several NPCs, with the GM having the option of letting the players have them.

The pack outlines several plots, all of them similar to one another. Each has a separate starting point, such as Memphis, Fort Smith, and Jefferson City. The problem with Jefferson City is that it is about one hundred miles North of the area shown on the map. Another town, Harrisburg, is mentioned but not described. Both of these are important to some scenarios.

The pack lacks continuity and a logical sequence, abbreviations are often used and only explained several pages of confusion and ignorance later. Two factions mentioned in the pack are not described at all, and will frustrate GMs who do not have a library of Twilight:2000 products.

Even with these faults, the module is an interesting one and provides many possibilities for further campaigns and adventures in the region. The pack will best suit small bands of experienced characters. Some preparation on the part of the referee is required, especially drawing up maps.

You probably thought you'd seen everything; helicopters, patrol boats, ultra-lights, trains, and even dirigibles. But coming soon is a new Twilight:2000 pack, Gateway to the Spanish Main. You are about to enter a new world of pirates, gold bullion and . . . sailing ships.

This pack covers the Caribbean islands, and gives detailed descriptions of two of them, Granada and Carriacou, as well as the people who can be found there, and a very interesting plot that should stir the players' imaginations.

The players become crew members aboard the USS Constitution, a 224 ft. fully-rigged sailing ship. Life on board will be a new experience for the PCs, and rules cover Ship Seaman skill. Unfortunately, that is the only new information in the pack; there are no other ships, skills, or equipment.

The main difference between this and other Twilight:2000 packs is the single, complicated plot compared with the several different scenarios usually given. Some of you may be disappointed by this, but the adventure is probably one of the best around.

The plot requires very little preparation. You may still need to draw a few maps, and make some rough notes, but almost everything you need is there. There are very few loose ends, but you should be prepared for some spot encounters on the various islands.

If your players are starting to lose interest, then I strongly recommend this module. It is completely different to the others in the series. It is probably suited best to large groups.

Thanks to Military Simulations for supplying the two Twilight:2000 packs

HUNTER PLANET - The All Australian RPG
By Brian Collett

By David Bruggeman
\$10.00

Hunter Planet is not your average RPG. It was written as a simple system which would encourage the players and CM (Certified Maniac) to role-play in the zaniest, most off-the-wall manner imaginable (making a count of at least three such games*).

The game is set on a newly discovered world, whose inhabitants failed the basic intelligence test required to join the Empire. The world was therefore auctioned off and bought by Hunting Tours Inc. They were soon organising tours down to the surface of the world (the inhabitants of which call it Dirt, loosely translated from their language).

The players take the parts of hunting tourists, members of any race from any planet. They have been duped into thinking that the inhabitants of the planet are passive and unintelligent, when in fact they are a bunch of psychopaths who have no intention of taking being hunted lying down. Of course, this means a high fatality rate . . .

The rules are extremely simple and straightforward and only cover the fundamental aspects of role-playing. This makes it ideal for novice players, but the Certified Maniac should be fairly experienced, since Hunter Planet is fairly free-form in its

style .

One thing, however that detracts from Hunter Planet is its generally production. Some of the drawings by Andrew Lippiatt are pathetic and quite inappropriate for a game which is aiming for nation wide sales.

It would really lift the overall impression you get of the product, if better art work was used in the next edition.

Overall, it's good to see a game made by Australians, especially one that emphasises role-playing and humour, unlike certain rule-playing systems to the market.

*The other two are Paranoia and Toon.

Thanks to David Bruggeman for donating this game to our cause. See the Competition on page 46 for a chance to win a copy of Hunter Planet.

JUDGE DREDD

By Brian Collett

Games Workshop
RolePlaying Game
\$ 29.95

The Judge Dredd Role Playing Game, as it's name suggests, is set in the huge, crime infested expanses of Mega City 1, where you take on the role of a Judge.

It is a vast improvement on its predecessor, the Judge Dredd Board Game, which was extremely simple and tried to be zanny (you could arrest Judge Death on a littering charge) and ended up being silly and almost unrelated, except for the name, to the Judge Dredd World.

The boxed game contains, two books, one for the player and one for the Game Master, dice, two maps for use with the provided scenerios, and a sheet of figures, the clarity of which is not particularly good.

However, apart from the sheet of figure, the art work, most of which has been taken from the comic, is one of the greatest assets of the game and helps to create the atmosphere needed for the game to work successfully.

You begin life as freshly qualified Judge, with Strength, Initiative, Combat Skill, Drive Skill, Technical Skill, Medical Skill, Street Skill, and Psi Skill characteristics. One notable exclusion here is Intelligence. This suits the game I feel, as a Judge's knowledge is adequately covered by other skills and because the game is based on investigation an Intelligence characteristic would only inhibit the players own deducements. As well as normal Judges, if a player rolls high enough in their Tech., Med., or Psi skills, they can opt to become Judges who specialize in these areas.

Combat, and in fact most of the game, is extremely simple and heavily based on your Initiative, which allows the number of actions you have per Combat Round and on what phase of the Combat Round they will occur. The chance to hit using any weapon is your Combat Skill plus modifiers for size, range and movement. A piece of armour's chance of stopping an attack is equal to it's % rating, it's as simple as that.

When a Judge gains 100 EP (not as easy as it sounds AD&D players) then they are allowed to increase one skill by 2-6 points.

For all those who have never seen a Judge Dredd comic, don't be put off. Both books contains immense and comprehensive background information which would put most Judge Dredd fan's knowledge to shame. It cover perps and their crimes, an example block from Mega City 1, famous places and people, equipment, arrests, and much more. Most importantly, it has two introductory scenerios to help people get the feel of the game.

The Judge Dredd Game, just like the comic, includes large amounts of violences although this offset by the greater emphasis placed on deduction and investigative work. Overall, the whole concept of Judge Dredd and Mega City 1 has been captured very successfully in a game which will suit Judge Dredd fans who have never played a role-playing game or experienced role-players.

Gauntlet

By Brian Collett

Commodore 64/128
Action Fantasy
\$49.95

It's finally arrived! The computer verison of the most popular arcade game ever, Gauntlet.

Gauntlet is set up as a overhead view of a D&D styled zoo-type dungeon filled with treasure and monsters. You, as a hardy adventurers get to choose whether you are an Elf, Warrior, Wizard or Valkyrie. Each of these characters has their advantages and disadvantages but unlike the arcade version only two people can play at a time (only two joystick ports). The level of the dungeon (all 128) are set exactly, to the limits of the graphics, like the arcade version with the last 120 in random order.

You recieve 2000 health points at the start of the game and all the wounds you recieve subtract two to ten points from your health, depending on how much armour you have and the monster inflicting the damage. If your health reaches zero you die, but are then ressurected with full health points but no equipment. To spice up the game there are also potions which destroy monsters, food supplies which give you back health, potions which enhances your character's abilities, and the Amulet of Limited Invisiblity which makes your character invisible to all monsters for a few minutes.

As a result of the large amount of the dungeon shown on the screen the characters have been made very small and they lose the detail they had on the arcade version. They also all move and fire at the same rates so that the elf has lost much of its advantage from the arcade version.

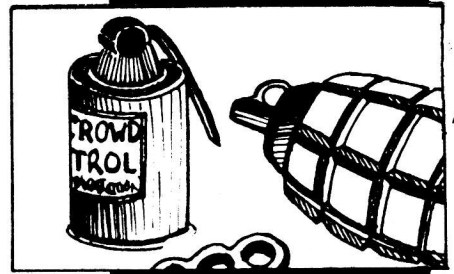
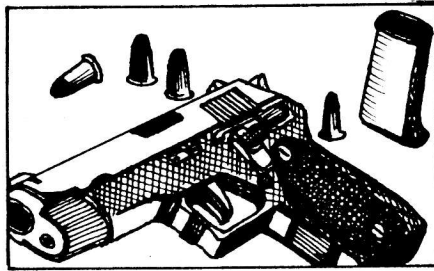
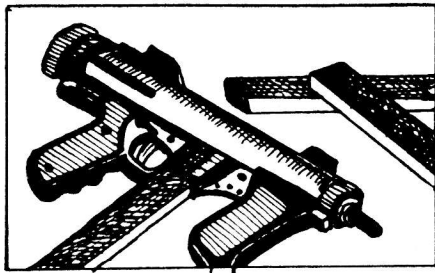
The sounds of battle and the music are extremely good but the one thing I do miss is the narrator's comments.

There is one thing, however, which is exacty the same. That is the greed, backstabbing and competition created between two people fighting for the spoils of victory and plain survival. It never ceases to amaze me how people who have never played the game before catch on so fast, even on the computer where it costs no money.

Overall, I think that Gauntlet has worked extremely well in capturing the main eseeence of it's arcade parent and is a must for any one who likes friendly competition.

FIXIT

SCRIPT: B. COLLETT.
ART : K. HERISTANIDIS.



MY NAME'S JASON BLACK,
PEOPLE CALL ME MR. FIXIT.



I'LL FIX ANYTHING,
FOR A FEE.....



PEOPLE...



CORPORATIONS...



EVEN NATIONS!

SATISFACTION
GUARANTEED.

THE DECEPTIONIST

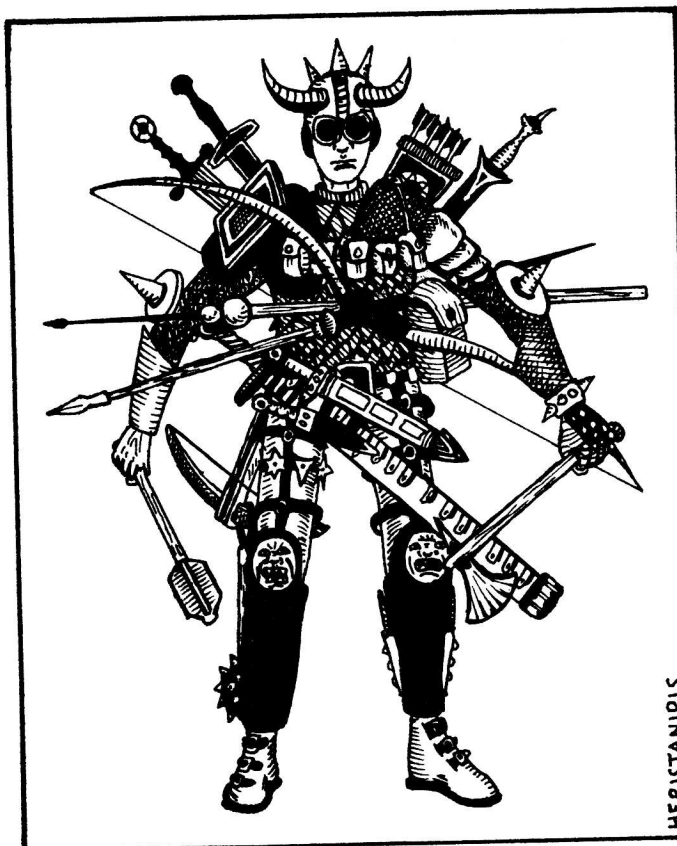
A Character Class For D&D, By Robert Andrew

Bealzan's heart beat quicker and quicker, as he stumbled on loose cobblestones. His shadow sped tantalizingly before his foes as they followed in hot pursuit, laughing sadistically as they realized he was within grasp. Rounding a corner, he slid to a halt before a bound door. It'll take hours to open, he surmised. Quickly taking the satchel from his shoulder and giving himself room, he though, that'll....em. As the orcs discovered their prey huddled over the lock of the door, they drew back in terror at the sight of a glowing (magic) symbols of rich colors, daring not to cross it to their prey for fear of invoking gods' wrath.

The Deceptionist

The Deceptionist, as outlined in the above story, is basically a con man who makes his living by fooling, tricking and beleaguering anyone who is silly enough to associate with them (including other PC's). They may at any one time come up with the most ingenious tricks known, depending upon the player.

The Deceptionist is a Neutral thief, tending towards Chaos. He has all the trade marks of a thief, though he is weaker in combat and hit points but in addition to these, he may detect Intelligence and Wisdom of his opponents plus their basic chance to Deceive. A person playing a Deceptionist will never tell this fact to any other player and will always use a false character as a cover. The best way to organise this is for the person playing the Deceptionist to memorize their character as best possible and have a copy of the character hidden and another copy in the possession of the DM. The false character sheet should be kept in view of the other players as to not arouse suspicions.



All the thieving abilities are exactly the same as the Thief's but a Deceptionist operates at half his level (rounding up). The chances for detecting Intelligence and Wisdom are used by a Deceptionist to approximately rate his chances to deceive, as the more intelligent the victim the less chance of a deception working (q.v.). If the roll is successful for either of these senses, the PC is given only a value within two of the targets real statistic. If the roll fails, the PC gains no information.

The chance to Deceive is only used by the DM to approximate the effectiveness of the attempt. It is of course up to the PC to set up the con, and for the DM to use this table to visualise the success or failure of the attempt. If the con is continually used and very simple then the PC should be penalized to the fullest as NPCs will have a chance of realize what is going on. Cons which use forged document, befriending the victim, character references from famous nobles and elaborate planning deserve the full bonus. Additional XP should be awarded to players who continually sets up intelligent and intricate cons.

This ability can also be used in the way described in the story, as pretending to have some awesome power. Having a coat lined with bottles of mysteriously colors, huge runed rubber swords which if metal could only be carried by someone with at least 18/00

LEVEL	DECEIVE	EXPERIENCE	DETECT INT & WIS
1	35	1-2,500	50
2	40	2,501-5,000	53
3	45	5,001-10,000	56
4	50	10,001-20,000	59
5	55	20,001-40,000	62
6	60	40,001-70,000	65
7	65	70,001-150,000	67
8	70	150,001-250,000	69
9	74	250,001-350,000	71
10	79	350,001-450,000	73
11	83	450,001-575,000	75
12	86	575,001-700,000	76
13	90	700,001-900,000	77

NOTE: +1% LEVEL TO DECIEVE AND DETECT INTELLIGENCE AND WISDOM AFTER 13th.

: +200000 XP/LEVEL AFTER 13th.

strength or just screaming and charging blindly into darkness and returning saying you've slain 10 ethereal dragons.

When used against a PC, the deception roll is ignored and the other player's reaction is taken as their character's reaction.

If the con gains the Deceptionist money or items of value, the total value that Deceptionist will receive may never exceed their level x 1,000 or the con will fail.

MODIFIERS TO CHANCE TO DECIEVE

- 3 per point of Wisdom
- 1 per point of Intelligence
- +1 per point of Charisma
- 50 to +30 for the planning of the con

Armour: A Deceptionist may wear leather armour without penalty but may also wear any other type of armour to decieve or fool. When any other armour the thief may not attack or use thieving abilities. Fake armour can be worn without penalty, but will give no protection.

Weapons: Weapons are restricted to those of a Thief but others may also be carried to impress.

Prime Requisites: The Deceptionists major abilities are INT 9;DEX 11;CHA 14. With all of these the Deceptist gains a 10% bonus to XP.

Hit Dice: A Deceptionist rolls a d4 for hit points for every level after 12th they gain 1 hp

SPECIAL EQUIPMENT LISTS

NAME	cn	COST in GP
Colored sand	2@	2cn for 2
Colored paint	3@	3cn for 5
Chalk	1@	10 for 2
Rubber 2-H sword	20	30
Rubber Battle Axe	20	14
Rubber Spear	15	6
Rubber Halberd	45	14
Colored water vial	10	10
Paper mail	10	20
Cardboard shield	8	10
Pogo stick	35	20
Make-up kit	15	50
One way mirror	20	40
Paper saddle bags	10	5
Toy soldiers	5	10
Teddy bears	3	15
Robot (toy)	8	50
Rubber bands	10	200 for 10
Giant Rubber band	1	5
Balloons	2	100 for 20
Smoke bomb	2	30
Sparklers	20	5
Fake jewelry	5	10-100
Glass gems	2	25-60
Plastic toy rings	1	8
@ - each		

Note: These items may only be included if the DM feels it won't upset the game balance.

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THE AUSSIES GO TO WAR

AN AUSTRALIAN BACKGROUND TO TWILIGHT 2000, BY S.NOLTE AND D.CHATLERTON



1995

On August 12th, the Indonesian Government was overthrown in a coup d'etat by the communist faction in the Indonesian military lead by General Khow. The border skirmishes between Irian Jaya and Papua New Guinea escalated dramatically. Papua New Guinea requested assistance from the Australian Government and five days later, a battalion of Australian Infantry arrived on the border to find villages laid to waste and the Papua New Guinean guerillas holed up in the central Ranges and the rainforests around the Fly River. With the presence of the Australian troops, the skirmishes died down, but on November 19th a company of Australian Engineers was attacked and suffered heavy losses while building a bridge over the Fly river. The following day Indonesia denied all knowledge of the incident. Within a week, a second infantry battalion and a light armoured battalion had arrived in the troubled area. On December 1st, an RAAF spy aircraft picked up the movement of troops and tanks in Irian Jaya, moving towards the border. Refugees began pouring into Papua New Guinea bearing tales of the tortuous conditions.

Vietnamese troops stopped harassing the Cambodian border patrols and were moved northward to the Chinese Border to stop the inflow of refugees.

On December 16th, Indonesian troops invaded East Timor on all fronts, and within four days resistance was quelled and East Timor was united under the Indonesian flag.

1996

The first 'boat-people' from Irian Jaya were seen off Australia's coast line early in January and were accepted into the country. Rumours of pirates in the Timor Sea reached the ears of the Government and the Royal Australian Navy sent three

patrol boats to the Timor Sea. On February 6th, a patrol boat encountered several pirate ships and engaged them in combat.

When assistance arrived, the wreckage of a pirate ship and the patrol boat was bobbing in the waves. Three survivors of the patrol boat were picked up and repeated that they were hit by a ship-to-ship missile fired by an Indonesian cruiser while still in Australia waters. The Indonesians denied all knowledge of the incident, again. By early March, the number of Indonesian troops had doubled on the Papua New Guinean border and skirmishes had grown to almost full-scale military operations. The RAAF swelled their numbers at Darwin and the RAN had ships patrolling the shores of Western Australia, the Northern Territory and northern Queensland. Two more infantry Battalions had marched into Papua New Guinea by the end of the month. Indonesia backed off at this show of strength by Australia, and both pirating and raiding seemed to lesson but their troops remained poised in Irian Jaya and Timor. For the next five months there was no trouble between Indonesia and Australia, but Vietnamese and Chinese troops had several clashes at their border.

On August 20th, the Indonesian Government claimed that Australian troops had crossed the border into Irian Jaya and attacked a military supply column. This time it was the Australian Government's turn to deny. Again the skirmishes started with Australian involvement and casualties. Reports from Military Intelligence stated that the Indonesian Navy had moved over half their fleet to Timor. Paranoia spread through the hearts of the Australian people and orders from the Ministry of Defence were issued to pull two battalions out of Papua New Guinea and station them at Darwin. By September

7th, Darwin was fortified and the northern coast was readied for an assault. The border in New Guinea settled and a long wait began.

This ended on October 27th, when Indonesia invaded, not Australia, but Papua New Guinea. Troops poured over the border following the bombardment of the border area by the Indonesian Air Force. Guerillas were useless against the massive waves of tanks and troops. Australian troops suffered heavy casualties but reformed and began hit and run tactics as did the light armour support. The Indonesian Navy sailed through the Arafura Sea, the Torres Strait and into the Gulf of Papua, where troops were landed at Port Moresby, Kerema, Gaima and Kairuku. Two destroyers and some patrol boats were left in Torres Strait to guard against possible Australian intervention. As the fleet passed through the Arafura Sea, the radar network along the north coast of Australia picked them up. The Australians hesitated as the fleet stayed away from Australian Territorial waters and so the Papua New Guinea was left to fend for itself.

On October 28th, Australia declared war on Indonesia. The Australian Army Reserve and other Reserve forces were mobilized. Four Australian Regular Army battalions parachuted into Papua New Guinea to act as guerillas. On November 17th, the RAN confronted the two destroyers in the Torres Strait. After the confrontation, assisted by the RAAF, the score was one-nil in Australia's favour as the surviving destroyer limped back across the Arafura Sea. As the destroyer returned to Timor, it was finished off by three F-111 fighter-bombers. For the next month guerilla confrontations and skirmishes occurred spasmodically across the island of Papua New Guinea with no apparent side gaining the upper hand. What Australia lacked in numbers, it made up for with skill and know how and by Christmas, the war developed into a very slow battle with no fronts.

1997

Port Moresby fell on January 4th, and most of the Australian and Papua New Guinean Troops were now located in the northern half of Papua New Guinea. Only a lack of supplies stopped the Indonesians from taking it earlier. The very next day, an underground nuclear test was detected in the islands around Java. On January 7th, another Indonesian Destroyer was sunk by the sub The Otway. By the end of the month the Indonesian advance had come to a stand still as they failed to break through the Australian defences which had been well prepared over the last year. Australian satellites detected Russian ships arriving in Indonesian ports.

During the next four months the tide turned as the overwhelming forces of the Indonesians broke the line and advanced once again. The Australian's built three airfields, two in the Central Ranges and the other just north of Kikori which enabled the first armoured battalions to be landed by Hercules and join in the fight. The Australians found themselves fighting a two front war as the forces of last October's invasion of Papua New Guinea went on the attack and the Australian forces retreated into the mountains due to lack of numbers and supplies.

At this time, terrorist bombings began in the major cities of Australia. The RAAF was unable to gain air superiority because of the huge distances it had to fly while Indonesia could build airfields in Irian Jaya. Suddenly, at the end of June, the terrorist bombings ceased for no obvious reasons and the advance in Papua New Guinea also slowed, the only reason seeming to be to allow supply lines to be strengthened. Australia for the first time gained ground.

On August 3rd, tactical nuclear strikes were made against Pine Gap and Darwin by Russia. The next day all Australian troops were ordered to withdraw and return to Australia via air-lifts and ships. An Australian missile cruiser was badly dam-

aged as the Indonesians attempted to run the blockade of the Gulf of Carpentaria; luckily they were turned back.

The Vietnamese army massed on the Chinese border, and all refugees were either turned back or shot. The war quietened during late August and early October, but the lull was suddenly broken by co-ordinated bombings and commando attacks, by Australia, against targets in Indonesia. Only two of these commando attacks were successful, with one wiping out seven high ranking government officials and seriously injuring General Know. Indonesia retaliated with nuclear strikes to Sydney, Melbourne, Adelaide, Brisbane and Canberra.

Vietnam invaded China as the Chinese Army collapsed in Northern half China, with three hundred kilometres being gained in the first day. Cambodia also took advantage of the situation and invaded Vietnam but the invasion was halted and crushed within two weeks. Phnom Penh was hit by four Nuclear strikes and Polh Pot was killed by one of the strikes.

At the end of the year the RAN were still holding out the Indonesian treat but the RAAF was only in the air when attacks were launched against Australia. All fuel supplies become very precious and rationing was enforced.

On December 15th Indonesia invaded Northern Australia in a massive operation. Troops landed to the south west of Darwin and at Weipa on the Cape York Peninsula. Darwin fell on December 25th after heavy fighting. Radar installations which survived the earlier nuclear strikes were destroyed by Australians as the Indonesians pour in and the Australian Army retreated.

