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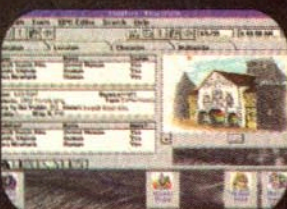
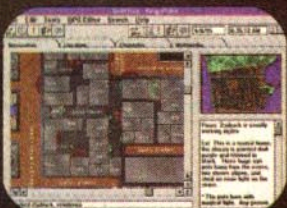
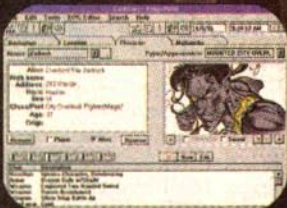
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Publisher
Alderac Entertainment Group

Editor
D.J. Trindle

Editorial Assistant
John Wick

Art Director
Matthew D. Wilson

Miniatures Editor
Ken Carpenter

Play-By-Mail Editor
Joey Browning

Circulation Manager
David Seay

Sales Manager
John Zinser

Cover Art
Matt Wilson

Contributing Artists
Chris Avellone
Kevin Daily
Bonnie Hill
John Kovalic
Diana Harlan Stein
Matt Wilson
Jeffrey Yette

Contributing Writers
Donald Brynensen
Dave Dollar
Wm. L. Hahn
Rob Heinsoo
Gregory M. LaBrie
Roger Spendlove
Jeff Tidball
D. J. Trindle
Rob Vaux
John Wick
Jeffrey Yette

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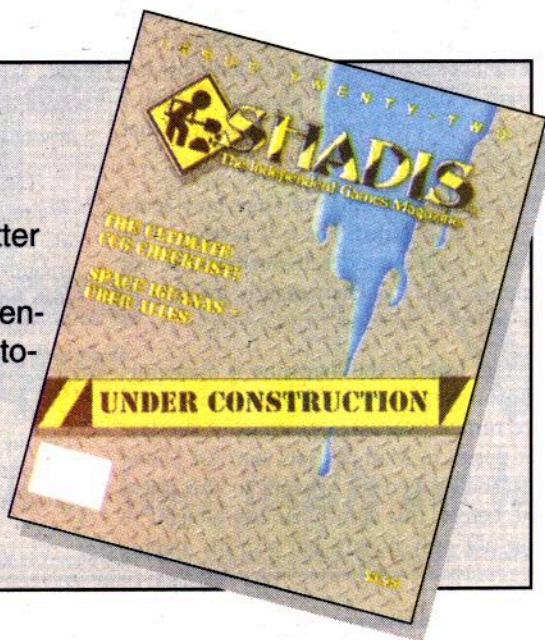
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About the Cover:

"Pardon our dust! To better serve you, the gamer, SHADIS is undergoing renovations...." See the editorial for more details.



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Declaration of Independence

The staff of SHADIS is determined to keep this publication independent and bringing our readers the best coverage of the gaming industry available.

Although the Alderac Entertainment Group, publishers of SHADIS, publishes game systems and supplements, SHADIS will not become a house-organ.

Our policy — written in stone — is that SHADIS will not review products produced by AEG and that AEG is limited to one full page ad per issue. In addition, articles relating to AEG games will be limited to two issues per year — not to exceed a combined total of fifteen pages for both issues. (that works out to 15 pages per 672 published pages of SHADIS.)

This policy actually penalizes AEG for being associated with SHADIS rather than having an unfair advantage over other companies. We hope this policy demonstrates our determination to keep SHADIS truly independent. □

Editorial

"You're Soaking In It!"

My first try at writing this editorial was twice as long as this one, and involved my personal history: how I got into gaming in the first place, my time out of the hobby, my serendipitous encounter with SHADIS, and so on. In reading it over, however, I realized that in all probability nobody cared. What I suspected you readers were interested in was an explanation of the changes in the magazine. Well, "buckle your seatbelts — it's going to be a bumpy ride."

As you have no doubt noticed, SHADIS is undergoing a sea-change. The look is changing, the size is fluctuating wildly — why, there's even a new editor! "What are they doing to my SHADIS?"

Relax. The things that make SHADIS what it is aren't going to change. You're still going to get great articles which are truly useful at the game table. As Jolly mentioned in his final editorial (#21), I pulled together the majority of the previous three issues, and I've been recommending articles for even longer than that. If you're interested in seeing what SHADIS will be like in the future, look at the past.

Nevertheless, changes will be made. Some have, in fact, already been made, as you'll notice when you page through this issue. Whereas Jolly seemed perfectly happy taking on the work of ten men, I'm only going to attempt the work of half a dozen or so. Hence, I've been delegating authority to folks in anticipation of the new year.

SHADIS-watchers may be wondering where Issue #21.5 is. The half-issue idea has been retired; SHADIS Presents may occasionally occur as a bonus, large issue, possibly quarterly or twice a year, but its future is still up in the air. Meanwhile, we've gone monthly. There will be a full issue of SHADIS every month, but it won't be 112 pages; it'll be 96. This is the same total page count as before (when it

was 112-80-112-80), but with a full issue every month. Other changes will include:

The Edge. This will be the centerpiece of the new-look SHADIS, a pull-out center section of the magazine which will see the resurrection of reviews, unseen since #18 (in a vastly expanded format), time-dependent material, and whatever insider information and industry gossip we can get our hands on. Now, I don't get a lot of industry gossip — I rarely get away from my computer — so I handed the whole package over to Ken Carpenter. For those of you who haven't been paying attention to mastheads and by-lines, Ken is our Miniatures Editor, and also writes regularly for *Dragon*, *White Wolf* (*requiescat in pace*), and almost anybody else who will hold still long enough to have printed matter submitted to them. He's remarkably talented, and much more plugged in than I am, and I'm looking forward to seeing what he does with his pages.

This major format change may seem hasty or unplanned, but it is neither. This section has been under discussion since last summer, and has been eagerly awaited in the office.

The look of the magazine is changing. In a further effort to delegate authority, I've turned over large portions of the layout duties to Matt Wilson, our Art Director. You've seen his artwork in the magazine before; this month, he has brought to bear not only his art, but also his graphic

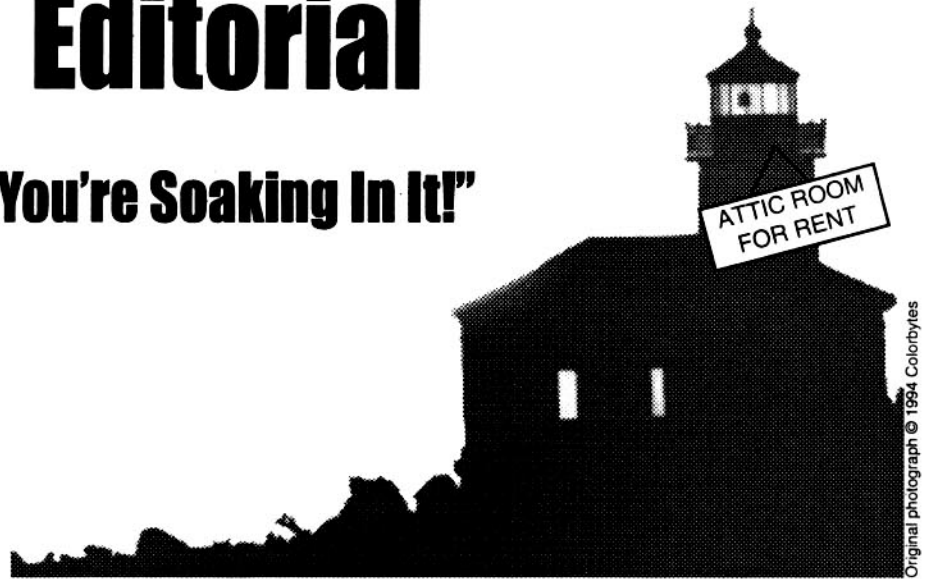
design training. We think the results look pretty good.

I'm certainly not a layout professional, but I have for some time been interested in interface design, with which it overlaps. I want the medium subservient to the message. The writers of our articles are trying to get messages from their minds to yours; it's our job to make the transmission as easy as possible. Matt and I will be working together over the coming months to make SHADIS interesting to look at as well as interesting to read.

Fiction. Yes, we'll finally have fiction gracing the pages of SHADIS on a regular basis. The new section, tentatively titled "Strange Vistas", is scheduled to debut in the next issue. We will be bringing you game-based short stories from some of the Big Names in the industry, and based on the initial response from the authors we've invited along, we think it's going to rock.

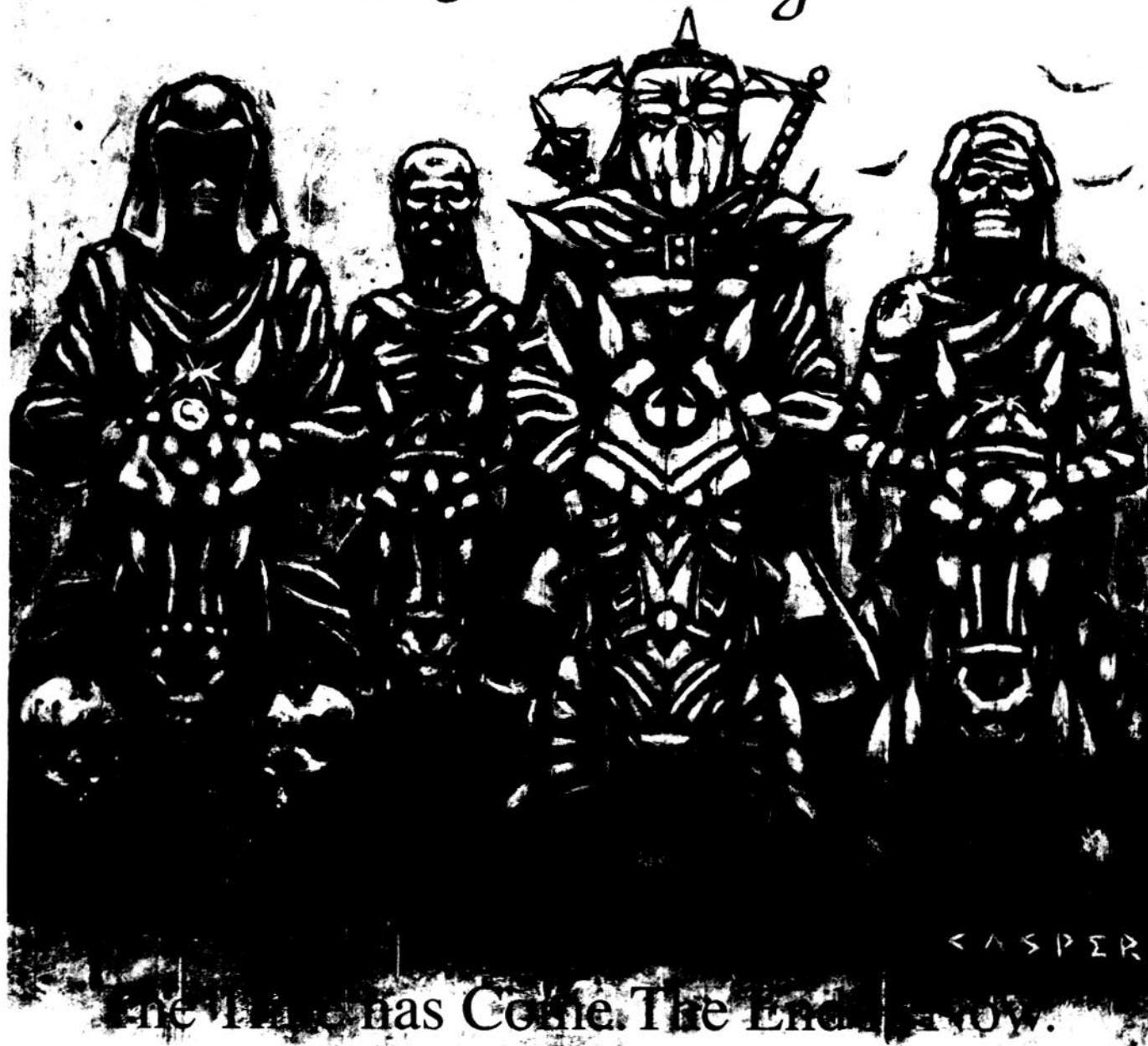
There — in a nutshell — you have it. We're going to hang onto what we're good at, bring back some of our past favorites, include new bits we're excited about, and look better doing it. We'd like to hear your feedback, especially as the changes really kick in with Issue #23. I can be reached at 4045 Guasti Road, Suite 212, Ontario, CA 91761, or by email at ShadisDJT@aol.com. Let me know what you think — I'm interested in hearing from the world beyond my phosphors.

—D.J. Trindle



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Spies For the Holidays

More From the World of Real Spies

By Dave Dollar © 1995
Art by John Kovalic © 1995

Christmas is a time of giving, a time of caring and a time of sharing. It is also a time of writhing around through sweaty shopping malls cramped tighter than a Cuban refugee boat. Christmas in D.C. is a dangerous time, because N.A.T.O. operatives do get vacation time (sometimes compulsory).

When not on vacation, government employees are forced to adhere to a rigorous work schedule, encompassing such weighty responsibilities as yawning, competitive belching, scratching our private parts, ordering pizza and searching for subcontractors to pay exorbitant fees to perform the complex tasks that we are not qualified to perform for ourselves (such as working). As such, for most government employees, relief from the daily grind is essential, which is why we get leave time for every holiday marked on the Christian, Hebrew, Islamic, Buddhist, Hindu, and Branch Davidian calendar (Charred Flesh Appreciation Day).

In the five years that I have been with N.A.T.O. I have actually managed to accumulate 6.2 years of paid vacation time (including sick time, flex time, stress time, overtime and Howdy Doody time.) The reason that N.A.T.O. operatives accumulate so much vacation time is that most of the countries on the N.A.T.O. roster have some form of vacation benefits for civil servants. And since we technically work for all of these countries simultaneously I can actually accumulate British vacation time while lounging about on a cruise ship off the coast of France. Of course this is highly classified.

Now, you may be saying to yourself, "Self, it seems to me that Carl is a bit down on the whole concept of Holidays." This is only partially true. Holidays are not at the bottom of my "Favorite Things to Do" list. Castration-with-a-rusty-cheese-grater-dipped-in-Aqua-Velva is at the bottom of my "Favorite Things to Do" list. Vacation is somewhere in between "The Annual Hee-

Haw Telethon" and "Proctologist's Assistant."

When my director started calling people into his office, I tried to run, I tried to hide. I tried to fake an aneurysm, but it was no good.

"Larson. According to our records, you have a little vacation time coming," he said.

"It's a vicious lie, sir. I've been slacking off badly."

"I think you've been under a lot of pressure lately..."

"No sir, I feel terrific! Never better! May I smoke?"

"No."

"Oh."

"I'm recommending some leave time for you."

"But sir, it's Christmas!"

"Let me put it another way, Larson. I'm ordering you."

"Can I go to Beirut?"

"No."

"Lebanon?"

"No."

"Bosnia!?"

He finally agreed to let me work through the holidays on a special case. The orders read, "Compile complete surveillance report. Subject: John Lennon." I was done. It was vacation or dead liberals.

Real spies don't like vacations much for one simple reason; while you are not working, N.A.T.O. temporarily suspends your L.G.M. (License for General Mayhem). As a result, operatives who, for the last three-hundred and sixty-four days, have become accustomed to "firing at will" and solving the simplest household dilemmas via the use of high explosives, are abruptly told to "act like a regular person." This is extremely dif-



ficult, not just because C-4 really lays waste to the toughest drain clogs, but also because being a spy is fun! Really, it is. Demolitions class gave me hundreds of new ideas for my model railroad, and all my bathtub toys are now armed with working depth-charges.

Christmas is the worst, because you have to try to "act like a regular person" in the "Holiday Mall/Demilitarized Zone" environment. The overall effect of the holidays in D.C. is that on December 20th, the State Department forces several hundred armed and edgy nicotine addicts into the (non-smoking) Retail Jungle with thousands of unsuspecting civilians (who, incidentally, don't normally wear ballistic overcoats). This year's casualties include nine ninja turtles, two elves, fourteen sales clerks and six shelves of G.I. Joe action figures with authentic gunfire sound-effects packages. Competition for parking spaces has already resulted in four car-bombings - and there's still three days 'til Christmas eve.

Spies do not adjust well to civilian life. Shopping at Christmas time is very competitive — sometimes comparable to Australian football. And it's hard to stick to fair play when you are driven from the serene and soothing daily routine of counter-terrorism and bomb disposal, and hurled headlong into the mad scramble to secure the very last "Barbie-incredible-uninsurable-sports-car-playset" in North America. And if your child is going to get that particular toy, he or she must also have the "Ken-goes-to-debtor's-prison-playset." A lot of black market toy deals go down and people get hurt.

The only respite you get from hearing "Frosty the Snowman" performed by Julio Iglesias for the four-thousandth time is when the intercom pipes up with "Norm, wet cleanup and paramedic on aisle twelve..."

Fortunately(?) this year I got off easy. JoAnne is spending Christmas with her parents in Liverpool, and her parents hate me, so I am not going to have to spend another holiday trying to navigate my motorcycle through the streets of London (where everyone drives straight toward you) in search of the very last pair of size-six, taupe pumps in Europe. ("Those are my size-six taupe pumps, lady! I have a gun!")

Instead, the boys at the office have elected me to host this year's Christmas party. The announcement was made following an open, democratic vote of all the people in the office. A vote that I was conspicuously not a part of. I had been absent, conducting a top-secret sociological experiment into the effects among the top brass of coating all the toilet seats in the State Department with white shoe polish (Squirr! Eewww!). As I walked into the office, Bob was just excusing himself, following a hearty repast of my special Christmas brownies (in comedy, timing is everything). I knew that Bob would be on the toilet 'til at least June, so I accepted with only token resistance.

To me this Christmas party thing is a godsend, because it means that I can do all of my holiday shopping down at the rarely-frequented "Soldier of Fortune Factory Outlet." For JoAnne's belated present, I can wander the nearly empty shopping malls with the scores of recently-divorced husbands trading in approximately 600,000 pairs of size-six taupe pumps for size-five taupe pumps.

Anyway, the only problems I am running into in planning a N.A.T.O.-style Christmas party are catering and trying to find a ballistic Christmas tree. I've already experimented with cooking our Christmas feast myself, but the only flavors I have managed to coax from my home-made stuffing are "Socks Benedict" and "Spackle Florentine." Still, it's a step up from my gravy, which I would describe as "Cream of Gray."

With all the holiday excitement mounting, I can't forget to up my renter's insurance policy before the party. There must be a post-it pad around here somewhere... □

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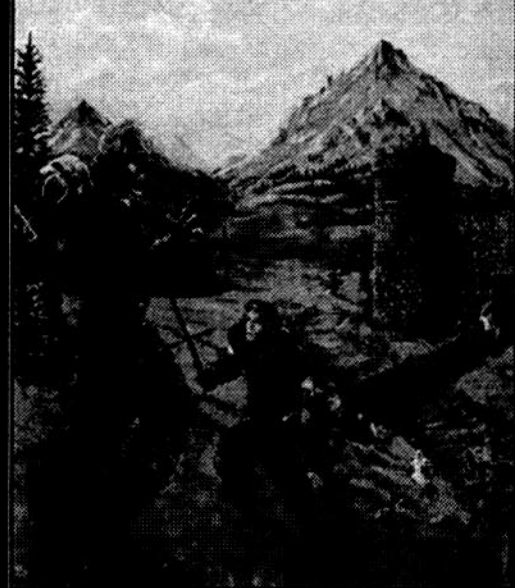
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"For two days the clashing fleets littered the sea with
of battle drew to a close, rising smoke muted the
At sunset, the Anuirean line of battle broke: In
el-Arrasi led his fleet to grapple
"As far as one could see, ships closed men
across enemy decks. Smoke tinted the
The attacking marines raised an unholy clamor,
"Through it all, el-Arrasi stood defiantly at the
Caercuillen's vessel, he was first to leap to
In the fight that followed, el-Arrasi fought as
relentless onslaught of melee and magic.
el-Arrasi placed his scimitar at the
"El-Arrasi had at last defeated the An
Iron Throne's power over the Basar
khir-aften el-Arrasi, and event



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burning hulks of wrecked ships. As the second day
brilliance of the golden sun, turning it blood red.
his magnificent flagship, the *Sehare el-Resheir*,
with Admiral Caercuillen's vanguard.
acingly, and noble Basarji warriors swarmed
dying sun and shrouded the misty sea.
and the stench of flaming pitch stung the eye.
helm. When the *Sehare el-Resheir* drew alongside
the enemy's deck, scimitar drawn and ready.
one possessed, and none could stand against his
As the sun slipped beneath the waves,
admiral's throat and forced his yield.
uirean Empire's great armada, breaking the
ji people. Thus was the land named
ually became known as Khinasi."

—Historian Boran el-Dussein, in *Victories of el-Arrasi*

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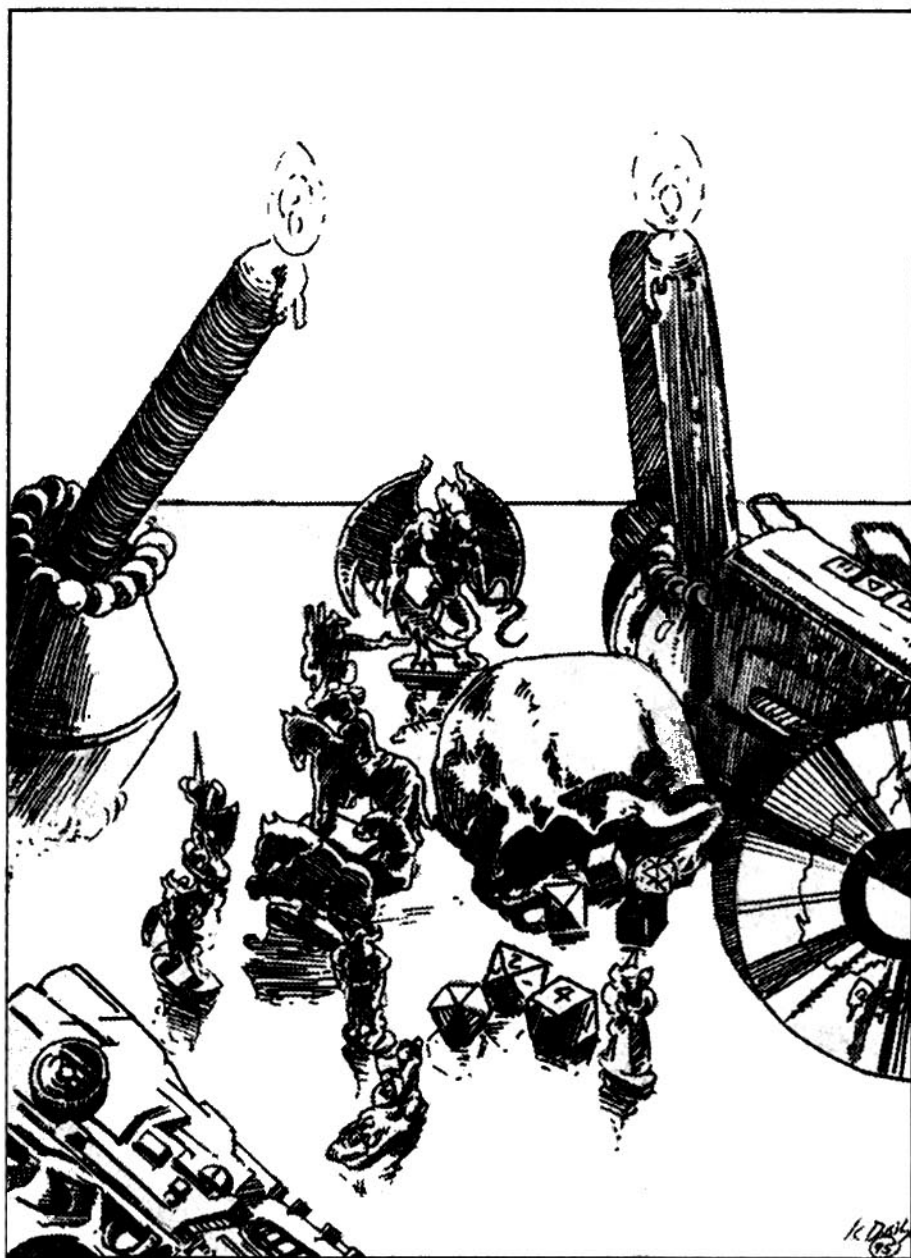
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What's On the Table Besides Dice

Playing with Props

By Roger Spendlove ©1995 ♦ Art by Kevin Daily © 1995



The idea to play your favorite dungeon-adventure by candle-light, accompanied by adventurous background music has no doubt occurred to nearly all of us at one time or another. For many, the ideas flowed further: we can increase the suspense — the sense of reality — even more by playing in costume. Get that old replica sword down off the fireplace and hang it at your hip, put on dad's big bathrobe or mom's shawl, we'll serve the drinks and snacks only in "period" containers, and on and on.

Well, it may have been fun — once or twice. But after awhile, I'll bet, the novelty wore off and the effort of putting together all those props became more than it's worth just for a friendly game of table-top role-playing. Not to mention awkward and dangerous with candles dripping, cloaks and arms flailing, and swords gouging the furniture.

So was it a worthless idea? Absolutely not!

Props can be and still are a very fun aspect to role-playing. Think of the maps and player handouts provided in the back of most published adventure modules. Think of the lead figures and plastic-coated map grids upon which you've drawn the characters' surroundings. Think of the *Conan* or *Star Wars* soundtracks you play in the background.

All of these are props: multi-media devices for enhancing the drama of your gaming experience. There are many more possibilities.

Personally, I love to use props — just so long as they don't dominate the game. As a player, props help me to "get in character." I'm not a trained actor, so I'm not the best role-player in the world. Props help me to feel as if I'm actually a different person. Some people criticize them as a crutch, but

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who cares? If it works, and you have fun in the game, go for it. As a Game Master or Storyteller, properties help me increase suspense and drama in the scenes I present to my players. I've found many and diverse ways to integrate props into a game, yet keep them simple and easy.

Player Props — Aids to Getting In-Character

Costume: Not a full-blown get-up, but merely accessory-type things to wear. Jewelry, rings or a necklace are easy to come by and even easier to wear. Use them to represent the holy symbol of your cleric, emblem of your clan, scepter of authority, and so forth. Perhaps clothing accessories like a vest, belt or hat (especially appropriate if you're playing *Indiana Jones*) of the style your character might wear can help you feel more in touch with your character. Similarly, wearing boots or sandals instead of your usual loafers will make you feel like a different person. I've found that dressing in a shirt of the particular color my character frequently wears is a way of feeling "in touch" with my character. If your character wears a uniform of some sort, collect a few pins or patches of the sort that decorate his or her uniform. If you're playing a scientist or medic, get a white lab coat from a second-hand clothing store.