1998

The Australians were reeling as their forces fled from the marauding Indonesians across the Tanami Desert to the MacDonald Ranges. The Indonesians pursued relentlessly, and harassed the Australians the whole way. The Indonesians continued down the East coast but found staunch resistance from soldier and civilian alike. By late February the Indonesians had not reached Cairns. The Indonesians found it easier and quicker going to travel down the Western half of the Cape York Peninsula and then turned from the Gregory Range and headed towards the Barkly Tableland and the Simpson Desert. Another wave of Indonesians landed at Cape York and Darwin. Those at Cape York attempted to come down the East coast and found it much easier than was first reported.

On April 1st, operation "Jester" commenced. The Australian light and heavy armoured regiments began their long awaited vengeance on the Indonesian forces. The Indonesian tanks and APC's suffered mechanical difficulties in the new surroundings of the desert and their troops were disadvantaged because of a lack of desert training. The 4th/19th Prince of Wales Light Horse Regiment, seizing the opportunity, struck the Indonesian's supply lines across the desert leaving thirteen battalions stranded in the Australian centre. Two battalions that had been defending the east coast joined in the massacre and the cornered Australians in the MacDonald Rangers turned to the fray, eager to extract vengeance. By late May, there were only a few pockets of resistance left in the desert. The second wave of Indonesian troops from Darwin were stopped at the Daly and Roper Rivers by 1st Armoured and forced back to the Arafura Sea, where the airforce cleared the beaches of the Indonesians.

The oil and gas platforms on the northwest shelf, which had been heavily guarded by the RAN suffered major losses, and were captured by Indonesian Commandos with sea support. A total of three rigs were destroyed during the Indonesian raid. While this was occurring during mid June, Fifth Columnists took control of four platforms in Bass Strait and succeeded in destroying them. Australia, hit by this serious fuel shortage, emplaced a strict rationing service by the armed services. Defence operations along all other coasts were re-

duced to a minimum except for North-East coasts. For the next two months, fighting was at a minimum as both armies regrouped and rebuilt. In early September, the Indonesian army massed for another assault and on September 16th, the Indonesian Forces in Queensland began a massive push and by September 27th, had reached the city of Rockhampton. On September 29th, the remnants of the Indonesian Navy transported fifteen Battalions to the now secured Rockhampton. An estimated twenty battalions of armour, infantry and support were transported by air and sea to Cape York and Weipa. Within three weeks Brisbane had been secured by the Indonesians after being soften up by bombing. It seemed nothing would be able to stop the advance of the Indonesians.

On October 20th, the Australians began an offensive behind enemy lines. The combined Australian and New Zealand SAS were unleashed upon an unwary Djakarta and the terrorist and sabre squadrons attempted a second assassination of General Khaw. This time it ended in success with the death of General Khaw and seven of his staff. The Indonesian advance ground to a halt without the capable leadership of General Khaw and the morale of the troops dropped dramatically.

By the end of the month the war was again at a standstill with a lack of leaders for the Indonesians and a lack of equipment for the Australians, the main problems. On November 3rd, the charismatic Colonel Phang emerged as leader of the country and began his revenge on Australia for their actions two months before with an offensive on November 19th. This time six passenger cruisers and an escort arrived at the mouth of the Swan River, undetected by radar, and unloaded its cargo of fresh Indonesian troops. By Christmas Perth had been taken and the armoured Battalions of the Indonesian Army began rolling across the Nullarbor towards the East coast. Luckily, after only two hundred miles the advance was halted as the desert proved to be Australia's ally. A stalemate was enforced by New Years Eve, although Australian forces were preparing a counter-attack with the aid of New Zealand forces in Victoria, from the new capital of Geelong.

1999

The combined SAS began hit and run operations behind Indonesian lines, cutting supply lines and harassing the enemy positions. These operations were accompanied by both the 1st and 2nd Commando Regiments. By late February, the operations had become so successful that the lines of Indonesian troops were drawn back to ensure the protection of those supply lines. During March and April constant pressure on the lines causes a swaying effect on the front, resulting in a band over 100 miles wide in which skirmishes were fought that including airstrikes, rocket attacks, and minor tank battles. In early May the wheels of operation "Scatterbrain" were set in motion. The Combined forces of the ANZAC's began moving north through New South Wales, now a wasteland due to bombs, rockets, napalm and scavenging. Another contingent of troops and tanks headed west over the Nullarbor, taken by a modified Overlander train.

At the same time, news drifted to Australia's shores of Vietnam's victory over Cambodia and it's annexing of Laos. Vietnam had become the major power in South East Asia. Vietnamese troops were poised to invade Thailand, Malaya and Indonesia.

On June 3rd, the Australian and New Zealand counter-attack broke through the enemy lines sending the Indonesian units reeling. Upon breaching the front, the ANZAC's kept moving as fast as possible, destroying whenever possible the Indonesian camps. By the end of June, isolated battalions had reached the East and North coasts, the Gulf of Carpentaria and Cape York. Indonesian ships and boats were captured and were prepared for the 'big' one. On July 21st, RAAF air-

14 DARK REALM

craft landed at the newly recaptured Darwin and picked up as many troops, ammo and food as possible. That night, the aircraft, in shuttle runs, began dropping ANZAC's into Papua New Guinea, Timor, Java, Sulawesi and Sumatra. This operation was to co-incide with the landings of troops by sea onto the same islands, by carriers that had set out from the Australian coasts. The New Zealand Navy, rarely used and at full-strength landed on the various islands of Indonesia with cargos of troops and new equipment made in New Zealand and Tasmania. Throughout Australia and Indonesia, the war had changed to guerilla warfare with no fronts. The Indonesians lacked control of their forces while the Australians had been given orders well in advance: Harass and hinder at your own initiative. For the next three and a half months, the battle continued. On September 22nd, Hobart was founded as the new capital of Australia and a new government was set up under the command of newly appointed Field Marshall Smythe. Tasmania was filled with refugees and became an island fortress. Nine days later, Indonesian troops arrived in New Zealand in dribs and drabs, transported by air or light ship. Minor skirmishes broke out but Tasmania sent aid to New Zealand.

News reached the ears of the ANZACs in Indonesia that Vietnam had successfully taken Thailand and Burma. The Vietnam army swelled as the remnants of China's, Burma's, Laos' and Cambodia's militaries joined their ranks. By mid October Malaysia was over run by 'Vietnamese' troops but pockets of resistance held out. On October 31st, the governments of the Philippines and Indonesia signed a treaty of alliance against the Vietnamese threat. Filipino troops entered Indonesia soon after, but Nuclear strikes by Vietnam from Southern China on November 11th hit Djakarta, Singapore, Manila and Surabaya ended all hope of a strong defence against the Vietnamese. Pockets of the Indonesian and Australian troops were still fighting for the Australian mainland but no progress had been made by either side. At the end of the year Vietnam had invaded Barneo, Sumatra and the Philippines but had failed to get far.

2000

On New Year's Day, you pick up a signal on the radio, "Scarecrow this is Scarecrow Sunray Vietnam has declared war, coming your way, cut and run fast rock'n'roll as you will: GIVE THOSE COMMIES HELL, ANZACS, GIVE THEM HELL... Out." The radio fades and you can't pick up any other response from Scarecrow Sunray. You are on your own.

'Scarecrow' is the collective callsign of the ANZAC troops and 'Scarecrow Sunray' is Field Marshall Smythe.

There are approximately 800 men in a Battalion, 3-5 Battalions in a Regiment, and 3-5 Regiments in a Division.

CREATING AN AUSTRALIAN CHARACTER

As a result of the theatre of war in which your Australian characters will be fighting within being totally different to that of Europe, some of the basic rules have to be adjusted.

RAD'S

Comparitively few tactical nuclear weapons have been used by the Indonesians, so the amount of radiation will be far lower than that of Europe. To determine a character's Rads use this formula.

MEBd6/4

RANK

The Australian Army, by the year 2000 will have no second lieutenants.

Rank Number	Australian Army
NCO	
1	Private
2	Lance-Corporal
3	Corporal

4	Sergeant
5	Staff Sergeant
6	Warrent Officer Class 2
7	Warrant Officer Class 1

Officer

1	Lieutenant
2	Captain
3	Major
4	Lieutenant Cononel
5	Colonel
6	Brigadiere
7	Major General
8	Lieutenant General
9	General

ARMYS AND BRANCHES

You may choose between the Australian Army and the Australian Army Reserve.

As an Australian soldier you can choose from the Standard branches plus the SAS. You can take any of these branches if you're in the Army Reserve except the SAS.

To be taken into the SAS you must spend at least one year in another branch, obtain any rank other than Lieutenant, and have a fitness above 12. A roll of 12 is required to get into the SAS.

If you are accepted, you recieve these bonuses: FIT +1, CRM 30, CBE x.5, FO x.5, FOR x.5, RCN x.5. Note, there can never be more than five hundred people in the SAS.

NATIONALITY AND LANGUAGES

Because Australia is a multi-cultural society, you can be of any nationality, but most are Australian. All members of the Australian armies speak English, even if it isn't their native language.

EQUIPMENT

The standard weapons used by the Australian armed forces are:

Submachine guns	Owen, L2A3, HKMP5
Assault Rifles	M16, L2A1, Steyr
Shotguns (SAS only)	HK-CAW
Automatic Rifles	L1A1
Machine Guns	M60
Pistol	9mm Parabellum
Revolver	.357 & .38
Armoured Personel Carr	M113
Main Battle Tank	Leopard Mk 1

EQUIPMENT LIST

Weapons

.357 Revolver: Used by both the Police and the Military. Ammo: .357, Weight: 1 kg, Mag: 6, Price: \$170

9mm Parabellum Pistol: Used far more extensively; as in rules.

L1A1 Self-Loading Rifle (SLR): Used mainly by Reserves, Ammo: 7.62 mm x51, Wt: 5.4 kg, Mag: 20 or 30, Price: \$510

L2A1 Assult rifle (SLR): Used mainly by the reserves, Ammo: 7.62 mm x 51, Wt: 6.9 kg, Mag: 30, Price: \$600

M16A2 Assault Rifle: Used by the NCO's and officers, as in rules.

AUG Steyr Rifle: The standard rifle of the Australian Armed Forces. Ammo: 5.56 mm, Wt: 3.6 kg, Mag: 30 or 40, Price: \$400

Sterling L2A3: Submachine gun used by the Australian Armed Forces, as in rules.

Owen MK1: Submachine gun Ammo: 9mm, Wt: 4.24 kg, Mag: 33, Price: \$360

HK MP5: Used by commandos and the SAS, as in rules

HK-CAW: Used by scouts, commando and SAS, as in rules

M203: Usually attached to L1A1 or L2A1, as in rules.

M60: As in rules

L4A3: Machine gun, usually mounted. Ammo: 7.62 mm, Wt: 14 kg, Mag: belt, Price: \$1,200

.50 calibre Ma Duece: Heavy Machine gun, must be mounted.

Ammo: .50 in, Wt: 20 kg, Mag: Belt, Price: \$2,000

Note: Mag shows total number of rounds (bullets).

Vehicles

M113 A1: As in rules, except a small turret gun is mounted on deck. The turret may be filled with two L4A3, one .50 calibre or .50 calibre and a L4A3. Price: \$90,000, Armaments: As above, Ammo as cargo, Tr mov: 120/70, Com Mov 40/30, Fuel Cap: 360, Fuel Cans 120, Load: 2 ton, Veh Wt: 11 tons, Fuel type: D, A, Crew: 3+9, Mnt:6

Leopard Mk1 MBT: Made in West Gemany, now used by the Australian Armoured Units, notably 4th/19th Light Horse. The leopard is tracked and possesses a large, heavily armoured turret. The driver, sits to the front of the right of the hull. The rest of the crew sit inside the turret Price: \$500,000 RF+40, Armourment: 105 mm gun, 7.62 MG3, L4A3 (c), Ammo: 60 x 105 mm, 5,500x 7.62 mm, Tr Mov: 130/90, Com Mov: 45/35, Fuel Cap: 1,620, Fuel Cans: 320, Fuel Type: D,A, Load: 800 kg, Veh Wt: 40 tons, Mnt: 12, Crew: 4.

TYPE	ROF	MAG	RNG	DAM	ARM
.357 Revolver	1	6	15	1	-
L1A1 SLR	3	20 or 30	55	4	-
L2A1 SLR	4	30	55	4	-
AUG Steyr	3	30 or 40	50	2	-
Owen MK 1	4	33	30	1	-
L4A3	4	belt	100/140	4	-
.50 cal Ma Duece	4	belt	160	5	-

Vehicle Damage Location

M-113 A1 (Australian)

R: LH (30), G (30), HB (10) E,F,P

L: LH (30), G (30), HB (10) D,R,P

R:TF (30), TB (30) G,W,A

C:TF (30), TB (30) W,X,G

L: TF (30), TB (30) G,X,A

F:HS (10) D,E,F

C:HS (10) G,S,P

B: HS (10) S,P

FD (10) D,E,F

TD (10) W,G

BD (10) P,S

Leopard Mk1

R: LH (220), G(550), HB (70) D,R,G,E,F

L: LH (220), G(550), HB (70) D,L,S,E,F

R: TF (400), TB (100) G,G,R,P

C: TF (400), TB (100) N,W,X,G,A

L: TF (400), TB (100) P,R,G,C

F: HS (90) D,A

C: HS (90) P,L,R,G

B: HS (90) F,E,P,S

FD (35) D,R

TD (35) X,W,C,G,L,N,S,A

BD (35) F,E,A,S

TS (150) G,X,W,P

So far, we have attempted to give an outline of how Australians entered the war and the weapons and equipment they use and how to become an Australian soldier. In the future we hope to bring you more information and guidelines on; the Indonesians, Vietnamese, New Zealanders, Airstrikes and Dustoffs, and of course more Australian weapons and equipment.

HOME-MADE EXPLOSIVES

Some Basic Formulae And Rules For TOP SECRET, By Brian Collett

Explosives play a big part in espionage today and it's tough to survive without them. Maybe you just want to acquire equipment that you could not usually smuggle in or buy without bring notice to yourself. So here's a section which, to be used with the Top Secret game, will let your players tinker.

WARNING: All these recipes are REAL and EXTREMELY dangerous and are, without the proper quantities and procedures, impossible to make without exploding in your face. The Editorial takes no responsibility if you are so foolish as to use this article for anything other than role-playing purposes and injury yourself or 'score your own goal' (kill yourself).

AREA OF KNOWLEDGE

Explosives (EX) is the amount of knowledge a character has of explosives and can be selected on a role of 75 on the AOK table (free choice is now 76-00). Characters may attempt to make an explosive if their EX is equal or higher than the SKILL LEVEL of the explosive they are attempting to make. The chance to succeed in making an explosive is calculated as the character's EX minus the explosive's INSTABILITY. Add an extra 40% if it is done in lab conditions. If the agent rolls under this number on 1d100 then they have succeeded. If not, there is a chance equal to the INSTABILITY of the explosive exploding. A successful patch will produce eight ounces of explosive.

HIGH EXPLOSIVES

High explosives are used in a wide variety of applications such as military, mining, and propellants because of the extremely energy output.

NITROGLYCERIN

Nitroglycerin is a yellow, oily liquid which was the earliest invented high power explosives but could not be put into use immediately because it is very sensitive to vibrations.

Nitroglycerin is the combination of;

1. nitric acid
2. sulfuric acid
3. glycerin

The nitric acid can be made by combining salt peter and sulfuric acid, heating the mixture and collecting the condensation. Glycerin is obtained from fat.

DYNAMITE

Dynamite is formed with;

1. 40% nitroglycerin
2. Saltpeter
3. woodpulp
4. guncotton
5. petroleum jelly
6. powdered charcoal

Guncotton is made from cotton dipped in nitric and sulfuric acids.

TNT

Trinitrotoluene (TNT), invented in 1863, is much stabler explosive and is able to be melted into any shape. It can be taken from a defused artillery shell or made from;

1. nitric acid
2. sulfuric acid

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3. toluene

It is slightly more powerful than dynamite weight for weight.

PLASTIQUE

C-4, the American plastique, is the most versatile type of explosive combining stability, pliability, and the punch of nitroglycerin. A strategically placed 280 gram (8-ounce) chunk can demolish a house.

C-4, is made from;

1. cyclotrimethylene trinitramine
2. isomethylene
3. motor oil

LOW EXPLOSIVES

Unlike high explosives, where the damage is caused by the blast, low explosives are only useful when placed in a container which will act as shrapnel eg a pipe. If the pipe is not used or it explodes while in production then very little damage occurs. A thrown pipe containing a low explosive should be treated as a hand grenade.

SALT PETER

Saltpeter is the most basic of all explosives and was used in cannons and flintlocks as a propellant until smokeless powder was invented. Saltpeter is formed by filtering boiling water through any soil with a high content of decaying animal or vegetable matter (compost, potting mixture). The water is condensed and collected to remove the salt crystals. Finally, the mixture is left to evaporate, with the Saltpeter left behind.

Another nitrate crystal recipe requires boiling down human or animal urine to one tenth of its volume, adding nitric acid and then filtering the solution for the urea nitric crystals.

PITRIC ACID

Pitric acid, formally used in the textile industry, is made from aspirin which is crushed and purified with alcohol. Sulfuric acid and saltpeter are added to finish the mixture.

In fact, any type of low explosive can be made by combining an oxidizing agent (a substance which gives out huge amounts of gas when burnt) such as nitric acid and an ignitor, to set the oxidizer off, such as any fuel.

DETONATION

The explosives above have to be detonated and this is done with a blasting cap and electric or non-electric timer.

Blasting caps can be made from Mercury Oxide;

1. Mercury
2. Nitric acid
3. Ethyl alcohol

This is poured into empty bullet shells but characters must be careful because this mixture is very liable to shock and friction. Eight ounces of Mercury oxide will produce 30 detonation caps. A stability roll is needed to produce each batch of ten caps.

A non-electronic detonator such as a fuse is made with string covered with glue and gun powder.

An electronic detonator consists of a battery, the wires connecting it to the explosives and a timing device. This timing device can take up the form of a pre-set timer such as a clock or watch or a bobby trap which detonates when some action like starting a car completes the circuit.

FIREBOMBS

The Molotov Cocktail, the world's most famous firebomb, used in riots and gang wars is the simple concoction of petrol and oil in a glass bottle and a petrol soaked rag in the neck of the bottle. The rag is lit and when the bottle is thrown and breaks, and the flames ignites the fuel.

If a person is actually hit by the bottle when it is thrown, the damage is doubled.

FLAME STICKS

Flame sticks can be created by combining;

1. Petrol
2. Lye
3. Rosin
4. Egg whites
5. Soap
6. Rubber cement
7. Wax or blood
8. Tallow

These sticks, when lit, burn uncontrollably at high temperatures and are quite similar to napalm. On contact with the body, it must be removed rather than put it out because the

damage caused by the extremely large amounts of heat given off rather than the flames (much like boiling hot oil). Anyone who is actually hit by a piece of the flame stick will suffer 10 point of damage for 3 rounds.

INGREDIENTS

All of the above ingredients which characters can't find in a garden shed are still quite common and will be found in most shops which deal with chemicals.

Business	Chance %
School lab	55
Pharmacy	70
Munition factory	75
Pharmasuitical Lab	80
Industrial Lab	90
Research Lab	95

STORAGE

Once the explosives have been made they must be stored in a cool, dry place such as a cupboard. If not then a check must be made every day against the stability to see if it explodes. Checks must also be made when the explosives are jarred, such as being dropped or travelling in a car on an uncovered road.

TYPES OF EXPLOSIVES

TYPE	INSTABILITY	SKILL LEVEL	DAMAGE AT RANGE			TIME TO PRODUCE
			0-10"	11-20"	21-40"	
Nitroglycerin	90%	115	18	5	2	1 day
Dynamite	70%	100	12	3	1	1/2 day
TNT	40%	130	12	3	1	1 day
C-4 (plastique)	15%	150	18	5	2	1 day
Salt Peter	25%	45	3(9)	1(2)	0(1)	1 day
Pitric Acid	30%	45	3(10)	1(3)	0(1)	1 hour
Mercury Oxide	35%	75	6[1]	2[0]	0[0]	1 hour
Molotov Cocktail	5%	30	6	1	0	20 mins.
Flame Sticks	10%	80	5*	2*	0	1 day

() - used with a lead pipe

[] - per detonating cap

*per round

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DARK REALM 17

RESEARCH AND DESIGN

An Article on Scientists, Plus New Items for PARANIOA, By Greg Dean

SECURITY CLEARANCE ULTRAVIOLET

ALL PLAYERS READING THIS SHOULD REPORT TO THE NEAREST EUTHANASIA CENTRE FOR SUMMARY EXECUTION. THANK YOU FOR YOUR COOPERATION. LOYALTY SHALL BE REWARDED.

Research and Design is one of the three most useful service groups at the GM's disposal, and one of the three the Players should fear most (the other two are Internal Security and the Armed Forces).

PC's are expected to test experimental equipment in almost every adventure, and is another opportunity for the GM to kill them. Whether the equipment is new and awesome weaponry, or some other, more subtle widget that leads the Players someplace convenient for the GM to turn them into a thick YELLOW Clearance spray, it is always a lot of fun.

When handing out experimental equipment, don't just announce who gets what. Describe the R&D labs to them. "Destination: CBI Sector" has an excellent description of R&D; "a mental institution where the inmates are encouraged to play with the fundamental laws of physics".

I suggest you first map out what you would imagine a normal laboratory to look like. Next, make all the walls three metres thick. Replace all doors with blast shutters. Introduce a few high-tech specialist laboratories, such as a Laser Lab or an Experimental Teleportation Chamber. Have two or three of the rooms missing, burnt, or irradiated.

Now, the scientists! There is no need to write statistics for these. If any PC is stupid enough to try and attack one, tell him he nearly gets his hand to his weapon before the BLUE Clearance IntSec Guards vapourise him. You shouldn't make every R&D team the same, but

IS DARK REALM

there are the generic types you should use. The politician or clerk with no scientific ability whatsoever ("What's a test tube?"). The completely insane genius ("I, who have discovered the secret of life itself, you call me mad!"). The seemingly normal guy with stupid ideas ("I suggest we replace all vehicles with unicycles immediately"). You might want to shock the Players with a perfectly sane, clever scientist who is genuinely interested in helping the Troubleshooters. But not too often. How about, once every twenty or thirty years?

When the Players reach R&D, scare the [EXPLETIVE DELETED] out of them. Make them realise that every second they spend with these maniacs, they are risking their lives. An occasional explosion in the background, having all the NPC's wearing protective rad-suits (none for the PC's), demonstrations of the gear they will be taking failing spectacularly and so on. You should make every effort to have the Player's *squirming* with ignorance and fear. Mostly fear.

Have a long list of experimental devices ready. Briefly explain each widget to the Players, in the form of a lecture given by one of the scientists.

The R&D staff try to push the most useless and dangerous stuff on the players. If you want the Players to accept a particular gizmo, then tell them that it's the pet project of a High Programmer.

In the end, every piece of equipment should be taken by the PC's, and every Player should have at least one piece. Clever players will try to Con or Fast Talk NPCs or other Player into carrying their equipment. If they don't, they deserve everything they get.

STATISTICS

Anti-Gravity Unit

(Security Clearance Orange)

First seen in Destination: CBI Sector, this device now works perfectly. No, really! Perfectly.

It is in the form of a small low-slung backpack attached to a parachute-style harness. There is one button. When this button is pressed, the backpack unit moves into a position exactly five metres above the floor.

This leaves the user dangling crazily in mid-air, unable to act, and a sitting (er, floating) duck to all opponents. How

can it be turned off? It can't, remember, there's only one button. The PC will also find the harness has become jammed and they are unable to open it to escape. The battery will run out eventually. Maybe in three or four days.

If there's a breeze of any sort, or if the character is pushed, struck in melee or shot by any sort of projectile, they will find themselves floating along at a speed according to the strength of whatever force pushed them in the first place. You can have great fun with this one, a PC flitting around, unable to control themselves. They can't fall to the floor until the battery runs down, but then there's always walls....

If the PC is knocked over a cliff or similar structure, they will fall, and fall, and fall, and fall and jar to a halt exactly five metres above the ground.

RKO-TZP-(A)-MKII-

127583940275634432944

(Security Clearance Yellow)

A useless and extremely heavy and bulky device which the players are asked, very politely, by The Computer not to lose or damage. Useless, that is, except to a GM. Apart from the confusion it may cause Players, this piece of equipment is totally harmless. PCs will normally be issued with this before a mission in which they will have to make a quick getaway underfire. Heh, heh.

Cone Rifle

(Security Clearance Yellow)

This enormously large and modified Cone Rifle should be assigned to the players, as a gesture of good faith, that your gracious Computer is providing you with a weapon that is more reliable than any other before it (that is, reliable at wiping out Troubleshooters). The weapon is a 6" long tube with a large projectile inside and a handle and trigger on the outside.

It is fired from a shoulder position and when fired will appear to explode in a cloud of smoke and flame.

When this clears, the firer will be unharmed but everything behind the firer, up to a distance of ten metres will take Damage Column 13 (Flame-area).

The projectile will also be found 1" from the Rocket Launcher and anyone stupid to go anywhere near or even touch it deserve to be irradiated in the Damage Column 15 (20m area) explosion that will follow.

ARCHONTILE

A RQ III Wilderness Adventure, by Geoff Wong

This is an adventure for four to eight medium to strong characters, at least three of whom should be initiates (or acolytes) of the local Temple of Giana - an agricultural goddess.

BackGround

Nearly a hundred years ago, the dragon Archontile, flew in from the West and began a reign of terror. Whole villages were burned, crops destroyed, and villagers killed. An army of brave locals and well paid mercenaries was mustered and led to Twin - Peak, Archontile's mountain retreat. An emissary was sent to speak to the Dragon, and surprisingly, came back alive. He had come to an agreement with Archontile - the Dragon would receive sizeable amounts of livestock and treasure, provided he ceased to persecute the villagers, and helped to ward off other menaces. This was agreed to by the villagers. Archontile has proved as good as his word - until now.

Recently, villages have been raided, not with the sweeping flame of the past, but with the snatching of young women (not virgins - they're impossible to find) and demands for Immortality spells by Archontile. Furthermore, if an army is raised he has threatened to burn everything from here to the sea (hundreds of kilometres). You have been sent by the village Priest, Compin, to negotiate with Archontile and find out the reason for the attacks, and the demands for Immortality, when he obviously has a lifespan of thousands of years.

(GM: If the players leave, or shirk their responsibilities, they will be excommunicated, declared enemies of the cult, and visited by the cult's spirit of Reprisal.)

GM's BackGround

Archontile is not responsible for these raids, and in fact is in being held in Suspended Animation (see End Notes) by the mighty Sorcerer, Black Mar. The women are being captured by Black Mar's Roc familiar, covered by an illusion of Archontile. The players must uncover the plot and prevent Black Mar from obtaining Immortality.

DESIGNER'S NOTE:

This adventure will be somewhat difficult for hardcore RQ III fans to accept - a Dragon not of Godlike stature, orcs, and so on. But I'm sure all but the hardest RQ purists will be able to overlook this in the greater spirit of adventure.

Furthermore, for one-off play, GM's should assign all Divine magics for Initiates and Acolytes, including at least three Dismiss Magics and one or two Bless Crops, as well as other spells appropriate to an agricultural goddess.

THE VILLAGE OF WEST-IRM

General activity - panic. People are closing and packing up their stores, the temple has sent its most important individuals elsewhere to safety, farmers are keeping their daughters hidden and digging shelters, and so on.

The village of West-Irm has available all the standard items available in RQ III, unless the shop in question is closed.

Temple of Giana

This is where the characters begin, with the priest Compin telling them their mission, dealing out supplies and wishing them Bounteous Times (an agricultural equivalent of Good Luck). Basically a farewell forever for the characters.

Ilord's Office

Ilord is Captain of the Regional Guard (an overblown name for someone who leads the peasant militia of West-Irm and neighbouring towns) and the Town Guard (a somewhat more efficient, though smaller, unit).

Ale House

Doing rather a good Closing Down trade, with people drinking the town farewell.

Horse Master

Doing an incredible trade!

Sleepy Dragon Inn

Closed due to lack of patronage.

Entertainmenet Unlimited

A brothel still doing good business, especially now, with all the farmers' daughters locked away.

Elle's Shoppe

Trades little items of interest, souveneirs, herbs and spices, and the like. Elle consistently refuses to leave her home and shop.

Armourer

Doing quite well with the threat of Dragon Demolition hanging overhead.

Trade

Trades anything at a "reasonable" price (ie. tremendous rip-off).

"Magic" Pool

An endless supply of fresh water - a "blessing from Giana".

Market Space

Ususally opens once every month.

Food Store

Trades food duplees, quite short of non-perishable adventuring foods.

Closed Stores

Including a Smithy, money lender, weaver, pawnshop, weaponmaker, herdsman, fishermen.

The GM should use his imagination if the players bum around the town - eventually Compin will find them and warn them to get on with the task at hand.

ENCOUNTERS

The party starts in the Temple at dawn, on a fine, mild day. Compin tells them of their mission.

"You have seven days to reach Archontile and find out the meaning of these raids. If you do not return within that time we will raise an army and attack the Dragon. Is there anything else you wish to know?"

Questions will be answered, but the Priest will firmly "encourage" them to get on with the mission. The party will be given any extra supplies they need by the Temple.

The Journey

General, if the party try to make a break for it (and who could blame them?) give them a little hint - a pack of wolves, some bandits, and a few harpies should do the trick. They should stick to the track that Compin provides for them. If they refuse to go to Archontile's lair, the adventure is effectively over. Compin's threats will be carried out.

Encounter One

"After hiking for a day through forested hills, you're all feeling shagged out. You arrive at a small clearing at sundown, a convenient campsite."

A gorgeous dryad resides here and will be most upset when the party arrives and starts a fire. If there is no fire, she will sneak in at night and seduce the male with the highest APP, provided it is at least 16. If they do start a fire she will become angry and distraught, coming out and abusing the party. If they comply with her wishes (ie. put out that FIRE!) she will still try to seduce one (promiscuous, isn't she?). If they do not, she will call two large brown bears. They will arrive in two rounds, during which she will cast spells.

DRYAD, Ilene

STR 7 Move 3 R Leg 0/4
 CON 11 HP: 11 L Leg 0/4
 SIZ 10 FP: 18 Abdom 0/4
 INT 19 MP: 25 Chest 0/5
 POW 25 DSR: 2 R Arm 0/3
 DEX 16 L Arm 0/3
 APP 23 Head 0/4
 Staff SR 5 Att 34% 1d8 Dam P 25% P/s 8
 SKILLS: Conceal 104%, Hide 81%, Sneak 81%,
 SPELLS: (Spirit Magic 125%)

Heal 6, Sleep*, Second Sight, Extinguish 3,
 Dispel Magic 4, Protection 4.

BROWN BEAR, Growl

STR 25 Move 7 Skills:
 CON 15 HP 20 Listen 34%
 SIZ 25 FP 40 Track 48%
 INT 5 MP 15 Sneak 38%
 POW 15 DSR 4 Climb 42%
 DEX 6

BROWN BEAR, Pawsom

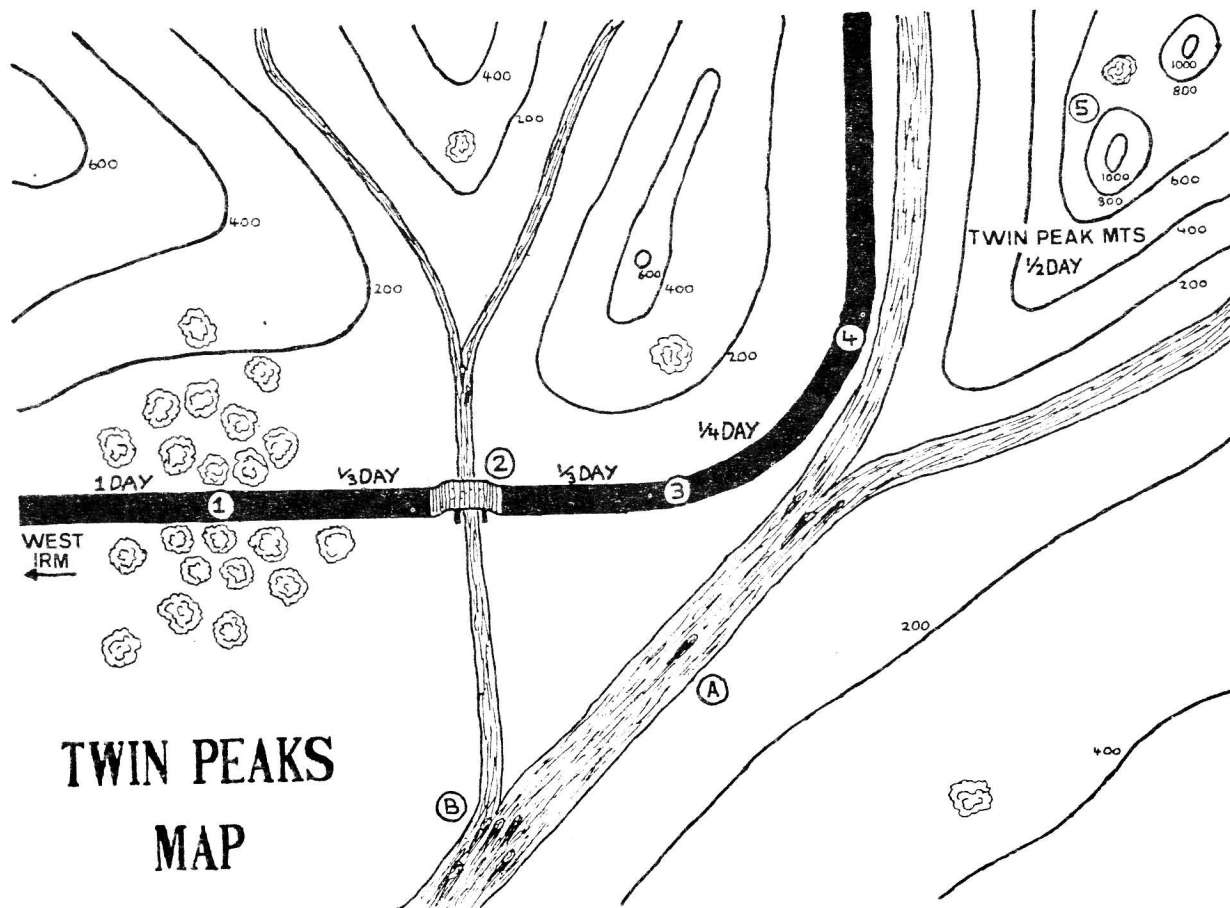
STR 25 Move 7 Skill:
 CON 13 HP 19 Listen 28%
 SIZ 25 FP 38 Track 43%
 INT 5 MP 11 Sneak 15%
 POW 11 DSR 3 Climb 24%
 DEX 11

Weapons (Both Bears)

Type	SR	A%	Dam	P%	Pts
Claw	7/6	60	3d6	--	--
Bite	10/9	35	1d10+2d6	--	--

Hit Location (Both Bears)

	Melee	Missile	
RH Leg	01-02	01-02	3/6
LH Leg	03-04	03-04	3/6
Hind Q	05-07	05-09	3/9
Fore Q	08-10	10-14	3/9
RF Leg	11-13	15-16	3/6
LF Leg	14-16	17-18	3/6
Head	17-20	19-20	3/7



Encounter Two

After walking all morning, the party will hear the gushing sound of a river up ahead. As they approach a fairly sturdy wooden bridge they see two cloaked figures standing on the trail, on the same side of the river as them.

There are, in fact, four bandits - Thun and Eldar blocking the party's progress, and Sinclar and Grum (a troll) on the other side. Eldar will demand a toll of 100 Icans, while Sinclar and Grum cross over to lend moral support. They can be bargained as low as 60 Icans.

The party can either butcher the thugs or swim/wade across the river (the bandits will not stop this). Wading across seems likely as the water is only 1.5 meters deep, the characters must make a Dex x5 roll when crossing. If they fail to make this and are not wearing armour, they will have to make swim rolls to make the bank. If they fail this or are wearing armour then they will be swept down stream to Point B, where they will be smashed on the rocks for 1d6+2 x3 or 1d6+4 if they are wearing no armour.

They may attempt to remove pieces of armour (2SR/END), and each melee round will have to make asphyxiation checks. It will take two hours to reach the rapids.

CAVE TROLL, Grum

STR 23	Move 3	Skills:	R leg	3/7	
CON 13	HP: 20	Smell Prey 88	L leg	3/7	
SIZ 26	FP: 36	Darkness/Scan 60	Abdom	3/7	
INT 7	MP: 7	Darkness/Search 48	Chest	3/9	
POW 7	DSR: 3	Equip:	R Arm	3/6	
DEX 10		124 Icans	L Arm	3/6	
APP: 10			Head	3/7	
WEAPONS	SR	A%	DAM	P%	Pts
2h Club	4	82	1d10+2+1d6	48	12
Claw	7	74	1d6+2d6	-	-

HUMAN, Sinelar

STR 13	Move 3	Skills:	R Leg	5/5	
CON 13	HP: 13	First Aid 53	L Leg	5/5	
SIZ 16	FP: 26-17	Listen 61	Abdom	5/5	
INT 13	MP: 12	Scan 81	Chest	5/5	
POW 12	DSR: 3	Fast Talk 65	R Arm	5/4	
DEX 14			L Arm	5/4	
APP 10			Head	5/5	
WEAPONS	SR	A%	DAM	P%	Pts
Dagger	8	82	2d4+2	40	6
Broadsword	7	92	1d8+1d4	64	10
EQUIP:		SPELLS: (Spirit Magic 67%)			
Suit of Ringmail		Heal 4			
Dagger		Counter Magic 6			
Broadsword		Demoralize			
64 Icans		Disruption			

HUMANS, Thun, Eldar

STR 16	Move 3	Skills:	R Leg	3/5	
CON 13	HP: 15	First Aid 40	L Leg	3/5	
SIZ 16	FP: 32-9	Dodge 46	Abdom	3/5	
INT 12	MP: 13	Listen 58	Chest	3/6	
POW 13	DSR: 3	Fast Talk 65	R Arm	3/4	
DEX 13			L Arm	3/4	
APP 8/10			Head	3/5	
WEAPONS	SR	A%	DAM	P%	Pts
Dagger	7	58	2d4+2	32	6
Broadsword	6	74	1d8+1d4+1	43	10
EQUIP:		SPELLS: (Spirit Magic 72%)			
Suit of Curbolli		Farsee 2			
Broadsword		Glue 2			
30 Icans each		Slow 3			
Dagger					

These bandits will run for it if Grum or Sinelar dies, Splitting up so that at least one of them will escape.

Encounter Three

"Ahead of you on the trail, you can see a cart and horses. Two people seem to be working on the side of the cart, others are also moving round. (If the party approaches closer) Two men seem to be repairing the broken wheel of their cart, one man is tending the horses and there is a small pool of blood under one of the horses. As a matter of fact, all of the men seem to be in a rather ragged condition."

The merchant Elrohn will be friendly to any party who approaches non-aggressively. He will say that he is having a bit of trouble with his cart. If the party helps by healing his horses or by repairing his cart wheel, (Craft Wood or Repair) he will warn them of the ambush ahead (Encounter 4). If the party approaches aggressively or turns nasty he and his men will leap into the cart for cover and start letting loose the bolts. Then, depending on the situation, Elrohn will cut a horse loose and with his remaining valuables make a fast dash for the Village of West Irm.

HUMAN, Elrohn

(merchant)

STR 8	Move 3	Skills:	R Leg	2/5	
CON 13	HP: 14	Dodge 74	L Leg	2/5	
SIZ 15	FP: 21	Fast Talk 64	Abdom	2/5	
INT 17	MP: 12	Orate 52	Chest	2/6	
POW 12	DSR: 3	Scan 42	R Arm	2/4	
DEX 13		Ride 72	L Arm	2/4	
APP 11			Head	2/5	
WEAPONS	SR	A%	DAM	P%	Pts
Dagger	8	37	1d4+2	12	6
Scimitar	7	47	1d8+1	44	10
EQUIP:		SPELLS: (sorcery) FREE INT: 15			
Suit of Stiff Leather		Intensity 72			
Fine Clothes		Cast Back 64			
Scimitar		Palsy 78			
Dagger					
320 Icans					

Items in the cart;

Chest with cheap necklaces (100 @ 10 Icans) and 6 hand-made bracklets (@ 1000 Icans)

All heavy and more valuable items were dropped to stop the pursuit by bandits at Encounter 4.

HUMANS, Guards x 4 Enthen, Sophin, Pelnor, Err-den

STR 18	Move 3		x2	x1	x1
CON 17	HP: 17/17/14/9		R Leg	4/6	4/6
SIZ 17	FP: 35		L Leg	4/6	4/6
INT 14	MP: 11		Abdom	4/6	4/4
POW 11	DSR: 3		Chest	4/8	4/7
DEX 15			R Arm	4/5	4/5
APP 14			L Arm	4/5	4/5
			Head	4/6	4/6
WEAPONS	SR	A%	DAM	P%	Pts
Med. Crossbow	1/2	78	2d4+2	50	8
Great Axe (2H)	5	68	3d6+2	47	10
Dagger	7	48	1d4+2+1d6	17	6
EQUIP:		SPELLS: (Spirit Magic 63%)			
Suit of Bezainted		Multimissile 3			
Great Axe		Firearrow			
Med. Crossbow		SKILLS:			
Dagger		Listen 54			
20 Icans		Scan 56			

Originally there were six guards but two were killed at Encounter 4.

Encounter Four

(If the party was warned by Elrohn of the bandit ambush then. "Ahead of you, you can see the rockslide which Elrohn described to you as the place of the ambush of")

"You have arrived at a rockslide, slowing your progress to a crawl, forcing you over the rocks."

(As the party begin to cross) "There is a low rumbling, and suddenly (POW x4 to notice) an avalanche of rocks descends upon you." (All notified characters receive a Dodge roll)

All people caught in the rock slide must make a resistance roll of STR vs 25 to remain on the roadway area and a DEX vs 18 to remain standing in the rockslide. Those characters who fail their STR rolls will be swept down into the river and to point A if they don't drown before then (see Encounter 3). Fallen characters take 1d10 to 3 locations, standing characters take 1d6 to each leg (armour absorbs this damage).

The bandits will then start peppering away with bolts and arrows at the remaining characters. Climbing the hill takes 10 mins. + 2 mins per failed climb roll (1 climb roll, continue until successful).

If the party approaches from behind the bandits, they will be caught unaware in their cave on the mountain slope with 1 sleeping (human), 2 eating (orc's) and 1 examining stolen armour (human).

In the cave there is;

3 suits of Bezaunted (SIZ's 17,17,12)

2 suits of leather (SIZ's 10,15)

2 Great Axes

4 broadswords

124 arrows

In barrels, at the back of the cave is;

1. Quegian Oil- a high explosive

2. Money (TOT: 642 Icans) and trinkets (TOT: 2400)

HUMAN, Bandit x2, Esteller, Siana

STR 14	Move 3	Skills:	R Leg	1/4
CON 10	HP: 11	Conceal 6	L Leg	1/4
SIZ 11	FP: 24-8	Door	Abdom	5/4
INT 14	MP: 14	First Aid 50	Chest	5/5
POW 14	DSR 3	Climb 80	Arm	1/3
DEX 12			L Arm	1/3
APP 10			Head	5/4
WEAPONS	SR	A%	DAM	P% Pts
Broadsword	7	80	1d8+1+1d4	62 10
Comp. Bow	6/9	75	1d8+1	29 7
Range 120 (225)				
Dagger	8	68	2d4+2	32 6
Knee	8	90	1d6+1d4	- -

EQUIP:

Ringmail and soft armour

Broadswords

Composite Bow

Daggers

20 Arrows

ORC, Bandit x2, Ralg, Grunt

STR 16	Move 3	Skills:	R Leg	5/4
CON 11	HP: 11	Climb 95	L Leg	5/4
SIZ 11	FP: 27-19	Jump 72	Abdom	5/4
INT 12	MP: 12	Track 40	Chest	5/5
POW 12	DSR: 3	Hide 67	R Arm	5/3
DEX 14		Conceal 40	L Arm	5/3
APP 9			Head	5/4
WEAPONS	SR	A%	DAM	P% Pts
Bastardsword	7	70	1d10+1+1d4	64 12
Comp. Bow	6/9	64	1d8+1	24 7
Kite Shield	-	20	1d6+1d4	75 16

Encounter Five - The Final Encounter

You have finally reached your goal, and across the river you can see the towering peaks of the Twin-Peaks Mountains with only a small scattering of clouds around its slopes. Archontile's cave can be seen half-way up the right hand peak.

To reach the mountains the party must first cross the river which is shoulder height and is fast moving. To cross individually (fools) the characters must make a resistance roll of STR vs 30 to stop from being washed down stream (this includes swimming) and if they are walking across, a roll under DEX x5 to remain standing. If the character is washed away, see the drowning rules in Encounter 3 and in half an hour they will reach Point A. If the characters cross as a group linked together then they will make it wet, but safely across.

(A) CROCIDILE, small Crunch

STR 31	Move 3/4	Tail	01-03	5/9
CON 20	HP: 25	RH Leg	04	5/7
SIZ 30	FP: 51	LH Leg	05	5/7
INT 3	MP: 10	Hind Q	06-09	5/11
POW 10	DSR: 4	Fore Q	10-14	5/11
DEX 9		RF Leg	15	5/7
WEAPONS	A%	DAM	LF Leg	16 5/7
Bite	52	1d10+3d6	Head	17-20 5/9
Tail Lash	32	Knockdown		
		+3d6		

Thrash* instant 3d6

*in bitten area- ignore armour- only in water

After the party cross the river they have a long hard climb ahead of them (3 hours). When they reach the ledge they will notice a large smelly nest off to the side of the cave entrance. And after adjusting their eyes to the gloom (of dusk) they will see is Archontile. If they actually watch or approach the dragon, he will be noted to be standing in a strange and immobile position. At the back of the cave is Black Mar's tent and a large number of barrels (which contain Quegain Oil)

As soon as Black Mar notices the party (probably when they examine Archontile) he will send a mental call to his Roc familiar which will arrive in six melee rounds. Black Mar will then slam a resist damage 12 (13 points) on himself and cast Venom 12's at the party until the party get close enough for melee combat. He will then Tap Pow with his fist and parry with his shortsword. The party can consider themselves dead when the Roc arrive (unless Archontile is free) and any character out in the open will be swooped on, taken (2 Claw attacks), crushed and tossed over the ledge. The Roc will then hobble into the cave and attack the party members with its beak.