Gadgets: My favorite category because it consists mostly of toys! In this age of electronic toys and merchandising tie-ins to major (or not-so-major) movies and TV shows, there's an abundance of toys replicating the gadgets found in the show. If you're playing a game based upon that particular media event, then you've got plenty of opportunities. However, there are many non-specific toys that can simulate the types of gadgets your fantasy and science fiction characters tote around.

The possibilities are virtually endless: devices such as communicators or wrist-radios. Medical instruments like a stethoscope or tricorder. Small (fake) weapons like a blaster, pistol or dagger. Robots and creatures who accompany your group. Jewelry and badges the characters might wear. Models of vehicles and space-ships they find themselves using. For some reason, vehicular toys seem to encourage our inborn tendency to fly them around and make sound-effects with our mouths! Not to mention these toys frequently come equipped with realistic sound-effects and flashing lights.

You might never touch these props while gaming, but I've found that just having them laying around the game table or clipped to our belts is enough to stimulate our imaginations. Plus, they help us feel as if we're truly participating in the world of our gaming story. Just the feel of the phaser and tricorder on my hip, and communicator badge upon my breast, is enough to transport me to the universe in which my character lives.

Sound Effects: As I mentioned, many toys and gadgets have built-in sound-effects chips and speakers, or even flashing lights. Besides being fun to fiddle and play with, I've found these SFX can even serve a functional purpose in the mechanics of gaming. For instance, a player can trigger the sound-effect of her communicator signal to alert the GM that she's calling someone, instead of announcing to the GM "I'm going to call the ship now." If the players on the ship were distracted, the sound effect would probably catch their attention, alerting them that a message is incoming — just as it would for their characters!

However, the possibilities with sound effects are greater for the Storyteller, which I'll discuss later.

The key to using props as a player is to use several items consistently. Pick out only those items which help you get in-character, and bring them to every gaming session. In time, even the act of not using a certain prop can become meaningful. For example, not wearing your clan-symbol pin will serve as a constant reminder that your character has been ostracized. Selecting different items for each game or genre you play will help make the flavor of each game a little different; perhaps even help you mold the personalities of your various characters in different directions.

But in any case, don't encumber yourself with too much stuff. Props really are a crutch of sorts; you don't want them to interfere with your role-playing, but rather enhance it.

GM Props — Enhancing the Drama

To heighten the dramatic impact of your game scenes, amplify the atmosphere. Of course you can do this (and have been for years) with merely the situation of the story, and the words you speak to convey it. Properties can be used to "punch-up" many

suspenseful moments, making them even more dramatic and memorable.

But you can definitely go overboard with atmospheric props. You probably don't want to go to the trouble every week of recreating the environment of your game world, so try to keep it simple. Lighting, background music, source music and sound effects can generally be set up easily beforehand and left alone for the rest of the evening.

Lighting: As the movie-makers know, lighting is probably the single most effective way to change a place into someplace else. For a medieval or low-tech atmosphere, rather than using candles (which could be hazardous if they tip over), use oil lamps with glass chimneys, and keep them off the gaming table. Or better yet, just dim the regular household lights.

For many high-tech settings, you may want to have the lighting very bright. Horror and suspense games ought to have just a few lights illuminating the gaming table (from above if possible), leaving the rest of the room in near-total darkness.

For an instant dramatic effect, try dousing the lights completely at specific moment, or switching them on brightly. For example, the characters are infiltrating a top-security facility, avoiding traps and alarms by increasingly narrow margins. You keep the lights dim to simulate the building's night-time corridors and inactivity. Then suddenly, the alarm is tripped — but before announcing it, you turn on the lights full blast. Watch the players jump!

Background Music: Soundtracks from favorite movies of a similar genre are easy to come by and frequently they're just the sort of mood-setting music you want in the background. Yet sometimes they'll evoke the wrong images — those of the movie instead of your story. Look into the huge library of classical music. Symphonies, operas and ballets are works written to convey a story with mood and atmosphere, which makes them well-suited for gaming. Music from a foreign culture, with or without lyrics, can sometimes sound very alien or intriguing. Some examples: Japanese or Chinese; eastern European such as Bulgarian, Turkish or Greek; and middle-eastern cultures such as Arabian or Indian; all these employ sounds, instruments and tonal qualities that sound odd to the average American's ear.

You could leave such music running all evening long, if you have enough of it to keep from repeating the same pieces too many times. However, it might be more effective to cue this music at the beginning of play to set the mood but don't continue to play it all evening long. Cue the same or similar piece when you resume play after a break. Also, save some key pieces for the dramatic scenes. For example, cue the martial war music when the characters enter battle; the chase theme when pursuit of the villain begins in earnest; the romantic melody when the characters meet an important NPC or love-interest.

Theme Music: Have your gaming group select a certain piece of music to serve as their theme song. Then play it as an overture at the beginning of every gaming session. After you've done this a few times, the overture will become like the opening-credits music for a movie or TV show, and this will definitely increase the sense that you're playing-out a drama. If you sometimes have difficulty getting everyone to "settle down" and begin playing the game, the overture is an excellent way to signal that "mundane concerns end now — let the adventure begin!"

Select a few pieces to serve as leitmotifs for certain important NPCs. Playing the song at the first introduction of that character is an excellent way to illustrate their personality. When played at later times, when the NPC is deeply involved with the story, will serve to remind the players of who they are dealing with. It might remind them that so-and-so is trustworthy, or that he's frivolous and silly, or she's cunning and suspicious, or whatever.

Juxtaposition Music: Finally, if you feel thoroughly confident in your ability to sustain a scene through conventional role-playing techniques, you might try playing Juxtaposition Music. This is music opposite to what one might expect to accompany a particular scene. For example: a beautiful operatic aria during a bloodbath battle. Or a religious chant during an atheistic vil-

lain's monologue wherein he describes all his plans for world conquest. Or a precise waltz underscoring a long-incoming duel between disagreeable personalities.

Whereas most gaming music attempts to have an emotional effect upon the players, juxtaposition aims to be artistic, illustrating a notion or promoting a theme in the story. If done improperly, it will leave the players with a sense of fakery and silliness. But if you can pull it off with just the right piece of music behind a really intense scene, it can be quite powerful.

Source Music is a film-makers' term for music that is actually heard by the characters, from a source within the story. This should be easy to come up with. If the characters will be patronizing a tavern or cantina, use some party music of the appropriate genre. Visiting a weird alien landscape, cue some eerie atonal or electronic music. In a monastery or temple, play some Gregorian chants or hymns. If any character is a musician, have him or her pick out a few songs they might play around the campfire. Play some sea-chanteys while the characters are aboard ship. The possibilities are endless, especially if you're playing within a real-earth historical genre. Obviously, source-music should be cued only when the players encounter it in-game.

Sound Effects: Plenty of Halloween sound-effects records are available these days, although they may be hard to find outside the month of October. Look in your local library; they may have some, plus other recorded collections of SFX for movies/TV/radio. Furthermore, many toys today come with sound-effect chips built in, which you can trigger whenever appropriate. As mentioned earlier, such toys and their sound-effects are excellent props for gaming. Remember those keychains that make various weapon-sounds for "blowing away" idiots on the freeway? They're great for generating chaos and confusion during a battle scene, with the sounds of machine-guns or lasers blasting away between the players' actions, or punctuating good shots by your villains.

Of course the cheapest sound effects are those you can make with your hands, mouth or household items. Raid your kitchen for metal, plastic and glass items that clink-and-clank, scrape-and-scratch, or bonk-and-clunk together interestingly. Start a kitchen timer ticking when the players are defusing a bomb, or any other intense, "time is running out" activity. Tap

off the unseen footsteps of a stalker. Rattle some nails and screws in a jar for the sound of machinery. Tune a radio to static or "ghost signals" for the ambience of an abandoned ship.

The key to using sound effects as a GM is to avoid overdoing them. You don't want to reproduce every sound the players might hear, nor even the ones that are easy for you to make. Rather, employ the effects only at particularly suspenseful moments, or if they convey a message stronger than your words. For example: roll a marble in a metal pot for the sound of a space-station's blast doors closing, and increase the speed of the roll for the slow, inexorable narrowing of the gap. This is much more dramatic than merely saying: "the blast doors are closing and you have moments to make it." They'll hear by the frequency of your sound-effect exactly what's happening and they'll even be able to judge how long they've got to get through the door! And watch them jump — or sigh with relief — when you bang the pot with a spoon to signal the doors klang-ing into place.

Choices: With this method, the prop becomes an integral part of the mechanics of your game. You provide a small prop for the players to examine or fiddle with, and then you watch carefully to see exactly what they do with it, and how. You and they discover what choices their characters will make.

For example: lay out several treasure items and see who touches what. If one was cursed or trapped, you don't have to roll random to see who gets it. You've made it a matter of their own choice, so they can't complain. Or give them a map and watch as they discover secrets and puzzle over the map-maker's illegible scrawlings. Lay out a coded message, and watch the players study it to decipher the code. If they just can't figure it out, you can give them hints when they make successful Intelligence rolls. Present them with a bizarre alien weapon and hope they point the muzzle in the right direction when they finger the trigger.

The key to using props effectively as a GM is to keep them to a minimum, reserved for only the dramatic situations, maybe only three or four per gaming session. You aren't trying to completely recreate the world of your story; that's the forte of live-action role-playing and historical-recreation groups. Used judiciously, properties can enhance the drama and suspense of any table-top role-playing game. □





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Medieval Credit Cards

The Role of Gemstones Through History

Article and Artwork by Jeffrey Yette © 1995

For the past several hundred years or more, man, and more often woman, have come to appreciate the value and beauty of precious stones. Gems such as emeralds, diamonds and rubies have long been sought after as keepsakes and symbols of undying love.

But in the realms of the myth, folklore and fantasy, stones were more than valuable...they were necessary. Stones that protect from evil spirits and ward off disease were among the many medieval credit cards...people simply wouldn't leave home without them. The following is a list of some of these precious stones.

alemandina — A stone which could melt ice and boil water.

alkibrit — The sulfur which is used to make "Greek fire." Greek fire was a flammable, gelatin-like material which burned intensely and was doused by water. Such material was placed in clay pots and lobbed at foes and was especially used as a marine weapon.

amethyst — A clear purple or bluish violet variety of crystallized quartz. It was thought to ward off drunkenness or prevent intoxication.

amistunte — A hard stone (flint) which set fire to tow (hemp fibers) when it was struck with a bit of iron.

anachitis — This is to call water spirits up from their depths.

anacithidus — A necromantic stone used to call both demons and ghosts.

antiphates — A stone of black color used as an amuletic defense against the power of a witch.

Armenian stone — see lapis lazuli.

asisu — See figius.

belloculus — A white stone thought to render one invulnerable in war. It had a gold spot circled with black.

berelica — A gemstone which cured palpitations and, when powdered and put into wine, was thought to stop baldness.

beryl — A greenish stone which attracted the rays of the sun and set fire to dry materials. Rings made from it maintained agreements between spouses and cured all sorts of maladies, especially eye problems.

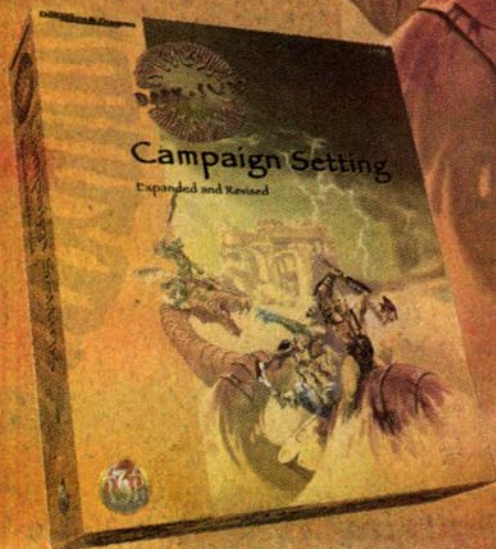
bezoar — A stone which is found in the stomach of various animals such as cattle, chamois, llama, goats, horses, porcupines, and monkeys; it was said to be an effective cure for most ailments, but worked especially well to prevent seasickness. They were particularly useful as an antidote to poison. The Oriental bezoar was made primarily of resinous organic matter arranged in concentric layers about a hard foreign nucleus. The Oriental variety of bezoar is found in the goat, gazelle, etc. The Western or Occidental bezoar is found in the Peruvian llama, and consists mostly of calcium phosphate. The German bezoar, from the gemsbok (oryx gazelle), is composed of interlaced fibers or hairs with organic cementing material. Bezoars were still in use in the East as medicines and pigments during the first quarter of this century and perhaps still today.



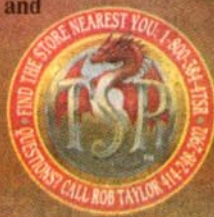
The New DARK SUN Has Dawned

A decade has passed since the Age of Heroes began. The Dragon King lies dead, and revolution spreads like wildfire across the Tyr Region. With the coming of each day, new and more terrible dangers appear. But I see these as merely the pangs of birth, for a new Athas looms on the horizon....

—The Wanderer



It is a godless world of little metal, psionic inhabitants, and brutal combat. This is Athas, where savage races must battle each other for survival. This expanded and revised edition of the campaign setting extends the boundaries of known lands, adds new character races and rules, and creates a streamlined psionics system. Everything you need to save Athas is included—except the power of your mind.



brimstone — The old world term for sulphur.

ceraunius — A stone of lightning which was sometimes found in the shape of an arrow.

Formed in the upper portions of the sky where the wind battled, it was to be found stuck in the ground nine days after it fell. For chaste people, it was a talisman which brought good luck and pleasant dreams.

ceronites — A precious stone found in the eyes of a turtle of India. Those who put the stone on their tongue spoke only the truth, but its virtues revealed themselves between sunrise and the sixth hour during the new moon; when the moon was on the wane, the stone had its full powers only between dawn and sunrise.

chalcidony — A green jasper which was thought to protect a person from phantoms and drowning. It is a cryptocrystalline, translucent variety of quartz which is commonly a pale blue or gray color, uniform tint and luster nearly like wax. Chalcidony of varying color is known as carnelian, chrysoprase, heliotrope, agate, onyx, etc.

chrisoletus — A *demonifuge* used also to drive away melancholy and illusions which were often thought to be the doings of demons.

chrysolite (also *crisolite*) — A fibrous variety of serpentine which protected its bearer from the demons which cause nightmares (incubus and succubus) and phantoms. One was assured of victory over demons if one carried in on the left arm, pierced and wrapped with the hair of an ass. It was also used to prevent madness and fever in general. Interestingly enough, it is a kind of asbestos, so it is also unaffected by fire.

collire — A sapphire-like stone which was the color of the sea. He who carried it around his neck was sheltered from the displeasure of his overlord.

coral — Thought to be a cure for blindness and toothache, and when mixed with powder of cumin, it served as a dentifrice and a lotion for the eyes.

crisolite — See chrysolite.

diadocos — The strongest stone used in divination and it resembled beryl. Holding it in one's mouth gave the beholder authority over devils and those who were summoned were placed in the service of the stone holder without making the holder himself bad. Before the diadocos could be placed in the mouth, it must first have been cooled in water to prevent burns.

It also made all who carried it immortal, but did not stop from falling into a languor those to whom death was preferable. Bodies in contact with this stone rose up again suddenly without speech, sight or movement but collapsed when it was withdrawn. This stone was holy among all others.

dionysia — A black stone with reddish-brown spots; when powdered and added to wine it prevented the intoxicating effects of the alcohol. The name is obviously derived from Dionysus; the Greek god of wine.

draconitides (also *dragon stone*) — A carbuncle (a rounded and polished garnet) which is said to be found in the head of dragons. It had to be taken from the dragon when it was sleeping, for otherwise it lost its magical properties. Enchanters would put a dragon to sleep and then cut off its head to steal the carbuncle which they would sell for enormous profits.

demonifuge — A spell, amulet, charm, or other object designed to drive away demons and evil spirits.

fetish (also *fetich*) — A material object which is either natural, like the tooth or claw of an animal, or artificial as a carving in wood or bone. Such an object is supposed to possess magical powers or to be endowed with energies or qualities capable of bringing to successful issue the designs of the owner, preserving him from injury, curing disease, etc. The term was originally applied to the crude idols and talismans of the West Africans, but now is applied to similar objects the world over.

talisman — A stone or piece of metal on which was engraved a figure or inscription and which, when worn, was said to be useful in curing ailments or to prevent illness.

exebenius — A white stone used by smiths to purify gold, which when drunk in wine was said to cure madness in women.

frigius (also *asius*) — Black-veined stone which, when drunk in wine with the herb sabine, healed fistula and gout.

galgate — See pyrite below.

heartbone — The hard, red cartilage which is found in a deer's heart. It is said to have medical qualities due to the cowardliness of the animal which relied on this "bone" not to perish from fright. This bone would comfort a frightened heart, especially that of a pregnant women.

jade — It was thought that jade was able to provide a link between this world and the spiritual world.

jasper — A gemstone known in many countries by sixteen different types varying in color. It was once thought to be sacred and was faithfully carried by some as protection against fever. Other jaspers were thought to behold different properties. See *chalcidony* above.

lapis lazuli — A rich azure stone found in small rounded quantities and often showing spangles of iron pyrites. It was probably considered by the ancients to be sapphire and in modern day is still valuable for ornamental purposes. Also, it was thought to possess curative and healing properties. The deep blue "rays" were believed to aid in personal and spiritual expression and was said to halt inflammation. It was also known as Armenian Stone, caustic potash, infemal stone, etc.

lynx — This stone is a type of zircon, amber in color, which was believed would make people go to sleep or cure insomnia.

madstone — A stone which was popularly thought to counteract the effects of poison from the bite of an animal.

niger — A stone thought to hold very powerful properties; it was also called gelaticum. If it was put into a person's mouth for a long time after rinsing with wax and honey, one could foresee the projects of adversaries. More importantly, it was a powerful aphrodisiac.

onyx — A black stone which was thought to bring bad luck if it was carried in battle.

oristes — A black or green stone which served as protection against animal bite and also from fear. It also made men sterile and caused women to abort.

pontica — A stone blue in color with red stars or drops and lines like blood. It was used by conjurers to compel demons to answer questions and also acted as a powerful demonifuge.

pyrite (or galgate) — A stone which was good for diseases of the eye and diarrhea. In later times, it was burned in enormous quantities for making sulphuric acid.

red coral — This was used to protect children from demons and black magic. Formally it was powdered and given to children as preventative medicine for epilepsy, which was viewed as either a divine illness or the madness induced by demons.

sapphire — A precious stone which was thrown upon the coasts of Libya by waves. It was said to have the property to bestow the gift of prophecy and to remove the chains of prisoners. It is either transparent or translucent crystalline; appearance is typically blue in color.

synochitis — A stone which rendered the owner the power over conjured demons while he or she questioned them.

toadstone — According to myth, this stone was used to detect poison. When it came in contact with poison, it would change color and begin to sweat. It is a bufonite or their petrification, stone or similar object which was popularly thought to have formed in the head or body of a toad, hence its name. In addition to being used as a poison detector, they were worn as charms and used as antidotes to poison.

tourmaline — A stone that when heated gains electrical properties similar to a magnet.

turquoise — A stone which was suited for the very young. □

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SPACE IGUANAS

Role-Playing in Harry Turtledove's Worldwar

By Rob Vaux © 1995

Kurt swung the stick hard and cursed to himself as his wingman's plane exploded into flames. His Messerschmidt arced precariously through the hail of flak and metal in a tight reverse. Two minutes ago, he had been part of an entire formation, patrolling the skies above occupied France for the enemies of the Reich. Now, his was the only plane in sight. He toggled his machinegun trigger and scanned the blue expanse outside his cockpit, searching for some sign of the bandits that had ambushed them.

From a cloud just below him, a silver flash appeared, and he dove his plane to match it. His guns spat out a rattle of a thousand rounds in desperate pursuit of the blur, trying to capture it and make it burn the way it had made so many of the Luftwaffe's planes burn. No such luck. With effortless ease, the killercraft shot around and locked its own weapons on

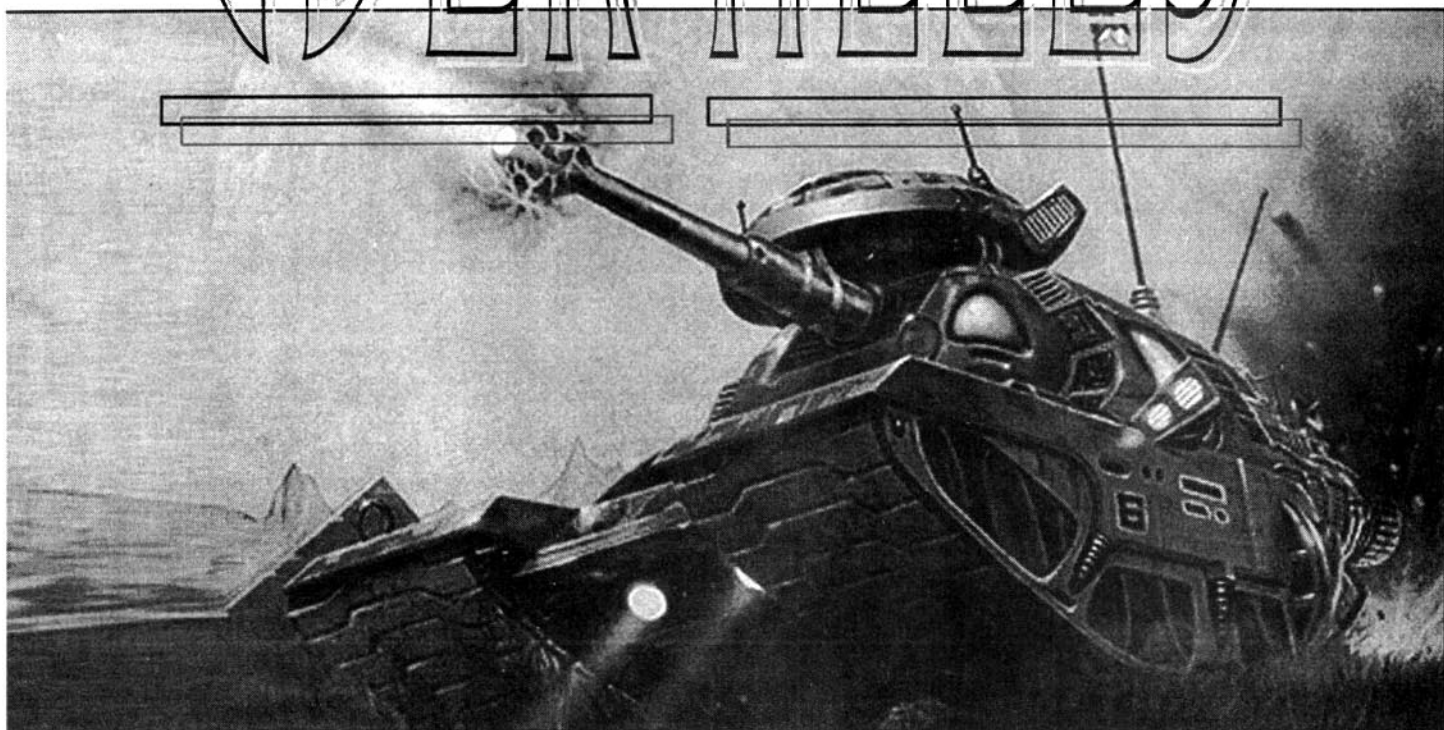
the hopelessly slow Messerschmidt. Just before the fire seared his face to oblivion, Kurt thought he could see the other pilot through the windshield — its scaly, inhuman face cracked in a hideous grin...

Of all the hoary, ancient, brow-beaten, cliché-ridden concepts to enter science fiction, an alien invasion of the Earth has got to be the hoariest. Since H.G. Wells published *War of the Worlds*, literary master and pulp hack alike have all taken a stab at menacing armies from beyond the stars. We've had straight-out conquering and commie-type infiltration. We've had flying saucers and three-legged tanks. We've had vaporous clouds and flesh-sucking doppelgängers. We've had baby elephants, little green men and phallic seed pods. We've had every conceivable way this story can be told thrown at us, and by now, most of

us are sick to death of it. Is it any wonder then, that science fiction RPGs have avoided the concept like the plague?

From a creative standpoint, there isn't much a role-playing game can do with alien invasions. After its heyday during the 1950s, the idea seemed pretty much sapped of energy and now, it just doesn't fire the imagination anymore. Game designers have rightly decided to focus their efforts on other elements of science fiction, and most of the worthwhile elements of the concept have been appropriated for other genres. Let's face it: Great Cthulhu is a lot sexier than a bunch of little green men with Napoleon complexes. Without some sort of pep and pizzazz, there just isn't anything left in the alien invader story to make for a good RPG.

ÜBER ALLES



Or so it seemed, until sci-fi writer and history professor Harry Turtledove released the first book in the *Worldwar* series. An ongoing epic of four volumes, *Worldwar* managed to revive the notion of good old fashioned space invaders while simultaneously providing a terrific framework for role-playing. The concept is devilishly simple — what if the aliens had landed in the middle of World War II? — but it provides enough subtle nuances and inspiration to keep even the most demanding role-players going.

It's May, 1942. The armies of the world are locked in vicious, deadly combat across every corner of the globe. In Europe, Hitler's dreams of domination are all but realized, with only England remaining in defiance of his tyranny. Russia and Germany lie in an ideological death grip, as

millions of dead on both sides pile up on the steppes of the Ukraine. Asia lies at the feet of Japan's imperialist expansion, while the United States slowly turns its industrial might towards avenging Pearl Harbor. And in the heart of Poland, the first steps of a "final solution" against the European Jews are being enacted by Nazi occupiers. Never before has humanity been so divided, never before has the fate of our planet been so much in doubt.