To give themselves a chance, the party either destroy the rune on Archontile's left foot HP:24 (note: the party will only see this if they examine the dragon closely) or cast Dismiss Magic 16 which will break the Suspended Animation Dragon spell. Upon awakening Archontile will either breath at Black Mar's tent (also setting the hay alight), or attack the Roc (if he is there). The hay once set alight will start off as a large fire and in 2 melee rounds it will increase in intensity and then in the following round the Quegian Oil will go BOOM!. Everybody in the cave takes 4d6 to every location from the blast and heat damage (except Archontile). Those outside the cave or near the exit will take 1d6 blast damage to every location and will be knocked down (note: armour protects from fire damage, flammable materials such as hair, feathers, and clothing will continue to burn). If black Mar is still alive after this then Archontile will finish him off, followed by the Roc.

He will then question the party (unless the party attacks, in which case he will butcher the party), and after he is sure that they came to negotiate he will tell them

"I was caught in my sleep by a Stupefaction spell and then

put into Suspended Animation by that scum. None of the threats and killing were my doing and in recompense you may take as much money as you can carry and I will fly you back to your village".

He will do this and the party should then explain their success to Priest Compin who will ask for village restoration funds from the party, and a 'small' donation to the Temple.

The party members will be able to say to their grandchildren, when they grow older, how they once rode on the back of a dragon and became legends (in their own mind).

ROC, Squakus

STR 70	Move 31/12		Melee	Missile	
CON 30	HP: 50	R Claw	01-02	01	12/13
SIZ 70	FP: 100	L Claw	03-04	02	12/13
INT 9	MP: 20	Body	05-09	03-08	12/21
POW 20	DSR: 3	R Wing	10-13	09-13	12/17
DEX 13		L Wing	14-17	14-18	12/17
		Head	18-20	19-20	12/17

WEAPONS	SR	A%	DAM
2x Claw	6	60	grapple & carry or crush 8d6
Beak	9	46	2d10+8d6

Note: Squakus is carrying Helix the sorcerer's cat familiar. INT 6 POW 11

HUMAN, Black Mar

STR 8	Move 3	Skills:	Dodge 86
CON 6	HP: 10	Conceal 102	Inscription 84
SIZ 13	TP: 14-3	Sleight 92	Metalwork 66
INT 19	MP: 17(62)	Listen 80	Martial Arts 114
POW 17(25)		Scan 72	Animal Lore 88
DEX 12	DSR: 3	First Aid 83	Harmonica 87
APP 6	AGE: 76	Human Lore 78	

WEAPON	SR	A%	DAM	P%	Pts
LH Fist *	8	86	1d3+(1d3)	66	3(9)
Foot *	8	71	1d6+(1d6)	32	4(10)
Shortsword	8	89	1d6+1	86	10

* Martial Arts

EQUIP:

Clothes
Shortsword
MP matrix (10 MPs)
Pow boosting crystal POW
Two familiars as above

R Leg	0/4
L Leg	0/4
Abdom	0/4
Chest	0/5
R Arm	0/3
L Arm	0/3
Head	0/4

MAGIC: +19 FREE INT: 19

Ceremony 143
Enchant 122
Intensity 146
Multispell 122
Range 113
Create Familiar INT 138
Suspended Animation (Dragon) 86*
Phantom Odor 103
Phantom Sight 138
Drain 112

Summon 98
Duration 134
Stupefaction 138
Glow 82
Hinder 69
Phantom Sound 88
Tap Pow 112
Venom 104
Resist Damage 118

DRAGON, Archontile

STR 78	Move 31/7		Melee	Missile	
CON 45	HP: 65	Tail	01-02	01	24/17
SIZ 84	FP: 123	RH Leg	03-04	02	24/22
INT 19	MP: 25	LH Leg	05-06	03	24/22
POW 25	DSR: 3	Hind Q	07-08	04-08	24/27
DEX 14	AGE: 346	Fore Q	09-10	09-14	24/27
EQUIP:		R Wing	11-12	15	24/17
44 barrels of		L Wing	13-14	16	24/17
Quegian Oil		RF Leg	15-16	17	24/22
Hay		LF Leg	17-18	18	24/22
Tributes		Head	19-20	19-20	24/22

WEAPON	SR	A%	DAM
Breath (fire)	3	93	4d6 (25x3m area)
Bite	9	48	3d6+9d6
2x Claw	6	48	1d6+9d6
Tail	6	73	5d6 (lash)

MAGIC: +26 FREE INT: 13

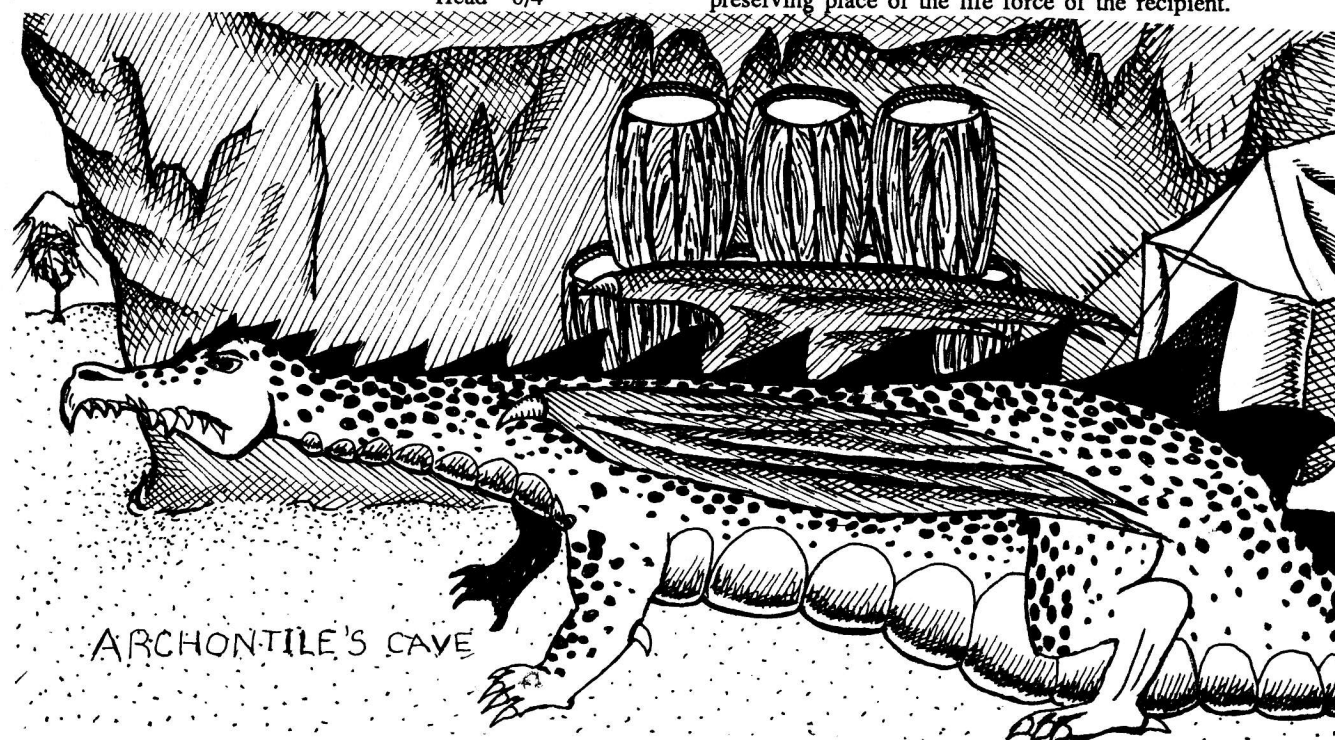
Ceremony 122
Summon 68
Duration 48
Multispell 48
Intensity 96
Range 86
Treat Wounds 112
Haste 86
Drain 86
Dominate Wraith 73
Diminish 34
Glow 56

NEW SPELLS

*Suspended Animation (Species)

Touch, passive, Temporal

This spell can only be cast against unresisting targets in conjunction with general enchantment which requires the sacrifice of 1 point of POW to establish the rune as a holding/preserving place of the life force of the recipient.



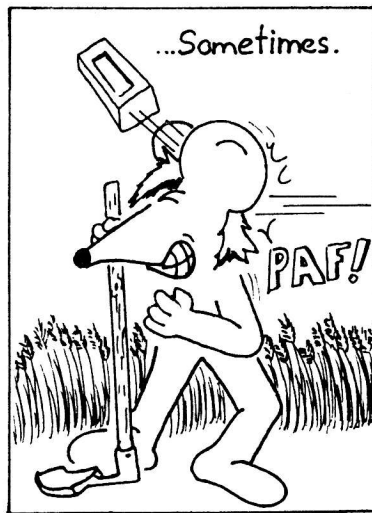
MOUSE

by Steve

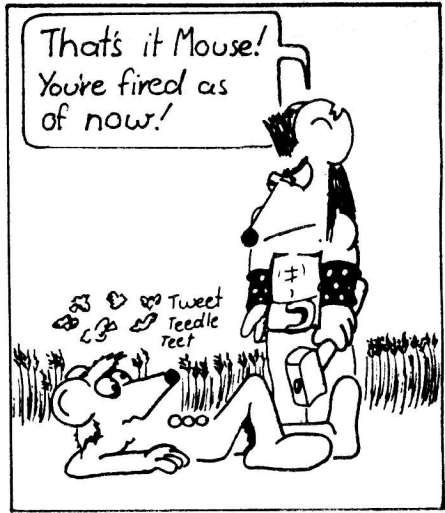
This is Mouse.
He's able to sleep
on the job...



...Sometimes.



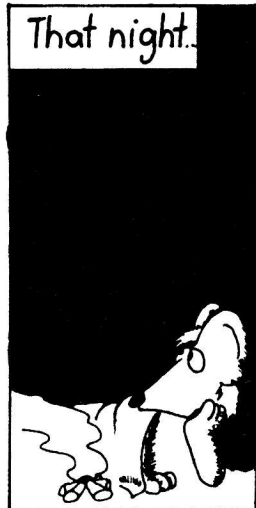
That's it Mouse!
You're fired as
of now!



And so Mouse left, if
not to find a fortune,
at least to have some fun.



That night..



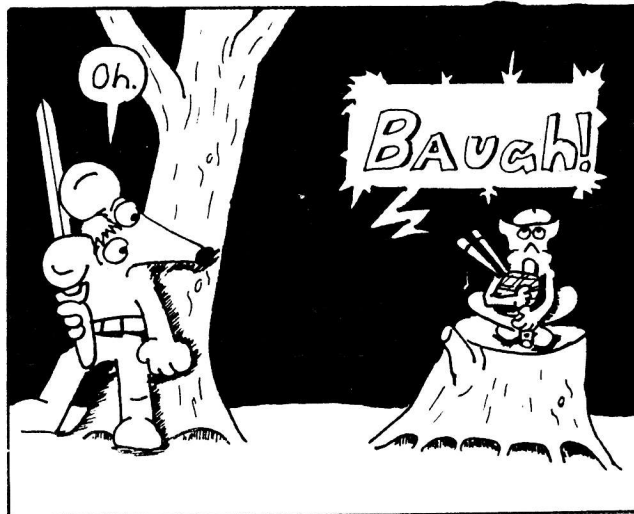
BIAOOWYNNEEA



That's gotta be
a @//±@# ogre
playin' on those
pipes. I bet it's
forty feet tall
an' eats
raw...



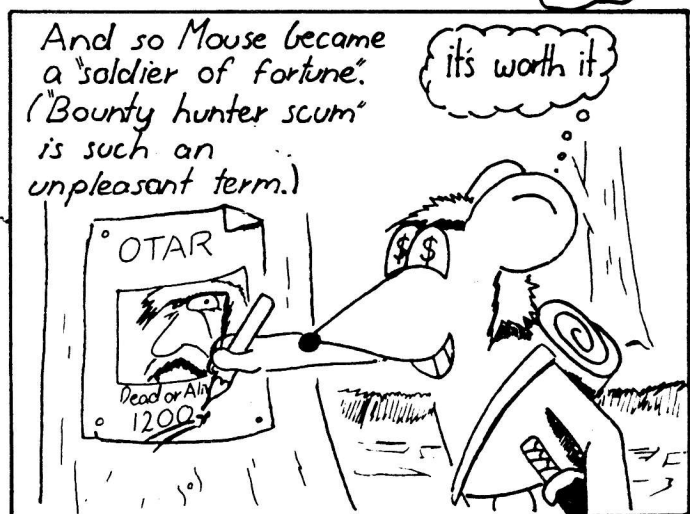
Oh.



BAUGH!

HIAARGH

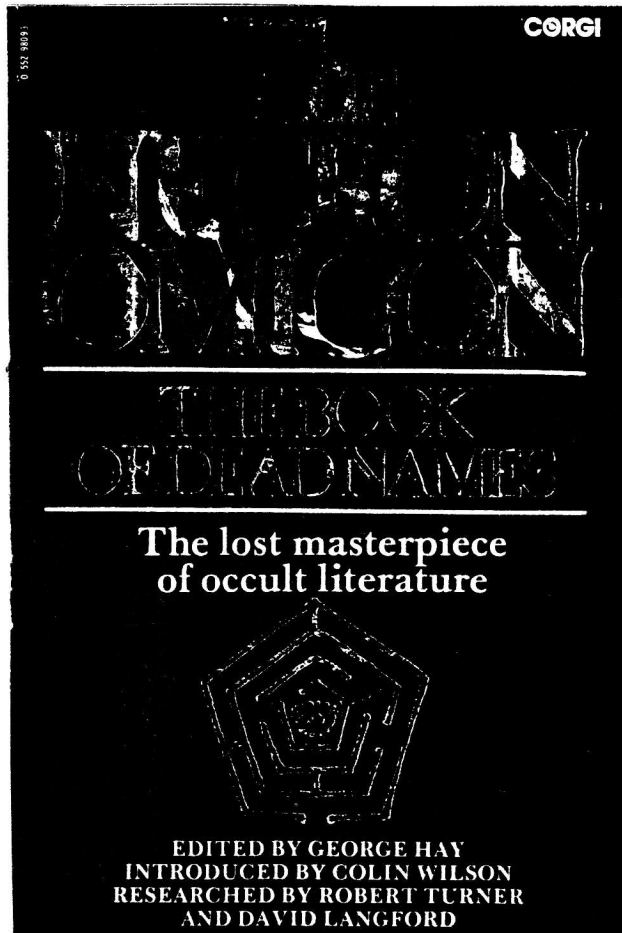




NECRONOMICON

A Reveiw of a Novel which claims to have found Cthulhu Mythology's most famous Occult Text, the Necronomicon, By Brian Collett.

The Necronomicon
Published by Corgi Books
Edited by Geoge Hay



I'm sure that like everyone who has read Howard Phillip Lovecraft's works or plays Call of Cthulhu will at one time or another become interested in investigating the occult for themselves. The most obvious thing they then do is look for a book on the subject.

One of the most famous, but until now thought fictional works, is the 'Necronomicon' or 'The Name Book of the Dead'. A book, of the same name recently published, however claims to have found fragments of the 'Necronomicon' and reveals some startling information about its connection with H.P. Lovecraft and his father, Winfield.

The story of the discovery begins with a letter from Dr. Stanislaus Hinterstoisser, President of the Salzburg Institute for the Study of Magic and Occult Phenomena, to Mr. Colin Wilson, a co-writer of the book. In this letter, and the others which followed until his untimely death a year later, Dr. Hinterstoisser stated that Winfield Lovecraft was a member of an Egyptian Masonry, a group whose philosophy is based on magic and occult rituals, and that he possessed a copy of the 'Necronomicon'. Winfield was taught it's occult secrets and passed a copy of the 'Necronomicon', on to Howard Lovecraft, on which his Cthulhu Mythology was then allegedly based.

Dr. Hinterstoisser also makes the assertion that the Necronomicon and other occult works were all part of one huge volume written by Alkindi which he claims contains "the remnants of a magical tradition pre-dating mankind".

One of the most striking coincidences are the number of similarities between Lovecraft's works and Dr. Dee, the supposed translator of the 'Necronomicon'. In the second letter Mr. Wilson recieved from Hinterstoisser, it meantioned that the works of Alkindi were recorded in Prague, the city in which Dr. Dee spent several years. Investigations of Dr. Dee's works were redone and a previously undeciphered 16th century cryptic manuscript known as the Liber Logaeth was found in the British Museum. The text had been elaborately hidden in a construction of magical squares which are known as Enochian Tablets.

With the help of David Langford, a computer expert, and over a long period of time these tablets were deciphered (the process of which is detailed in the book) and the amazing results which lead to none other than fragments of the 'Necronomicon', who's descriptions were strikingly similar to those of Lovecraft's Cthulhu Mythology.

When reading through the contents page of the book you will notice that the section containing the fragments of the 'Necronomicon' is only thirty-eight pages long out of a total of one hundred and eighty-four pages. The other substannual section of the book is, in fact, devoted to a discussion of Lovecraft and his works and a description of the turn of events which lend to the discovery of the Necronomicon. These topics, however, were not in seperate sections so in order to find the small pieces of vital information you have to read through the book at least twice just to comprehend the ideas that the authors are puting foward.

This process of having to picking my way backwards and forwards through the book was very annoying but necessary to gear myself to understanding the text.

The main points were then futher sidetracked the by the authors' habit of introducing obsucer facts and reference material which would probably be unknown to the average reader.

The translated text of the manuscript details a short history of the Old Ones, the proceedure to summon Yog-Sothoth, Shub-Niggurath, and Cthulhu the creation of magical items such as the Scimitar of Barzai, and the Powder of Ibn Ghazi. It shows the signs of Voor, Kish, Koth, and the Elder Sign and drawing of a summoning stones which look remarkably like Stone Henge. It also includes some general information on the Cthulhu Mythology.

One of the more interesting and useful sections of the book was the Bibliography which contained over twenty real occult books, of which a large number can be bought locally to be used as background information for a scenerios.

Overall, this book produces a reasonably logical explanation and evidence of how they discovered the Necronomicon and a detailed translation of the manuscript. Which, even if you don't believe in occult magic or of the existance of the Necronomicon, makes fasinating reading.

MEGA-CITY ONE

A Background to Judge Dredd and review and of how to paint the Judge Dredd Figures, By Kon Heristanidis

Mega-City One - a huge megapolis that covered the entire Eastern seaboard of North America; that is, before vast areas of it were destroyed and irradiated in the Apocalypse War with the Sov Bloc. The City itself is a crime-infested concrete, steel, and synthi-plaz jungle. Overcrowded city blocks tower miles into the sky, the millions of twisting and soaring roadways are choked with traffic, unemployment is almost 100%, violence and crime are commonplace. The city is balanced on a knife-edge of tension, and it requires a special breed of lawman to keep order - the Mega-City Judges.

Judge Dredd is one of that special breed - a man vested with the authority and power to enforce The Law. The Judges are police who are trained from the age of five in the use of their weapons, their bikes, and their brains, towards a single goal - keeping the law. They have the power to arrest and sentence any perp (perpetrator - criminal). There is no time for trial and red tape in the Meg-Cit - Judge Dredd's courts are the streets and his word is the law!

Imagine a law officer on a huge, armoured motorcycle, in with a number of awesome weapons at his disposal and you will have some idea of what a Judge looks like. Dredd is one of the best, most ruthless and impartial Judges there is. The huge numbers of crimes committed daily in this nightmarish future world make just such a tough lawman necessary.

Mega-City One is as bizarre as it is grim, and this strangeness is reflected in the weird range of fads and mind-boggling crimes and criminals that spring up.

The sheer wealth of material on Mega-City One makes it impossible to give a complete description in one article. This vision of the future was created in the Judge Dredd comic strip from the pages of 2000 AD, in print since early 1977, and Judge Dredd has appeared in each weekly issue except #1.

The comic is now over 500 issues old! It must be one of the most comprehensive science fiction worlds - the comic has built up a retro-future that is almost believable in its completeness.

By the way, Judge Dredd is not the only story in 2000 AD there are usually episodes from four other stories, such as Rogue Trooper, Robo-Hunter, Slaine, Nemesis and Strontium Dog, all worth reading. Like most British Comics, 2000 AD is in black and white.

There are numerous reprints of the Judge Dredd stories. The American reprints began in November 1983, with issue one of Judge Dredd, published by Eagle Comics. EC printed monthly collections of Dredd in an American colour format, to cater for the American market (indicating, it seems, that most Americans will only read colour comics).

Recently the company changed hands and is now called

Quality Comics, and is reprinting even more of the Judge's adventures in glowing colour. The colouring by QC was initially of quite a high standard, but recently I feel it has gone downhill.

Also, the artwork has to be altered from 2000 AD's square pages to American rectangular format, sometimes resulting in shoddily elongated panels. Even with these criticisms, these QC reprints are well worth picking up.

The Citadel minitures for use with the game, are, like most minitures are overscaled and disproportionate - but still are quite detailed and of a higher quality than most.

Once you sit down to paint them you face a few questions - namely, exactly what color is Judge Dredd's uniform?

A reply to a letter that posed this very question in 2000 AD issue 459 was that the uniform is blue, with green elbow pads, and the badge, chain, and shoulder pads are light gold. However I decided that did not like this color scheme, because it has been mentioned elsewhere that the uniform is black, and that only the highlights were blue. The elbow pads are another problem, in the 2000 AD they are usually green, but in the reprints they are yellow. I decided on yellow since the boots and gloves are already green, and the yellow would brighten the black uniform.

The shoulder pads and badge are meant to be gold, but didn't want metallic pads, so I painted them the same shade of yellow as the knee and elbow pads. In the end, I had painted up a figure colored quite differently to the guidelines given by 2000 AD.

Of course, the final color scheme is always up to the individual, but it is annoying that the reference sources should vary this way. I painted the shadows on the figures quite bold and heavy, because this helps to give a meaty, 3-D, comic book feel to it. I also always put a thin black line where two colors meet, also for depth.

The Dark Judges figures, (Judge Death, Fear, Fire and Mortis) were painted in dark tones, with a very heavy shading to accentuate a dingy and atmospheric feel. Death's skin was painted in various shades of brown, from tan to sienna, and his teeth are bright yellow on red gums.

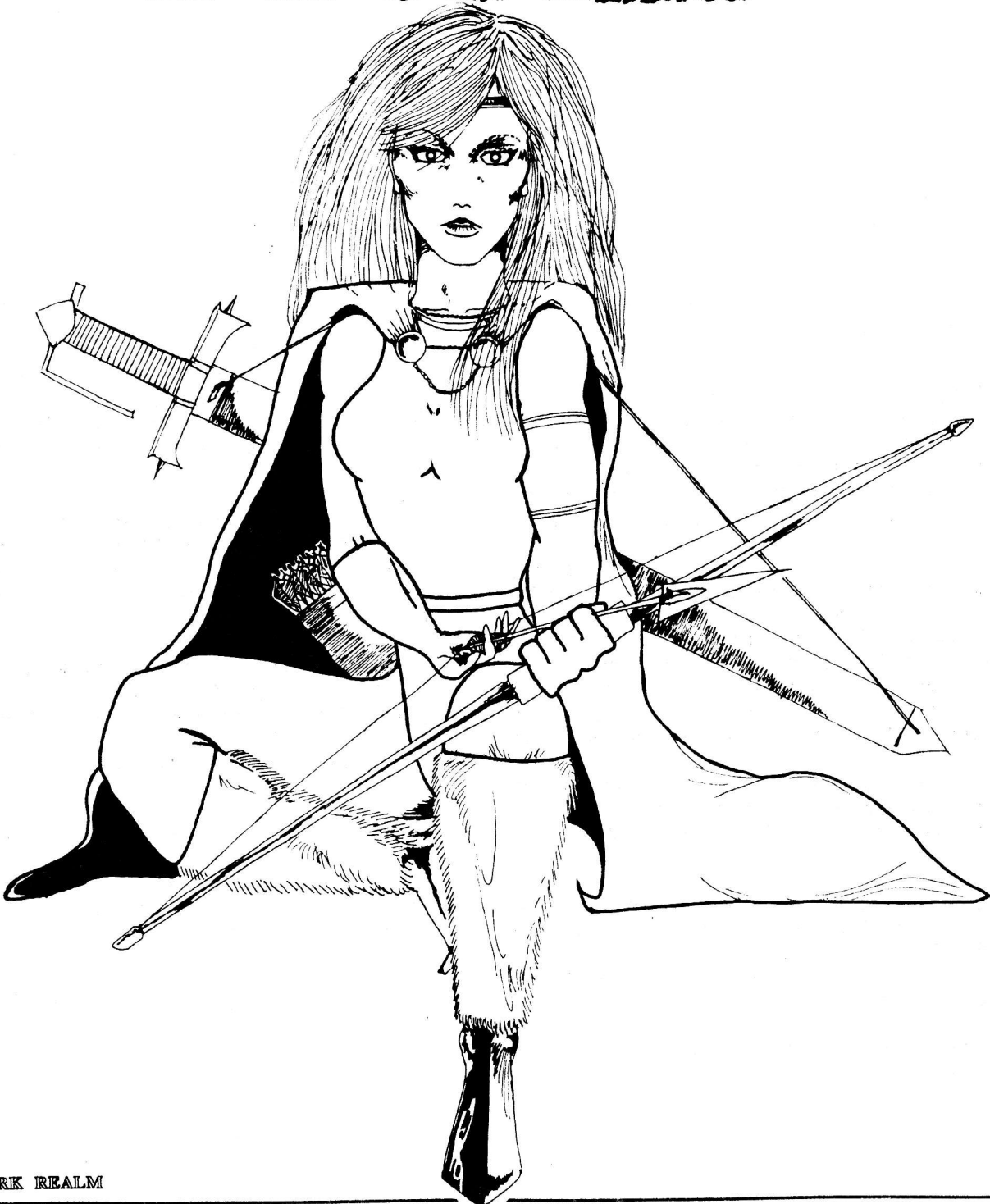
The color choice for your perps is totally up to you, but Mega-City citizens are well known for their eccentricity, so paint them bright and colorful, with multicolored hair, day-glo clothes, or what ever your imagination dictates.

Overall, the Citadel Minitures are quite a useful and good quality product and I would recommend them as to anyone who is interested in the game, figure painting or just a Judge Dredd comic fan.

PROTECTION

An AD&D mystery module, By Brian Collett

MONEY



INTRODUCTION

This adventure is suitable for three to six, Good aligned characters of Four to Sixth. The adventure takes place in a small, sleepy, town which becomes the scene of a bizarre mystery which the Players must solve before it's too late.

PLAYER'S INFORMATION

You trudge along a dusty road, on a day you now realise will be much too hot to travel any further. It is not yet midday, but already your party is feeling the effects of the blazing sun above. As you pass over the next hill, you pause to survey the idyllic valley which rolls out before you. A small town, the first one you've seen since you set out, is positioned in the centre of the valley. Around the town, a patchwork of farms is split by a slow, winding stream. As soon as you reach the town you head for the tavern for some liquid refreshment.

The tavern is the hub of activity in the town because of the heat and you have to wait some time until a table large enough to seat you becomes available and you all can be served. As you sip your drinks, you can see, across the haze and darkness, a heated conversation between an attractive young lady and three rogues. It seems, as these three rogues encircle her, that she will be attacked or even worse (oh!) although no-one in the tavern seems to care and just turn back to their mugs of ale.

Encounter 1

Push, if they don't already get the hint, the PCs to save the lady. As soon as the three rogues see a sign of the PC's superiority, say the rippling muscles of one of the fighters, they will smile and say they're just friends and depart the scene as quickly as possible. They will then go inform Morgan Black, in building 30.

3 Rogues: T-3; AC 6; MV 9"; hp 12, 11, 10; #Dmg 1-6; AL LC, S 10, I 9, W 11, D 15, Con 12, Ch 8.

The lady they have saved is Theala. She will explain that these rogues were sent by Black Morgan the head of the local Thieves Guild. He has been forcing everyone in the town pay him money or their business will have a nasty accident. She and her family had defiantly stood up to him and would not pay the money and he was out to destroy her farm as an example to the rest of the townsfolk. She had come to town to sell produce from her farm and buy supplies but Morgan's spies were able to warn him of her arrival in town and she now fears for her life. She will thank them and realizing that the PCs are an opportunity to save her town she will try and persuade the PCs to stay. If they accept, the PCs will be able to return to Theala's farm where they can lodge.

DUNGEON MASTER'S INFORMATION

Over 500 years before the events happening now, the area was the center for the cult of Demas, the Demon god of magic. A temple for worship was secretly built underground and within it manufacturing was begun on an artifact which would allow Demas to enter the Prime Material Plane from his exile in another dimension. For the production this artifact it was necessary to have three specific good-aligned magical items.

When news of their plans reached the surrounding kingdoms, an army was assembled and marched on the temple.

When the cult was informed by their spies of the massive army which had been brought together, they realized there was no chance of them surviving the battle which would follow so they scattered 2 of the three magic items with their agents, hid the final piece, the Rod of Illana in the temple. When the army arrived, most of the cult's fol-

lowers were massacred on the battlefield or rooted out from nearby villages but the position of the entrance to the temple was never found.

The Temple had lain hidden for five centuries until a cult member named Delonas* discovered it while studying ancient maps of the area. Excited by his discovery, he was eager to please Demnas but he realized that he would not be able to tackle the temple on his own, he fashioned the Rod of Control with who's chrismatic and charming powers would allow him to raise the force he needed.

When he arrived in Bridgetown, he locate, to his annoyance the entrance to the temple right underneath the Theala's* house.

He then secretly offered an invitation to Morgan Black* to join him in a proposition which would make him rich beyond his wildest dreams. Morgan accepted it cautiously but when he arrived at Delonas's meeting spot he was promptly charmed along with his bodyguard and his more important henchmen.

With money from Morgan's illegal businesses he made his first official visit to Letheram as a saintly old priest who had come to enlighten them to Ethrime, a fake Lawful Good god and set up a shire in a disused hall.

The uneducated peasants flocked to the temple he had set up, drawn by tales of his miraculous powers. He would pick one member of the congregation (the one most useful to him) to bestow his favour (charm them). So far this list includes the sheriff**, the armourer**, Deputy Mayor** and Morgan's gang in building 17.**.

The PCs arrive in Letheram at approximately noon on the first day. On the morning of the second day the PCs will find a death threat from Morgan stuck on Theala's front doors with a razor sharp dagger (unless he's already dead). On the third day Delonas will hold a service in the morning which will become obvious to the PCs as soon as they walk into town if they speak to any peasant.

At dusk on the fourth day, Delonas will rally the villages and march on Theala's house in a mob and attacking anyone who interferes with their rampage and destruction of the house. After which a group of twenty charmed adventurers will follow Delonas down into the Temple of Demnas.

Mob, 200 villages: AC 9; MV 12"; HD 1; #AT 1; Dmg 1d6; AL NG
Delonas's party consists of his bodyguards*, Morgan and his bodyguards*, Armourer**, Sheriff**, and Morgan's gang in The Dragon's Eye Tavern (building 17)

*see Important People

**see Town description

IMPORTANT CHARACTERS

Delonas, C-12; AC 1; MV 12"; hp 57; #AT 1; Dam by weapon +1; AL CE; clerical spells; S 16 (21), I 17, W 18, D 12, Con 8, Ch 17.

Magical Items; *Staff of Control*; *Scroll of Hold Person*, *Glyph of Warding*, *Neutralize Poison*, *Raise Dead*; *Braces of Defence* AC 2; *Wand of Paralyzation* with 7 charges, *Cloak of Protection* +1, *Girdle of Frost Giant Strength*, *Cube of Force* Spells

First Level : *sanctuary* (x2), *cause fear*, *darkness*, *cure light wounds* (x2), *protection from good*, *light*

second Level : *augury*, *chant* (x2), *hold person*, *know alignment*, *resist fire*, *silence* 15' radius

Third Level : *animate dead*, *disease*, *blindness*, *glyph of warding*, *curse*, *remove curse*

Fourth Level : *poison*, *cause serious wounds*, *cure serious wounds*, *sticks to snakes*

Fifth Level : *dispel evil*, *slay living*, *flame strike*

Sixth Level : *heal, word of recall (to building 10)*

While in the town Delonas will masquerade as a quiet, frail, old priest of saintly nature who has come to enlighten the town to Ethrime, and to save their souls. In real life Delonas is a cleric of Demas, the demon god of magic, who is on a mission to resurrect the temple below the town. The temple contains an artifact, called the Rod of Ilana, which he needs to summon his god (no, this doesn't happen). He is 5'4, 52 years old with a wrinkled but very handsome face. He is an extremely cunning and sharp tongued and will always try to bluff or talk his way out of any fight. Due to his charismatic power and intelligence he has scorned the leaders of the human race and now has devoted his life to the construction of a totally evil state, dedicated to Demas, with himself as leader.

He prefers others to do his dirty work and will manipulate people as he sees fit. When in battle he will always use defensive or incapacitive spells such as *hold person* at first so that the person can be charmed by him later. If greatly outnumbered he will attempt to escape and regroup his forces rather than battle on. He has a bodyguard of two Magic Users and two Fighters.

While he still has control of the town he will masquerade as the Good-Aligned priest.

Delonas will welcome PCs to his temple and will be very friendly towards them as long as they do not use violence or accuse him of anything. If they use violence he will call his guards and escape from the fight calling the PCs the devil's servant and creating the general impression that the PCs are the villains. Villagers will arrive after three rounds, at the rate of five per round for forty rounds, and until ten rounds after the fighting stops. They will generally attempt to protect Delonas. If the PCs surrender without wounding anyone there is only a -15% to Reaction Chart from then on but if they have harmed anyone, it will be off to the cells in the Guard House (building 1) for life. If they succeed in defeating everyone, then, er, well?.....

If the PCs approach Delonas with wild accusations of his true nature with no substantial evidence he will just laugh and tell them that the hot weather must be getting to them.

If they have conclusive proof such as the location of the temple and its connection with him, or the sheriff or armorer who have had their charm removed and will say what Delonas has forced them to do, or proof of Delonas's real beliefs and alignment, only charmed people will stay loyal to him and he will be forced to escape.

When driven from the town, Delonas will return only once the PCs have entered the temple, and will enter the temple with what remains of his party. At all costs Delonas should be kept alive to make this final scene.

Two Fighters: F-3; AC 3; MV 9"; hp 18, 20; #AT 1; Dmg 1d6+2; AL NE

Two Magic Users, MU-4; AC 8; MV 12"; #AT 1; Dmg 1d4+1; spells; AL NE

Spells

First Level *charm person, magic missile, sleep*

Second Level *wizard lock, strength*

Theala, F-5; AC 4; MV 12"; hp 28; #AT 1; Dmg 1d6+4; AL NG; S 16, 1 12, W 11, D 15, Con 13, Ch 16

Magical Items: *Short Sword +3, Cloak of Protection +1, Potion of Healing, Leather Armour +2*

After returning from an adventure in the southern plains three months ago, she found her family and town under the thumb of Morgan Black. Being the tough and stubborn lady she was, she attempted to organize the villagers against him. Unfortun-

ately this did not work and she was on the brink of surrendering just until the party arrived. She now hopes that she can defeat Morgan with their help.

Theala is an extremely beautiful lady with bold and stubborn personality. She is not married (why we'll never know) and will show interest in the character who puts their life in the greatest danger or solves the crime. She will want to accompany the party at all times, whether the PC's allow this is their decision.

Morgan Black, Half-Orc: T/F-6; AC 0; MV 12"; hp 32; #AT 1; Dmg 1d8+5; S 18/60; I 11; W 7; D 16; Con 15; Ch 6; AL CE
Magical Items: *Long Sword +2, Leather Armour +2 Cloak of Displacement, Short Bow +1*

Morgan got the reputation as a shrewd and very nasty guy after the last master thief's remains were found in a local butcher's pet food mince. He will shown no mercy to any PCs foolish to walk straight into his den (building 30). At all times he will be accompanied by two bodyguards.

Two Bodyguards, F-5; AC 2; MV 9"; hp 30, 37; #AT 1; Dmg 1d10+4; AL CE

RUNNING THIS MODULE

The most part of this module is the atmosphere. The PCs should believe that they are in the town to break up a protection racket, and must only find scraps of informations at a time, whether it be through luck or good work, which draws them deeper and deeper into the mysterious happenings in Lethram.

The most logical thing that the PCs will do first is visit Morgan and whether this is with a full blooded, head on assault or a silent night raid, they should be alerted to strange things that someone is carrying out in the town and pointed towards solving the mystery.

LETHRAM

Lethram is a small, sleepy town which since the arrival of Delonas has become very religiously finical. Lethram is inhabited by approximately 400 people and there are another 200 people within the valley. Most of the people are farmers or labourers but there quite a few skilled tradesmen in the town. If the PC attempt to get facts from the townspeople, then roll 1d100 and consult the reaction chart below with normal charismatic modifiers. The townspeople maybe bribed at the rate of 1gp per +1% (don't tell the PC's this figure) to the reaction chart. People charmed by Delonas may not be bribed or give out any other information than what is stated in the text. Encounters in Lethram will always be with the townspeople and it is your choice to what profession and age they are.

Townspeople: AC 10; MV 12"; HD 1-1; #AT 1; Dmg 1d6; AL LG

REACTION TABLE

01 or below	The person will attack, whatever the cost. Permanent -20% to Reaction Table rolls if the PC decided to harm the person rather than to leave.
02-50	The townspeople will leave or ask the PCs to leave.
51-60	Neutral, no information or help
61-85	1 rumour, the person is friendly.
86-100	2 rumours, the person is extremely helpful
100+	3 rumours, the person will help in all reasonable ways possible

RUMOUR TABLE

- 1-2 Someone has added something to the water to make the people act this way.(F)
- 3-4 Delonas is a saint who has come to test the town's devotion.(F)
- 5 Morgan Black works from a mansion and restuarant on the SW edge of town.(T)
- 6-7 The mayor is corrupt.(F)
- 8 The thefts of last month have been from a rival gang to Morgan Black.(F)
- 9-10 The rusty sword in the pawn broker's shop is really magical.(F)
- 11 Morgan Black runs all the crime in the town.(T)
- 12-13 The armourer has a hatred of non-humans.(T)
- 14 The trader is substituting dog meat for the mutton he sells (building 11).(T)
- 15 The deputy-mayor is really in charge of Lethram.(T)
- 16 The mercenaries in the tavern are under Morgan Black's control.(T)
- 17 Delonas will rid you of all evil and save your soul if you are chosen by him.(F)
- 18 The sheriff is being bribed to look the other way to Morgan Black's activities.(F)
- 19 There is some strange, magical arua about Delonas.(T)
- 20 The money lender has buried a chest of his savings behind his shop to keep it safe.(F)

These rumours will come in conversation with the townspeople and if there is a conffiction between the rumours and what is being discussed then the rumour should be ignored.

BUILDINGS

1. Guard House

Before Tecren, the sherriff, was converted, he was one of the most respected citizens of the town. If his charm is brok-

en he will act as an invaluable witness. In the back of the cells there is a bonded and gagged man who is the leader of an adventurer group in the tavern (building 17). He, Fendger, has been paralized and will wake up in 2-8 turns after being unbound. In the other cells are two drunks.

Tecren, 6th level ranger:AC 1;MV 12";hp 39;#AT 1;Dmg 1d10+3;AL LG;S 17, I 14, W 13, D 10, Con 15, Ch 14.

Magical items:*Long Bow +1, Two -Hand Sword +2, +3 vs magic users*

Fendger, 4th level thief:AC 9;MV" 18;hp 12;#AT 1;Dmg 1d4;AL LN;He is without any equipment except his clothes.

2. Horsemaster

3. Inn

4. Magic shop

A limited supply of magical items are available here at 120% of the real value and can be sold to him at only 30% of the real cost. It is not a place where PC's can just go dump their unwanted items.

5. Theala's house

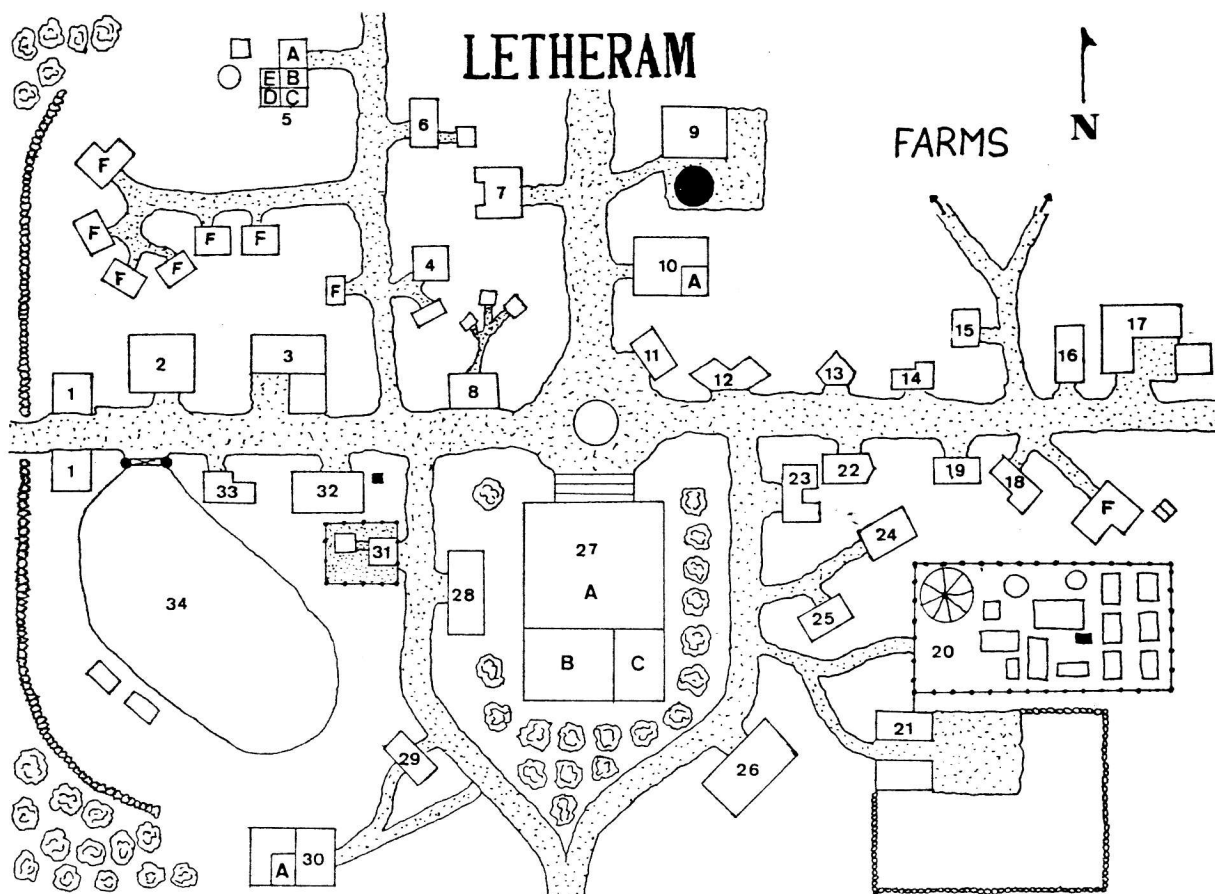
The house is a relatively expensive one, with a wooden floor, stone and mortar walls and a solid roof. All the rooms are simply furnished, because of the need to sell the furniture and valuables for the family to survive. The only other occupants of the house apart from Theala are her parents who should be treated as normal townspeople.

A. Dining room

This is the dining room which contains a large wooden table, a fire place and a cabinet filled with trinkets from Theala's adventures. In the middle of the room, underneath the floorboards and 2" of earth is the trapdoor which leads to Room 1 of the Temple of Demnas.

Theala, F-5 :AC 4;MV 12";hp 28;#AT 1;Dmg 1d6+2;AL NG;S 16, I 12, W 11, D 15, Con 13, Ch 16

Magical Items:*Short Sword +1, Cloak of Protection +1 Potion*



of Healing

- B. Theala's Bedroom
- C. Parent's Bedroom
- D. Kitchen
- E. Washroom

- 6. Silk Weaver
- 7. Artist
- 8. Trader
- 9. Miller

10. Temple of Ethrime

The temple has been hastily converted from a hall which Delonas purchased with money from Morgan Black. The interior consists of twenty rows of fifteen chairs with a five foot stage at the front of the temple. Out the back is Delonas's room. The temple has been decorated in the cult's symbols of a hand within a circle, which means peace and friendship. The temple will usually be filled with ten to twenty people all worshipping. On day three (if Delonas is still masquerading as a good priest), when Delonas holds a service the temple will be packed and the PCs will have to push their way in to the temple if they want to see Delonas. During the service he will have the crowd under his total control. They will clap and cheer when he finishes speaking, and then hush to a total silence when he begins to speak again. When the service is finished he will call one of the PCs (if they are there) up to the stage and if the PC accepts that they will then be taken up on stage, Delonas will chant a few words and they will be charmed. If they do not accept, the crowd will boo and hiss at them but Delonas will quietly tell them that it is the PC's choice.

Delonas, C-12; AC 2; MV 12"; hp 57; #AT 1; Dmg 1d6+1; AL CE; SA clerical spells; S 16, I 17, W 18, D 12, Con 8, Ch 17. (see Important People).

Two Fighters: F-3; AC 3; MV 9"; hp 18, 20; #AT 1; Dmg 1d6+2; AL NE

Two Magic Users: MU-4; AC 8; MV 12"; #AT 1; Dmg 1d4+1; spells; AL NE

Spells

First Level : *charm person, magic missile, sleep*

Second Level : *wizard lock, strength*

A. Delonas's Room

The room out the back contains a bed, desk, footlocker, and only other basic necessities. Both the foot locker and desk are locked. In the foot locker is a brown robe, unlike the one he wears on stage, and a mat with glyph of warding cast on it (24 hp damage) which he will put in front of his door and windows at night as a trap, and sets of evil texts. After searching for two rounds through his desk, the PCs will find a map showing the location of the temple under Theala's house, documents showing the people he has charmed and a scrap of paper saying 'Demnas' written on it. Delonas will discover any intruder in three rounds after they have entered his room.