And then they came: a fleet of huge spaceships piloted by reptilian invaders from beyond the stars. "The Race," as they called themselves, had arrived to conquer the Earth and make it their own. They moved quickly, utilizing their superior technology to brush aside our forces like toys. Mainland China was seized from the Japanese, as was occupied France and most

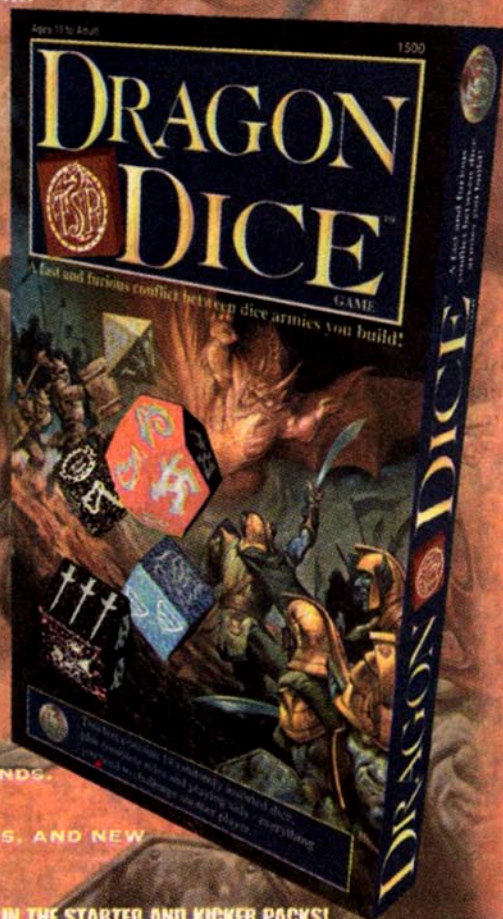
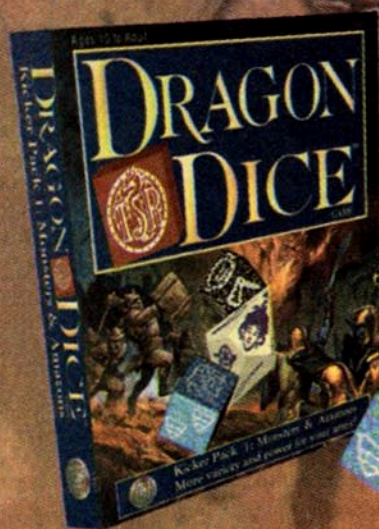
of the Third World. The Russian front was divided up the middle, the United States cut in half at the Mississippi. And nothing we had seemed capable of stopping them. Suddenly, our all-but insurmountable differences had to be shunted aside, and life-long foes had to join forces in the face of this common threat. To do otherwise was to risk eternal slavery at the hands of an utterly inhuman foe. Slowly and grudgingly, the divided forces of mankind joined together in defense of their planet... and thus the true worldwar began.

This article is intended to help gamemasters run a campaign set in this world, a world so close to our own and yet so unlike anything we've seen before. Interested GMs should be sure and study Turtledove's books (two have thus far been written: *In the Balance* and *Tilting the Bal-*

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ance, with two more promised in the near future), as well as the more "mundane" histories of World War II. A healthy overview of other alien invader stories can be useful as well; *War of the Worlds* is an obvious one, and the original miniseries *V* contains some good ideas as well. The following is intended as a generalized overview and a guide-line to converting Turtledove's novels into a role-playing format. As such, some of the story's surprises are revealed below, and readers wishing to keep the books fresh may want to hold off until they have familiarized themselves with them.

The Race

At the heart of the series lies The Race, an advanced species of lizard-like aliens who have conquered a star-spanning Empire. Understanding the universe of *Worldwar* begins with understanding them. Physically, the Race bears a strong resemblance to bipedal lizards: scaly skin, sharp pointed faces, forked tongues, and socketed eyes that can move independently of each other. They walk on their hind legs, using short tail stumps for balance. They stand slightly smaller than your average human — about four feet — and weigh approximately seventy-five pounds. Their appearance has led most humans to refer to them as "Lizards," and the Race has matched such slang by referring to Earth's natives as "Big Uglies." They wear no clothing, instead using elaborate patterns of body paint to signify rank and position. Their language consists of a series of hisses, growls and chirps, although they are quite capable of learning human speech as well. Lacking lips, they use other gestures to indicate particular emotions — for instances, they let their mouths hang open to signal amusement.

The Race's home planet (called simply "Home" by the Lizards) has supported their civilization for over fifty thousand years. By all accounts, it is hot and dry, with very little ground water and no polar ice caps. Two other planets — Rabotev 2 and Haless 1 — were conquered by the Race thousands of years earlier and contain conditions similar to Home. Earth's environment is considered harshly cold — even in summer — and holding far too much ambient water for any "respectable" planet. Nevertheless, "Tosev 3" (the Race's name for our planet) is still considered desirable

enough to conquer and place under their thumb.

The government is an Imperial dictatorship under a genetically engineered lineage of Emperors. The current Ssumaz dynasty of Emperors has ruled for twenty-five thousand years, and each Emperor is considered tantamount to God. The ships in their fleet are named after past Emperors (along with their number since the beginning of the dynasty — for example, the 67th Emperor *Sohrheb*) and the existing leader is spoken of with hushed reverence. The governments of Earth's "not-empires" (i.e. the principal warring powers) puzzle them, as none have what could be termed a proper emperor and some even show contempt for such a position. The Soviet Union's boast of murdering Czar Nicholas has filled them with maddening rage; there was no word for "regicide" in the Race's language before they met with the Soviet leaders. The Lizards believe almost to a man that they are the best possible rulers of Earth and look forward to putting all its little empires under their thumb.

Technologically speaking, the Race is hundreds of years ahead of us (at least by Terran standards). Their weapons are projectile based, as ours are, but have longer ranges, greater firepower, and are more efficient in every way than ours are. Ground troops are typically equipped with flak helmets and rifles capable of firing hundreds of round per second. Vehicles are hydro-electrically powered, and fuel shortage seems to be no problem. Aircraft (called "killercraft" by the Race) can fly several times the speed of sound and cross a continent within hours. Maneuverability is inhumanly high, and includes VTOL and hovering capacity. Armaments include up to six guided missiles and a long range assault cannon, and armor is thick enough to repel most Terran rounds. Tanks (called "landcruisers") are manned by three Lizards apiece, and the match of any ten Terran counterparts. Finally, the Lizards have a small stockpile of nuclear weapons at their disposal, but are loath to use them in combat, as doing so renders large tracts of land uninhabitable. The Race intends to colonize, not obliterate.

The army which landed on Earth in May of 1942 did so through the use of interplanetary travel (of course). A conquest fleet of numerous ships under the

Lizard Fleetlord Avtar was launched from Home several decades before, its inhabitants hibernating within "coldsleep" coffins to await revival upon arrival. A second fleet containing colonists and settlers was launched some twenty years after them, assuming that a peaceful, pacified Earth will be waiting at the end journey (the colonization fleet is set to arrive sometime in the 1960s). Some of the Race's ships have remained in orbit, but many have landed on occupied areas of the planet — impossibly huge towers visible for miles around. From them, the Lizards launch their forays against Earth's armies, expanding their territory further and further. Only a few have thus far been damaged by the efforts of Earth's forces.

Weaknesses

Despite their technological advancement and strength of purpose, the Race has several key weaknesses which humanity can exploit. Our planet's cold weather coupled with the Race's reptilian physiology is an obvious advantage, as is our native knowledge of the terrain. The biggest shortcomings of the Lizards, however, are a bit larger than that.

The Race as a whole does not respond well to change; new technology moves forward only after extensive periods of study and experiments, their government has existed unchanged for thousands of years, and social ways have been set since the dawn of their civilization; all of which translates into an unwillingness to try new things and an inability to adapt when the unexpected pops up. Their tactics are rigid and predicable, their routines set and not easily broken. Clever human strategists can use that rigidity to overcome our technological inferiority. Humanity's immense adaptability and willingness to improvise has thrown them for a loop since the beginning, as has our "relatively" quick technological advancement: they arrived with information nearly eight hundred years old, and had not considered any species capable of progressing in that amount of time. Imagine their shock when, instead of knights on horseback, they found themselves facing an industrial society armed to the teeth with tanks, planes, and the first beginnings of nuclear weaponry. The distance required to reach Earth and the effort involved in making a journey (to say nothing of Avtar's standing in

history) make it all but impossible to simply withdraw, and the conquest went forward as planned. But our staggering level of advancement has caused a serious crimp in their schemes for the planet.

A second disadvantage comes in the form of supply. The invasion fleet traveled through the cosmos at incredibly high speeds, yet still had to spend years in hibernation before arriving on Earth. A message back to the homeworld would take twelve years to arrive, and a colonization fleet has already been sent to settle down on a presumably pacified Earth. The invaders had prepared to quell packs of Dark Ages savages, not mechanized armies in the grip of war. Their supplies of hovercraft, killer-craft, and other weaponry are thus relatively limited. Despite slave labor on Earth and a few factory-ships brought from Home, they cannot hope to recoup any equipment losses they suffer. Humanity, on the other hand, has the whole damn planet at their disposal (minus Lizard-held areas, of course), and is perfectly willing to use every available resource to repel the invaders. What we lack in quality, we make up for in quantity, and our adaptability ensures that each new plane or tank rolling off the assembly line is just a little better than the one before. Captured Lizard technology has allowed our scientists to improve our weaponry vastly as well. Jet planes, airborne radar and atomic bombs are rapidly becoming technological realities while the Race's armaments remain static and unchanging...

Their most formidable weakness, however, lies not in military resources or rapid response capacity, but in something far simpler. The ginger spice, a household flavor-enhancer suitable for any family dinner, is horrifically addictive to the Race. A few grains on the tongue produces feelings of euphoria, invincibility and unassailable optimism while simultaneously reducing focus, reaction time and hand-eye coordination. As with most addictive chemicals, greater and greater amounts of the spice are required to reach these feelings, and coming down hits harder and harder every

time. Addicts can often think of nothing save the spice they crave, which — coupled with their increasing physical impairment — makes it all but impossible to perform at peak effectiveness. Few are capable of resisting the addiction once felt, and as the war progresses, it spreads further and further into the Lizard ranks. Its final impact on the outcome of the conflict can only be speculated on, but it's clear that the Race has not profited by its introduction.

The World

Before the coming of the Lizards, history had progressed exactly the same way it

ed Russia several months earlier. All of the events, historical figures, and national/ideological allegiances existed and occurred exactly as they did in the real world.

The Race landed in the midst of what Churchill called the crucial fifteen months of the war, as Germany pressed for a final defeat of Russia, Britain began to slowly recover from the effects of the Blitz, and the United States struggled to get its resources online. The entire world waited for one of these juggernauts to buckle, with the future of the planet riding on the outcome.

The arrival of the Lizards changed all that, as nations that had once fought each other now turned their resources towards expelling the invaders. But the delicate balance of power — although shifting along human/nonhuman lines — remains intact. With the nations of the world on a wartime economy, and desperately needed supplies no longer spent in fighting each other, the Earth's resources have been enough to prevent the planet from being overrun. The Lizards' advance was initially unstoppable, but losses have slowly grown larger since the invasion. And while they continue to gain ground against the Terrans, their progress has gradually ground to a halt.

The Race has almost complete control the skies, with their killercraft easily knocking down anything the Terrans send up. Britain and Japan still have functioning air forces (detailed momentarily), but no other nation has been able to maintain more than a handful of planes. This dominance is offset by the Race's almost total ignorance of water-borne forces. Unused as they are to a planet with so much freestanding water, the Lizards do not consider such forces a threat and have left the world's navies all but untouched. The nations of the Earth can thus move large numbers of supplies over water without suffering the devastating attacks land-



had in the real world. World War II began on Sept. 1, 1939 with the German invasion of Poland. France had fallen in May of 1940 and the Battle of Britain had taken place that fall. Pearl Harbor was attacked on Dec. 7, 1941, and Germany had invad-

borne convoys must endure. The Lizards have slowly caught on to this, and attacks on passing ships have begun to increase, but so far no significant damage has been inflicted.

As for land, the Lizards have taken and controlled several large tracts of the Earth's surface. However, for purposes of the war, only three particular areas are of any significance:

America

The central United States has been the site of fierce fighting between U.S. Army units and the forces of The Race. The Lizards threaten to carve the country in half along the Mississippi — gradually strangling the nation into submission. Needless to say, U.S. forces have fought desperately to keep from ceding any further territory. The invaders hold large sections of the Midwest (Ohio, Indiana, most states on the lower Mississippi), and the two forces have seesawed back and forth across Illinois, with Chicago becoming a major point of contention. General Patton turned the Lizards back from the city in the winter of '42, but since then, the aliens have made slow but steady progress against their foes. The Manhattan Project at the University of Chicago was evacuated when the Race drew close, and relocated to Denver. Progress towards the development of an American nuclear weapon proceeds from there. The Race dropped a tactical nuke on Washington D.C. in an attempt to cow the continent into submission, but the act failed to have any effect (Roosevelt and the government having long since been evacuated) besides raising the natives' ire.

Europe

Europe is a patchwork of Lizard/human control; the Race has carved out a huge foothold along the Russian front, including Poland and large tracts of the Soviet Union. In addition, Spain, Italy and southern France are also in Lizard hands, and the southeastern part of the continent has taken a tremendous beating from air raids. Germany has been forced to cede much of its territory conquered early in the war, but continues to fight with a ferocity only Germany is capable of. Berlin was the site of a nuclear attack by the Lizards (just as Washington was). While hundreds of

thousands were killed and a significant number of the Nazi Inner Circle incinerated, Hitler himself survived, and has continued to push his beloved Fatherland toward defeating the invaders. Whether this is a good or bad thing has been a matter of some debate among Earth's other inhabitants, but none can deny *Der Führer's* effectiveness in combating the Lizards. Germany remains the greatest obstacle in the Race's quest for domination.

The Soviets, too, show no signs of giving up, although their situation is much more dire. The Lizards hold much of the western portion of the country, including the fertile farmland of the Ukraine and the industrial areas of the Donet Basin. They continued to make progress towards Moscow throughout 1942-43. As so many would-be conquerors have learned however, conquering the entire country just isn't that easy. The Soviet army fights with grim determination and Stalin has vowed to let every last man, woman and child die before he capitulates. No one doubts the man's resolve. Large groups of partisans made of combined German/Soviet units continue to harass the enemy along the Russian front (that such previously bitter enemies are willing to join forces is a sign of just how threatening the Race's presence is), and the unbelievably harsh winters have taken their toll on the reptilian invaders. While the Soviet Union may be the first major power to fall to the Lizards, they will insure that the hated aliens pay a heavy price for it.

A crude German missile launched early in the invasion managed to destroy a Lizard ship somewhere in the Ukraine. The ship had a large number of nuclear weapons on board, and as a result, a large amount of plutonium has fallen into human hands. The supplies were distributed among the five powers, with Germany and Russia receiving the lion's share. While the Nazis used it to further their nuclear program, the Soviets had enough to construct a single bomb (they lacked the scientific resources to do anything else). Stalin is holding it in reserve, planning to use it as a last resort if the Lizards come too close to Moscow.

Asia

The Lizards have seized a large segment of mainland China away from the Japanese who previously held it, and also parts of Siberia (where Russian resistance is as tenacious as it is in the west). Japan has struggled fiercely to regain its lost territory, and has become an ever-present nuisance to the Race forces occupied there. The pressing battles in Europe and America, however, has kept the invaders from concentrating more fully on that nuisance. Within the occupied territory, resistance is mostly covert. Chiang Kai-Shek's Kuomintang (Nationalist) forces and Mao Tse-Tung's Communist forces fight a constant guerrilla war against the invaders, just as they did against Japan. Despite the professed unity of the human race, both the Communists and KMT are loath to work with their former enemies, and all three forces act more or less independently of each other. The Chinese peasantry, caught in the middle of it all as they have been for centuries, are merely content to survive and contribute passively when and where they can.

The two great powers left most unaffected by the Race are England and Japan. Though the targets of numerous air raids, the Lizards did not consider such (relatively) tiny islands strategically viable, and have concentrated their forces elsewhere. Thus, the two countries have strength and freedom that their allies lack: both still have a functioning air force, neither has territory held by the Lizards, and their technological capacity has been steadily increasing as time goes on. These "insignificant" island nations are rapidly becoming a nuisance the Race can no longer afford to ignore.

In addition to these areas, the Race controls most of Africa and South America. But with the brunt of fighting occurring elsewhere, their final impact on the war is questionable. (Mohandas Gandhi is, however, said to be organizing a passive resistance campaign in India; only time will tell what sort of effect his unique form of warfare will have on the Race).

Politics

Needless to say, Terran politics has undergone a major transition since the coming of the Lizards. Despite animosity

and at times outright contempt, the five world powers managed to set their differences aside and concentrate on the common foe.

The scope of the Lizard attack has helped matters some. With the alien knife pressed so close to the respective throats of Germany, the U.S., etc., the great powers have neither the means or the resources to continue fighting each other. Besides this, however, all of the major powers have agreed to cooperate in certain ways. Captured alien technology is to be shared among the "Big Five" (and was, in fact, in the case of the aliens' plutonium), and it is understood that should any country permanently throw off the yoke of the invaders, it will immediately come to the aid of its allies.

Certain countries, however, have been forced to capitulate to the Race. Italy fell relatively rapidly, and although Mussolini managed to escape to Germany, the remaining government has settled under the Lizards' thumb. Many parts of the Third World are also under Race control, their governments lacking the resources and industrial capacity to effectively resist. The most complicated tangle of allegiances, however, lies in Poland. The Jewish population of that occupied state was on the verge of the Holocaust; the Lizards' arrival spared them from a fate worse than death, and the aliens were welcomed as liberators when they first arrived. The leader of the Warsaw Jews, Moishe Russie, broadcast Lizard-endorsed propaganda on the radio, telling the world of the atrocities his people suffered at the hands of the Nazis. The remainder of the world has had a hard time believing such claims, however, and the near-victims of the Holocaust have quickly become reviled as traitors to the human race.

As war continues, the Polish Jews have come to realize that the Race is a scant improvement over the Nazis who came before them. Certainly, they are no longer starving, nor are they under threat of genocidal annihilation, but they remain slaves beneath the thumb of an inhuman oppressor. Resistance cells have sprung up, unrest is growing, and Moishe Russie and his family managed to escape to England, where he now speaks out against the Lizards over the BBC.

Regardless of their intentions for our planet, the Lizards' invasion prevented once of the most horrifying crimes in human history. Few can believe anyone was capable of such genocide, and with Hitler's Nazis in the thick of the fray against the Lizards, Germany's murderous intentions may quickly be lost within the tide of history.

Role-playing In the World of Worldwar

It is not difficult to see how rife this environment is with role-playing possibilities. Players can take the role of soldiers or civilians caught in the wake of the Lizards invasion, forced to turn to their former enemies to try and survive in a world gone mad. Whether they are Panzer drivers in the heart of the Ukraine, Chinese partisans in the Asian hills, RAF pilots flying sorties over occupied Europe, or American troops fighting madly through the streets of Chicago, a rich and rewarding campaign of battling imperialistic space iguanas can come to life with just a few steps.

Research, of course, is a must. The overview of Turtledove's books presented above is hopelessly inadequate, and GMs planning a campaign set in *Worldwar* should definitely familiarize themselves with the real thing (*In the Balance* is available in paperback wherever fine literature is sold; *Tilting the Balance* shouldn't be far behind). A healthy dose of World War II history can't hurt either; many of the central players in *Worldwar* are actual historic figures, and understanding what made them tick can be key to running a strong story.

Once the GM feels sufficiently immersed in the material, he or she should choose one of three principal areas of fighting as the setting for the characters to occupy. Each one has a slightly different flavor to it; depending on what the group wants to do with the campaign, one particular location will probably serve best.

The war in China is mostly underground, consisting of guerrilla raids and sneak attacks augmented by the more direct tactics of the Japanese army. Clan-destine operations are the name of the game here; characters will most likely conduct hit and run raids, carry out assassina-

tions, or participate in smuggling operations. Within the urban centers, active resistance is a little more downplayed in favor of more secretive activities; steamy intrigue, midnight meetings and mysterious packages delivered while dodging Lizard patrols are the order of the day.

Ironically, Europe hasn't changed much from the way the actual war was fought. Occupied countries are hotbeds of underground resistance while the regular armies battle fiercely to hold back the tide of alien advancement. The Russian front is one of the ugliest places on the planet and the troops who managed to survive there have taken the word "tenacious" to new levels. Meanwhile, the various heads of state struggle to coordinate their attacks, and diplomatic exchanges have become both more intense and far more dangerous since the Race landed.

As a good shorthand rule, the style of play in the European Theatre should be all but identical to the style of your favorite World War II movie. Replace the Nazis with the Race and throw the Germans in with the good guys (yikes), and you're ready to rock. (Note: check out Dave Dollar's article "Nazis: I Hate These Guys" in SHADIS issue 20.5 for ideas on how to run German characters.)

In America, the idea of an alien invasion hits home the hardest. Spared the wide-scale destruction of WWII, we Yanks have a tough time imagining a foreign power on our soil. In *Worldwar*, however, things have changed. Now the little green men really have landed and they're invading Hometown, U.S.A. Chicago has been pounded flat, Illinois is a scorched wasteland, and luxuries like hot water and electricity are no longer available in many parts of the country. The infrastructure has taken a beating, and it's not unusual to see horse-drawn carriages as the primary means of transportation. Characters moving cross-country will have to avoid Lizard occupiers or enlist the help of passing Army convoys to get where they are going. How Americans deal with such a lifestyle — and the reactions they have to their formerly secure homes being flattened or occupied by bug-eyed monsters from beyond the stars — should be central to a home-front campaign.

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Once the setting is established, creating characters shouldn't be too difficult. Most players should play members of the military (infantry, tank crewman or pilot, most likely) or hold specialized government posts (spies, etc.). Civilians are possible as well, but even they will have some sort of military bent as well; the war is affecting every man, woman and child on the planet. Civilians will most likely be guerrilla fighters, members of a national resistance group, criminals, smugglers or the like.

A healthy mix of nationalities within a given party is very important; *Worldwar* is about humanity joining together during its most divisive period, of working with your most hated enemies for the survival of the species. Characters should be a mishmash of former enemies and rivals, and intraparty conflict — to a certain point — should be encouraged. The six most obvious character nationalities are those of the five major powers — America, Germany, Great Britain, Russia and Japan — plus China, the site of one of the Race's pivotal footholds. Characters from Canada, France, Australia, Italy, and various occupied European nations are possible as well, although many of those nations have either been taken out of the fight or are too isolated to do much on a wide scale. Too many characters from these countries could wreck the game's credibility.

Getting a mixed group of characters together is much easier than it may seem. In Europe, the limited land space has thrown everyone together, and heavy German/Russian mixtures are present all across the Russian front. Add a British SAS commando or American advisor and you're in business. China has U.S. forces present on its soil (Black Sheep Squadron, anyone?) and the Russians weren't far away either. German and Japanese prisoners of war were often interred in the United States for the duration of the war; with the coming of the Race, those prisoners might be set free and even armed in order to fight the good fight. No matter where your story is set, a mixed group of nationalities could appear without raising much of an eyebrow. (Just be sure things are explained properly in character backgrounds — Cpl. Klink wouldn't show up in downtown St. Louis without some kind of plausible reason).

Another great way to get the players together is to have them captured by the Lizards and subsequently escape (see below). The Race took many captives during their initial raids and threw them together with little regard to ethnicity or nationality. The group could find themselves in a camp on foreign soil, and forced to join together to effect an escape. Once gone, they will have to find their way across occupied territory — with help from natives who may not even speak their language — to eventually reach their own lines. If an ordeal like that doesn't bring a group together, nothing will.

The central theme in *Worldwar* is that of unity, of former foes joining together against a common threat. A good *Worldwar* campaign will have this theme underlying almost everything the players do. A certain amount of intraparty conflict should be encouraged, but the players should be made painfully aware that they must set their squabbling aside and concentrate on the business at hand.

A sense of desperation should be present as well; despite their shortcomings, the Lizards are still formidable foes who now control a large segment of our planet. To defeat them, the players will need to hit them with everything they have, and if they're going to go down, they might as well go down with their guns blazing. Emphasize the fact that the Earth has very little to lose, and that significant risks must be taken if the characters wish to regain their planet.

Finally, the alien presence of the Race should be sprinkled liberally throughout the otherwise "normal" WWII game environment. The Lizards' equipment is strange and unearthly, their appearance almost too odd to seem real. But real they are and their presence on Earth is unquestionable. Their ships tower above the landscape like monoliths, their killercraft streak across the skies at will. Any characters coming into close contact with the Race (especially if they are captured and brought aboard one of their ships) should understand that the invaders really are from a planet beyond the stars. The contrast between the gritty reality of world war and the sci-fi impossibility of the enemy should crop up

often enough to remind everyone of the situation (i.e., just when the players seem to be getting used to things.)

Game systems are an eclectic lot, and GMs should feel free to use whichever one they are most comfortable with for their campaign. GURPS is easily adaptable, of course, as is FUDGE. Any "reality"-based system can work well too; GDW's *Twilight: 2000*, in particular, is excellent for this sort of setting. The character generation system is designed for soldiers of various nationalities, and combat is played fast and effectively. Simply remove the more modern equipment (anything after 1945), and you're set.



The Package

H: The players are contacted by members of their respective governments and asked to rendezvous at a meeting place somewhere in Lizard-held territory.

L: After a short but harrowing journey, the characters arrive at the rendezvous site. There, they are greeted by a woman who gives them a large wrapped package. They must get the package to another contact on the far side of the territory. (Alternatively, they must get it all the way to their government's head in London, Tokyo or wherever.)

S: From there, the adventure becomes a dangerous journey through an alien-held war zone. The players must dodge patrols and killercraft, maneuver through an occupied town, and carefully thread their way through a pitched battle between aliens and Terrans in order to finally reach their contact on the other side.

The package contains technology stolen from the Lizards and destined for the scientists of the Allied powers (its exact nature is up to the GM). Once the Lizards realize who has it and where it's heading, they will stop at nothing to get it back. How much of an impact this has on the players' journey is up to the GM. Depending on the circumstances, they may be tempted to use the technology to extricate themselves from a sticky situation. Such an

act would bring every Lizard within 200 miles straight down on top of them.

If de Gaulle Could Do It...

H: The characters are operatives working within a Lizard-held country. While working on a particular assignment, they receive a transcript of a local garrison's report to the Fleetlord.

L: The garrison is holding an important leader of the occupied government (exactly who this is is up to the GM) and is planning to transfer him to a more secure location (i.e. one of the ships in orbit). If the characters could rescue him and get him to a free country, the benefits to morale and propaganda would be extraordinary. They have a window of approximately three days before he is moved, and there is no time to check in for orders. They must act quickly if they wish to capitalize on the situation.

S: Needless to say, the garrison is well defended, and located within a veritable fortress (a hilltop castle, a secluded monastery, or whatever, depending on the locale). Getting in and out should be an exceedingly difficult task. Once they escape, they'll have to high-tail it to the border with the irate forces of the Race in hot pursuit. Luckily, the Lizards have a hard time telling "Big Uglies" apart, and it shouldn't be overly difficult to disguise the leader once he is freed. This will make the journey considerably easier. If the GM feels charitable, the local resistance cell can lend a hand, providing a diversion, layouts of the garrison, or whatever.

"Zer Vill Be No Escapes From Zis Camp!"

H: The players have all been captured by the Race in one incident or another. After an unpleasant journey to an orbital ship and a fun-filled interrogation/ experimentation session, they are returned to Earth and placed in a P.O.W. camp somewhere in occupied territory. Once there, they meet each other and begin planning an escape (players hate being taken prisoner, and an escape attempt is only a matter of time).

L: During their plans, an independent escape attempt is discovered by the Lizards,

and the perpetrators are executed. The camp commander warns the remaining prisoners against future escapes.

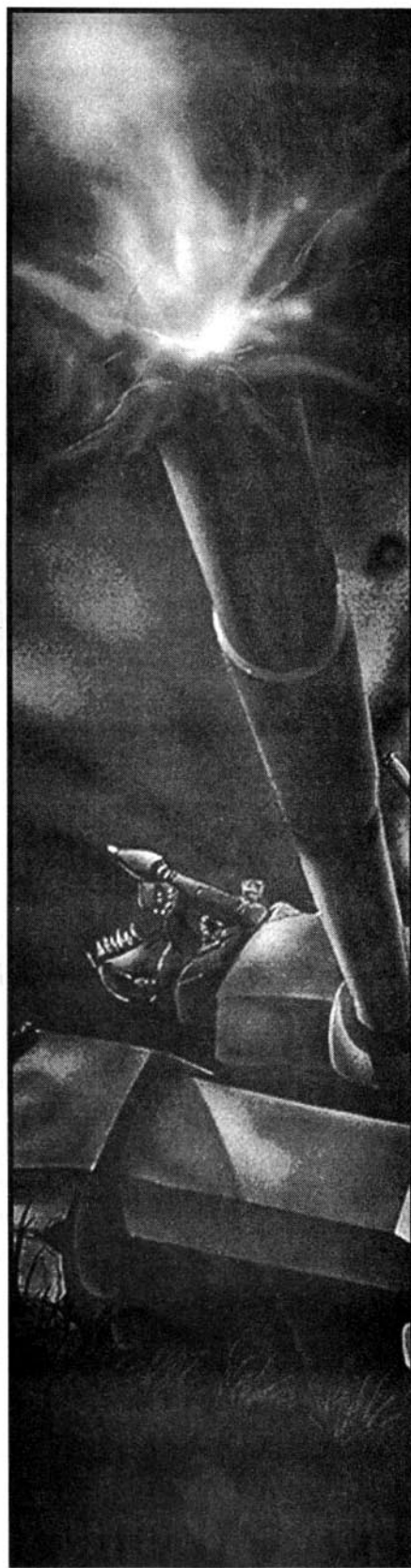
S: The players, being the cocky bastards that they are, ignore the warning. They put their plan into action and surprise! It works. Once free, they must make their way through occupied territory to reach a friendly power. Knowing that capture and return to the camp would mean a death sentence, the players should be extra motivated to stick together and get away clean.

A nasty twist to this scenario is to have the players reach Terran-held space, only to learn that the local army commander isn't going along with the "unity of mankind" plan. He tries to have any of his former enemies in the party (Russians or British if he's German, Germans or Japanese if he's American, etc.) killed, and orders any "friendly" characters to help him. Will the players turn their backs on the comrades who helped them get this far? (If they do, you may want to check them for a pulse). In any case, it's out of the frying pan and into the fire for some or all of the characters, and the players may end up on the run from the very forces they tried so hard to reach...

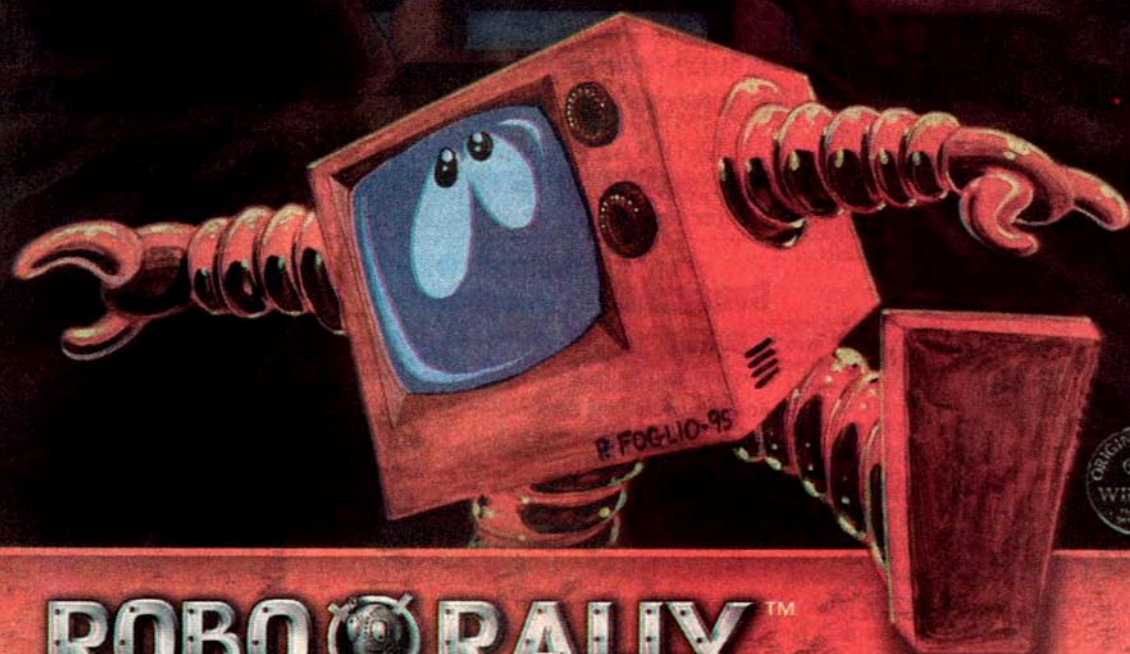
This HLS is a good way to open a campaign, and obviously can have an endless number of permutations.

Conclusion

Alien invasions are relatively untouched territory for role-playing games, and their clichéd status may be cause for some concern. But with help from Harry Turtledove (I can't emphasize enough how cool his books are; *read them!*) and a little imagination, there is plenty there for resourceful gamers to exploit. Once the campaign is rolling, you'll be surprised at how enjoyable it can become. So check your weapons, tighten your belt, and keep watching the skies. The Lizards have arrived, and they're ready to put the entire planet under their ruling thumb. Pray that we can find a way to stop them... □



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Nexus Park

Mutual of Oh My God's Wild Kingdom

A wilderness setting for Nexus: The Infinite City

By Rob Heinsoo ©1995



I'm bleeding from a dozen cuts by the time I've shimmied up to the fourth branch of the scale tree. So long as I don't slide back down the scales in the wrong direction I'll be OK, I'll hold on long enough to be rescued, I can go back to Babel and spend the rest of my life happily in shades of gray cement. So long as I can hold onto my useless rifle to keep it from splashing into the swamp and interrupting the two carnivorous manatoads snacking on a winged snake twice my size at the base of the tree. So long as I can keep the blood from my wounds from dripping into the swamp beside the manatoads. So long as I can keep from screaming when carnivorous green slugs drop onto my neck from the canopy above. So long as the driver of the Big Games Excursion ATV revving towards me from way across the Ring can figure out that this is a no-tech zone and avoid bogging himself in here with me and the manatoads and the slugs. So long as the Oquido or the Shaman Scouts don't take this opportunity to pursue their vendetta with Big Game Excursions.

Then the Wind picks up and sends the manatoads splashing for deeper waters as something bigger and nastier swims into the swampland with the Tide, and I know that this is "So long."

The Park

Tech and Magic Varies

The phenomenon known as "The Park" is an exception to Nexus' tendency towards crowded urban realities. The Park contains wilderness realities with few native sentient inhabitants.

Like the Infinite City, the Park is a mosaic of shifting realities with varying types of gateways and portals between them. But unlike Nexus' great sprawl of interlocked realities, the Park is also a separate and self-contained entity. Nexans vis-

iting the Park are usually only able to access the portions of the Park realities that are in phase with the Park. The Park seldom allows access to the wider realities that its chunks are drawn from. Nexans who enter the Park generally have to leave the by Park by re-entering Nexus.

Nexans value the Park as a place of beauty, leisure, and an alternative to their urban sprawl. For Nexans who choose to flirt with the Park's unique reality Tides, it can also be a place of adventure and sudden death.

The Park's Geography

Like Nexus, the Park's constantly shifting reality chunks defy conventional map-making. But there is a consistent structure to the Park's layout.

Nexans refer to the outer ring of the Park as "the Ring" or "the Flats." The Ring tends to be composed of terrain which does not greatly obscure vision: plains, savanna, scrublands, rivers, lakes, tundra, and desert. The reality chunks in the Ring are usually between half a mile and two miles in diameter.

The inner core of the Park is known as "the Green," "the Rough," and "the Core." It contains much rougher terrain that often

blocks line-of-sight completely: forests, jungles, badlands, cliffs and mountains. Reality chunks in the Green are usually smaller than in the Flats, anywhere from two hundred yards to a mile in diameter.

The Tides

Theorists who avoid the word "Tide" are forced to refer to "reality cycles during which the interfaced realities oscillate slowly between periods of high and low probabilities of violent death." Most Nexans use the nature metaphors encouraged by the Park.

Sections of the Park which are at low Tide seldom contain overly aggressive wildlife or unusually dangerous natural phenomena. Of course wilderness areas are not created for human convenience, and many Nexans perish at Low Tide trying to get a better view of a waterfall or feeding the animals. As the Tide rises, Nature increases its ante. Truly dangerous wildlife abounds, or otherwise safe realities experience catastrophic natural phenomena such as storms, fires, tornadoes and earthquakes.

The Tides sweep around the Park in no readily discernible pattern. Different areas of the Park usually have different Tide levels. While one part of the Park is waning towards low Tide, other areas could have rising Tides. Since the Park is as non-linear as Nexus, 'map-readers' who try to apply a consistent structure to the movement of the Tides according to their concept of the Park's layout are in much worse shape than those who navigate experientially.

The changing of the Tide can be envisioned as a subtle cycling of reality levels. The scenery won't necessarily change as the Tide increases, but placid realities are quietly replaced by more dangerous realities. Those who linger too long as the Tide comes in may find themselves shifted into an entirely different (and more lethal reality), or the shift may occur on a subtle level that they won't notice until the new reality's predators find their scent.

Tides usually rise and decrease slowly, though occasional rip Tides catch people unaware. The term 'High Tide' is generally reserved for a Park-wide condition of extreme danger which occurs once or twice a week. At High Tide, most of the Park is too dangerous for even the strongest and meanest Nexans to surf.

Tide-related Slang

Getting surf, Getting wet: Words for being caught in dangerous situations with animals or natural phenomena from Park realities. "Heavy surf" has passed into general Nexan usage outside the Park.

Tadpoles: Nexans who only enter the Park at the lowest Tides and do everything possible to get out with dry feet. Almost without exception, they enter the Park through the Park Gate and Mountview Zoo. They'd be just as well served by a visit to one of the conventional parks maintained in Angel City where nature knows its place. Many tadpoles get caught in the surf eventually, if only because they're scared and make stupid decisions.

Waders: Slightly more adventurous folks who enter the Park at low Tides.

Surf Rangers: Nexans who enjoy wading in moderately risky Tides "up to their waists."

Surfers: Crazies and adventurers who try to stay just ahead of the High Tide for the thrill of it.

"Park's Up!": Surfer slang for "The Tide is coming in, let's do it, dude!" The expression is often used facetiously by non-surfers.

Green-out: disruption of electrical, radio, telepathic and magical communications frequently caused by the Park's Tides.

Going tidepooling: Searching the Park for weird critters, plants, and objects left high and dry and out of place after a High Tide. Seldom a sure thing, since most realities cycle out of the park during or after a High Tide, but there have been enough spectacular finds that jackers and even Nexans out for a casual stroll keep their eyes peeled.

Experienced Park visitors say that the Tides change "from the bottom up." Higher ground is affected last as the Tides creep up hills and mountainsides long after covering the lowlands. Nexans trapped in the Park have saved themselves by summiting peaks the Tides didn't reach. (Note that flyers and aerialists don't benefit from this exception to the usual flow of the Tides: if a reality in the Park is under High Tide, flying over it won't protect you from any indige-

The Nexan Family Tide Table: Picnics in the Park!

Low Tide

Funny-looking hyenas
Bring the kids

Rising Tide

Watchful wolves
Watch the kids carefully

Moderate Tide

Dire wolves
Watch the kids get carried away by dire wolves

Surf's Up

Killer dinosaurs
What kids? Are you crazy?

High Tide

Things that prey on killer dinosaurs
Time for you to join the kids

—excerpted from *Nexus Life* magazine

nous aerial species or natural phenomena such as gale force winds.)

At low Tide, indigenous animals and natural phenomena native to the Park's realities seldom cross over reality boundaries into realities which are extremely unlike their own. The hundreds or thousands of realities within the Park maintain their own ecological balance. As the Tide rises, the Park's realities begin to intermix, and Park visitors can no longer count on internal consistency within the realities.

The Wind

In general, the Park doesn't have to be dangerous unless visitors want it to be dangerous. For people who don't want to be caught in the surf, there is almost always room to run before the Tides. On the other hand, thrillseekers can find thrills, would-be suicides easily find death, and those who cluelessly tempt fate will get a clue.

The best way to sense the movement of the Tides within the Park is to listen to the Wind. Like the sound of the ocean along a coastline, the sound of Wind passing through leaves or grass permeates the entire Park. Even in realities which lack wind or leaves for the wind to blow in, the sound of the Park's Wind is there for those who relax and listen for it.

Nexans with some experience in the Park (or natural talent) can hear the Wind rising and retreating with the Tides. The sound of the Wind blows from the direction the Tide is coming from. Nexans who aren't tuned well to the Park may hear the Wind growing without being able to tell which direction it's coming from. Park-savvy Nexans cock their heads or sensory limbs for a moment, say "Oh no, follow me!" and run in the direction opposite the growl of a rising Tide Wind.

Some surf-rangers swear that the winds blowing in the Park tend to follow the Wind of the Tides, but tadpoles attempting to follow that advice are probably headed for more surf than they can handle.

The higher the Tide, the easier it is to 'hear' the Wind and properly recognize which direction it is coming from. The Check to tune in to the Wind is made using the Charisma statistic, reflecting the Park's sensitivity to visitors' self-concepts. At the GM's option, nature-oriented PCs may receive a bonus on such Mnd:Cha Checks. Failure to properly hear the Wind

can have several effects. In some cases the GM should inform the characters that they can't hear the Wind properly; in other cases the characters misjudge the Wind and receive incorrect information.

At Low Tide, determining the direction of the Wind requires a Check with a Difficulty of 10 or even higher. Rising Tides require a success against a Difficulty of 7, moderate Tides are Difficulty 5. "Surf's Up," which is usually as high as the Tides get, are Difficulty 0. Failures mean that the character mistakes the direction which the Tide is coming from or mistakes the level of the Tide. In the event of a full High Tide, no one will mistake the direction of the Wind.

If PCs are caught in the Park at High Tide, the GM is not obliged to overwhelm them with lethal natural phenomena or hostile wildlife. It's just as likely that the PCs stumble out of the Park into a Nexan reality they would otherwise never have wished to enter....

High Park

High Park is a very stable band of realities linking the greater Park to Nexus. As the name implies, all the High Park realities are on mountainsides. This keeps them out of the way of most of the Park's Tides.

Groups Associated with the Park, AKA "Parkies"

The Oquido: Feral humanoids who claim to be native to the Park. The Oquido act as the Park's guardians, but seldom involve themselves in human affairs. Their antagonism towards Big Game Excursions Unlimited and similar Nexan enterprises is the exception to their disinterest in human activities.

The Shaman Scouts: Slang shorthand for Park-oriented humans from a variety of Nexan realities, generally regarded as Oquido wanna-be's.

Big Game Excursions Unlimited: Humans selling other humans the opportunity to shoot things with guns. The Park has a way of turning hunters into hunted, but that's part of the thrill.

Foux Montagnard: The latest in a series of Park-oriented mountain climbing groups. Like its predecessors, Foux Montagnard's half-life is measured in months.

Sample Park Attunement Ratings [PAR] for Realities in Nexus:

PAR = Difficulty Ratings of finding a Wind Gate inside a Nexus reality chunk or Difficulty of exiting the Park into a specific Nexus reality chunk; see Exiting the Park below.

Babel.....	12
Chimera City.....	5
Angel City.....	7
The Rock.....	10
Rain City.....	10
The Canal.....	5

All the major establishments which do business within the Park are located in the High Park; even Big Game Excursions Unlimited is located on a high-plateau reality near the Mountview Zoo.

High Park realities only empty out at the true High Tides, which generally occur only once or twice a week for a period of a couple of hours. This can be inconvenient for those who have scheduled their big date at Terrace Gardens for the evening which turns into full High Tide, but death is a greater inconvenience. The High Park establishments are used to managing the necessary transportation with a minimum of fuss and discomfort.

Entering the Park

The Park has only one permanent entrance, from Nexus into Mountview Zoo in the High Park. This gate is usually the only way to take vehicles into the Park, the other gates seldom allow vehicles through.

The Zoo Gate is always present but often changes its shape and size. It usually looks like a gate, seldom glowing blue or performing other special-effects tricks typical of less-subtle portals. Sometimes the Zoo Gate is even labeled as the entrance to the Mountview Zoo and the Park. One day The Zoo Gate could be a modernist arch, the next a small cobblestone boulevard between monoliths carved with gargoyles. Sometimes it's a ramp between concrete strewn with graffiti such as "Welcome to Mutual of Oh My God's Wild Kingdom!"

Shifting portals known as L-gates, short for "Elemental Gates" provide access to the Park from the rest of Nexus. There are two

types of L-gate: Wind Gates and Sun Gates. Shamans and metaphysicians often claim that there should also be Water Gates, Earth Gates, and Fire Gates, but so far the Park has not cooperated with its theorists.

In light of the great number of Nexans who wander into the Park with no idea of how they got there, there must be other types of gates and portals whose effects are more subtle.

Wind Gates

Wind Gates are the most common type of L-Gate. Many Nexans can find Wind Gates in the city by listening for the sound of the Park's Wind. The hubs nearly always contain at least one Wind Gate and often contain four or five. Smaller realities and realities out on the spirals go for weeks without containing a Wind Gate. If a Wind Gate exists within a reality at the time of the search, the Difficulty of finding a Wind Gate in a reality chunk varies on the reality's attunement to the Park. Some sample Park attunement ratings are listed below.

It was a perfect day. We looked for realities that had flowers coming up and called it 'the spring fling tour.' We got a fair way into the Green and never had trouble with the Tides. Only saw one wanna-be predator, a sort of scaled-wolf with extendo-eyes, but it was out of its league trying to chase down a family of dragonflies and never even caught our scent. We watched a couple Oquido wrestling down a slope further up the Rough. After a while they quit playing around and just hung out on the rocks. A few chunks past them I saw a bunch of people basking high up on the slopes, looked like a Sun Rock picnic, but I'd forgot the binocs so I couldn't be sure. For a couple hours I forgot that we had to wade back to Babel to bomb the Corvanni embassy at midnight.

Wind Gates are usually about six feet in diameter and twenty feet high, made of swirling winds. They resemble miniature whirlwinds, drifting slowly back and forth within ten feet of their center point. Nexans who step through a Wind Gate disappear from Nexus, experience a momentary sensation of flight and then take one mid-air step down into a random reality within the Park. Nexans who are not accustomed to Wind Gates invariably fall flat on their face instead of moving as if they are stepping off a staircase.

Entering the Park through a Wind Gate is not quite as random as it sounds. Before stepping through, Nexans 'listen' to Wind Gates to sense how strong the Tides are within their target destinations. Use the mechanics for sensing the Tide explained above.

The speed with which beings pass through a Wind Gate influences their destination within the Park. A careful step will take a person into a reality on the outskirts of the Park. A firm step will take them deeper. A wild jump or a run will almost certainly take a Nexan deep into the Rough at the center of the Park. A character who senses that a Wind Gate is blowing with a strong Tide who jumps into the Gate anyway should be prepared to splash down into heavy 'surf.'

Wind Gates are tuned to lifeforms, not to objects. Vehicles are almost always unable to enter the Park through Wind Gates; they remain in Nexus while the vehicle's occupants land within the Park.

The only way to ensure 'landing' together with someone in the Park is to step through the gate touching them. Large groups who hold hands to enter the Park are known as "daisy-chains," with the person in the lead known as the "daisy-chain puller."

If Wind-gaters do not hold hands (or ride piggyback!), there is always a chance that the gate will drop them into a different section of the Park. Criminals and other fugitives who wish to escape pursuers can not rely on this chance, since there is also a high likelihood that successive users of a Wind Gate will land in the same general area of the Park. Since Wind Gates never set people down in the same exact place, there's no telling which direction pursuers will gate in from, or how far away they will be when they arrive.

Wind Gates seldom do any property damage. Objects thrown into Wind Gates without being attached to a sentient being are likely to pass unharmed through the Gate and remain in Nexus.

Wind Gates often spring up in the early morning hours. They last anywhere from two hours to two days.

Sun Gates

Also known as Sun Rocks and Nudie Rocks, Sun Gates are a much less common

form of entry into the Park. Many Nexans think of them as more of a joke than as a travel option. Nexan's resistance to the Sun Gates stems from two major problems: Sun Gates are slow; and you have to strip naked to use them.

Sun Gates are circular red stones, usually about six feet tall and around 30 feet in diameter. Their flat tops are perfect for sun-bathing; the rock gets warm but not hot in sunlight.

Sun Gates generally manifest in fields or on rooftops for anywhere from a day to three days. Sun Gates can be moved with heavy machinery or powerful lifting magics. But on the few occasions when Sun Gates have been moved into Proust research labs or Something Street art shows, the Rocks have always stopped functioning as gates to the Park.

Sun Gates transport people into the Park, but only naked people. Sun Gate users have to disrobe, lie back and bask. It's OK to keep your clothes and weapons next to you on the rock; if they're not extremely bulky they'll be transported with you.

Sun Gates won't function unless the users are truly comfortable. Everyone basking on a Sun Rock travels into the Park together, disappearing from Nexus at the same moment and arriving comfortably on normal rocks somewhere in the Park. Peo-

We'd made five jacks in four weeks and been too stlebbed out to stay more than half a step ahead of the Sentinels on our last trip through the City of Glass. We took a day off and Marlona left the navigation to me. We could have aimed for a picnic at Tranquillity Square but the way she kept running her tail over her ammo belt and cursing under her breath, I had the hunch we'd never get there, no way to get close to the Tranq if you're not at least mellow on the first steps. So I cocked an ear for the Park Wind, heard a breeze out towards the turn to New California. Must have been a new Gate since I hadn't heard anyone mention it. What the rax, the Park was about as far from the City of Glass as you could get and still be in Nexus. By the time we got within half a click of the Wind Gate Marlona had clued in to our destination, she chuckled and relaxed. So by the time we found the whirlwind off to the side of a scrapped auto lot we were already holding hands. We looked each other over, smiled "Go for it," and took a big jump into the center of the wind.

ple who fidget and wait for the Sun Gate to work usually aren't going anywhere. To make the transition work, people need to forget about their destination, relax and enjoy the sun — and when they sit up and look at their surroundings again they will be in the Park.

Obviously there are huge drawbacks to using Sun Gates. They're slow and you're vulnerable. But Sun Gates always lead to low Tide areas where it's safe to bask for a long time in your new surroundings, at least so far as dangers indigenous to the Park are concerned. Even Nexan trouble-makers seldom seek to disturb Sun Rockers once they're in the Park, since the normally disinterested Oquido have been known to take a special dislike to Sun Rock lurkers.

Dedicated Sun Rockers swear that all the most beautiful Park realities can only be reached by Sun Gate. They could be right. A small but dedicated community of Nexans keep each other informed of new appearances of Sun Rocks.

The Rainbow Collective in Angel City often organizes Sun Rock expeditions. Sometimes they're even joined by Angel City gang members, though a few of the Rainbow People choose to leave immediately, unable to relax around real weapons.

As you might expect, Sun Gates only work in the daytime. Moonlit users may get appreciative comments, but they're not going anywhere.

Exiting the Park

There are no L-gates within the Park. Exit from the Park is by the Zoo Gate or walking over the one-way border into Nexus. To get out across the border, Nexans simply walk away from the Green and cross the Flats until they exit into a standard Nexus reality. This isn't always simple. Predators and natural phenomena indigenous to the reality chunks become increasingly dangerous with the rising Tide. Since the Tide sometimes rises from the periphery of the Park towards the center, walking out is not always a straight-line journey.

To navigate back into Nexus from the Park, PCs need to pick a target reality and walk away from the center of the Park. Some realities are harder to find from the Park than others; for instance, Nexans whose final destination is Babel often aim to exit the Park into Chimera City and then pick their way across town to Babel.

GMs may choose to roleplay trips out of the Park reality chunk by reality chunk, or use the Nexus Navigation mechanics to simulate the journey. Nexus navigation skill helps people find their way out of the Park back into Nexus. Unless the Tides are directly in the way forcing them to change course, PCs make a standard Nexus navigation roll against a Difficulty corresponding to the Park Attunement Rating of the reality they wish to exit into. Finding the Zoo Gate is usually Difficulty 5 from the Ring and Difficulty 10 from the Core. Standard Nexus navigation time requirements apply, so if the Tide is rising quickly the GM will want to keep track of the PCs' progress.

Story Ideas

Sun Rockers from Verite report that they've seen Sun Gates inside the Park. Two Seche Rouge friends lay down on the Rock and disappeared forever. Later the PCs chase an enemy into the Park through a Wind Gate only to see their foe strip naked, climb onto what looks like a Sun Rock, and disappear...

A Nexan middle-man hires the PCs to get a message to his sister to tell her that their mother has died and she is welcome to come back to Babel for the distribution of the estate. The middle-man can't deliver the message himself because his sister runs with the Shaman Scouts, spending most of her time in the Park. Can the PCs track down the missing sister? Will she welcome their message? Or is the supposedly grieving merchant sending the PCs on a wild goose chase to go through the motions of trying to contact his sister?