11. Trader

12. Armourer

The armourer, Limas, is an ex-adventurer with a fiery temper who is under the control of Delonas. He hates all demi-humans because he was once deserted by elvin and halflings adventurers, who had hired him, and left him to die. After a battle in which he was seriously wounded. He will be polite to the PCs as long as they are buying equipment and do not mention anything about what is happen in Lethram. If a demi-human enters his shop he will go into a fit of rage and if they do not leave immediately then he will attack the PCs. After one round towns people will arrive and break up the fight and will explain to the PCs about Limas's hate of demi-humans and will warn

them to leave.

Limas, 4th level fighter: AC 3; MV 9"; hp 23; #AT 1; Dmg 1d8+3; AL NG; S 16, I 12, W 10, D 6, Con 9, Ch 10
Magical Items: *Battle Axe +2*

- 13. Tailor
- 14. Butcher
- 15. Fish Monger
- 16. Gaming House

17. Dragon's Eye Tavern

The tavern contains 10-20 townspeople who range from farm hands and labourers, just come in to cool off from the heat, to the town drunks. As well as these people there will a 40% chance of there being a party of eleven mercenaries in the tavern. These mercenaries are Morgan Black's henchmen and they will be hostile to the party, to the point of combat, and will not answer any questions at all from the party.

Five first level Fighters: AC 5; MV 9"; hp 5, 6, 6, 7, 8; #AT 1; Dmg 1d8; AL CE

Two second level Fighters: AC 4; MV 9"; hp 12, 17; #AT 1; Dmg 1d8+1; AL CE

One fourth level Fighter: AC 2; MV 12"; hp 28; #AT 1; Dmg 1d10+2; AL CE

Three third level Thieves: AC 6; MV 12"; hp 10, 11, 12; #AT 1; Dmg 1d6; AL CE (from first encounter)

There is also a party of adventurers whose leader has mysteriously disappeared and who want to find him. Their leader, in fact, has been kidnaped by the sheriff (under Delonas's control) and is being held in one of the cells in the guard house (building 1). They will follow the PCs as long as the PCs help search for their leader, and if he is found they will stay with the PCs. They will not involve themselves in a battle with Delonas unless they have prove that he is responsible for their leader's kidnapping.

4 second level Fighters: AC 3; M 12"; hp 11, 13, 14, 18; #AT 1; Dmg 1d6+1; AL LG

1 third level Magic-User: AC 9; MV 15"; hp 7; #AT 1; Dmg 1d4; AL NG; SA spells

Spells

First Level *charm person, burning hands, shield*

Second Level *invisibility*

The bar keeper is an old and friendly man and will help the PCs as long as they cause no trouble in his tavern.

- 18. Smithy
- 19. Carpenter

20. Market Place

This area contains a wide variety of stall holders, with products which range from farm produce, to trinkets and fortune telling.

- 21. Herder
- 22. Cabinet Maker
- 23. Money Lender

24. Pawn shop

The sword mentioned in the rumour table is displayed in the front window and is extremely strange and intricately patterned but only worth half of the 1,000gp he is selling it for.

- 25. Baker
- 26. Brothel

27. Town Hall.

A. Meeting Room

This room is almost completely filled with a with a huge oak

table with twenty chairs around it. The wall are cover with six, amateurish painting of the past mayors. There is a 10% change of there being a meeting in progress in which the councillors will be shouting at each other over obscure points of law while the mayor will be sleeping in his chair at the head of the table.

B. Mayor's Chambers

The sixty year old mayor was not elected because of his revolutionary ideas to free the masses or because of his intellectual genius. He was elected because the townspeople thought of him as a nice old man who wouldn't stuff things up (only because he wouldn't do anything). He is eccentric, forgetful and senile, and will make continual references to what nice weather they are having. He will only gives totally senseless answers to the party, no matter how simple the question is asked by the PCs. He hold no real power (if he did the town would be in a shambles) and is only used by the deputy mayor to keep the administration smelling of roses. He will be in his room 90% of the time during the day.

Mayor, 0-level human:AC10;MV 18";hp 2;#AT 1;Dmg 1d2;AL LG; S 6, I 6, W 4, D 9, Con 11, Ch 17

C. Deputy Mayor's Chambers

The deputy mayor is a sleezy character, who before Delonas came, took bribes, skimmed off funds and worked in allegiance with Morgan Black. He is cunning and very intelligent and will show great concern at the PCs allegations but will deny that any of this could happen in his town of god fearing people. He will be very helpful and will answer any question which has no real importance but will answer sensitive questions with false or misleading information. The desk in his chambers contain documents which will show his guilt to the above crimes as well as a piece of paper which says "Demnas" which there is a 20% chance of spotting. Any break in will be reported the Delonas immediately. He will be in his office 55% of the time.

Deputy Mayor, 0-human:AC 9;MV 18;hp 4;#AT 1;Dmg 1d4;AL LE;S 8, I 18, W 14, D 12, Con 9, Ch 16

28. Library

If the library is searched for six turns then the PCs will discover information about the Temple of Demnas and the fanatical cult which once inhabited the area. There is a 5% accumulative chance for each of the next turns spent searching that PCs will discover the location of the Temple under Theala's house.

29. Resturant

30. Morgan Black's Mansion

This is Morgan Black's prime residence where he spends most of his day and from where he runs his rackets. The mansion is extremely well furnished and contains many art works. Morgan Black will see the PC only if they come in disguise or are there to talk business. If they come to the house without disguises or if they talk about Delonas then he order his guards to seize them and will call the rest of his gang who will arrive, from somewhere in Lethram, in 2d6 rounds. If attacked, he will call his guards and the rest of his gangs and will fight back. He will only escape if they are losing and his life is in serious danger.

Morgan Black, Half Orc: T/F-6; AC 0;MV 12";hp 32;#AT 1;Dmg 1d8+5;AL CE;S 18/60, I 11, W 7, D 16, Con 15, Ch 6 (see important people).

Magical Items:Chainmail +2, Long Swords +2,Cloak of Displacement, Short Bow +1

Four Guards, F-4:AC 2;MV 12";hp 20, 23, 26, 27; #AT 1;Dmg 1d8+2;AL LE

Two Bodyguards, F-5:AC 2;MV 9";hp 30, 37 ;#AT 1;Dmg

1d10+4;AL CE

Gang(from the Dragon's Eye Tavern, building 17)

Five first level Fighters:AC 5;MV 9";hp 5,6,6,7,8;#AT 1;Dmg 1d8;AL CE

Two second level Fighters:AC 4;MV 9";hp 12,17;#AT 1;Dmg 1d8+1;AL CE

One fourth level fighter:AC 2;MV 12";hp 28;#AT 1;Dmg 1d10+2;AL CE

Three third level Thieves:AC 6;MV 12";hp 10,11,12;#AT 1;Dmg 1d6;AL CE(from first encounter)

A. Bedroom

His bedroom contains a large amount of small jewelery, art works, and loose cash which if time is spent to collect, will total 200gp. Behind the painting on the west wall, is a safe which can be opened by a thief with two sucessful open lock rolls in a row, due to it's complexity. In the safe are books which will show his dealings in prostitution, the drug trade and protection rackets. There is also a robe exactly the same as the one in Delonas's foot locker, 2,000gp, a platinum necklace worth 8,000gp (recently stolen) and a bag of blue-colored berries. These are a highly addictive buzzberries, which when eaten will increase the user's Strength, Dexterity, and Constitution by two for six turns until they wear off, but, if the user fails to eat another berry before the time is up then they will fall into unconscienceness for 1d20 hours. For 1d6 hours after this time they will also feel groggy and will have minus three from all abilities. Eating more than one berry will not accumulate the bonuses.

31. Weapons Master

32. Orc Basher Tavern

33. Cemetery

THE TEMPLE

If the PCs have entered the temple first then they will encounter Delonas and his party in room 25 just after they have slain the reptilian guardians. If they have followed, him they will catch up to him in room 24.

1. CAVERN

When the trapdoor is opened the PCs will see a dusty cavern covered in ancient cobwebs. The room is empty and in the North wall, once the cobwebs have been remove, a door will be found. This door cannot be seen unless the cobwebs have been removed.

2. FOYER

As the first player touches the floor, a light spell is triggered allowing them to see the room. All the walls are covered with scenes of torturer and the bloody remains of Paladins, maidins and other good-aligned people. In the North wall there is a secret door which will swing open invitingly after the the PCs have been in the room for ten rounds. The door will creak with age and wisps of a grey mist flow slowly into the room throught the door.

3. TRAPPED ROOM

This room is 30" x 30" but the PCs will not be able to tell this because of a grey mist which blankets the whole room. Suddenly, through the haze a tall cloaked figure will stride menacingly towards them. It bows, cynically towards them and then speaks in a deep voice. "Welcome you must be the Chosen Ones. Of course, if you're not then you will never leave this room alive". The haze clears and the PCs will be able to see a number of skeletons shrewn about the room. From his laugh it seems that he would be happy with either occurance.

The image (that's all it is) of Slard, the high priest of the temple, is being projected by his ghost in room 14 as a weclome to people such as Delonas who have the password (which is Demnas) or as a deterrent to people such as the PCs. If they

say the password then he will ask them to follow him through the East door, to room 4 where he will fade away. If the party say they are the chosen ones then a Net of Entanglement will fall from the roof trapped 1d6 of the party and the 10 skeletons in the room will become animate and attack the party in one round.

If the party attack the image then the 10 skeletons will become animated and the net will drop on 1d6 characters. There are doors in all the walls.

Ten Skeletons: AC 7; MV 12"; HD 1; #AT 1; Dmg 1d6; AL N

4. MOSAIC

The floor of this room is covered with a mosaic of a battle in which the hoards of Hades commanded by Demnas are crushing an Dwarvern strong hold. If the PCs look closely at the mosaic then they will notice that one of his eyes is really a key-hole to a trapdoor. The lock is trapped and if triggered a huge slab of granite will fall from the roof. This will do 2d8 hit points damage to anyone attempting to pick the lock and will shatter on impact.

If the rubble is searched then four rubies worth 500gp each will be found. When the trapdoor is opened the PCs will find a fine silver sword, wrapped in a cloth. This is a *Bastard Sword* +1, +2 vs Undead, +3 vs Non-Prime Material Plane creatures, +4 Dragonkind, however if the word Demnas is not spoken before it is removed then a xorn is summoned and will attack them.

Xorn: AC -2; MV 9"; HD 7+7; hp 4; #AT 4; Dmg 1d3(x3)/6-24; SA surprise on 1-5; SD molecular adjustment, immunity to most spells and magic. AL N

5. STORAGE ROOM

This is a storage room and it consists of four huge rows of shelves. If the PCs search the shelves there is a 80% chance to any mundane item. However, any edible found will be rotten and will cause nausea if eaten (-4 to hit rolls and unable to

concentrate for three turns).

6. STUDY

This room is empty except for a desk and other broken pieces of furniture. Within the desk are quills and ink but all paper and documents have been destroyed by age.

7. LIBRARY

The walls of this room are covered with bookshelves and the books and manuscripts will seem intact but when a PC touches them they will crumble to dust in their hand. If the party search the shelves thoroughly for three turns then they will find;

1 Magic User Scroll;

Third Level *fear*

Fourth Level *ice storm*

1 Cleric Scroll;

First Level *cause light wounds, protection from good*

Second Level *silence 15" range*

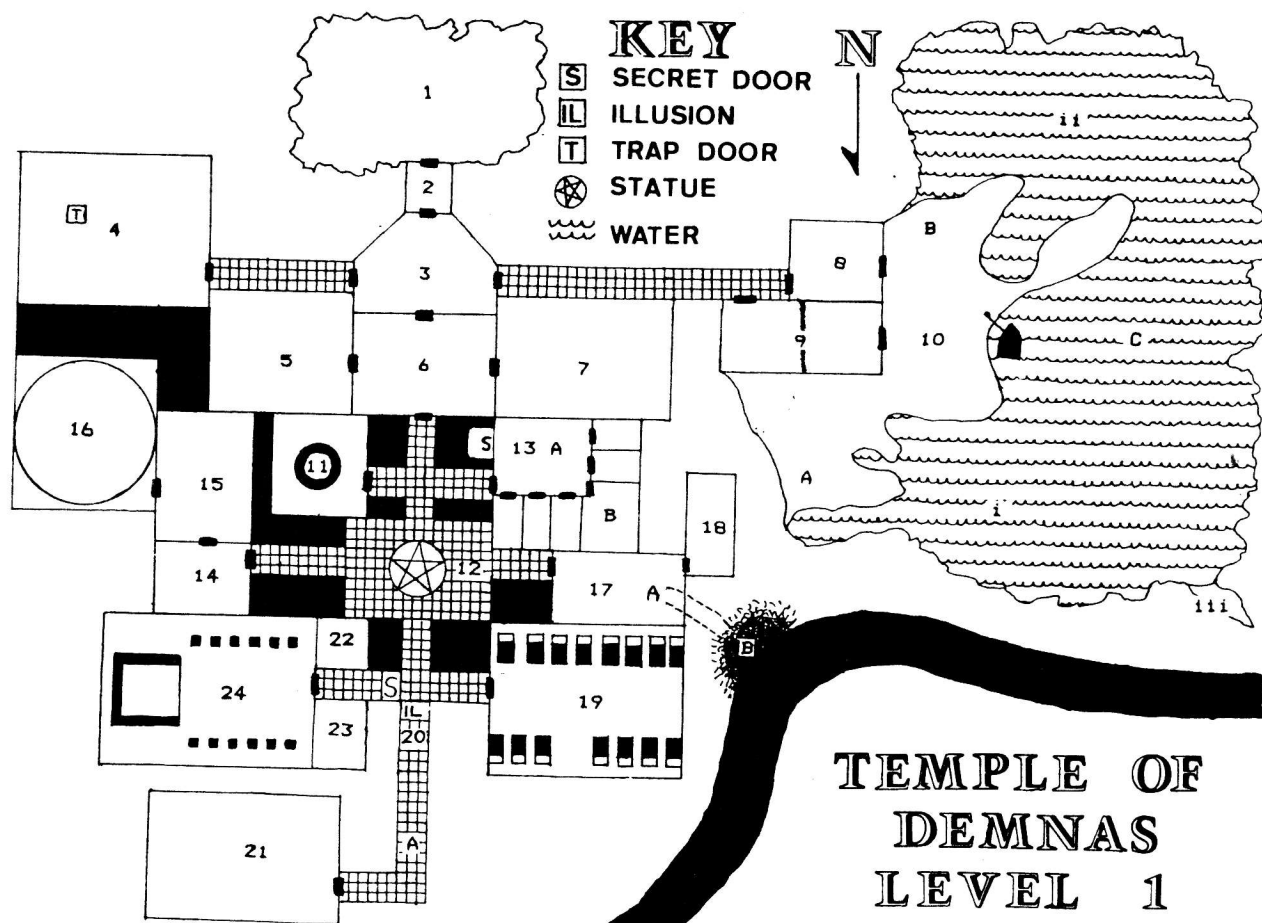
Third Level *animate dead*

Fourth Level *neutralize poison*

8. GARDENING SHED

Up against the walls of the garden are rows of spades, shovels, picks, hoes and any other gardening tool the PCs can think of. On the south wall, there is a cabinet which is trapped with a poison needle which does 2d10 unless a saving throw vs poison is made. Inside amongst the aging debris are three flasks. They contain *potions of plant monster* **, *plant control* **, and a bottle of weedkiller.

The weed killer is a powerful poison to plants and when it comes in contact with a plant's leaves, up to 20" x 20" of the plant will shrivel up and died in one round. If drunk the PC will receive 30hp damage unless a saving throw vs poison is made. The poison has a nauseous smell about it.



9. SHRINE

This room was the quarters for the druid of the Temple. The Eastern half of the room contains a bunk, blankets, a desk and a foot locker. The foot locker, which contains a long blood stained brown robe, boots, his sickle, and a gold chain worth 50gp. On the end of the chain is a small hideous skull who's eyes are two small red crystals. These crystals will glimmer and sparkle when it is examined as if there was something special about the pendant.

The room is divided by a translucent curtain and only two huge shadows can be seen on the other side. The other side of the curtain is a shrine to the God of Harvest. The shrine is painted as if it were in the middle of a forest except that the trees are twisted and warped (but perfectly healthy) and are rapped in a veil of darkness. In the middle of the shrine is two huge urns. The urns are filled with a murky, foul smelling water which if touch has a 10% chance of transmitting a disease (p14 DMG). At the bottom of the urns are 11 gems worth 100gp(x 2), 50gp(x 4) and 30gp(x 5) and 70pp, 220gp and 400sp. The room is harmless unless the the first person to enter the room is not carrying the pendant from the foot locker or if the PCs smash the urns, then a Earth Elemental will be summoned to dealt with the dissenters.

Earth Elemental:AC 2;MV 12";HD 8;hp 46;#AT 1;Dmg 4d8;AL N;SD only hit by +2 weapons

10. CAVERN

A.This is a burrow leads to the nest of twelve pack rats. For every turn the PCs spend in the cavern or every round they spend investigating the burrow there is a 40% chance that six of the rats will emerge from the hole and attack the PCs. In the burrow, amongst the bones are of the rat's last meal are a *Ring of Warmth*, and a pouch with 11gp.

Twelve Pack Rats:AC 6;MV 18";HD 2;#AT 3;Dmg 1d4/1d4/1d6; AL LE*

B.On this spot is the only remaining plant monster (made by the *Potion of Plant Monster*). It lies dormant, as if dead, but if the PCs stray within 20" of the plant it will attack with all five tentacles. When dead, the PCs will notice a stain similar in color to that of the *Potion of Plant Monster*.

Plant Monster:AC 5;MV 2";HD 4;hp 16;#AT 6;Dmg 1d4(x5)+1d10; AL N*

C. This area is a large underground pool which may be explored by the PC's in the boat which is drawn up on the edge of the pool.

I.A giant eel has made it's home here and will attack 60% of the time if the PCs are in the area.

Giant Eel:AC 6;MV18";HD 5;hp 29;#AT 1;Dmg 3d6;AL N

II.A strangle waterweed patch and four weed eels live in harmony here and will work together to defeat the PCs if they are lured within 10" by the sight of a platinum and gold necklace within the weeds. It is worth 500gp, and a silver buckle encrusted with jasper worth 1000gp, and a pouch, which contains 95gp can also be found. Among the strangle weed is the weed eels nest which is littered with human remains and rusty armour.

Strangle Waterweed:AC 5;MV" 0;HD 4;hp 20;#AT 3;Dmg 1d4(x

3);AI N;SA constriction*

Four Weed Eels:AC 8;MV 15";HD 1-1;hp 4,4,6,7;#AT 1;Dmg 1;AL N;SA posion;SD camouflage

III.A water spider and it's web are located here. If the single cocoon here is search a dwarf's skeleton will be found wearing *Chainmail +1*, and a pouch around his neck with 110gp.

Water Spider:AC 5;MV 15";HD 3+3;hp 22;#AT 1;Dmg 1d4;AL N;SA posion

11. FOUNTAIN ROOM

A well is located in the centre of this room and is covered in sacred runes and symbols. The water has healing properties of 1d10 heal per litre drunk, but at the moment the water is covered in a layer of slime. If the slime is not burnt off before the water is drunk then, it will inflict 1d4 per round per litre for 1d10 rounds until a neutralize posion, heal or like spell are cast on the drinker.

12. ALTAR

An altar with a statue of Demnas is positioned in the middle of this room. Unless his name is said before touching the altar then roll 1d4 and consult the table below.

1. The statue is animated and will attack as a Iron Golem.
2. A *stone to flesh* spell is cast on them. Saving throw vs Spells is allowed.
3. A random magical item is stolen from the PC.
4. The PC is teleported to room 15 if saving throw vs Spells is not made.

Iron Golem:AC 3;MV 9";hp 80;#AT 1;Dmg 4d10;AL N;SA posion gas;SD hit only by +3 weapons, immunity to most spells

13. CELLS

A.This is the warder's room which contains only the remains



BADGE OUT NOW

of his chairs and table. If the characters search the rumble then they will find a set of keys which opens the secret door in the East wall. The secret door is trapped and if it is triggered a cloud of gas 20" x 20" billow out and will reduce the strength of anyone caught in the cloud to 1/4 of it's original total for 6 turns unless they a saving throw vs spells is made. In which case their strength will be reduce to 3/4 of it's original total for 3 turns. Behind the door is a chest containing 100pp, 750gp, 2000sp, and 8 gems worth 1000gp(x1), 500gp(x2), 100gp(x5). There is also a collection of three daggers, two short swords, two sets of leather armour, one set of *Chainmail +2, Staff +2*, and a *Cursed Two-handed Sword-2*.

B. These eight rooms are cells for prisoners but now all they hold are rotting hay, and rat gnarred and obviously tortured human remains.

14. TROPHY ROOM

The walls of this room are covered in trophy cases, all of which are heavily runed. Through the glass the PCs will be able to see ceremonial equipment, including candles, gongs, incense burners, robes and if they inspect the contents of the cabinets closer then they will find a sacrificial cross which projects a permanent *protection from evil* spell. The doors of this cabinet are protected by a *glyph of warding* spell which does 28 hp damage when the door is opened.

15. SUMMONING CIRCLE

The room filled with a huge summoning circle with a crumbling skeleton lying in one corner. If the PCs spend more than five rounds in the room then the ghost of Slard, the high priest of the temple, will arrive and attack the party. If the ghost reaches half it's hit points it will then summon a hell hound through the circle, which will arrive in one round, and then he will flee, returning in eighteen turns with full hit points unless slain.

Ghost: AC 0 (8); MV 9"; HD 10; hp 47; #AT 1; Dmg Special; AL LE; SA age 10 yrs. & panic, age 10-40 yrs. per touch, magic jar; SD ethereal vs. weapon & spells

Hell Hound: AC 4; MV 12"; HD 5; hp 26; Dmg 1d10; AL LE; SA breath (1 hp/hd), surprise on 1-4; SD surprised only on 1, see invisible (50%)

16. WORSHIP ROOM

The north of this room is a 2" high platform with two sets of steps on either side of the platform. The walls and ceiling behind the platform are covered with a portrait of Demnas, his arms outstretched towards the party, the eyes staring at the PCs and he will seem almost life-like.

The party is slowly falling victim to the hypnotic charm of this painting and if they stay in the room any longer then they must make a saving throw vs spells or they will come under the influence of Demnas. The controlled PCs first action will be to attack the other uncontrolled PCs. They will fight to the death. The charm can be broken by drawing the controlled PC 10" from the room or by a *dispell magic* (vs 16th level Cleric) or similar type spell. The room will still retain it's charming powers so that a further check must be made every 2 turns, from the time the first check was made, for every uncontrolled PC who stays in the room. This charming power cannot be removed except by a *wish*. On the platform, there is chest containing a *Cloak of Protection +2*, and a platinum idol worth 2500gp. However, the chest has a illusion spell cast on so that it will appear empty and the PCs will have to reach into the chest if they are to find the idol and cloak.