The Mechanists need data on the Park for a Virtual Reality experiment, and for some reason they don't want to send their own machine-people into the Park with the reality recording instruments. Will the PCs play eye-wire for the Mechanists? What are the Mechanists really up to? And why are they afraid to enter the Park themselves? □

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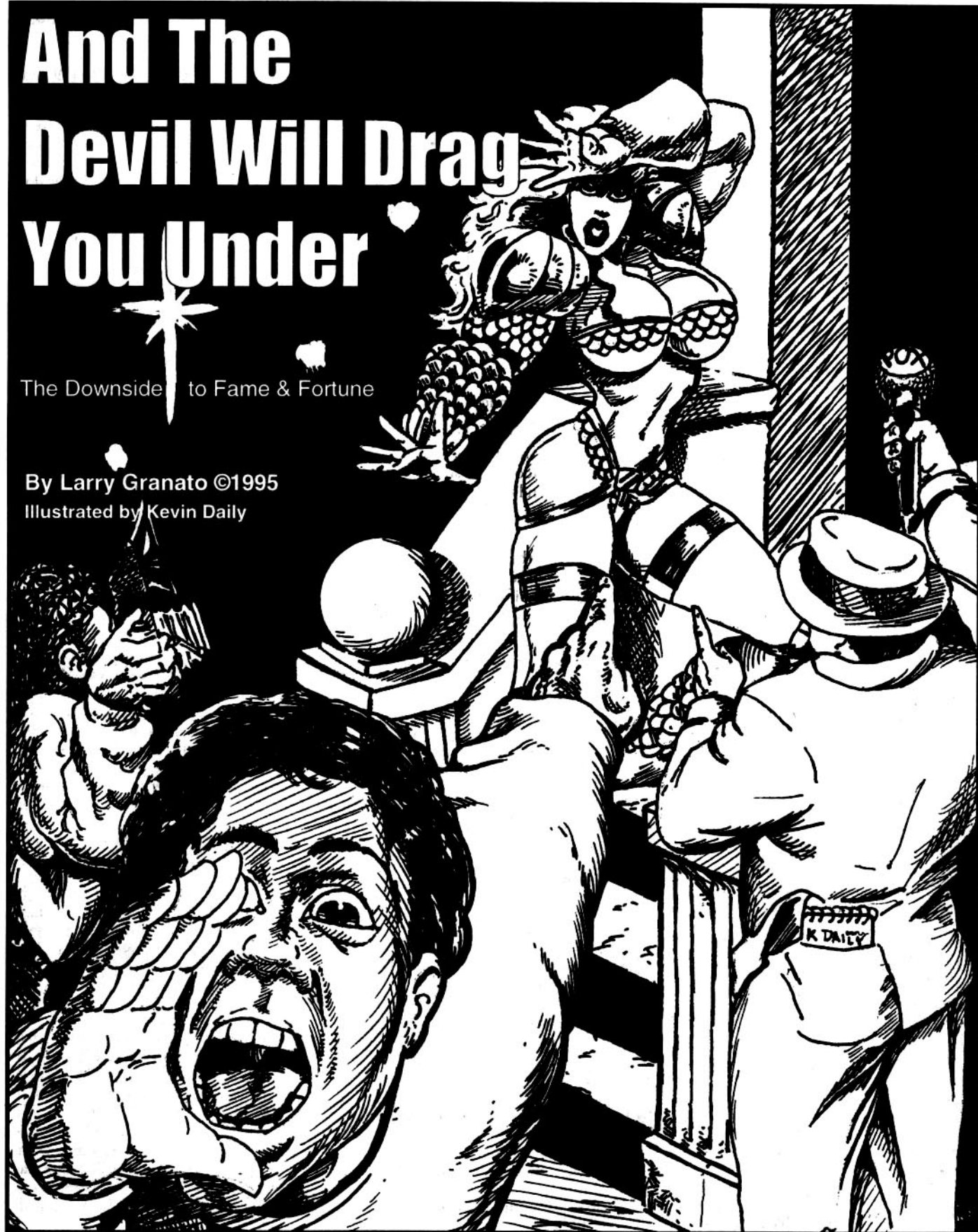


And The Devil Will Drag You Under

The Downside to Fame & Fortune

By Larry Granato ©1995

Illustrated by Kevin Daily



When a player-character (PC) has the good fortune to reach the heights of success, this usually means they become rich and famous, in addition to usual accumulation of experience, skills, and equipment. No more scraping along for rent, gear, and transportation, right? Won't have to put up with rich snobs and snotty servants, correct? Well, maybe, but while this may seem like the solution to all of the PC's problems, it doesn't so much get rid of these difficulties as replace them with a new set of more complex challenges. A GameMaster (GM) must not only decide how well the PC can settle the old troubles (which may be harder than you'd think) but also what new ones will appear. The irony is that the new problems are directly related to the PC's success. Life just gets more complicated.

The typical opponents faced by characters are usually straight forward types such as the evil Dr. Fang, the horde of the Dark Lord, Captain Swastika, the purple goo from Dimension Q, the ghost of Halloween Past, space pirates from Qwozunk, Kid Fast-draw, Stiletto Sam, Imperial battle robots, and so on. These are easy for the GM to handle, but consider that the PC's newfound notoriety will mean more sophisticated encounters with non-player characters (NPC's) that cause different kinds of trouble.

These NPCs are not enemies in the traditional sense but people or organizations who want to get something from the VIP PC. They're not swinging swords or spraying bullets. Some are well-meaning, others aren't, but they all have to be dealt with one way or another, or the problem will snowball. The table below gives ideas on what kinds of encounters can be expected. They are given in a generic format, which can be applied to roleplaying games set in many different eras.

Fame

When a PC becomes famous, the GM should arrange an ego boost in the form of having NPCs recognize and compliment her. Of course, there are drawbacks to this. One may be followed by curious people, making it difficult to carry out covert missions (see #12 and #15 below).

A PC who's often been ignored or rudely treated under various social circumstances will suddenly find strangers fawning on her when she becomes famous. This may seem like fun, until she realizes that this

friendliness is merely a facade, and these people don't see her as an individual, just a celebrity to be exploited (see #4, #7, and #27).

Many people will make demands on her time just because she's renowned. They want something, either for a good cause (#8 and #29) or to satisfy their own ambitions (#28).

The PC will also become a target for anyone with a gripe (#5, #13, and #26).

Some just like to complain (#22). Others who want to advance their own agenda will attempt to embroil the PC in various machinations (#19 and #23). Simply being famous can create enemies (#14 and #18).

Finally, becoming well-known will also bring around all sorts of people one normally would not encounter, such as those found in #2, #6, and #24.

Fortune

Money makes the world go round? Perhaps, but it can make a PC's head spin, too. What can a PC do if they've got a lot of it but don't spend it right away?

In pre-modern times there were no such things as dependable financial institutions. Oh yes, there were banks and places to deposit money, but they were anything but guaranteed, and subject to the vagaries of war, disasters, politics and the market. Failures were not all that uncommon; interest was low or nonexistent. A PC might keep her money at home, but unless she wants to give up adventuring to guard it round the clock, thieves will eventually get wind of the stash and try steal it (see #3). If she has followers, guards, and a vault to do the job, how dependable are they really? With all that money around, there's usually someone who could be tempted. "Inside" jobs are more common than you'd think.

Modern banks are more reliable, but still have their problems. Moving lots of money around or withdrawing large amounts of cash attracts government interest. It might even be illegal. In any event, just letting money sit in an account tends to increase one's taxes because of the interest. It must be invested, so the PC needs the advice of professionals (#16).

Anyone who makes a lot of money tends to attract the attention of the government (#17), in addition to less desirable persons (#11). Naturally, anyone who

wants money will show up as well (#9 and #21).

One thing that most wealthy characters will acquire is property. This brings with it a number of headaches, such as who will take care of it, how good a job will they do, and how much will this cost. Just because the PC is fond of her valuable stuff doesn't mean other people won't lose or abuse it.

Effrontery

A famous and powerful PC may buy into the notion that she's above the law and most everyone else, especially when this is suggested by members of the new class of people she meets: devious and double-dealing NPCs who have their own inflated egos. This may lead to a condescending and manipulative attitude towards low-level and minor NPCs. If she treats the "little people" like dirt, than she'll find her fame will be more like infamy (does the Queen of Mean ring a bell?), and they'll get their revenge (see #25 alternate). Persistent busybodies, annoying accountants, suspicious servants, and underhanded underlings can topple even the mighty.

The table's encounters are designed around PCs who are basically "good" people, or at least try to be. For borderline or underworld characters, the encounters should be modified as needed. For example, a vampire PC's family might turn out to be a pack of annoying ghosts who turn up every time she tries to put the bite on someone, ruining the occasion. Crime gangs, hitmen, informers, evil corporate types, and rival crooks can substitute for religious, social, government, and business organizations. Their methods will be more direct than filing a lawsuit, obviously.

1. All in the Family: Unless the PC is an orphan, she will have parents, siblings, aunts, uncles and cousins whom she's close to. Once she becomes famous, the relations will hit her up for presents, cash, favors, jobs, trust funds, an education for junior, and so on.

2. Long Lost Kin: Almost everyone has distant relatives they rarely hear from. It only takes a little notoriety to bring these people out of the woodwork with their hands outstretched. Unlike close family members, these freeloaders have little loyalty to the PC, and are a complete burden. Alternatively, there are the **Bogus Relatives:** people claiming to be relations show up, and proceed to fleece the PC for all they can.

3. Careful Crooks: Professional criminals will target those who've got the bucks. Considering the PC's reputation, they will make certain to strike when she's not around. Not only cash but valuable equipment will be stolen. They are world-class burglars.

4. Fair-Weather Friends: These backslapping buddies are always around to congratulate the PC on her successes and then ask for favors. They make many big promises in return but never seem to come through on their end. When she needs help they evaporate into thin air. This category includes two-faced superiors and other hypocritical acquaintances who try to take credit for her successes, but blame her for their failures.

5. False Follower: A current henchman or prospective one who asks to serve the PC. He actually is a traitor, and will double-cross her at the most opportune time. He is jealous of the PC's success or has some other gripe. Less malevolent hirelings will merely botch their assignments, backstab bureaucratically, or pass along information and rumors to the PC's rivals.

6. Pernicious Panderers: Whatever weaknesses the PC has, the Panderers will show up to cater to it. Alcohol, drugs, companionship, equipment, magic, illegal weapons, collections of valuable art or antiques, gourmet food, information, etc. Once they sink their hooks in, they will try to influence the PC for their own purposes.

7. Grasping Goldiggers: They're after the PC's wealth, by establishing a intimate personal relationship. These bimbos and gigolos will profess undying whatever, but they won't stick around when the bullets fly or money dries up.

8. Charity Solicitors: Every philanthropic organization around town will ask the PC for money, endorsements, personal appearances, involvement, etc. Big time guilt is the message; "you're well off, but there's thousands who need your help". They're not above telling the PC some dying kid lost their dog, or any story it takes to get a response.

9. Agents, Public Relations Reps, Managers, Promoters, Lobbyists: If the PC doesn't have someone to represent her, then these people will constantly pester her for the job. Their usefulness lies in handling and diverting many of the annoying situations that come with notoriety, like those listed in this table. However, they

will want a cut of the take, and may misrepresent the PC to the public, in addition to interfering in her personal life. Some are not honest in their dealings.

10. Professional Advisors: Wealthy PCs will need assistance with handling their money, legal, and business affairs. Lawyers, accountants, bankers, investment brokers, consultants, and personal secretaries may all be employed to this end. This is more of a necessity than a problem, but the larger and more complex the situation, the more time that will be needed by the PC to keep on top of it. Of course, if she puts everything in the hands of her employees, it's possible that they'll be manage her affairs in ways she would not approve of. A few may squander the PC's resources, or utilize them in illegal ways, while others may simply take them.

11. Conniving Con Artists: High class, sophisticated swindlers try to defraud the PC. The best con artists are not sleazy types



but seemingly respectable ones, for instance, merchants or businessmen of spotless reputation (until now, that is).

12. Irritating Hero Worship: Kids, old ladies, screaming teenagers, nosy loafers, groupies, wannabes, autograph hounds, and souvenir hunters intrude on the PC's life. If the PC becomes terribly famous, they can become such a nuisance that she can't go out in public without a phalanx of bodyguards.

13. Religious Fanatics: Something about the PC's lifestyle upsets the beliefs of a church or temple. They preach against her, write against her, rally against her, and maybe pray against her. The attitude is inalterable.

14. Sicko Psycho: A obsessed person stalks the PC, taking pictures, recording her conversations, breaking into her house, stealing mementos and the like. They may even claim to be a spouse or relative. A few go over the edge and become violent and dangerous.

15. Malignant Muckrakers: Obnoxious journalists or blackmailers invade the PC's privacy, dog her tracks, research her past, harass her family and relatives, all in order to uncover some dirt about her past (and make money, of course).

16. Deal-makers, Power-brokers, and Middlemen: These are the guys who pull the strings behind the scenes. They always try to weasel in on any deal the PC tries to make, claiming they know the ropes, have exclusive contacts, can get a special understanding, etc. They're probably right, but they also work to make themselves indispensable to any action the PC might contemplate. They are the voices of compromise, nay-saying, and hesitation, both hin-

dering and helping her. This category also includes interfering superiors in any organization or area the PC belongs to or lives in.

17. The Government: The PC is subject of a probe by investigators, tax auditors, legislative committees, blue ribbon commissions, police agencies, bureaucrats, regulators, etc. It doesn't matter if she has done anything wrong or not; the process is long and aggravating.

18. Jealous Rivals: There is someone who can't stand to see the PC succeed. They'll do anything to try to bring her down: pass along rumors and innuendo, blackball her, hire sleazy private investigators to track her, forge incriminating documents, plant fake evidence, pay off people to make false accusations, try to subvert friends and followers, etc.

19. Do-gooders and Crusaders: Social groups that want to inflict their notions of propriety on the PC. They maintain that she is a public role model, and must act accordingly. They may be staunch supporters, but one step out of line can turn them into bitter enemies.

20. The Anti-Everything People: No matter the PC does, the anti-everything people are against it. Are her superpowers depleting the ozone layer? Is she disrupting the ecosystem by killing off all the dragons? What about errant blaster bolts or unsafe cyber implants? These meddlers will stir up opinion against the PC, maybe picket her house, or even file legal action. They are dogmatic and unwilling to compromise.

21. Deep-pocket Delvers: Since the PC's rich, there's bound to be someone who will file spurious legal actions in hopes of getting a financial settlement. Note that they will go after anything associated with the PC: businesses, relatives, friends, property, her insurance company, her pets, and so on. They like to claim they are the rightful owners/originators of something the PC has or does. For example, any treasure the PC finds could be claimed by its creator, anyone whose hands it's passed through, plus all their heirs. The government may try to muscle in under salvage, treasure trove, and cultural artifact laws. Other times they may set a trap, and sucker the PC into a compromising situation. The legal costs of defending against these claims will mount up, regardless of the PC's innocence.

22. Contentious Critics: Professional fault-finders, editorialists, and commenta-

tors who hold all of the PC's activities up to the light of public scrutiny. In excruciating detail, they love to second guess the heroine and cast doubt on her motives and compensation. They don't always tell the truth, either, through honest mistakes or malice. You can be sure that any retractions will be found buried on page 86, by the "lost cat" notices.

23. Outspoken Organizations: The PC's home town/planet, race, species, nation, clan/tribe, guild, club, or some other business, government or social group want her to serve a spokesperson, consultant, investor, director, negotiator, advertising representative, goodwill ambassador, board/committee member, or in some other capacity. There are honoraria and commissions, but the demands on the PC's time will be considerable, and the PC will be held responsible for all actions of the group, whether she approves of them or not.

24. Unwanted Advisors: So-called "experts", gurus, and busybodies, who vex the PC with worthless suggestions and lame offers. Many are indistinguishable from professional advisors. They mean well, and there might be something in what a few have to say, but the vast majority are full of hot air and useless proposals. They desperately want to be seen with the PC to enhance their own reputations. They are a major waste of time.

25. Whining Victims: Astounding as it may seem, the PC's enemies (defeated or otherwise) may try to play on public opinion, influence officials against them, and even sue for injury and damages. Also, innocent bystanders will take legal actions for any damage, real or imagined. When the enemies are too loathsome to gain any sympathy, they'll find someone to front for them. Alternatively, there is the **Piqued Public:** regular people (the commoners, Joe Sixpack, and Ethel down at the beauty parlor) find some reason to loathe the PC. They cheer her misfortunes, jeer her in public, aid her enemies, and occasionally throw rotten produce.

26. The Ex-: A past acquaintance of the PC (ex-spouse, ex-lover, ex-follower, ex-business partner, ex-friend, ex-coworker) who harbors resentment will take public action to get a piece of the action, through the courts or the media. There are probably pushy relatives and lawyers behind the Ex-, prodding them on.

27. Permanent Partiers: Everybody just wants to have fun! Raucous revelers urge

the PC to join in their ongoing festivities. And they throw such splendid and outrageous parties! Although they may ask for favors from time to time, what they really want is to immerse her in their dissolute lifestyle. Eventually she may see them for what they really are: a gang of boozers, dilettantes, ne'er-do-wells and losers whose only skill is wasting time and money. As an alternative, there are the **Borrowers:** those who always ask for loans and stuff but never seem to get around to paying them back or returning the items (they're too proud for handouts). Of course, they are indebted to the PC and do support her, as long as she doesn't get too pushy about making them repay. After all, she's rich, so she can afford it, right?

28. The Egotist: Someone with a compulsion to outdo the PC. They may actually challenge her, but only as a last resort. They prefer to contrive plots to embarrass, humiliate, and hinder the PC in public, destroying her reputation, and gratifying their own conceits. This may also include publicity seekers and coattailing businessmen who want to "piggy-back" on the PC's fame by associating themselves with her, but without her approval or knowledge.

29. Cry for Aid: Unlike the usual mission of saving the city/country/world/galaxy, this is a person with a minor problem who approaches the PC for help (like the housewife who's convinced that only Megaman can fix her leaky drains). For each person who's helped, two more appear, asking for similar assistance. Anyone who's turned down will tell everyone they know that the PC is a fake and ingrate.

30. The Devil: In a fantasy campaign, this can be an actual demonic entity; otherwise it's a ultrapowerful and ultrarich person. In either case the PC has attracted the attention of a "devil" who wants to make her a deal. The devil has capabilities reaching into the range of wishes, and can supply virtually anything the PC could possibly want. The temptation could be hard to resist, but the devil wants to use the PC for his own ends and any bargain will have hidden strings attached. Normally, the devil's objective will not be the acquisition of a physical object by the PC (unless it's a powerful artifact) but luring the character into some action that will eventually bring misfortune, although it might not seem so at the time the offer's made. □



People are CRAZY About our Game...

"The best role-playing games provide both an exciting milieu in which to adventure and an elegant set of mechanics to define characters and actions, mechanics that become transparent during play, DLB is one of those games."

Lester Smith, *Dragon Magazine*

"If you're looking for something different in a horror RPG and love *The X-Files*, I recommend this game."

Thomas Riccardi, *Inphobia Magazine*

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Mind Ventures

PO Box 1032

Starkville, MS 39760-1032

mventure@io.com

<http://www.io.com/user/mventure>



Welcome to SHADIS Magazine's Ultimate Card List. We're providing this special pullout section as a service to our card-playing readers; it's one of the largest collections of lists that we've yet seen published.

With the occasional exception, all of the lists are formatted in the same way. They're sorted first by set, and then by card type. Within each sorting by card type, the cards are listed alphabetically. Rarities are given for each card. Most card games have three levels of rarity: Common (C), Uncommon (U), and Rare (R). Some games have Ultra-Rare (UR) or Ultra-Common (UC) cards as well.

Games which don't follow this pattern have an explanatory note attached to them.

While Ultimate, this list of lists isn't complete. If we missed your favorite game, it was due to space considerations, and we apologize; we'll be adding more lists every month.

Finally, we'd just like to be explicitly state that all card game names and card names are copyright and/or trademark of their respective companies, and this list is not intended to be a challenge to those rights. Enjoy! □

Battles

Ambush	R
Called Shot: Head	R
Careful Aim	U
Cover	C
Critical Hit	R
Crossfire	U
Crouch	U
Decoy	R
Desperate Evasion	U
Disarm	U
Dodge	C
Draw	R
Fan Out	C
Fatigued	U
Feint	C
Frenzy	R
Full Auto	U
Iron Will	R
Jam	R
Just A Flesh Wound	R
Kamakazi	R
Mighty Blow	U
Off Balance	U
Parry	C
Partial Concealment	U
Point Blank	U
Short Burst	U
Snapshot	C
Surprise	C
Trick Shot	U

Battlelords

Arash-iki	U
Ariel	U
Artemis Raila	C
Big Lou	U
Black Widow	C
Bloody Pool	R
Blue Razor	U
Botch	UR
Cole Creeg	U
Cosmolakis	UR
Cyrior Zakka	C
Dakarious	R
Dr. Mayhem	U
Eridam	U
Executioner	R
Fansar Essar	U
Granny	C
Grendel	UR
Gronk	U
Hunter Bane	C
Jaquassarious (Face Shot)	R
Jaquassarious (Pilot)	R
Jarred Makhouse	U
Kamo	U
Kasaandre	C
Kla	U
Madd Mike	R
Malik Kazat	UR
Odak	R
Phelinssarious	C
Prof. Hezba	U
Quarmiss	C
Raalehr	R
Rush Axnor	R
Sabrine	C
Sarge Dowe	C
Telnik Dxtar	C
The Bossman	C
The Butcher	U
Todek	U

Tokk	R
Ugram	U
Xeian Peacemaker	U

Equipment

Amperon	R
Amplified Reflexes	R
Auto Doc	U
Balshrom Banshee Laser Rifle	R
BC-Blister Chaingun	U
Browning .50 Machine Gun	C
Bunker	U
Chainsaw	C
Cobra XM2 Omega Cannon	R
Dermal Armor	U
Destroy War Chassis	R
DFMS-401	U
EMP Grenade	U
Energy Mace	C
Exoskeleton	C
Frag Grenade	R
Generation Armor	U
HUD-A Scan Unit	R
Infiltration Armor	U
Kodiak Armor	R
Massive BRI	C
Maximizer Autocannon	R
MDD-24	R
Mechanized Battle Armor	R
Pain Inhibition Serum	U
Plasma Grenade	U
Power Arm	C
RKM Showtime Pulse Cannon	R
Slagger Thunderbolt Generator	U
Smoke Grenade	R
Targeting Eye	U
Thwack'em Stick	C
Weapons Permit	U
Wrist Rockets	R

Hotspots

Abel	C
Alpha-2	C
Annogrebria	U
Auckland	C
Balshrom	C
Beta Delphis	U
Binghamton	C
Coandas	C
Connec	C
Drendlets	U
Drenels	C
Edtne	C
Evance	R
Faraway	C
Fear	C
Ghalak	C
Grandle Hospis	U
Harper's World	C
Huma	C
Jaloon	R
Jilleal	C
Kente	C
Kermadec	C
Killing's Asteroid	C
Krisr	C
Krytea Naval Yard	U
Makin	C
Mentio	C
Misery	C
Naxtar	U
Nephgia 6	U
Nitros	U

Nreil	U
Omus	U
Ophea	C
Puringa	C
Slangor	C
Ssithiss	C
Suelmma	C
Talberma	C
Uottre	C
Uro's World	R
Xxipt	C
Yeppter	C

Matrices

Analyze Defense	U
Assizzan Palm	C
Astral Travel	R
Berserk	C
Blessing	C
Chilled Veins	C
Disruption	U
Ectoplasm	U
Energy Barrier	C
Energy Cloud	R
Essence Transfer	R
Fear	C
Grom's Warrior	R
Heartless	R
Mass Healing	U
Mind Strangle	U
Negation	U
Pain	C
Psychic Force	R
Raise Dead	U
Reincarnate	R
Time Slow	R
Trade Minds	U
Ward of Assizza	U
Worm Hole	R

Missions

Alliance Experiment	R
Anti-Aeodronian Sorte	R
Anti-Arachnid Sorte	U
Anti-Insurgent	C
Anti-Synthetic	U
Anti-Terrorism	C
Assassination	U
Counter Espionage: Alliance	U
Counter Espionage: Rebels	U
Escort	U
Espionage: Alliance	U
Espionage: Dra Consulate	R
Espionage: Tecreaseans	R
Exploration	R
Guard Duty	U
Gun Running	U
Interdiction	U
Liason: Krakeds	R
Liason: Sheustrons	R
Locate Missing Person	C
Medicine Courier	R
Personal Vendetta	C
Piracy	C
Rebel Negotiations	U
Rescue Refugees	U
Search and Destroy	C
Seek Ancient Knowledge	C
Steal Ancane Secrets	C
Strike Team Omega	C
Surveillance	R
Terrorism	C
Trade Negotiations	U

Operations

Alliance Auxiliary	R
ARM Connections	R
Armorer	U
Arms Dealer	U
Black Market	U
Bounty Hunter	C
Brewery	R
Corporate Center	U
Field Reporter	R
Financier	R
Food Broker	C
Gun Runner	U
Internal Security	C
Loan Shark	R
Medical Center	R
Mind Probe Station	C
Rebel Sympathizer	U
Slave License	U
Slaver	U
Smuggler	U
Spy Satellite	R
Subsector HQ	R
Trader	U
Training Facility	R
Water Broker	C
Weapons Factory	U
Zero-G Lab	R

PUDs

Chatilian Psychic	C
Chatilian Seer	C
Chatilian Sender	C
Cizerack Heroine	U
Cizerack Huntress	R
Cizerack Runner	U
Cizerack Scout	U
Eridani Budaish	U
Eridani Budaish-Thralek	R
Eridani Kimikasous	C
Gen Human Navigator	U
Gen Human Pilot	C
Gen Human Radio Operator	C
Human Cyborg	C
Human Security Officer	U
Human Trader	C
Mazian Shapechanger	C
Mazian Spy	C
Mutzachan Beta Controller	U
Mutzachan Particle Controller	R
Mutzachan Proton Controller	C
Orion Rogue Cat Burglar	U
Orion Rogue Sniper	U
Orion Rogue Thief	C
Orion Rogue Traveler	U
Phentari Assassin	R
Phentari Gengineer	R
Phentari Militant	R
Phentari Phreak	R
Phentari Predator	R
Python Barbarian	R
Python Cub	U
Python Demolisher	U
Python Interrogator	R
Python Punk	U
Ram Berserker	R
Ram Commando	R
Ram Enforcer	R
Ram Gunner	R
Ram Halfbreed	C
Ram Runt	U
Ram Soldier	R
Tsa Zen Defiler	R

Battlelords

Optimus Design Group

Tsa Zen Hacker	U
Tsa Zen Warlock	C
Zend Medic	R

Wild Events

Aedronian Incursion	U
Aedronian Invasion	R
Alliance Crackdown	R
Antidote	U
Arachnid Invasion	R
Bank Folds	R
Bar Room Brawl	R
Battlefield Promotion	U
Blacklisted	R
Blockade	C

Civilian Security Sweep	C
Computer Theft	U
Cornered	C
Credit Card	U
Cyber Ghouls	U
Cyber Rejection	U
Defection	U
Disinformation	U
Escape	R
False Lead	U
Feature Article	R
Forced Retreat	R
Genetic Virus: Eridani	R
Genetic Virus: Gen Human	R
Genetic Virus: Orion Rogue	R

Genetic Virus: Phentari	R
Genetic Virus: Ram Python	R
Hand of Fate	U
High-Tech Security Sweep	R
Line of Credit	U
Loan	R
Loan Shark Busted	R
Madd Mike's Brochure	U
Maelstrom General	R
Malfunction	R
Mayday	U
Medal of Honor	U
Military Security Sweep	U
New Recruits	U
Peacemaker Support	R

Plasmoid Devourer	R
Position Compromised	C
Price Went Up	C
Riot	C
Scrub Mission	R
Second Chance	C
Suicide Bomb	R
Tactics Shift	C
Tecreasean Incursion	U
Theft	U
Traitor	C
Urgent Mission	U
Weapons Sale	C
Wrong Place, Wrong Time	R

Blood Wars

TSR, Inc.

Battlefields

The Abyss	M
Acheron	C
Amun-Thys	U
Arborea	C
Arcadia	C
Asgard	U
Astral Plane	C
Automata	U
Azzagrat	V
Baator	M
Barnstable	R
Beastlands	C
Bedlam	U
Bifrost the Rainbow Bridge	R
Bytopia	C
Carceri	M
Caverns of Thought	R
Court Under the Stars	U
Curst	U
Deepshaft Hall	U
Demonweb Pits	V
Dothion	U
Dwarven Mountain	V
Ecstasy	U
Elshava	R
Elysium	C
Excelsior	U
Faunel	U
Floating City	R
Forbidden Citadel	V
Fortitude	U
Fortress of the Arcanaloth	U
Gaola	U
Gates of the Moon	U
Gehenna	M
The Gilded Hall	R
Glorium	U
Grandfather Oak	R
The Gray Waste	M
The Harmonica	R
The High Grove of Alfheim	R
Hopeless	U
Hruggekolkh	V
Infinite Staircase	V
Iron City of Dis	U
Jade Palace	V

Jotunheim	U
Limbo	C
Madhouse	R
Mausoleum of Chronopsis	V
Mechanus	C
Merratet	U
Minauros the Sinking	U
The Mines of Marsellin	U
Mount Celestia	C
Mount Olympus	C
Naratyr	U
Nidavellir	U
The Outlands	V
Palace of Judgement	V
Pandemonium	C
The Pillar of Skulls	U
Plague-Mort	U
Plain of Infinite Portals	V
Plains of Gallenshu	U
Regulus	V
Release from Care	R
Ribcage	U
Rigus	U
River Ma'at	V
River Oceanus	C
River Styx	V
Semuanya's Bog	V
Sheela Peryroyl's Realm	U
The Ship of Chaos	U
Shra'kt'lor	R
The Silver Sea	U
Smaragd	U
Soot Hall	U
Spawing Stone	R
The Spire	V
Straifling	U
Strongale Hall	U
Sylvania	U
Teardrop Palace	V
Torch	U
Torremor	V
Tradegate	U
Valhalla	R
Vanaheim	U
The Viper Wastes	U
Vorkehan	R
Wasting Tower of Khin-Oin	V

Windglum	R
Winter's Hall	V
Xaos	U
Yggdrasil	C
Ysgard	C
Zoronor, City of Shadows	U
Zrintor the Viper Forest	U

Warlords

Aferoxynomak	U
Amnizu Warden	M
Archon Guardian	M
Bahamut (Avatar)	V
Bladeling Hero	M
Cat Lord	C
Chronopsis (Avatar)	V
Cornugon Whiplord	M
Darktome the Arcanaloth	U
Deva Commander	M
Duchess Callisto	U
Duke Lucan	U
Duke Windheir	U
Echarus	C
Ercid, Avenger of Rudra	C
Exiraati	C
Faaram the Slaadi King	C
Faerie Queen Morwel (Avatar)	R
Faerinaal, Queen's Consort	U
Gazra	C
Gelugon Overlord	M
Graz'zt (Avatar)	V
Gwynarwhyl the Veiled	C
Hawk Lord	M
Lazaret the Brown	C
Lizzard Lord	C
Lord Hwhyn	U
Lord Rhanok	U
Lord Tenarrus	V
Lord Thomstel the Maedarson	U
Marilith Colonel	M
Marisa	C
Mellinos the Rakkmal	C
Molydeus Magistrate	M
Nalfeshnee Captain	M
Nycaloth Warrior	M
Old Hannirian	V
Pazrael (Avatar)	R

Phylaras	V
Planetar General	M
Quarton Hierarch	M
Quinton Hierarch	M
Sardior (Avatar)	V
Scion of Ilsensine	M
Talisid the Leonal Prince	C
Throne Archon	M
Tiamat (Avatar)	R
Tokarrast Mercenary	R
Tulani Champion	M
Tulani Warlord	M
Urial, the Celestial Arrow	R
Vardarther the Ultroloth (Avatar)	C
Wolf Lord	C
Xerxes the Vigilant	C

Legions

Aasimar	U
Abishai	C
Agathinon	U
Alu-Fiend	C
Asrai	R
Avoral	U
Babau Recruiter	C
Bacchae	C
Baku	U
Balaena	R
Bar-Lgura	R
Barbazu	R
Barghest Lord	R
Barghest Legionnaire	U
Bariaur	C
Blue Slaad	U
Bralani Eladrin	R
Buseni	C
Cambion Baron	U
Cervidal	U
Chaos Beast	R
Chaos Imps	R
Chasme	U
Clueless Warrior	R
Clueless Wizard	C
Course Eladrin	C
Cranium Rats	C
Decaton	U
Derholoth	R

Dretch.....	C
Einheriar.....	U
Elves of Arborea.....	C
Equinal of Guardinal.....	C
Erinyes.....	C
Fensir Rakka.....	U
Fire Mephit.....	U
Fire Eladrin.....	U
Ghaele Eladrin.....	R
Githyanki.....	C
Githzerai.....	C
Glabrezu.....	U
Gray Slaad.....	U
Green Slaad.....	C
Hamatula.....	U
Hound Archon.....	C
Hydroloth.....	U
Kochrachon.....	C
Lantern Archon.....	C
Leonal Guardinal.....	R
Light Aasimon.....	U
Lillend.....	R
Lupinal.....	C
Malaetor Rider.....	U
Malelephant.....	C
Mezzoloth.....	U
Monodrone.....	R
Movanic Deva.....	C
Nabassu.....	C
Nic'Epona.....	C
Night Hag.....	C
Norse Dwarves.....	U
Noviere Eladrin.....	C
Nupperibo.....	C
Octon.....	R
Oread.....	U
Osyluth.....	U
Outsider Archer.....	C
Parai.....	R
Piscloth.....	C
Quadrone.....	C
Quill.....	R
Red Slaad.....	C
Rogue Modron.....	C
Shield Maidens of Odin.....	R

Shiere Eladrin.....	C
Snowhair Oread.....	U
Spinagon.....	C
Spirit of the Air.....	C
Succubus.....	C
Sword Archon.....	C
Tiefling Amazon.....	U
Tiefling Wanderer.....	C
Tiefling Wizard.....	R
Trumpet Archon.....	U
Ursinal Guardinal.....	U
Vargouilles.....	C
Vrock.....	U
Warden Archon.....	C
Yagnoloth.....	U
Zoveri.....	R

Items

Armor of Invulnerability.....	C
Blade of Loyalty.....	C
The Bladed Mace.....	U
Dragonscale Armor.....	U
Lance of Pain.....	C
Mace of Misery.....	C
Scimitar of Valor.....	U
Sword of Purity.....	C
Trident of Corruption.....	U
Scepter of Shekelor.....	R
Cloak of Invisibility.....	U
Crystal Ball.....	U

Orders

Ambush!.....	C
Cambion Mercenary.....	U
Charge!.....	C
End Hostilities!.....	R
Gate Key.....	U
Powers of Evil Intervene.....	U
Powers of Good Intervene.....	R
Powers of Neutrality Intervene.....	R
Renegotiations.....	C
Sneak Attack.....	U
Spirited Troops.....	C
Stolen Seat of Power.....	R
Tide Turns!.....	C

Spells

Animate Battlefield.....	U
Assassination Plot.....	R
Astral Conduit.....	C
Battle Scarred Planes.....	R
Betrayal.....	C
Blood War Provocation.....	C
Call to Arms.....	C
Conclave of Generals.....	U
Consolidation of Power.....	R
Cranium Blast.....	C
Escape from Death.....	C
Honorable Passing.....	C
Invite to Battle.....	C
Lost Comrade Returns.....	U
Major Transformation.....	C
Modron Procession.....	C
Monster Summons.....	C
Pandemonium Madness.....	C
Political Scapegoat.....	C
Press Gang.....	U
Prime Summons I.....	C
Prime Summons II.....	U
Prime Summons III.....	U
Prime Summons IV.....	R
Protection vs. Fate.....	C
Protection vs. Legions.....	C
Protection vs. Warlords.....	C
Rain of Fire.....	C
Spell Mirror.....	C
Spies in the Walls.....	C
Unified Front.....	U

Escalation Pack I

(300 above cards plus following chase cards)

Fate

Amulet of Protection.....	I.....Ch
Bebilith Sympathizer.....	St.....Ch
The Converted.....	Ac.....Ch
Crown of Protection.....	I.....Ch
Foo Dog Pack.....	St.....Ch

Gaze of the Bodak.....	Sp.....Ch
Hruggek's Symbol.....	I.....Ch
Legions Mutiny!.....	O.....Ch
Lemure Patrol.....	St.....Ch
Lower Plane Conscription.....	O.....Ch
Marraenoloth Skiff.....	Sp.....Ch
Massacre in Baator.....	Sp.....Ch
Mercykiller Paladin.....	St.....Ch
Mephit Swarm.....	St.....Ch
Modron Sentries.....	St.....Ch
Native of Sigil.....	Ac.....Ch
Nupperibo Host.....	St.....Ch
Peace Compact.....	O.....Ch
Prisoners of War.....	O.....Ch
Ring of Protection.....	I.....Ch
Scream of Armanites.....	St.....Ch
Shamble of Rutterkin.....	St.....Ch
Shekinester's Symbol.....	I.....Ch
Slaadi Mob.....	St.....Ch
Slaughter in the Abyss.....	Sp.....Ch
Tiefling Sensate.....	St.....Ch
Upper Planar Recruitment.....	O.....Ch
Yeth Hound Pack.....	St.....Ch
Yugoloth Bribery.....	Sp.....Ch

Legions

Bugbear Shaman.....	Ch
Tutor of the Crone.....	Ch

Warlords

Hruggek (Avatar).....	Ch
The Lady of Pain (Avatar).....	Ch
Shekinester (Avatar).....	Ch

Frequencies:

Most Common (MC)
Very Common (V)
Common (C)
Uncommon (U)
Rare (R)
Ultra-Rare (UR)
Chase (Ch)



Upper Deck Gridiron Fantasy Football

Precedence Publishing and Upper Deck

Team Assets

Corporate Sponsors	C
Diehard Fans	U
"Friends" in the Stands	U
Killer Weightroom	U
Military Track Coach	U
Shady Assistant	U
Awesome Cheerleaders	R
Blackmail	R
Hometown Referee	R
Martial Arts Training	R
Mobile Fieldgoals	R
Scoreboard Commandos	R
Team Sawbones	R
Tough Home Turf	R
Experimental Technology	UR
Lucky Socks	UR

Team Coaches

Randal Sackles	C
Jake Everheart	U
Jon Miller	U
Nate Washington	U
Stan Zylstra	U
David Hughes	R
Mark McKenna	R
Pol Braun	R
Ralph Siegel	R

Team Formations

I-Formation	C
Linebackers Forward	C
Man-to-Man Defense	C
Nickel Defense	C
Shotgun Formation	C
Split-Back Formation	C
Two Tight Ends	C
Zone Defense	C

Team Franchises

Jesters	C
Llamas	C
Barons	R
Fugitives	R
Griffons	R
Marshals	R
Piledrivers	R
Ravens	R
Regimentals	R
Thoroughbreds	R

Team Traditions

Elite Secondary	C
Come-From-Behind Winners	U
New Age Girlfriends	U
Pickoff Artists	U
Redzone "D"	U
Wall of Stone	U
Adaptable Team	R
Code of Honor	R
Determined Line	R
Giveaway/Takeaway	R
Merciless	R
Receiver Corps	R
Rough Customers	R
Strong Running Game	R
Using the Options	R
Football Voodoo	UR
Vow of Celibacy	UR

Team Offensive Star Players

"Missile" Jim Owens (QB)	C
Carlton Davis (WR)	U
Darryl Rice (HB)	U
Dwight Teague (G)	U
George Smalley (FB)	U
Ken Fuji (C)	U
Kristopher Quinn (T)	U
Lorenzo Denver (QB)	U
Milton Tanner (QB)	U
Paul Swanhart (WR)	U
Reno Sanders (HB)	U
Shane Bennett (TE)	U
T. C. Kraver (Kick Returns)	U

Chris Ferguson (K)	R
Lawrence Kinkaid (FB)	R
Tobias Richards (QB)	R

Team Defensive Star Players

Gaston Forrester (DE)	C
Antonio Mason (SS)	U
Eldon Van Patton (LB)	U
Ken Holder (SS)	U
Rene Scofield (CB)	U
Rick Barringer (FS)	U
Rubin Levine (FS)	U
Santos Gil (LB)	U
Chester Knight (DT)	R
Edward Usher (DE)	R
Kurt Harley (CB)	R
Ty Richter (LB)	R

Offensive Run Plays

Dive	C
Off-Tackle	C
QB Sneak	C
Sweep	C
Attrition Offense	U
Draw	U
Establish the Run	U
Option Run	U
Power Dive	U
Power Sweep	U
Reverse	U
Trap	U
Catapult Play	R
Chain Lightning	R
Fumblerooski	R
UFO Abduction	UR

Offensive Pass Plays

Crossing Pattern	C
Curl	C
Down and Out	C
Flair	C
Product Endorsement	C
Quick Pass	C
Establish the Pass	U
Flag	U
Screen	U
Slant	U
Volleyball Pass	U
Captive Cheerleaders	R
Falling Star	R
Flea Flicker	R
Hail Mary	R
Play to the Crowd	R
Post	R
Take Out the Ref	R

Run Defense Plays

Adaptable Defense	C
Balanced Defense	C
Hold the Line	C
Key on the Halfback	C
20 Man Brawl	U
Cutting Corners	U
Dogpile Defense	U
Flood the Line	U
Linebacker in Position	U
Safety Stop	U
Stay In Bounds	U
Stretch the Resources	U
Ten Man Wall	U
Battle Cry	R
Greased Pigskin	R
Liquid Heat	UR

Pass Defense Plays

Linebacker Blitz	C
Man to Man	C
Outside Blitz	C
Solid Zone	C
Crush the Pocket	U
Deep Defense	U
Double Coverage	U
Linebacker Anchor	U
22 Defense	R

Carpe Futbol	R
Hurry the QB	R
Mascot Hostage	R
Mixed Defense	R
Prevent Defense	R
Quick Hands	R
Spiked Drinks	R
Tight Coverage	R
Femme Fatal	UR

Offensive Nonsymbol Actions

Bribe the Ref	C
Conservative Offense	C
Onside Kick	C
Adaptable Offense	U
Apply Your Strengths	U
Ball Control Offense	U
The Boot	U
Gamble	U
Good Karma	U
Fan Reception	U
Final Surge	U
In The Zone	U
Long Range Field Goal	U
Loose Ball	U
No Resistance	U
Play It Safe	U
Play On	U
Ref on the Ball	U
Superstar	U
Trash Talking	U
The Wave	U
Aerial Bombardment	R
Blitzkrieg	R
Celebrity Appearance	R
Double Dealing	R
He Could Go All The Way	R
Hurry-Up Offense	R
Know the Enemy	R
Lurking Doom	R
Mental Matchup	R
Reversal of Fortune	R
Suck It In	R
Twist of Fate	R
Well-Drilled Team	UR
Drastic Measures	UR

Offensive Challenge Actions

Adrenaline Rush	C
Bad Attitude	C
Brushed Aside	C
Burst of Speed	C
Dodge and Weave	C
Dodge Out of Bounds	C
Don't Fear the Reaper	C
Exhaustion	C
Field Awareness	C
Footrace	C
Holding	C
In the Line of Fire	C
Maximum Momentum	C
Meat Grinder	C
Offensive Interference	C
Paying the Price	C
Rise to the Challenge	C
Rosin	C
Sidelines	C
Sideline Smash	C
Spearing	C
Sports "Medicine"	C
Test of Strength	C
The Will To Win	C
Broken Defense	R
Burns Half As Long	R
Crowd Noise	R
Favorite Trick	R
Fireworks Misfire	R
Frontal Assault	R
Gopher Holes	R
In the Clear	R
Low Flying Blimp	R
Other Priorities	R
Riot in the Stands	R
Rolling Thunder	R

Smokescreen	R
Topsy-Turvey	R
Unstoppable	R
Vigilante Fans	R
Where'd He Go?	R
Wind At Your Back	R

Defensive Nonsymbol Actions

Blocked Kick	C
Disputed Call	C
Solid Impact	C
Breakthrough	U
Bring In the Big Guns	U
Dame Fortune	U
Delay of Game	U
Eagle-Eyed Ref	U
God On Your Side	U
I Got It!	U
Kick Return	U
Linebacker Assist	U
Star Power	U
Third and Inches	U
Three and Out	U
Adapt and Overcome	R
Crush the Enemy	R
Cursed Play	R
Delay the Inevitable	R
Erroneous Flag	R
Friendly Reminder	R
Not This Time	R
Quick Hands	R
Secret Weapon	R
Shake Up the QB	R
Smothering Backfield	R
Stolen Playbook	R
They're Everywhere	R
Winds of Change	R
Blimp Disaster	UR
Spontaneous Human Combustion	UR

Defensive Challenge Actions

110 Percent	C
Back Against the Wall	C
Bad Spot	C
Concealed Punch	C
Crushing Impact	C
Demoralized	C
Facemasking	C
Flush the Quarterback	C
Good Hustle	C
Intimidation	C
Jump the Gun	C
Late Hit	C
Nightmare	C
Out of Bounds	C
Plow Them Under	C
Pressure's High	C
Roughing the Passer	C
Second Wind	C
Shoving	C
Stuffed	C
Tip Your Hand	C
Tripping	C
Wear Them Out	C
You Can Run But You Can't Hide	C
5th Down	R
Ball-Breaker	R
Burn Twice as Bright	R
Cheerleader Distraction	R
Clear the Benches	R
Elbow Smash	R
For the Good of the Team	R
Good Timing	R
Keep Your Eye on the Ball	R
Penetrate the Line	R
Pointing Fingers	R
Quick Reflexes	R
Raising the Stakes	R
Right Place, Right Time	R
Solid Coverage	R
Team Psychic	R
Twelfth Man	R
War of Attrition	R

Heresy: Kingdom Come

Last Unicorn Games

Abaddon	U	EuroReach	UC	Mammon	U	Sammael	R
Abdiel	U	Exael	U	Manichaeans	C	Sandalphon, Chief	R
Access Denied	C	Excalibur Corporation	R	Manemat	C	Sarim	C
Adetum	C	Excalibur MegaTrust	R	Marchosias	U	Scylla	U
Affirmation	C	Exodus	R	Martial Law	U	Scythe of Saturn	R
Albertus Magnus	R	Eye and the Wind	C	Martyr	C	Seafloor Metroplex	UC
Alchemic Citadel	U	Faith	C	Maskweavers	U	Seal of Solomon	U
Anakim	C	False Messiah	U	Megacity Core	U	Sentinel	C
Anathema	C	False Prophet	C	Melchisedic	C	Shift	U
Ankh of the Necropolis	U	Fanatics	U	Memory Cache	C	Silat	U
Apollyon	R	Federal Core	R	Memunim	C	Simulacrum	U
Arakab	U	Fellowship of Cyber	C	Mephistophil	U	Sisters of the Rood	R
Archon	U	Ferrymen	U	Michael, Chief of the Arch	R	Sithriel	C
Artic Razor I	U	Firestorm	C	Michaelines	U	Skinner Box	C
Arena	R	First Church of Eugenics	U	Minion	U	Sloth	C
Ariadne	U	Fixer	C	Mole	U	Soldiers of Gaia	U
Arioch	U	Flatline	U	Moloch	U	Solomon	R
Arizona Expanse	R	Focalor	C	Mulciber	C	Soulless	R
Ark of the Covenant	R	Followers of the New	C	Murmur	C	Sovereign	C
Arthur Glaston	R	Force Majeure	C	Namaah	C	St. Crispin's Day	R
Ashmedai	R	Fortitude	C	Nanael	C	Stim Puppets	C
Asser Criel	U	Fractal Heresy	R	Nathanael	R	Stirring Oration	C
Astaroth	R	Free City	UC	Nergal	C	Subterfuge	U
Atrophy	U	Gabriel, Chief of the Angels	R	Netlink	C	Suture	U
Aureum Vellus	U	Gabrielities	C	Netwalking	U	Sword of Abdiel	R
Avarice	C	Gaians	C	Neuroplugs	C	Sybil	U
Awakened	R	Gamaliel	C	New Templars	U	Tacuin	U
Azrael	C	Geasa	C	Nile Shard	UC	Taliesin	R
Bael	R	Ghost in the Machine	C	Ocean Military Sphere	U	Tartaruchi	C
Balance of the Qaddisin	R	Gluttony	C	Old World City	UC	Temperance	C
Balberith	C	Golab	R	One of the Lost	R	Tempest	C
Banish	C	Golem	C	Ophaniel, Chief o' Chrmb	R	Terethel	U
Basilica Philosophica	R	Government Geodesic	U	Optical Server Hub	R	Terror	U
Beezzebub	R	Governor of the Four	R	Oracle	R	Thausael	R
Beleth	U	Governor of the Zodiac	R	Orphic Egg	C	The Black Angel	C
Belial	C	Great Crusade	R	Osaka Expanse	UC	The Clavicle	U
Belphegor	C	Great Pack	R	Outland Tunnels	UC	The Iron Maiden	R
Betrayal	R	Grift	R	Outmodes	U	Theft	U
Blind Faith	U	Grigori	C	Paimon	U	Theurgicum	U
Body Thief	U	Hadaniel	U	Parashim	C	Thread	R
Book of the Angel Raziel	R	Haniel, Chief of the Princpl	U	Patron	C	Tir fo Thuinn, Land	U
Bookworm v.1	C	Harbinger	U	Pax Sanctorum	R	Titania Perimeter	R
Boomerang	C	Harbonah	U	Pestilence	U	Towers of Ur	R
Boon of Vassago	C	Hard Corps	C	Phantom Box	R	Travelling	R
Bordeaux-Barcelona Sp.	R	Harlequin	U	Phanuel	C	True Messiah, The Lamb	R
Breach	U	Harrowing	R	Phorlakh	U	True Messiah, The Lion	R
Byblos	U	Hate	C	Pillar of Fire	C	True Name	U
Cacophonites	C	Haven	R	Populeum	U	True Prophet	U
Caim	U	Headhunter	C	Possibility Rakers	U	True Word	R
Caliel	U	Heliopolis	U	Pride	C	Tsunami	R
Camiel, Chief of Aeons	U	Helix	C	Prince of the Four	R	Turmoil	C
Carnivean	U	Hemah	U	Prometheus Project	U	Tutankhamen	R
Cartephilus	R	Hermeticum	U	Prophecy	R	Unchallengeable	U
Cassiel	U	Hermit	R	Proxy	R	Uncle Jack	R
Castrum	C	Holy Grail	C	Prudence	C	Unseen Aid	C
Charity	C	Hope	C	Puffer	C	Uplink	U
Charon	R	Horn of Reckoning	U	Purgatory V	U	Urban Defense Grid	C
Chief of the Apostates	R	Houri	C	Pursan	C	Urban Sprawl	UC
Chief of the Destroyers	R	Iblis	U	Pythagorean	R	Uriel	U
Chief of the Planets	R	Imprisonment	U	Rabdos	C	Usiel	R
Chief of the Punishers	R	Imram	U	Raguel	C	Vatican Arcology	R
Chosen One	C	Incubi	C	Raphael, Chief of Athrts	C	Vault	U
Chromecorpaths	C	Industrial Underground	U	Raphaelites	U	Vedic Datacache	U
City of Metal	R	Infernus	R	Rapture	C	Veil	U
Cloak	C	Intercept	U	Rashiel	U	Verchiel	U
Congo Depth Preserve	UC	Interdict	C	Raum	U	Vessel of Hauras	R
Conventicle of the Chalice	U	Invocation	C	Raziel	U	Vevaliah	C
Corporate AI	R	Invulnerability	U	Reaper	U	Virtual Cross	R
Corporate Arcology	UC	Ionian Column	U	Recompile	U	Virtual Dead	R
Corpsmen	C	Israfel	U	Redemption	C	Virtual Messiah	U
Cosmic Furnace	U	Ithurriel	C	Remiel	U	Vivisection	C
Crown of Solomon	U	Iihad	R	Remote Biodome	UC	Vual	U
Cup of Oblivion	U	Iudgement	R	Renegade	R	Wailing One	U
C.U.R.E.	R	Iuggler	C	Renunciation	U	Wall	U
Cyberdeck	C	Iurors	U	Repair	U	Warden of the Elements	R
Cyberzealot	C	Iustice	C	Replication	U	Warden of the Seven	R
Damnation	R	Kabael	U	Research Arcology	U	Weaver	R
Demagogue	U	Karoz	C	Resounding	U	Web	C
Denounce	R	Kiev Grid	UC	Resurrection	R	Wild Hunt	R
Derdekea	U	Kushiel	U	Revelation	U	Wipe	C
Desert Perimeter	U	Lauviah	C	Revoke	R	Word of the Irin	U
Diadem of Anu	R	Lawless Merchantile Cir.	U	Rhasis	R	World Tree	U
Dies Irae (Day of Wrath)	R	Lazarus Project	U	Rim	R	Wotan's Hall	R
Divinopolis	R	Leonardo DaVinci	C	Rimmon	R	Wrath v. 6.6	R
Doppelganger	R	Lillith	C	Rimspace	UC	Wrap-Around	C
Drain	C	Living Breach	R	Rio Net	C	Wrath	U
Dubiel	U	London Dome	R	Rodolphine	U	Xaphon	U
Emerald Tablet	U	Looking Glass	R	Rodolphine Tables	U	Zadkiel, Chf of Dmnns	U
Encrypt	U	Los	C	Rogue	U	Zaphkiel, Chf of Thrns	C
Enlightenment	R	Lurk	U	Rogue Maelstrom	R	Zoners	C
Envy	C	Lust	C	Sabrael	C	Zophiel	R
Ephemerae	C	Mag	C	Salvation	R	Zurich Metabank	U
Epiphany	C	Malik	C				
Ethnarch	U						