17. KITCHEN

The kitchen contains all equipment normally found in a kitchen such as knives, bowls, pans and food which is not edible (see room 5). It has a dusty, disused, fireplace and at **point A**, there is a trapdoor through which the garbage was once disposed of. A chute leads from the trapdoor down to the river bank below to **point B** where anyone who stands on the trapdoor will be dumped in a putrid pile of rotting garbage for 1d6 damage. The stench will leave the PC nauseous (see room 5) unless they wash the muck off the armour or clothes. After staying five rounds in the area, four pack rats will emerge from their nest beneath the garbage pile and attack the PC's.

The only way to exit the river bank is back up the chute although this can only be done by using a thief's climbwall skill (100" at +30% to their change because of the shallower slope. This takes ten mins.), using a hammer and spike (60% chance of success. This takes four turns) or having a rope passed out by other PCs at the top of the chute (90% chance of success. takes 10 mins.)

4 Pack Rats: AC 6; MV 18"; HD 2; hp 8, 10, 11, 12; #AT 3; Dmg 1d4/1d4/1d6; AL LE*

18. PANTRY

The walls of the this room are covered in shelves of rotting food stocks and it will be obvious that this room was once a pantry. If any of the rotting food is eaten then the PC will become nauseous (see room 5).

19. BARRACKS

The room contains fifteen, extremely rickety, double bunks. The blankets and other apparell on the beds have long since become little more than shreds and only shattered timber remains of the other furniture. On the Western wall stand two hideous statues of demon-like creatures. These are gargoyles and they will attack only if the PCs tamper with any of the articles in the room. If all of the foot lockers are search they will find 20 long brown robes which are in tatters and a few rusty swords.

2 Gargoyles: AC 5; MV 9"/15" Flight Class C; HD 4+4; hp 28, 30; #AT 4; Dmg 1d3/1d3/1d6/1d4; AL CE; SA only hit by magical weapons.

20. HALLWAY

At the start of the hall is a secret door which is covered with an illusionary spell which makes it appear as though hall ends at the edge of a gaping raven. All those who fail their saving throw vs spells will not be able to come near the door, for fear of falling over the edge. They will only come through when a dispell magic (vs 12th level M-U) or similar spell is cast on the door. Those who make their saving throw will see it as a solid wall and will still have to search to find the secret door. Behind the secret door is a hallway which leads to the armoury. At **point A** there is a blade trap. When each PC walks over the the pressure plate there is a 50% chance of triggering the trap. If the trap is set off then a blade will slash out from the wall striking not only the the PC who set off the trap but the person in front of them and the two people behind them for 2d6 damage.

21. ARMOURY

The door of the armoury is a huge iron bar grill and is fitted with an extremely complicated and advanced lock. A thief opening this lock must make a successful open lock roll at -20%. This room contains :-

10 quivers of 20 arrows	1 quiver of 20 +2 arrows
20 shields	7 footman's maces
5 battle axes	20 spears
4 long bows	2 short bows
1 heavy crossbow	10 slings & 20 stones
10 quivers of 20 quarrels	3 halberd
8 hammers	4 morning stars
5 long swords	3 broad swords
1 two-handed sword	7 short swords
5 platemail suits	8 chainmail suits
12 leather suits	

On the Northern wall there is a chest which is trapped with an electric shock which does 2d6 unless a saving throw vs spells is made, in which case the damage is halved. In the chest is;

Scrab of Death *Cloak of Elevation*
Sword +2, Giantslayer *Crossbow of Speed*
Splint Mail +2 *Cursed long sword-3*
Scroll of;

Fifth Level: *leomund's secret chest, teleport*

22. CELL

This cell was once used to store the sacrifice victims but contains nothing at the moment.

23. SACRIFICE PREPARATION ROOM

The room is cover in bizarre paints of occult torture and scattered around the room are long white but dusty robes and some extremely intricate but brutal looking knives. When Delonas arrives at the Temple he will proceed to here and dress a townspeople who he has prepared for sacrifice in the robes and then proceed to room 24.

24. SACRIFICE ROOM

The sacrifice room is the pinnacle of the temple and it has been carefully and most time consumingly painted in a variety of paints, symbols and runes who's very nature would chill even the bones of a god. In the centre of the room stands a 16" statue of Demnas seated on a throne of human skeletons. In his lap is a seat which, is large enough to hold one human, and four large sets of shackles. At the base of the statue is a stone slab into which is engraved human skulls at a half decayed stage. Four levers point out from the slab, one at each corner, each with a small dragon's skull as a handle. If any of the levers are pulled separately then *fear gas* will be released and all those who fail their saving throw vs spells must leave the area at their maximum movement rate for 6 rounds. If all four are pulled down at once then the PCs holding the handles will be forced to fight against one another at full strength for two rounds. If all the handles pushed up simultaneously then the statue will begin to lower in the ground and will sink from sight into a pitch black pit in one turn. The statue will then return in 3 turns. Up to eight people will be able to fit on to the statue, all others will find they cannot hold on, and ride it down to room 25.

If Delonas has arrived ahead of the PCs then the PCs will find his group here, all draped in brown robes, chanting unholy verses and a townspeople chained to the statue which is about to sink into the ground. It will take one turn for the townspeople to disappear fully from view and any chance of rescue. Delonas and his group will attack in one round from the PCs entering. The chanting can only be heard just outside the room and nowhere else in the Temple.

LEVEL TWO

25. LAVA PITS

"As the Statue sinks into the ground, you see shimmering glow all around you. As you sink lower and lower the lights become brighter and brighter until it reaches a blinding, pulsating



light. You shut your eyes and shield them with your hands but it seems to no avail as the beams continue to intensify until you feel your skin begin to crackle and peel back under the heat. Then, suddenly as the booming sound of a hideous laughter echoes and bounces around the statue, you begin to feel dizzy and slowly one by one you blackout. You awake drouzy from your long sleep and the fiery temperature of the cavern you are in has left you swimming in sweat. All around you, you can make out pits of lava boiling and bubbling away, spewing flame into the air every few seconds. The whole cavern in fact is bathed in the glowing heat of the numerous pits. Through this haze two huge bat-like creature swoop down from roof of the cavern with a piercing screech which numbs your ears."

The reptilian guardians will swoop out of the sky and attack the PCs and will gain a free attack. They will continue to dive down on the PCs and will try and lure the PCs off the alter. If their is less than one person's weight on the alter, at any one time, then it will begin to rise again to the surface. If a person's weight is put back on the alter before it has risen for two round then it will lower to the ground again. If the alter rises for two round then the PCs will not be able to board it. If the PCs fight on the alter then they will be at -2 to hit because of a lack of flat surfaces the alter provides to stand on. If a natural 20 is rolled when attacking by either the reptilian guardians or PCs then their opposition is ruled to have fallen into a lava pit.

A lava pit does 4d10 per round and a Reptilian guardian will be able to exit the pit in two rounds without any assistance. PCs will not be able to climb out of the pit by themselves and if other PCs touching the lava covered PC they will receive 2d6 damage but will be able to get the other PC out of the pit. If the

PCs are able to defeat the reptilian guardians then read this passage.

"As you wipe the foul green blood from your blade, the shadowy white figure of a paladin appears before you. As he walks above the lava pits to a brightly lit tunnel which appears on the other side of the cavern and signals you to follow him. He pauses and smiles, then enters the tunnel."

If the PCs enter this tunnel then they will have to save vs death magic or die. If they make their throw they will be teleported to room 1. Either way the PCs should never know what happen to the people in front of them until they enter the tunnel. No non-living material is affected by the tunnel unless on a living person. The real entrance is located on the Southern wall and can only be found by walking within five foot of the door. This door leads to room 26.

26. ARTIFACT ROOM

As soon as the PCs enter the room they will see a gem encrusted rod in the middle of the room on a pillar covered by a glass cover. At the base of the statue on the Southern side is a small, hidden button which when pushed will release the glass case allowing it to be remove. If this button has not been pushed then any PC touching or physically attacking the case they will aged twenty years, no saving throw. Any magic or psionic attack will be reflected back at the caster as if the glass case had cast it, at the same level of the caster.

Underneath the glass is Rod of Ilana**. When the Rod of Ilana is picked up by a Lawful-good PC, she will speak to them in a soft, gentle voice telling them anything he wished to know about the temple or her history. She will then say to them that she has found them suitable for her purpose and will lead them to the place where the other two artifacts lie so that Demnas may never be summoned by his cult to ravage the world. If the PCs accept then she will teleport them to Theala's room. If the PCs do not accept, she will teleport them to Theala's house and she, to another part of the world.

Reptilian Guardian: AC -1; MV 9"/15" Class C Flight; HD 9+3; hp 41,45; #AT 3 or by weapon +3; Dmg 1d6/1d6/2d4/2d4/1d10; AL LE; SA poison; SD MR 25%, never surprised. Magical Items (1) Long sword, Devender +4 (2) Footman's flan +4

NEW MONSTERS

Reptilian Guardian

Frequency: Very Rare

No. Appearing: 1-4

Armour Class: -1

Move: 9"/15" Class C Flight

Hit Dice: 9+3

% in Lair: 100%

Treasure Type: V

No. of attacks: 3 or by weapon+3

Damage: 1d6/1d6/2d4/2d4/1d10/+ poison

Special attacks: poison

Special Defence: Hit only by magical weapons, never surprised, superior hearing and sight

Magic Resistance: 25%

Intelligence: Exceptional

Alignment: LE

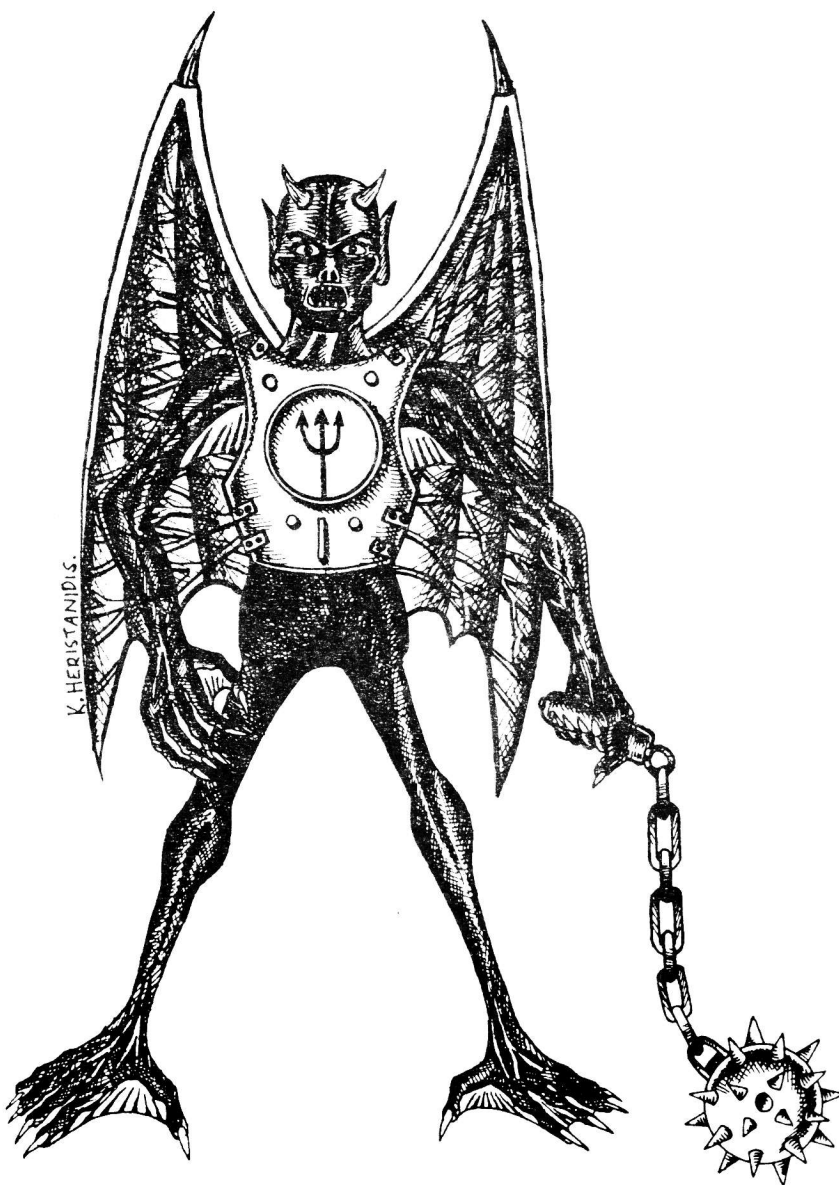
Size: L

Psionic Ability: No

Level/x.p. value: 3000 + 14/h.p.

The reptilian guardian is a 8' humanoid with reptilian features and bat-like wings. They are horned, have large pointed ears, small beady red eyes, a squashed nose and a set of mean, fanged teeth. As a result of their ability to hibernate they have become almost skeletal and beneath their transparent, leathery skin, their rope like but still powerful muscles can be seen. They are widely used to guard treasures over a long period of time because of their ability to hibernate for an unlimited amount of time but to still be totally aware of their surroundings.

When attacking on the ground, the guardian will use either a weapon at +3, because of its enormous size and strength, or attempt tear into its opponent using its claws and jagged teeth. Behind each of its claws is a gland which, when the hand or talon strikes it will inject poison into the wound. A saving throw is allowed against this poison at -2 and if fail the opponent will be paralyzed for 1d6 turns. In flight, the guardian will swoop down on its opponents like a hawk, attacking with its feet, and then hover above the opponent, raking their face.

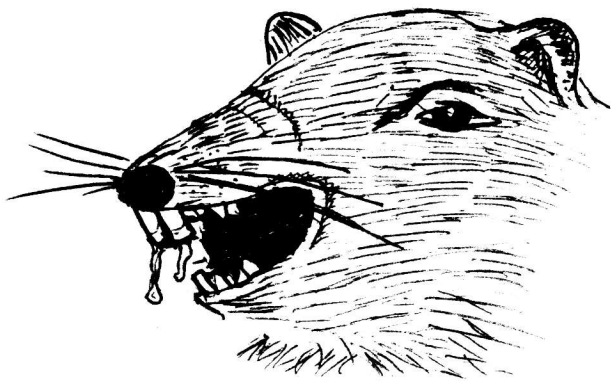


Strangle Waterweed

Frequency: Rare
No. Appearing: 1
Armour Class: 6
Move: 0"
Hit Dice: 4
Treasure Type: K,H
No. of Attacks: 3
Damage: 1d4(x3)
Special Attacks: Constriction
Special Defences: none
Magic Resistance: normal
Intelligence: Non-
Alignment: N
Size: L
Psionic Ability: none
Level/x.p. value: X/85+ 4/h.p.

Strangle Waterweed will appear as a large mass of kelp which will sway to and fro with the currents of the water until its prey comes within 10" of it. When they do, strands of the weed will lash out at them aiming for the neck. On a hit roll of a natural 20, a strand of weed will have latched itself around the opponents neck, for double damage, and will begin to strangle them and will kill them in three rounds. The opponent has a chance, once per round, equal to their strength on 1d20 of escaping the clutches of the weed.

In this module, and in other instances, the strangle waterweed may form harmonic relationships with other animals which will be in the interests of the two parties. These animals include eels, frogs, rays, crabs and other small salt or fresh water animals.



Pack Rat

Frequency: Uncommon
No. Appearing: 2-20
Armour Class: 6
Move: 18"
Hit Dice: 2
% in lair: 65%
Treasure type: C
No. of attacks: 3
Damage: 1d4/1d4/1d6
Special Attacks: Disease, spells
Special Defence: None
Magic Resistance: 35%
Intelligence: Very
Alignment: LE

Size: M

Psionic Ability: none

Level/x.p. value: 99 + 2/h.p.

These rats are the result of magical irradiation which had mutated the original group into a very intelligent and vicious creature. They grow to around 4" long, from head to tail, and 2" tall and their hides are a strange bluey-black metallic color. Their fangs and claws have been enlarged to an even larger size than a beast of that size would usually have and the pack rat will use these to their advantage attacking with savage ferocity. They were also granted enhanced intellectual capability by this mutation and have since build up a highly structured societies.

In combat they will always attempt to deceive their opponents by attacking from all directions, in large groups, with the element of surprise. If they have prior warning of the opponents arrival then they will ready an ambush for them. Their intelligent and keen senses will always allow them to attack in this mode, to know certain weaknesses of their opponents and to know when to retreat and regroup. The intelligences of some of the pack rats has allowed them to learn spells from manuscripts in the buildings they inhabit or from other members of their pack. There is a 20% chance that any member of a group of pack rats encountered will know 1d6 first level Magic-User or Illusionist spells.

When bitten by a Pack Rat there is a 5% chance of a disease being caught by the opponent.

NEW MAGICAL ITEMS

Rod of Control

This rod has the effect of raising the charisma of the user to 19 although the user does not receive the godlike aura powers. The user may also cast a charm over any humanoid which will then obey their orders to the death, unless the saving throw is made. This charm is permanent until the user relinquishes control of the rod, is killed, or the charm is broken by a dispell magic and remove curse against the level of the user, limited wish, or wish. This may be cast once every two days

For each week the Rod of Control is kept in the user's possession there is a 5% chance that they will suffer a personality change. This roll should be made in secret. If the roll is 'successful' then the user will become paranoid and begin to believe that everyone around them is plotting and scheming against them, even their charmed servants. The charismatic powers which the rod bestows the user will still work against any creature with less Hit Dice or levels than the user, but any creature with the same or more level or HD will find the user intolerable. This excludes anyone who has had a long association with the user eg PCs. The charisma of the user in relation to these creature will be reduced to nine and reduced by an additional one point for every level or HD the creature is above the user. The user does not receive fear powers of a negative charisma. Once this has occurred then the Rod can not be relinquished by the user voluntarily, and only a dispell magic, remove curse, limited wish, and wish will free them of the rod and its effects.

These checks still continue if the rod is kept and if another 'successful' check is made then any creature encountered by the user will regard them with total detest as the sleaziest low-life, scum of the earth which the gods should never allowed to form and will (roll 1d100);

1-5 Run away immediately.

6-10 Force the user to leave the area

11-100 Attack

Friends will now have to make a saving throw vs spells or be subject to the second set of rules.

Potion of Plant Monster

A potion of plant monster, when poured on any living vegetable matter will cause it to grow to a 10" mass of living vines and branchers.

Plant Monster:AC 5;MV 2";HD 4;#AT 6;Dmg 1d4 x5+1d10;AL N

On a natural 20, a tentacle will rap around an opponent and draw them into it's mouth for 1d10 damage until the opponent can roll their strength or better on a 1d20 to escape. The effect on the plant are permanent and it will under the control of the potion user until it's or the user's death. The potion however when drunk will act as a mild poison which is at +2 to saving throw vs poison or 1d10.

Rod of Ilana

The Rod of Ilana was fashioned many centuries ago by the Priestess Ilana containing her essence, for the elvin Prince, Eltham, to deal with hoards of human mercenaries who were harassing his kingdom. After Eltham discovered their camp, their forces engaged in the long and tiresome battle, in which Eltham was slain and the Rod taken off as booty to the Mercenaries strong hold. There it lay untouched because of it's good nature until the cult of Demnas stole it to use in the creation of an artifact to summon their god. However, before their plans could be completed they were forced to go into hiding and leave the Rod of Ilana hidden in their temple, where it has lain since.

The Rod of Ilana is an approximately 5" long rod of pure platinum which has been finely engraved and encrusted with numerous jewels and other precious metals. The head of the rod is formed by a large black pearl shaped in the form of a crown. The material cost of the rod is well in excess of 50,000gp but because of the rod's personality and purpose she will never allow herself to be sold.

The Rod of Ilana function as a +3 mace of Disruption and has a female, lawful good personality. She has an ego of 15 and intelligence of 14. It will inflict 2d6 on any non-good aligned person upon grasping the rod and 4d6 on any evil aligned person. She was created to destroy evil and will constantly remind the possessor of this fact. If the wielder shies away from their due they she will withhold all the powers of the rod from the wielder until they repent and show their dedication to her purpose. If this happen again she will teleport herself to the nearest suitable Lawful-good person.

The wielder of the Rod of Ilana gains these functions at will;

1. detect evil 15" radius
2. detect magic 1" radius
3. fly at 18" per round for three turns

The Rod of Ilana may also use these power once per day, if they are in aid of her purposes;

1. heal
2. summon monster V
3. teleport

CONCLUSION

If and when the PCs arrive back from the temple the towns people will be waiting to see what has happened. If the PCs have already or can now prove that Delonas was behind the chaos in the town, and that he is now dead, then they will be rewarded by the townspeople with 10,000gp in assorted gems, jewelry, coinages and valuable items.

As well as this the PCs will receive experience, as a group for;

The recoverer of the Rod of Ilana to the surface 10,000xp

The discover of the temple before the fourth day	5,000xp
The exposure of Delonas activities before entering the temple	5,000xp
The shutdown of Morgan Black's Guild	2,500xp
The exposure of the corruption of the Deputy Mayor	2,000xp
They will lose experience, as a group, for; Every towns person they kill	1,000xp
Allowing Delonas to enter the temple first	5,000xp
Allowing Delonas to prove their accusations wrong	2,000xp

Futher Scenarios

If the party have accepted Ilana's offer to come with her to find the other two artifacts then they will set out immediately towards their new destination. If they did not accept the offer then, and the party now want to find these artifacts then they might hear a rumour about a magical item which suddenly popped into the hands of a paladin in a nearby town.

I hope to, in the next few issues of DARK REALM, to be able to follow on from this scenario with another two modules to form a campaign on the subject.



SYNDICATE OF DEATH

TOTAL KARMA POOL: 347

MORGUE MASTER (ALTERED HUMAN)

F- Good (10) Health- 80
A- Excellent (20) Karma- 165
S- Excellent (20) Pop- -15
E- Remarkable (30) Res- Remarkable (30)
R- Amazing (50)
I- Incredible (40)
P- Monstrous (75)

POWERS

Mind Control of Dead Bodies- The Morgue Master may control up to 4 bodies of dead people at an Unearthly Rank (100). Any powers are retained by the body up to Amazing Rank (50) .

Deathlight-At Amazing intensity (similar to Darkforce generation) but effects only one Area at up to five Areas in range. Anyone caught within the Deathlight will also lose 1 level of Endurance per round.

Teleport (Class 1000) - To any Area with a large number of dead bodies eg cemetery up to 100 miles away at will up to two times per day.

Gasoeus State- Can assume the form of a non-toxic vapour at will at Amazing rank (50). He automatically does so when reduce below 10 Health, and will reforms with 40 health points elsewhere.

TALENTS- Genetics, Chemistry, Occult, Repair/Tinker, Mystic Background.

CONTACTS- Death, The Underworld, Vampyrilla

STORY

Silas Johannes, a famous genetic scientist, in secret was the leader of a occult coven of satanists. In an attempt to summon a demon, he suddenly disappeared and a demon promptly appeared in his place and went off on a rampage which killed his coven and many of the nearby people while Johannes was transported before Death. There he signed a pact with Death in which he would act as Death's servant and agent on Earth in return for the above powers.

The Morgue Master's goals are to provide Death with souls for Death to collect. He tries to achieve this aim with as much pain, suffering, and fear as possible for his victims.