Highlander

Thunder Castle Games

Amanda

Amanda	Persona	R
Back Away	Dodge	U
Continuity	Event	U
Distract	Dodge	R
Jump	Dodge	U
Left Side Step	Dodge	U
Master's Advice	Situation	R
Master's Attack	Attack	R
Right Side Step	Dodge	U
Seduce	Event	R
Steal	Event	U
Surprise Attack	Event	R

Attacks

Upper Left Attack	C
Upper Center Attack	C
Upper Right Attack	C
Middle Left Attack	C
Thrust	C
Middle Right Attack	C
Lower Left Attack	C
Lower Center Attack	C
Lower Right Attack	C

Blocks

Left Guard	C
Right Guard	C
Upper Left Block	C
Upper Center Block	C
Upper Right Block	C
Lower Left Block	C
Lower Center Block	C
Lower Right Block	C

Connor MacLeod

Connor MacLeod	Persona	R
Back Away	Dodge	U
Combination	Event	U
Continuity	Event	U
Disarm	Event	U
Dodge	Dodge	U
Extra Shot	Event	U
Power Blow	Event	U

Duncan MacLeod

Duncan MacLeod	Persona	R
Back Away	Dodge	U

Battle Rage	Event	R
Combination	Event	U
Continuity	Situation	U
Disarm	Event	U
Dodge	Dodge	U
Extra Shot	Event	U
Flashback	Situation	U
Inspiration	Event	R
Jump	Dodge	U
Master's Advice	Situation	R
Master's Attack	Attack	R
Master's Dodge	Dodge	R
Power Blow	Event	U
Trip	Event	U

Events

Alan Baines	R
Angry Mob	C
Carl	R
Caught in the Act	U
Challenge	C
Charlie	R
Darius	R
Elizabeth Vaughn	C
Feint	C
Fortune Teller	R
Gypsy	C
Head Shot	C
Heroic Deed	R
Holy Ground: Withdraw	C
Holy Ground: Forfeit	C
Interference	C
Investigate	C
Linda Plager	R
Maurice	R
Misfortune	C
Mugging	C
Narrow Escape	C
Police: Counter Event	C
Police: Remove Situation	C
Recover Weapon	C
Renee Delaney	R
Reporter	C
Scorn	R
Segur	R
Stamina	C
Street Punk	U
Underworld Contact	R
Unexpected Assistance	R

Watcher: Treatment	U
Watcher: Hunter	R
Watcher: Hunter, All Players	C
Watcher: Hunter, Target	C

Luther

Luther	Persona	R
Back Away	Dodge	U
Combination	Event	U
Continuity	Event	U
Disappear	Event	R
Disarm	Event	U
Dodge	Dodge	U
Intimidate	Event	R
Power Blow	Event	U
Taunt	Event	R
Trip	Event	U

Nefertiri

Nefertiri	Persona	R
Back Away	Dodge	U
Battle Rage	Event	U
Combination	Event	U
Continuity	Event	U
Desperation	Event	R
Disarm	Event	U
Dodge	Dodge	U
Extra Shot	Event	U
Power Blow	Event	U
Seduce	Event	R
Trip	Event	U

Objects

Extra Weapon	C
Quality Blade	C

Plots

Counterfeit: Abduction	Situation	C
Counterfeit: Plastic Surgery	Situation	C
Counterfeit: Betrayal	Event	C
Darkness: The Bait	Situation	C
Darkness: The Trap	Situation	C
Darkness: Lights Out	Event	C
Sea Witch: Hook	Situation	C
Sea Witch: Line	Situation	C
Sea Witch: Sink	Event	C
Unholy Alliance: Alliance	Situation	C
Unholy Alliance: Discovery	Situation	C

Unholy Alliance: Ambush	Event	C
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Richie Ryan

Richie Ryan	Persona	R
Back Away	Dodge	U
Battle Rage	Event	R
Combination	Event	U
Continuity	Event	U
Dodge	Dodge	U
Extra Shot	Event	U
Luck	Event	R
Master's Advice	Situation	R
Master's Block	Block	R
Power Blow	Event	U
Trip	Event	U

Situations

Avery Hoskins	R
Gypsy Lover	C
Master	R
Pedestrian: 2 turns	C
Pedestrian: 5 turns	C
Tessa	R
Watcher: Counter	R
Watcher: Fair Fight	C

Slan Quince

Slan Quince	Persona	R
Back Away	Dodge	U
Berserk	Event	R
Intimidate	Event	R
Run Through	Event	R
Shooting Blade	Event	R

Xavier St. Cloud

Xavier St. Cloud	Persona	R
Alliance	Event	R
Back Away	Dodge	U
Disarm	Event	U
Dodge	Dodge	U
Forethought	Situation	R
Hook	Event	R
Plan Ahead	Situation	R
Poison Gas	Situation	R
Power Blow	Event	U
Stalk	Attack	R
Trip	Event	U

Hyborian Gates

CARDZ

Asgard Troopers

Action Mistress	U
Agrelus	UR
Antarea	R
Bladed Couple	U
Blaster	UR
Del Sin	R
Drop Troops of Zen	C
Emerald Titan	R
Guardian of the Mists	C
Hyde	UR
Laz Couple	UR
Lightning Thrower	UR
Major Players	C
Pistoleer	C
Red Slayer	C
Rok the Relentless	R

Sea Challenger	C
Silencers	C
Spirit Gunner	UR
Task Master	UR
The Man	R
The Rider	U
Tronst	R
Universal Trooper	UR
White Rider	U
Zabeh Tat	U

Asgard Companions

Bar Folk	R
Dinos of the Mount	C
Feline Fems of Nerth	C
Galaxy Lightning Corp	UR
Last Defenders	U

Lights Lady	U
Mark in Defense	UR
Mentalists of Tunetha	C
Power Blade Master	U
Reever	R
Serfs of Nod	C
Sigmund	R
Sinder	UR
Tellat	R
Treen	U
Tun	R
Vanessa	UR
Wolves of Garthank	U

Asgard Vehicles

Battler	R
Bright Speedster	UR

Chrome Jaws	C
Gate Cruiser	UR
Gate Ship	UR
Kargon Ranger	U
Moon Rider	U
Nebula Cruiser	C
New Ark	U
Ship of Boris	C
Ships of the Night	C
Simple Sphere	UR
Skull Ship	R
Transport Bot	C
Vortex Dish	U
Vortex Walker	U

Asgard Gates

Bor's Gate	G
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Hyborian Gates

CARDZ

Fregja's Gate	G
Garm's Gate	G
Hel's Gate	G
Loki's Gate	G
Odin's Gate	G
The Norns' Gate	G

Atlantean Troopers

Archeons	UR
Death Rider	R
Djin	UR
Dream Warriors	U
Illusion Maker	R
Lady of Ice	C
Land's Guardian	C
Lightning Sifter	UR
Mer-Lass	C
Mer-done	R
Nevik	R
Night's Teacher	UR
Nile's Gift	C
Quickbeam	R
Romulus	U
Salazia	U
Star Warrior	C
Tainted Merchant	UR
Troubled Centaurian	U
Watcher	UR

Atlantean Companions

Archeons	U
Brothers to the Sword	C
Dragon Knight	R
Jaded Couple	UR
Leviathan of Taz	C
Lizardeen Specialist	UR
Mer-Cees	U
Mer-She	R
Mer-Tians	U
Saurian Rider	UR
Surge Protector	C
The Friend	C
The Russels	R
The Telden	U

Atlantean Gates

Cleito's Gate	G
Doris' Gate	G
Nereus' Gate	G
Oceanus' Gate	G
Pontus' Gate	G
Scylla's Gate	G

Chaos Monsters

Aquanian	R
Atlun	UR
Beast of Temple Doom	C
Centaurin	UR
Char Dragon	C
Charta Harpy	U
Condoon	UR
Death Sentinel	C
Dragon of the Veil	UR
Emerald Slayer	C
Georgian Avian	C
Goblin	U
Green Dragon of Thuu	U
Grow-alt	UR
Gruug	UR
Just A Dragon	C
Monarch Bat	C
Monster Willow	C
Mountain Monster	C
Roon	R
Rulers of Anselon	UR

Senella	U
Shrieken	R
Stone Dragon	U
Tareel	U
The Crimson Courser	C
Typhus	UR
Were-Lion	C
Winged Piercer	R

Chaos Companions

Adeluvians	R
Amber Watcher	C
Bengali	R
Chargest	R
Dragon Rage	UR
Dragon Riders of Ott	R
Feline	U
Flyers of the Vortex	C
Gorgat	R
Interested Cats	R
Last Minotaur	U
Lifters	C
Lightning Dragon	UR
Mawling	R
Midnight Web Spinner	C
Mist Dwellers	R
Mistress of Horse	C
Quatzalatzan	U
Quest for Truth	C
Tanian	UR
The Dancing Pair	C

Chaos Gates

Annwn's Gate	G
Cerberus' Gate	G
Chimaera's Gate	G
Gorgons' Gate	G
Grendel's Gate	G
Kraken's Gate	G
Pazuzu's Gate	G
The Hydra's Gate	G
Typhon's Gate	G

Gaeian Troopers

Dragon Slayer	UR
Earth Rise	UR
Flortian	R
Just A Man	C
Kai-Louw	C
Kufu's Blessing	C
Last Bridge Holder	UR
Merlina	U
Moon Dance	C
Nomad	UR
Quick Star	C
Red Blade	C
Red Titan	U
Rumblers	UR
Simmer	R
Sky Mistress	U
Slave Freer	UR
The Axer	C
The Bladesman	C
The White Lady	C
Xerecles	R
Xermies	R

Gaeian Companions

Boon Companions	C
Cloak Master	U
Corbin	U
Dark Challenger	U
Dazzler	UR
Hera's Blade	R

Horse Allies	C
Leveler	U
Mist Dwellers of Surn	C
Sanshall	R
Snow Cats	UR
Sword of Protection	R
Tandaleea	U
The Archer of Fletch	C
Ton	C
Unicorn of Zen	C

Gaeian Magics

Agrippa's Curse	R
Angel in Glass	U
Can't Happen	R
Deceiver	U
Elf Action	U
Encapsulation	R
Light Storm	U
Lightning Striker	R
Lost in Thought	U
Misty City	U
Monster Friendship	U
Mountain Protection	U
Not Today	R
Osiran Safety	U
Painted Woman	U
Peace Bringer	R
Peace Peak	U
Peaceful Intent	U
Protected	R
Salezians	U
Tarn Women	U
The Enchanted Falls	U
The Pond of Peace	U
Twister	R
World Essence	U
Zapper	R

Gaeian Gates

Apollo's Gate	G
Cronus' Gate	G
Demeter's Gate	G
Europa's Gate	G
Hade's Gate	G
Hera's Gate	G
Hespera's Gate	G
Hestia's Gate	G
Jo's Gate	G
Styx's Gate	G
Zagreus' Gate	G
Zeus' Gate	G

Hyborian Troopers

Absorption	R
Black Gambit One	UR
Brak the Brave	U
Dark Drifter	UR
Death's Sister	UR
Dragon Rider	U
Easy Rider	UR
Ebony Death Watcher	U
Forcien	R
Formulators	UR
Imps of Neff	C
King Tuan	UR
Kingdom Breaker	UR
Lesser Ebony Guardian	R
Lesser Siren	U
Light's Godling	UR
Little Fiend	R
Lone Guardian	UR
Minor Black Grunnel	C
Minor Char Beast	U
She Who Watches	UR

Shejun	UR
Shield Man	UR
Sky Slasher	UR
Summoned Aggressor	UR
Terzan	U

Hyborian Companions

Alasandra	UR
Death Mists	UR
Flutter Twins	UR
Himself	R
Ivory Lady	UR
Lightning Master	UR
Minor Bold Ones	U
Minor Raider	UR
Path's Handmaiden	U
Protectors	U
Shadow Creature	UR
Snake Minions	UR
Thief in the Night	UR
Uncaring Fiend	R

Hyborian Gates

Brit's Gate	G
Crom Cruach's Gate	G
Dagda's Gate	G
Lugh's Gate	G
The Firbolg's Gate	G

Non-Dimensional

Ancient Gate	UR
Victoria Companion	G

Osiran Troopers

Arnth	R
Blaze	R
Blaze Goddess	C
Icon Warrior	UR
Kargars	R
Seket	UR
Serpent Warriors	U
She Terror	UR
Swords Woman	C
The Fire Axeman	C
The Red Seeress	C
The Resistors	U
Threes	UR
Tomanice	U
Weapons Masters	C
Winged Warrior	R
Wren	U
Wrestlers	UR

Osiran Companions

Amazons of Troy	C
Baath	R
Death Taster	UR
Dragon Helper	U
Electra	UR
Far Eyed Soarer	C
Helios	R
Light Bringers	U
Lightning Daughter	R
Peek Twins	U
Red Ghosts of Time	C
Reptile Mistress	C
Rider	R
Tarnish	R
Warden's Castle	U
Wingling	U

Osiran Tech

Axes of Horleen	R
Bringers of Light	C
Bugle of the Vortex	C

Hyborian Gates

CARDZ

Crimson Sphere Valor	C
Final Spear	C
Flame Thrower	UR
Knights of Time	C
Mind Jewel	C
Mix Master	UR
Mountain Challenge	U
Mountain Support	U
Powered Gateway	R
Quickening Mist	UR
Saucer of Yeanol	C
Ship of the Ages	C
Starship of Thang	C
Summoner	U
Supplicant	UR
Titan Flames	R
Vanhelephant	R
Weapons of Semaj	R
Weapons of Thor	U
Weapons of Yanny	U
White Magic Vessel	C

Osiran Gates

Amunet's Gate	G
Anubis' Gate	G
Atum's Gate	G
Hathor's Gate	G
Horus' Gate	G
Niut's Gate	G
Ptah's Gate	G
Re's Gate	G
Sekmet's Gate	G
Shu's Gate	G

Thoth's Gate	G
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Power Surges

A Vampire Moon	C
Amber Tide	UR
Anger of the Gods	UR
Art Imitates Life	C
Attack!	R
Awesome Strength	UR
Castle Rising	R
Crimson Force	U
Crimson Ice	U
Crimson Tide	R
Doom Suit	C
Ebony Darkness	UR
Emerald Force	R
Emerald Ice	UR
Emerald Tide	U
Energy Mountain	U
Fallen	C
Feathered Mistress	C
Gigavolts	C
Glitz	U
Gold Ice	U
Ice Nightwing	C
Immuna	R
Ivory Ice	U
Modern Man	C
Monster Confusion	U
Mutating	R
Nature's Call	R
New Growth	UR
New Life	R

Night Lightning	UR
Night's Cloak	UR
Olympus Beckons	R
Power of the Mountain	R
Recovery	R
Red Assassin	UR
Red Field of Force	C
Restless	R
Royal Ice	U
Royal Inspection	R
Running For Your Life	U
Sky Technician	UR
Testing	R
The Call	R
The Power Within	C
Tomorrows City	UR
Transformation	UR
Ultimate Battle	U
Victor's Wish	C
Victory	R
Victory's Grasp	UR
Viking Gods	C
Vortex Quake	C
Wax and Wane	R
Winning	UR

Vortex Tactics

Alien Logic	C
Angel Storm	UR
Beserker	U
Black Planet	UR
Castle Standish	C
Cat Quickness	C

Changeling	R
Claws of Victory	R
Clear Reign	R
Dark Lightning	R
Dawn Retreat	R
Dream Team	C
Earth Walking	U
Energy Fields	C
Fangs	C
Good Prospects	U
Honor's Hope	UR
Jump	UR
Light of Day	U
Lightning Fist	UR
Morpheus Calls	R
Noah's Way	U
Not Likely	R
Offering	R
Red Rob	U
Rest Stop	UR
Scorpion's Sting	R
Serpent City	U
Sky City of Zen	C
Solidity	UR
Strength Bonus	U
Surprise Attack	R
Tamer	R
Tav Mists	U
The Mysts	R
The Wall	R
Utter Distraction	C
White Grasp	R

Illuminati: New World Order

Steve Jackson Games

Type:

Ass. - Assassination, Dis. - Disaster,
Plc. - Place, Per. - Personality, Res. - Resource.

Illuminati

Adepts of Hermes	Illuminati
Bavarian Illuminati	Illuminati
Bermuda Triangle	Illuminati
Discordian Society	Illuminati
Gnomes of Zurich	Illuminati
Servants of Cthulhu	Illuminati
Shangri-La	Illuminati
The Network	Illuminati
UFOs	Illuminati

Groups

A.M.A.	C
American Autoduel Ass.	C
Anti-Nuclear Activists	C
Antiwar Activists	R
B.A.T.F.	U
Bank of England	R
Big Media	C
Black Activists	C
Boy Sprouts	C
C.I.A.	R
Cable TV	C
Cattle Mutilators	R
CFL-AIO	R
Church of Elvis	U
Clone Arrangers	C
Comic Books	U

Congressional Wives	U
Conspiracy Theorists	C
Cycle Gangs	C
Democrats	U
Dentists	C
Deprogrammers	U
Druids	C
Eco-Guerrillas	C
EFF	R
Elders of Zion	R
Empty Vee	C
Evil Geniuses for a Better Tomorrow	R
FBI	C
Fast Food Chains	C
Federal Reserve	U
Feminists	U
Fiendish Fluoridators	C
Flat Earthers	C
Fnord Motor Company	C
Fraternal Orders	C
Fred Birch Society	R
Gay Activists	U
Girlie Magazines	C
Goldfish Fanciers	R
Gun Lobby	C
Hackers	U
I.R.S.	U
Intellectuals	C
Int. Cocaine Smugglers	C
Int. Communist Conspiracy	R
Int. Weather Organization	U
Joggers	C
Junk Mail	U

KKK	C
L-4 Society	U
Lawyers	C
Libertarians	R
Liquor Companies	R
Loan Sharks	C
Local Police Departments	U
Madison Avenue	C
MI-5	U
Moonies	C
Moral Minority	C
Mossad	R
Multinational Oil Corporations	U
N.S.A.	R
NASA	U
NATO	R
Nephews of God	C
Ninjas	C
Nuclear Power Companies	C
Offshore Banks	U
OPEC	C
Paranoids	C
Phone Company	U
Phone Phreaks	C
Pollsters	R
Post Office	C
Professional Sports	U
Psychiatrists	U
Punk Rockers	C
Pyramid Marketing Schemes	S
Recording Industry	C
Red Cross	R
Reformed Church of Satan	U

Religious Reich	C
Republicans	U
Rifkinites	R
Robot Sea Monsters	U
Rosicrucians	C
S.M.O.F.	R
Saturday Morning Cartoons	U
Savings and Loans	R
Science Fiction Fans	C
Secret Service	R
Secular Humanists	U
Semiconscious Liberation Army	C
Society for Creative Anarchism	C
South American Nazis	R
Subliminals	R
Supreme Court	R
Survivalists	C
Tabloids	U
Telephone Psychics	C
Templars	C
The Mafia	R
The Men in Black	R
Tobacco Companies	C
Trading Card Games	S
Trekkies	C
Trilateral Commission	R
TV Preachers	C
Underground Newspapers	R
United Nations	C
Urban Gangs	C
Vampires	C

Illuminati: New World Order

Steve Jackson Games

Video Games	C
Voudonistas	U
W.I.T.C.H.	C
Wall Street	C
Wargamers	C
Al Gore	Per. C
Bill Clinton	Per. C
Bjorne	Per. C
Count Dracula	Per. R
Dan Quayle	Per. C
Elvis	Per. R
Fidel Castro	Per. U
George Bush	Per. C
Gordo Remora	Per. C
Hillary Clinton	Per. C
Imelda Marcos	Per. C
Jimmy Hoffa	Per. R
Manuel Noriega	Per. U
Margaret Thatcher	Per. U
Media Sensation	Per. C
Nancy Reagan	Per. R
Ollie North	Per. U
Prince Charles	Per. U
Princess Di	Per. U
Ronald Reagan	Per. C
Ross Perot	Per. R
Saddam Hussein	Per. C
Brazil	Pic. C
California	Pic. C
Canada	Pic. R
Center for Disease Control	Pic. U
China	Pic. R
Dinosaur Park	Pic. U
England	Pic. C
Finland	Pic. R
France	Pic. C
Germany	Pic. R
Hawaii	Pic. C
Hollywood	Pic. U
Israel	Pic. R
Italy	Pic. R
Japan	Pic. C
Las Vegas	Pic. C
Moonbase	Pic. C
New York	Pic. U
Orbit One	Pic. U
Pentagon	Pic. C
Russia	Pic. C
Silicon Valley	Pic. U
Stonehenge	Pic. C
Switzerland	Pic. C
Texas	Pic. R
The Great Pyramid	Pic. S
Vatican City	Pic. C

Plots

Car Bomb	Ass. C
Hit and Run	Ass. C
Poison	Ass. C
Sniper	Ass. U
Withering Curse	Ass. R
Atomic Monster	Dis. C
Earthquake	Dis. C
Epidemic	Dis. C
Giant Kudzu	Dis. U
Hurricane	Dis. C
Meteor Strike	Dis. U
Nuclear Accident	Dis. C
Plague of Demons	Dis. R
Rain of Frogs	Dis. U
The Oregon Crud	Dis. R
Tidal Wave	Dis. C
Tornado	Dis. C
Volcano	Dis. U
18-Minute Gap	R
Agent in Place	C
Air Magic (Limited)	U

Albino Alligators	C
Alternate Goals	C
An Offer You Can't Refuse	R
And STAY Dead!	C
Angst	R
Annual Convention	R
Are We Having Fun Yet?	C
Assertiveness Training	C
Backlash	C
Bank Merger	U
Benefit Concert	C
Bimbo at Eleven	C
Blitzkrieg	R
Blood, Toil, Tears and Sweat	C
Bodyguard	R
Botched Contact	U
Bribery	U
Celebrity Spokesman	U
Censorship	U
Charismatic Leader	C
Citizenship Award	C
Clone	U
Cold Fusion	C
Combined Disasters	U
Commitment	U
Computer Security	R
Computer Virus	U
Corruption	R
Counter-Revolution	R
Counterspell	U
Cover of Darkness	R
Cover-Up	R
Crop Circles	C
Currency Speculation	C
Deal Engine	R
Deep Agent	C
Dictatorship	C
Dollars for Decency	U
Double-Cross	C
Early Warning	C
Earth Magic	C
Eat The Rich!	R
Embezzlement	R
Emergency Powers	C
Exposed!	C
Faction Fight	R
Flower Power	U
Fjord!	C
Foiled!	U
Forgery	U
Freaking the Mundanes	U
Full Moon	U
Fundie Money	C
Gang War	C
George the Janitor	C
Goal: Criminal Overlords	U
Goal: Fratricide	C
Goal: Hail Eris!	C
Goal: Kill For Peace!	U
Goal: Let Them Eat Cake!	U
Goal: Power for Its own Sake	R
Goal: Power to the People	U
Goal: The Corporate Masters	C
Goal: The Hand of Madness	C
Goal: Up Against the Wall!	R
Good Polls	C
Grassroots Support	C
Gremlins	R
Harmonica Virgins	C
Hat Trick	C
Head in a Jar	U
Hex	R
Hidden Influence	R
Hoax!	U
I Lied	U
Impostor	U
Infobahn	C

Interference	C
Jake Day	C
Jihad	C
Just Say No	C
Ketchup Is A Vegetable	C
Kinder and Gentler	C
Let's Get Organized	C
Let's Get REALLY Organized	U
Let's You and Him Fight	R
Liberal Agenda	C
Logic Bomb	R
March on Washington	C
Market Manipulation	U
Martial Law	C
Martyrs	C
Mass Murder	R
Media Blitz	C
Media Connections	R
Messiah	R
Miracle Diet Plan	C
Mistaken Identity	R
Mob Influence	C
Monopoly	C
Mothers' March	C
Murphy's Law	U
Mutual Betrayal	C
Nationalization	C
Never Surrender	C
New Blood	C
New Federal Budget	U
Nice Idea. It's Mine Now	R
Nobel Peace Prize	C
NWO: 1000 Points of Light (B)	U
NWO: Bigger Business (Y)	U
NWO: Chicken in Every Pot (B)	C
NWO: Don't Forget Smash State (Y)	C
NWO: Energy Crisis (B)	R
NWO: Fear and Loathing (B)	U
NWO: Gun Control (R)	U
NWO: Law and Order (Y)	U
NWO: Military-Industrial Complex (Y)	C
NWO: Peace In Our Time (R)	C
NWO: Political Correctness (R)	U
NWO: Solidarity (R)	C
NWO: Tax Reform (R)	R
NWO: World Hunger (B)	C
NWO: World War 3 (Y)	R
Opportunity Knocks	R
Payoff	C
Pledge Drive	U
Power Corrupts	C
Power Grab	C
Privatization	C
Privileged Attack	C
Pulitzer Prize	C
Purge	C
Reach Out . . .	R
Read My Lips	C
Red Scare	U
Reload!	C
Reorganization	C
Resistance Is Useless!	R
Revolution!	U
Rewriting History	R
Sabotage	R
Save the Whales	C
Savings & Loan Scam	U
Scandal	R
Secrets Man Was Not Meant To Know	U
Seize The Time!	U
Self-Esteem	C
Senate Investigating Committee	R
Slush Fund	C
Spasm of Violence	R
Stealing the Plans	C
Stock Split	C
Straighten Up	C

Sucked Dry and Cast Aside!	U
Sweeping Reforms	U
Sweepstakes Prize	C
Swiss Bank Account	C
Talisman of Ahrimanes	C
Tax Breaks	U
Terrorist Nuke	C
The Auditor from Hell	C
The Big Score	C
The Big Sellout	R
The First Thing We Do, Let's Kill Lawyers	R
The Internet Worm	U
The Second Bullet	C
The Stars Are Right	R
The Weak Link	R
The Weird Turn Pro	C
Time Warp	R
Unlucky 13	R
Unmasked!	R
Upheaval!	C
Volunteer Aid	C
Voodoo Economics	C
Vultures	C
Whispering Campaign	C
World Cup Victory	R