He also privately wants control of the Earth. His plans for geopolitical domination include building up a powerful group of super villains from the basis of the Syndicate of Death.



Some time in the future he will dump the weaker members of the Syndicate of Death, but they learn of this before he actually carries out the act and rebel against him. Death, too, is not unaware of The Morgue Master's private plans and he will intervene if he feels they are interfering with his purpose for the Morgue Master.

Age- Middle Aged

Height- 5'10"

Weight- 140 lbs

Hair- Black streaked with grey, balding

Eyes- Black orbs, red pupils

General Appearance- Demonic, cunning with very pale skin

Real Name- Silas Johannes

VAMISTRA (ALTERED HUMAN)

F- Incredible (40) Health- 150
A- Excellent (20) Karma- 52
S- Remarkable (30) Pop- 0
E- Amazing (50) Res- Excellent (20)
R- Good (10)
I- Good (10)
P- Incredible (40)

POWERS

Blood Drain- After a successful Grapple Attack, the next round she may drain the victims blood, provided no one else is attacking her.

This blood drain is at Remarkable capacity (30) and each Health Point she drains restores one Health Point to her own total. This is the only way she may regain Health Points and if deprived of blood for a week she will lose 40 Health Points per day until she drains another living human.

Body Armour- Good resistance to magical and physical attacks.

Shape Change- Vamistra may shape change into the following forms at an Incredible rate (40).

Gaseous Cloud- non-toxic vaporous cloud of Amazing Rank (50) which may move at up to two Areas per Round.

	F	A	S	E	R	I	P
Bat-	Ty	Gd	Gd	Am	Gd	Gd	Inc
Rat-	Ty	Gd	Ty	Am	Gd	Gd	Inc
Wolf-	Rm	Gd	Ex	Am	Gd	Gd	Inc

In any of these forms her health does not change.

Animal Control- Vamistra can control bats, rats and wolves at Excellent Rank (30).

TALENTS- Computers, Guns, Martial Arts B and E

LIMITATIONS- She is reluctant to go into bright sunlight and will always wear sunglasses. Garlic, holy water, silver, and running water each do Feeble (2) Damage to her for each round they are in contact with her.

CONTACTS- Shadow, Lesser Vampires, Morgue Master

STORY

Originally a peasant girl in Transylvania, she was bitten by a vampire and was forced to become his slave. When he was killed by villagers, she fled to England for safety. There she remained until she was deported to Australia for petty crimes. She has remained here since, building her resources.

Vamistra (alias Katherine Baker) is currently working as a model and has risen to fame in the fashion world. She 'inherited' a very large estate house in Toorak and she has lived there with her companion The Shadow and uses the house as a base for the Syndicate of Death.

Age- Looks 25, is really 337 years old

Height- 5'11"

Weight- 120 lbs

Hair- Black

Eyes- Blue, very bright

General Appearance- Beautiful European woman

Real Name- Unknown



CRUSHER (MUTANT)

F- Remarkable (30)	Health- 140
A- Good (10)	Karma- 34
S- Amazing (50)	Pop- 0
E- Amazing (50)	Res- Feeble (2)
R- Poor (4)	
I- Good (10)	
P- Excellent (20)	

POWERS

Body Armour- Amazing (50) due to dense flesh.

Recovery- Excellent (20) Rank.

Regeneration- Remarkable (30) Rank.

TALENTS- None

CONTACTS- None

STORY

At age 14 Crusher (real name unknown) began to gain his mutant powers due to nuclear wastes buried beneath his house.

The formally weak youngster could now far excel his elders in matters of physical strength and endurance. One day while wrestling with a friend, he literally pulled his friend's head off, killing him instantly. Immediately wanted for murder and for scientific experimentation by the CIA, the Crusher fled his family and wandered from place to place stealing to survive. After a while he was found by the Morgue Master who took him under his wing, making him into the criminal he is today. Being only young he is still not thoroughly ruthless, but will do whatever his new father, the Morgue Master, commands.

Age- 17
Height- 6' 1"
Weight- 950 lbs
Hair- Brown
Eyes- Brown
General Appearance- Young, tough guy, spiky haircut
Real Name- Unknown

THE GRAVE DIGGER (ALTERED HUMAN)

F- Excellent (20) Health- 120
A- Good (10) Karma- 56
S- Incredible (40) Pop- 0
E- Amazing (50) Res- Poor (4)
R- Typical (6)
I- Good (10)
P- Incredible (40)

POWERS

Digging- The Grave Digger can dig through any Material, up to Amazing (50) Rank at 2 Areas a round.

Claws- His hands have large digging hoes on the ends of them. These are made of Amazing strength material (50) and in combat do Incredible (40) damage.

TALENTS- Occult Lore, Wrestling, Martial Arts D

CONTACTS- None

STORY

While working part-time in a cemetery, he was drawn into one of the immense crypts, by a spirit which appeared before him and promised great rewards if he would avenge the spirits murder. Once inside the crypt, the spirit told him to wear the talisman which hung around the neck of a mummified corpse so that they could communicate. However the spirit was lying, and the talisman, in fact, allowed the spirit to enter his body and John Jamas' own soul was banished to another demention.

The spirit is now able to transform his image between that of his victim John Jamas or his former corporeal form, an 8' humanoid beast with huge, clawed hands which scrape along the ground.

Age- 34
Height- 5' 8" (6'10")
Weight- 190 lbs (300 lbs)
Hair- Blonde (Spiky black)
Eyes- Grey
General Appearance- Short, stocky, very muscular (tall, muscular, beast-like)
Real Name- John Jamas

FIREBALL (ALTERED HUMAN)

F- Good (10) Health- 86
A- Excellent (20) Karma- 40
S- Typical (6) Pop- 0
E- Amazing (50) Res- good (10)
R- Good (10)
I- Excellent (20)
P- Good (10)

POWERS

Flame Strike- The fireball may project jets of flame to a range of five areas at Excellent Intensity (20).

Body Armour- Good (10) against Physical and Unearth-

ly(100) against fire attacks.

Explosion- For Shift Y (300) Damage (Ea Damage) to all in immediate area (3' radius). All those within a one area radius must check for stun and slam because of the concussion force. This force, however does no damage (unless a person is slammed against a wall). After exploding he will become a white vapour for 10-100 rounds. This is the same as Unearthly phasing.

Fire Control- He may control fires at Incredible Rank.

TALENTS- Chemistry, Engineering

CONTACTS- Rosebat Chemical Company Excellent (20) Resources.

STORY

Steven Dent was raised unaware of his of altered Human parents and lived a normal life as a chemical plant worker until the day he was caught in a chemical explosion which unlocked his dormant powers. As soon as the flames touched him, he exploded destroying the rest of the building and killing his work mates inside. As soon as his body reformed and he realized what he had done he suffered a mental breakdown and was placed in an institution. He was slowly regaining his mental stability when The Morgue Master visited him (after being tipped off about his power) and he was corrupted by the Morgue Master's teaching. He finally was let out of the institution when he was able to control himself but his mental capacity stayed at that of a twelve year old child. He looks towards the Morgue Master for his guidance and is totally loyal to the Morgue Master's commands.

Age- 28
Height- 5'9"
Weight- 205 lbs
Hair- Light Brown
Eyes- Brown
General Appearance- Well built, typical male
Real Name- Steven Dent

THE SYNDICATE OF DEATH

The Syndicate of Death is a relative new super villain group still in it's infancy. The Morgue Master, the Grave Digger, Fireball, Crusher and Vamistra make up this group of nasties which deal mainly with the occult and undead creatures (herself is such a creature). The Morgue Master, the leader of the group, has planned a series of devastating crimes, which are aimed at the killing of large numbers of people in major cities. One such crime he has in mind is to gain control of the Met during peak hour and set all the train on a collision course for the city centre unless the Government pay them one hundred million dollars. Of course, if such crimes come into being then it will be the responsibility of your supers to track down the Syndicate of Death and put an end to their plans.

The Syndicate of Death Headquarters is located in vampyrella's Toorak estate. Their they plan and act on their schemes through a series of magical gates that lead to an extra-dimensional room, which then connects to the Toorak estate. This room has ten doors thus they may travel to ten different locations which include; Vampyrella's house; the Melbourne cemetery crypt where the Grave Digger originated; the Morgue Master's underground Lab; and other major cities around the world.

COMBAT ARMOUR

An Article on Personnel Armour For CAR WARS, By Brian Collett

FOR SALE:

Hey Pedestrians, are you sick and tired of being bullied by those local duellist? Well then, here's the answer: Combat Armour, the latest in armour for humans. Motorized suits of armour, allowing you to assault your foe and in safety. Buy a suit today! Arm your whole Neighborhood Defence Ordinate!

except to fire until released (the gun fire is threatened as being on automatic).

ARMOUR

Armour consists of a sandwich of 1cm sheet of mesh and hardened plastic.

This has the effect of lowering its weight but increasing the cost of construction. It's construction also restricts the repair of the armour. Destroyed panels can only replace or added to but never repaired. There are only two locations, front and rear.

Battle Armour

Battle armour consists of a kevlar suit which covers the body and pieces of armour affixed to the chest, arms and legs and looks extremely similar to medieval platemail. The Battlearmour does not necessarily need an exoskeleton to be used but it is a good idea because of the weight.

Exoskeleton

An exoskeleton is a simple custom-made frame of bars which looks very much like a human stick figure. It is strapped to the body and small motors at the joints to allow it to move. These motors are computerized to work in tandem with the human body so that the person becomes incredibly strong. This allows the person to negate the weight of the heavy equipment (such as battle armour) with only minor degree of hindrance.

When the battle armour and exoskeleton are used together, the weight of the battle armour counts encumbrance leaving 140lbs weight capacity. Total usable grenade spaces are 26. It takes one and a half minutes to enter and has a penal of -5 to handling class and -2 to gunner skills. The DP is added together to get 10 DP.(See FRAMES Table).

Battle Suit

A battlesuit is the combination of a battle armour and exoskeleton into a single entity. Damage for the battle suit and exoskeleton locations from the front are armour, equipment, frame, human, power plant, frame, equipment, armour.

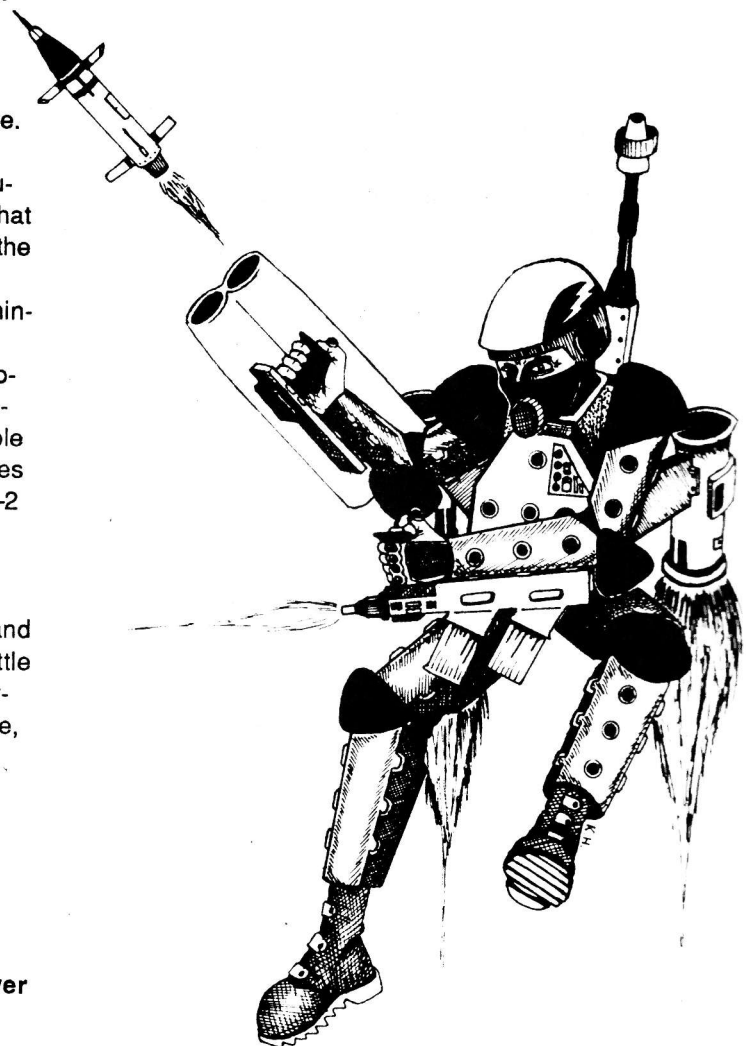
Power Plant

The power plants have been miniaturized to suit the amount of power needed by the suits and the limited space within the suits.

	Cost	Weight	Grenade Spaces	DP	Power
Small	750	45	6	1	300
Large	1500	90	12	2	600

If the power is cut to an exoskeleton or a battle suit the occupant will be frozen in their tracks, helpless

	normal (\$/wt)	FP (\$/wt)	LR (\$/wt)	LRFP (\$/wt)
Exoskeleton	18/7	36/7	20/8	45/8
Battlesuit	20/8	40/8	22/9	50/9



WEAPONS

As a result of the enormous strength given to a human by the exoskeleton and the battle suits, they will be able to fire two separate hand weapons in one round in a "Rambo" style with a gun in each hand. However, if multiple targets are fired on, the attack is at -6.

Hand guns may also be mounted on the arms, legs, chest and back. This adds an extra \$50 to the cost of the weapon for instalment.

Any number of weapons may be fired, through manual or links to other weapons, as long as the force of the guns fired does not overcome the THROWBACK LIMIT of the suit.

The throwback limit of a suit is calculated as the:

Power plant current energy /100

This is the number of dice of damage that can given out per round (rifles, shotguns, heavy and light pistols and grenade launchers all count as half a die). However if a grenade is thrown by a character then no other weapon can be fired because the character is unable to direct the weapons.

MOVEMENT

The movement modifier is calculated as the:

Weight carried - Power Plant's current energy then compared with the chart below

MOVEMENT MODIFIER (MM)

Result	Effect on movement Rate
-31	+2.5 MPH
-30 - 9	0
10 - 59	-2.5 MPH
60 - 89	-5.0 MPH
90 - 119	-7.5 MPH
120 - 139	-10.0 MPH
140+	-12.5 MPH

ACCESSORIES

JETS: 12 grenade spaces, 60lbs, \$2000, DP6. The jets are mounted on the back of a exoskeleton or battlesuit and allow a character to fly at low speeds. They may move upward at their movement rate, horizontally at double your movement rate and downwards at double their movement speed. Characters may also fall 2" at 21 MPH accumulative per second, but for every second you fall there must be a second you slow down to reach normal speed. If they do not do this and

hit the ground then for every second the character did not complete the process then they take 1d6 damage. This rule also applies to losing control of the jets.

Example: Baron Auto is shot down by a machine gun 8" above the ground. In the first second he falls 2" at 20 MPH. In the second second he falls 4" for a total of 6" at a speed of 40 MPH. In the third second he falls 6" for a total of 12" and hits the ground at 60 MPH. He was unable to slow, so the damage stands at 3d6. Had he suddenly regained control of the jets and slowed down to 20 MPH he still would have hit the ground but for 1d6 (2 seconds falling - 1 second slowing down = 1).

The character may also move on angles at 1.5 times their movement rate. It takes one additional second to liftoff or set down. Over 5 points of damage will knock the character back 1/4" and over 10 points will knock the character back 1/2" with a 5% chance per point of damage of the jets failing.

SPEED RELEASE: 1 grenade space, 5lbs, exoskeleton-\$200, Battlesuit-\$300, all release clips on the frame are connected to a central lock so that the only central lock needs to be released to release the whole frame. This cut the enter/exit time to two seconds on a exoskeleton, ten on a battlesuit, and fifteen with a Exoskeleton and Battle Armour.

LINKS - as per Car Wars reference book.

Quick Release and Re-equip Weapons System (QRRWS): No space, 20lbs, \$200. Normally weapons need mechanics roll to remove and replace but in this system all weapons are connected to the armour with sets of clips. This allows the weapons to be removed in three seconds and replaced in another in seven seconds.

ENERGY CAPSULE: 2 grenade spaces, 20lbs, \$300.

This capsule contains a burst of energy just large enough to sustain a battlesuit or exoskeleton for 3 seconds if for some reason the power has been cut to the suit.

Devastator-Battlesuit; large power plant, jets, SR, EC, QRRWS, SMG, linked to TRR on R Arm, SMG Back, 2 VLAW linked on L Arm, Trr Back, SMG Ammo, TRR Ammo. Armour: F 10 B 7. MM 0 Weight 597lbs., \$11,435.

FRAME TYPES

Armour	Cost	Weight	Weight Capacity	Grenade Space	Enter /Exit	Penalties HC	Gunner	DP
Battle armour	1250	40	—	6	60	-6	-2	6
Exoskeleton	2000	50	250	22	20	-3	-1	4
Battle suit	4000	100	350	38	20	-3	-1	14

Cost is the price of the basic armour. Weight is the weight of the armour and counts towards the total weight. Weight capacity is the maximum weight of equipment which can be carried. Grenade spaces is the maximum area of equipment that can be carried. Enter/exit is the time in seconds it takes to enter and exit the armour. Penalties are the modifications to Handling Class and Car Gunner skill when wearing the Armour and performing these actions. DP is amount of Damage Points the Armour has. This is divided equally between the front and back locations (Frame).

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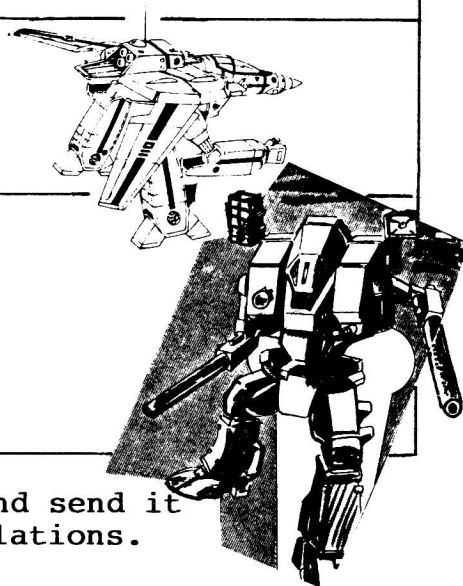
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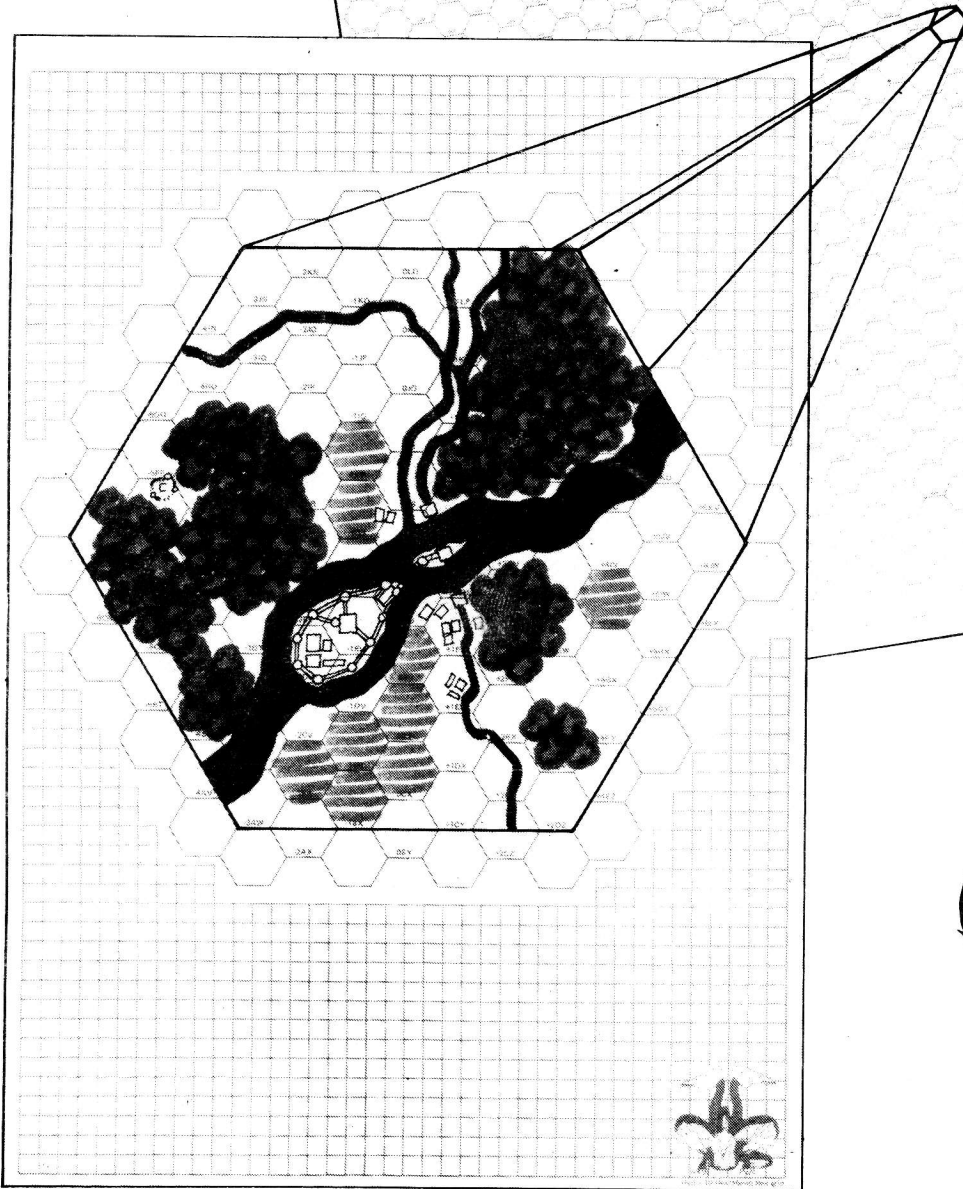
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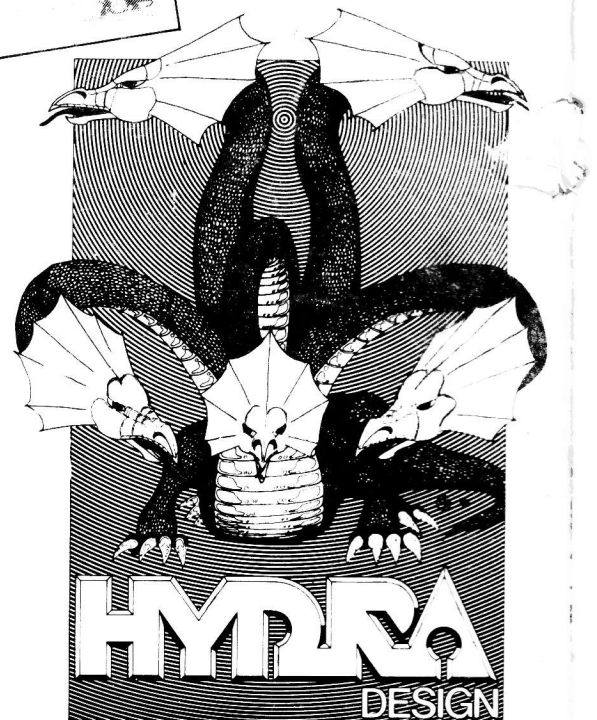
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