Resources

Angel's Feather	C
Ark of the Covenant	R
Bigfoot	C
Book of Kells	U
Center for Weird Studies	C
Clipper Chip	C
Crystal Skull	R
Cyborg Soldiers	R
Death Mask	U
Earthquake Projector	C
Eliza	U
Flying Saucer	C
Hallucinations	C
Hammer of Thor	C
Hidden City	U
Hitler's Brain	R
Immortality Serum	R
Loch Ness Monster	C
Mercenaries	C
Midas Mill	C
Necronomicon	U
Orbital Mind Control Lasers	C
Perpetual Motion Machine	R
Principia Discordia	C
Rogue Boomer	C
Shroud of Turin	R
Soulburner	R
Spear of Longinus	C
Suicide Squad	U
The Bronze Head	C
The Frog God	C
The Holy Grail	R
The Library at Alexandria	U
Warehouse 23	U
Weather Satellite	U
Xanadu	C

Boxes

Cheat Sheet	C
Deck Design	R
Handicaps	R
Illuminated Goals	R
Play Sequence	C
The Bidding Game	R
To The Death	R
World Conquest 101	R

Events

<input type="checkbox"/> Alliance	U
<input type="checkbox"/> Bon Festival	U
<input type="checkbox"/> Emperor's Peace	U
<input type="checkbox"/> Evil Feeds Upon Itself	U
<input type="checkbox"/> Glimpse of the Unicorn	U
<input type="checkbox"/> Hurricane	U
<input type="checkbox"/> Occult Murders	U
<input type="checkbox"/> Peasant Revolt	U
<input type="checkbox"/> Plague	U
<input type="checkbox"/> Test of Stone	U
<input type="checkbox"/> Unexpected Allies	U
<input type="checkbox"/> Bloom of the White Orchid	R
<input type="checkbox"/> Celestial Alignment	R
<input type="checkbox"/> Chrysanthemum Festival	R
<input type="checkbox"/> Dead Walk The Earth	R
<input type="checkbox"/> Emergence of the Tortoise	R
<input type="checkbox"/> Imperial Gift	R
<input type="checkbox"/> Imperial Quest	R
<input type="checkbox"/> Inheritance	R
<input type="checkbox"/> Iris Festival	R
<input type="checkbox"/> Proposal of Peace	R
<input type="checkbox"/> Rise of the Phoenix	R
<input type="checkbox"/> Solar Eclipse	R
<input type="checkbox"/> Test of the Emerald Champion	R

Holdings

<input type="checkbox"/> Blacksmith	C
<input type="checkbox"/> Copper Mine	C
<input type="checkbox"/> Famous Poet	C
<input type="checkbox"/> Forest	C
<input type="checkbox"/> Go Master	C
<input type="checkbox"/> Gold Mine	C
<input type="checkbox"/> Hawks and Falcons	C
<input type="checkbox"/> Iron Mine	C
<input type="checkbox"/> Jade Works	C
<input type="checkbox"/> Market Place	C
<input type="checkbox"/> Moat	C
<input type="checkbox"/> Pearl Divers	C
<input type="checkbox"/> Port	C
<input type="checkbox"/> Retired General	C
<input type="checkbox"/> Sanctified Temple	C
<input type="checkbox"/> Silver Mine	C
<input type="checkbox"/> Small Farm	C
<input type="checkbox"/> Stables	C
<input type="checkbox"/> Unscalable Walls	C
<input type="checkbox"/> Barbican	U
<input type="checkbox"/> Dance Troupe	U
<input type="checkbox"/> Diamond Mine	U
<input type="checkbox"/> Fantastic Gardens	U
<input type="checkbox"/> Master Smith	U
<input type="checkbox"/> Sacrificial Altar	U
<input type="checkbox"/> Sake Works	U
<input type="checkbox"/> Temple of the Ancestors	U
<input type="checkbox"/> Trade Route	U
<input type="checkbox"/> Forgotten Tomb	R
<input type="checkbox"/> Fort On A Hill	R
<input type="checkbox"/> Imperial Acrobats	R
<input type="checkbox"/> Master of the Tea Ceremony	R
<input type="checkbox"/> Ninja Stronghold	R
<input type="checkbox"/> Oracle of Earth	R
<input type="checkbox"/> Oracle of Fire	R
<input type="checkbox"/> Oracle of Water	R
<input type="checkbox"/> Oracle of Wind	R
<input type="checkbox"/> School of Wizardry	R

Personalities

<input type="checkbox"/> Hida Sukune	Crab	C
<input type="checkbox"/> Hida Tampako	Crab	C
<input type="checkbox"/> Yasuki Taka	Crab	C
<input type="checkbox"/> Hida Amoro	Crab	U
<input type="checkbox"/> Hida Tsuru	Crab	U
<input type="checkbox"/> Kuni Yori	Crab	U
<input type="checkbox"/> Hida Kisada	Crab	R
<input type="checkbox"/> Hida Yakamo (Hero)	Crab	R
<input type="checkbox"/> Hida Yakamo (Oni)	Crab	R
<input type="checkbox"/> Asahina Tono	Crane	C
<input type="checkbox"/> Daidoji Uji	Crane	C
<input type="checkbox"/> Doji Yosai	Crane	C

<input type="checkbox"/> Asahina Tamako	Crane	U
<input type="checkbox"/> Kakita Yonobu	Crane	U
<input type="checkbox"/> Kakita Yuri	Crane	U
<input type="checkbox"/> Doji Hoturi	Crane	R
<input type="checkbox"/> Kakita Toshimoko	Crane	R
<input type="checkbox"/> Kakita Yoshi	Crane	R
<input type="checkbox"/> Agasha Tamori	Dragon	C
<input type="checkbox"/> Mirumoto Daini	Dragon	C
<input type="checkbox"/> Mirumoto Hitomi	Dragon	C
<input type="checkbox"/> Mirumoto Sukune	Dragon	U
<input type="checkbox"/> Togashi Mitsuo	Dragon	U
<input type="checkbox"/> Togashi Yoshi	Dragon	U
<input type="checkbox"/> Kitsuki Yasu	Dragon	R
<input type="checkbox"/> Togashi Hoshi	Dragon	R
<input type="checkbox"/> Togashi Yokuni	Dragon	R
<input type="checkbox"/> Kitsu Toju	Lion	C
<input type="checkbox"/> Matsu Gohei	Lion	C
<input type="checkbox"/> Matsu Yojo	Lion	C
<input type="checkbox"/> Akodo Kage	Lion	U
<input type="checkbox"/> Matsu Agatoki	Lion	U
<input type="checkbox"/> Matsu Imura	Lion	U
<input type="checkbox"/> Ikoma Ujiaki	Lion	R
<input type="checkbox"/> Matsu Tsuko	Lion	R
<input type="checkbox"/> Isawa Uona	Phoenix	C
<input type="checkbox"/> Shiba Katsuda	Phoenix	C
<input type="checkbox"/> Shiba Tsukune	Phoenix	C
<input type="checkbox"/> Isawa Kaede	Phoenix	U
<input type="checkbox"/> Isawa Tadaka	Phoenix	U
<input type="checkbox"/> Isawa Tomo	Phoenix	U
<input type="checkbox"/> Asako Yasu	Phoenix	R
<input type="checkbox"/> Isawa Tsuke	Phoenix	R
<input type="checkbox"/> Shiba Ujimitsu	Phoenix	R
<input type="checkbox"/> Bayushi Kachiko	Scorpion	R
<input type="checkbox"/> Bayushi Togai	Scorpion	R
<input type="checkbox"/> Horiuchi Shoon	Unicorn	C
<input type="checkbox"/> Otaku Kamoko	Unicorn	C
<input type="checkbox"/> Shinjo Yasamura	Unicorn	C
<input type="checkbox"/> Iuchi Daiyu	Unicorn	U
<input type="checkbox"/> Iuchi Karasu	Unicorn	U
<input type="checkbox"/> Shinjo Hanari	Unicorn	U
<input type="checkbox"/> Ide Tadaji	Unicorn	R
<input type="checkbox"/> Iuchi Takaai	Unicorn	R
<input type="checkbox"/> Shinjo Yokatsu	Unicorn	R
<input type="checkbox"/> Ginawa	Unaligned	C
<input type="checkbox"/> Goblin Warmonger	Unaligned	C
<input type="checkbox"/> Heichi Chokei	Unaligned	C
<input type="checkbox"/> Hise	Unaligned	C
<input type="checkbox"/> Morito	Unaligned	C
<input type="checkbox"/> Morito Tokai	Unaligned	C
<input type="checkbox"/> Moshi Wakiza	Unaligned	C
<input type="checkbox"/> Naga Shugenja	Unaligned	C
<input type="checkbox"/> Naga Warlord	Unaligned	C
<input type="checkbox"/> Ninja Spy	Unaligned	C
<input type="checkbox"/> Sanzo	Unaligned	C
<input type="checkbox"/> Toki	Unaligned	C
<input type="checkbox"/> Yotsu Seiki	Unaligned	C
<input type="checkbox"/> Alhondro Cornejo	Unaligned	U
<input type="checkbox"/> Kolat Servant	Unaligned	U
<input type="checkbox"/> Kyoso no Oni	Unaligned	U
<input type="checkbox"/> Matsu Hiroru	Unaligned	U
<input type="checkbox"/> Miya Yoto	Unaligned	U
<input type="checkbox"/> Moto Tsume	Unaligned	U
<input type="checkbox"/> Necromancer	Unaligned	U
<input type="checkbox"/> Ninja Shapeshifter	Unaligned	U
<input type="checkbox"/> Ogre Bushi	Unaligned	U
<input type="checkbox"/> Oni no Shikibu	Unaligned	U
<input type="checkbox"/> Oni no Tsuburu	Unaligned	U
<input type="checkbox"/> Shuten Doji	Unaligned	U
<input type="checkbox"/> Air Dragon	Unaligned	R
<input type="checkbox"/> Akodo Toturi	Unaligned	R
<input type="checkbox"/> Demon Bride of Fu Leng	Unaligned	R
<input type="checkbox"/> Dragon of Fire	Unaligned	R
<input type="checkbox"/> Earth Dragon	Unaligned	R
<input type="checkbox"/> Ki-Rin	Unaligned	R
<input type="checkbox"/> Naka Kuro	Unaligned	R
<input type="checkbox"/> Oni no Akuma	Unaligned	R
<input type="checkbox"/> Void Dragon	Unaligned	R
<input type="checkbox"/> Water Dragon	Unaligned	R
<input type="checkbox"/> Yogo Junzo	Unaligned	R

Actions

<input type="checkbox"/> Block Supply Lines	C
<input type="checkbox"/> Break Morale	C
<input type="checkbox"/> Brilliant Victory	C
<input type="checkbox"/> Careful Planning	C
<input type="checkbox"/> Charge	C
<input type="checkbox"/> Contentious Terrain	C
<input type="checkbox"/> Deadly Ground	C
<input type="checkbox"/> Dispersive Terrain	C
<input type="checkbox"/> Encircled Terrain	C
<input type="checkbox"/> Entrapping Terrain	C
<input type="checkbox"/> Honorable Seppuku	C
<input type="checkbox"/> Iaijutsu Challenge	C
<input type="checkbox"/> Iaijutsu Duel	C
<input type="checkbox"/> Intersecting Highways	C
<input type="checkbox"/> Meditation	C
<input type="checkbox"/> Oath of Fealty	C
<input type="checkbox"/> Occupied Terrain	C
<input type="checkbox"/> Outflank	C
<input type="checkbox"/> Rally Troops	C
<input type="checkbox"/> Rallying Cry	C
<input type="checkbox"/> Remorseful Seppuku	C
<input type="checkbox"/> Superior Tactics	C
<input type="checkbox"/> Traversable Terrain	C
<input type="checkbox"/> Blazing Arrows	U
<input type="checkbox"/> Breach of Etiquette	U
<input type="checkbox"/> Counterattack	U
<input type="checkbox"/> Explosives	U
<input type="checkbox"/> Flight of Dragons	U
<input type="checkbox"/> Frenzy	U
<input type="checkbox"/> Kharmic Strike	U
<input type="checkbox"/> Kolat Assassin	U
<input type="checkbox"/> Kolat Infiltrator	U
<input type="checkbox"/> Legendary Victory	U
<input type="checkbox"/> Marries a Barbarian	U
<input type="checkbox"/> Martyr	U
<input type="checkbox"/> Ninja Thief	U
<input type="checkbox"/> Retreat	U
<input type="checkbox"/> Ring of Air	U
<input type="checkbox"/> Ring of Earth	U
<input type="checkbox"/> Ring of Fire	U
<input type="checkbox"/> Ring of the Void	U
<input type="checkbox"/> Ring of Water	U
<input type="checkbox"/> Shady Dealings	U
<input type="checkbox"/> Shame	U
<input type="checkbox"/> Strength of Purity	U
<input type="checkbox"/> Way of Deception	U
<input type="checkbox"/> Ambush	R
<input type="checkbox"/> Avoid Fate	R
<input type="checkbox"/> Be Prepared To Dig Two Graves	R
<input type="checkbox"/> Blackmail	R
<input type="checkbox"/> Bountiful Harvest	R
<input type="checkbox"/> Debt of Honor	R
<input type="checkbox"/> The Egg of Pan Ku	R
<input type="checkbox"/> Evil Portents	R
<input type="checkbox"/> Feign Death	R
<input type="checkbox"/> Feint	R
<input type="checkbox"/> Focus	R
<input type="checkbox"/> Geisha Assassin	R
<input type="checkbox"/> Investigation	R
<input type="checkbox"/> Kolat Master	R
<input type="checkbox"/> Mercy	R
<input type="checkbox"/> Poisoned Weapon	R
<input type="checkbox"/> Refuse Advantage	R
<input type="checkbox"/> Resist Magic	R
<input type="checkbox"/> Sneak Attack	R
<input type="checkbox"/> Test of Honor	R

Followers

<input type="checkbox"/> Archers	C
<input type="checkbox"/> Goblin Chuckers	C
<input type="checkbox"/> Goblin Mob	C
<input type="checkbox"/> Lesser Mujina	C
<input type="checkbox"/> Light Cavalry	C
<input type="checkbox"/> Light Infantry	C
<input type="checkbox"/> Medium Cavalry	C
<input type="checkbox"/> Medium Infantry	C
<input type="checkbox"/> Naga Bushi	C
<input type="checkbox"/> Ratling Pack	C

<input type="checkbox"/> Scout	C
<input type="checkbox"/> Skeletal Troops	C
<input type="checkbox"/> Spearmen	C
<input type="checkbox"/> Battering Ram Crew	U
<input type="checkbox"/> Greater Mujina	U
<input type="checkbox"/> Heavy Cavalry	U
<input type="checkbox"/> Heavy Infantry	U
<input type="checkbox"/> Marsh Troll	U
<input type="checkbox"/> Naga Bowmen	U
<input type="checkbox"/> Naga Spearmen	U
<input type="checkbox"/> Ninja Genin	U
<input type="checkbox"/> Ratling Bushi	U
<input type="checkbox"/> Wurm Riders	U
<input type="checkbox"/> Zombie Troops	U
<input type="checkbox"/> Apprentice	R
<input type="checkbox"/> Fire Breather	R
<input type="checkbox"/> Foxwife	R
<input type="checkbox"/> Gaijin Mercenaries	R
<input type="checkbox"/> Hawk Riders	R
<input type="checkbox"/> Personal Champion	R
<input type="checkbox"/> Samurai Cavalry	R
<input type="checkbox"/> Samurai Warriors	R
<input type="checkbox"/> Scribe	R
<input type="checkbox"/> Shadow Samurai	R
<input type="checkbox"/> Spirit Guide	R

Items

<input type="checkbox"/> Bloodsword	C
<input type="checkbox"/> Crystal Katana	C
<input type="checkbox"/> Jade Bow	C
<input type="checkbox"/> Naginata	C
<input type="checkbox"/> Shuriken of Serpents	C
<input type="checkbox"/> The Armour of Sun-Tao	U
<input type="checkbox"/> The Armour of the Golden Samurai	U
<input type="checkbox"/> Climbing Gear	U
<input type="checkbox"/> Dragon Helm	U
<input type="checkbox"/> Mask of the Oni	U
<input type="checkbox"/> The Star of Laramun	U
<input type="checkbox"/> Ancestral sword of Crab Clan	R
<input type="checkbox"/> Ancestral sword of Crane Clan	R
<input type="checkbox"/> Ancestral sword of Dragon Clan	R
<input type="checkbox"/> Ancestral sword of Lion Clan	R
<input type="checkbox"/> Ancestral sword of Phoenix Clan	R
<input type="checkbox"/> Ancestral sword of Unicorn Clan	R
<input type="checkbox"/> The Deafening War Drums of Fu Leng	R
<input type="checkbox"/> Fan of Command	R
<input type="checkbox"/> The Jade Hand	R
<input type="checkbox"/> Night Medallion	R
<input type="checkbox"/> Terrible Standard of Fu Leng	R

Spells

<input type="checkbox"/> Biting Steel	C
<input type="checkbox"/> Call Upon The Wind	C
<input type="checkbox"/> Castle of Water	C
<input type="checkbox"/> Energy Transference	C
<input type="checkbox"/> Fury of Osano-Wo	C
<input type="checkbox"/> Look Into The Void	C
<input type="checkbox"/> Summon Faeries	C
<input type="checkbox"/> Wind Born Speed	C
<input type="checkbox"/> Wings of Fire	C
<input type="checkbox"/> Animate the Dead	U
<input type="checkbox"/> Counterspell	U
<input type="checkbox"/> Earthquake	U
<input type="checkbox"/> Elemental Ward	U
<input type="checkbox"/> Fires of Purity	U
<input type="checkbox"/> Mists of Illusion	U
<input type="checkbox"/> Secrets on the Wind	U
<input type="checkbox"/> Summon Swamp Spirits	U
<input type="checkbox"/> Walking the Way	U
<input type="checkbox"/> Winds of Change	U
<input type="checkbox"/> Cloak of Night	R
<input type="checkbox"/> The Fist of Osano-Wo	R
<input type="checkbox"/> Heart of the Inferno	R
<input type="checkbox"/> Immortal Steel	R
<input type="checkbox"/> Reflective Pool	R
<input type="checkbox"/> Summon Undead Champion	R
<input type="checkbox"/> Torrential Rain	R
<input type="checkbox"/> Touch of Death	R

Fourth Edition

Artifacts

Aladdin's Lamp	R
Aladdin's Ring	R
Amulet of Kroog	C
Ankh of Mishra	R
Armageddon Clock	R
Ashnod's Battle Gear	U
Battering Ram	C
Black Mana Battery	R
Black Vise	U
Blue Mana Battery	R
Bottle of Suleiman	R
Brass Man	U
Bronze Tablet	R
Celestial Prism	U
Clay Statue	C
Clockwork Avian	R
Clockwork Beast	R
Colossus of Sardia	R
Conservator	U
Coral Helm	R
Crystal Rod	U
Cursed Rack	U
Dancing Scimitar	R
Diabolic Machine	U
Dingus Egg	R
Disrupting Scepter	R
Dragon Engine	R
Ebony Horse	R
Fellwar Stone	U
Flying Carpet	R
Glasses of Urza	U
Grapeshot Catapult	C
Green Mana Battery	R
Helm of Chatzuk	R
Howling Mine	R
Iron Star	U
Ivory Cup	U
Ivory Tower	R
Jade Monolith	R
Jandor's Saddlebags	R
Jayemdae Tome	R
Kormus Bell	R
Library of Leng	U
Mana Vault	R
Meekstone	R
Millstone	R
Mishra's War Machine	R
Nevinyrra's Disk	R
Obsidian Golem	U
Onulet	R
Ornithopter	U
Primal Clay	R
Red Mana Battery	R
Rod of Ruin	U
Shapeshifter	U
Soul Net	U
Sunglasses of Urza	R
Tawnos's Wand	U
Tawnos's Weaponry	U
Tetravus	R
The Hive	R
The Rack	U
Throne of Bone	U
Triskelion	R
Urza's Avenger	R
Wall of Spears	C
White Mana Battery	R
Winter Orb	R
Wooden Sphere	U

Black

Abomination	U
Animate Dead	U
Ashes to Ashes	U
Bad Moon	R
Black Knight	U
Blight	U
Bog Imp	C
Bog Wraith	U
Carriion Ants	U
Cosmic Horror	R
Cursed Land	U
Cyclopean Mummy	C
Dark Ritual	C
Deathgrip	U
Deathlace	R
Drain Life	C
Drudge Skeletons	C
El-Hajjaj	R
Erg Raiders	C
Evil Presence	U
Fear	U
Frozen Shade	C
Gloom	U
Greed	R
Howl from Beyond	C
Hypnotic Specter	U
Junún Efreet	U
Lord of the Pit	R
Lost Soul	C
Marsh Gas	C
Mind Twist	R
Murk Dwellers	C
Nether Shadow	R
Nightmare	R
Paralyze	C
Pestilence	C
Pit Scorpion	C
Plague Rats	C
Rag Man	R
Raise Dead	C
Royal Assassin	R
Scathe Zombies	U
Scavenging Ghoul	U
Sengir Vampire	U
Simulacrum	U
Sorceress Queen	R
Spirit Shackles	U
Terror	C
Uncle Istvan	U
Unholy Strength	C
Vampire Bats	C
Wall of Bone	U
Warp Artifact	R
Weakness	C
Will-O'-The-Wisp	R
Word of Binding	C
Xenic Poltergeist	R
Zombie Master	R

Blue

Air Elemental	U
Animate Artifact	U
Apprentice Wizard	C
Backfire	U
Blue Elemental Blast	C
Control Magic	U
Counterspell	U
Creature Bond	C
Drain Power	R
Energy Flux	U

Energy Tap	C
Erosion	C
Feedback	U
Flight	C
Flood	C
Gaseous Form	C
Ghost Ship	U
Giant Tortoise	U
Hurkyl's Recall	R
Island Fish Jasconius	R
Jump	C
Leviathan	R
Lifetap	U
Lord of Atlantis	R
Magical Hack	R
Mahamoti Djinn	R
Mana Short	R
Merfolk/Pearl Trident	C
Mind Bomb	U
Phantasmal Forces	U
Phantasmal Terrain	C
Phantom Monster	U
Pirate Ship	R
Power Leak	C
Power Sink	C
Prodigal Sorcerer	C
Psionic Entity	R
Psychic Venom	C
Relic Bind	R
Sea Serpent	C
Segovian Leviathan	U
Sindbad	U
Siren's Call	U
Sleight of Mind	R
Spell Blast	C
Stasis	R
Steal Artifact	U
Sunken City	C
Thoughtlace	R
Time Elemental	R
Twiddle	C
Unstable Mutation	C
Unsummon	C
Volcanic Eruption	R
Wall of Air	U
Wall of Water	U
Water Elemental	U
Zephyr Falcon	C

Land

Forest (x3)	VC
Island (x3)	VC
Mishra's Factory	U
Mountain (x3)	VC
Oasis	U
Plains (x3)	VC
Strip Mine	U
Swamp (x3)	VC

Green

Aspect of Wolf	R
Birds of Paradise	R
Carnivorous Plant	C
Channel	U
Cockatrice	R
Craw Wurm	C
Crumble	U
Desert Twister	U
Durkwood Boars	C
Elven Riders	U
Elvish Archers	R
Fog	C
Force of Nature	R

Fungusaur	R
Gaea's Liege	R
Giant Growth	C
Giant Spider	C
Grizzly Bears	C
Hurricane	U
Instill Energy	U
Ironroot Treefolk	C
Killer Bees	U
Land Leeches	C
Ley Druid	U
Lifeforce	U
Lifelace	R
Living Artifact	R
Living Lands	R
Llanowar Elves	C
Lure	U
Marsh Viper	U
Nafs Asp	C
Pradesh Gypsies	C
Radjan Spirit	U
Rebirth	R
Regeneration	C
Sandstorm	C
Scrib Sprites	C
Shanodin Dryads	C
Stream of Life	C
Sylvan Library	R
Thicket Basilisk	U
Timber Wolves	R
Titania's Song	R
Tranquility	C
Tsunami	U
Untamed Wilds	U
Venom	C
Verduran Enchantress	R
Wall of Brambles	U
Wall of Ice	U
Wall of Wood	C
Wanderlust	U
War Mammoth	C
Web	R
Whirling Dervish	U
Wild Growth	C
Winter Blast	U

Red

Ali Baba	U
Ball Lightning	R
Bird Maiden	C
Blood Lust	C
Brothers of Fire	C
The Brute	C
Burrowing	U
Cave People	U
Chaoslace	R
Crimson Manticore	R
Detonate	U
Disintegrate	C
Dragon Whelp	U
Dwarven Warriors	C
Earth Elemental	U
Earthquake	R
Eternal Warrior	C
Fire Elemental	U
Fireball	C
Firebreathing	C
Fissure	C
Flashfires	U
Giant Strength	C
Goblin Balloon Brigade	U
Goblin King	R
Goblin Rock Sled	C

Magic: the Gathering

Wizards of the Coast

Gray Ogre	C
Hill Giant	C
Hurloon Minotaur	C
Hurr Jackal	R
Immolation	C
Inferno	R
Ironclaw Orcs	C
Keldon Warlord	U
Lightning Bolt	C
Magnetic Mountain	R
Mana Clash	R
Mana Flare	R
Manabarbs	R
Mons's Goblin Raiders	C
Orcish Artillery	U
Orcish Oriflamme	U
Power Surge	R
Pyrotechnics	U
Red Elemental Blast	C
Shatter	C
Shivan Dragon	R
Sisters of the Flame	C
Smoke	R
Stone Giant	U
Stone Rain	C
Tempest Efreet	R
Tunnel	U
Uthden Troll	U
Wall of Dust	U
Wall of Fire	U
Wall of Stone	U
Winds of Change	R

White

Alabaster Potion	C
Amrou Kithkin	C
Angry Mob	U
Animate Wall	R
Armageddon	R
Balance	R
Benalish Hero	C
Black Ward	U
Blessing	R
Blue Ward	U
Brainwash	C
Castle	U
Conversion	U
CoP: Artifacts	U
CoP: Black	C
CoP: Blue	C
CoP: Green	C
CoP: Red	C
CoP: White	C
Crusade	R
Death Ward	C
Disenchant	C
Divine Transformation	U
Elder Land Wurm	R
Eye for an Eye	R
Fortified Area	C
Green Ward	U
Healing Salve	C
Holy Armor	C
Holy Strength	C
Island Sanctuary	R
Karma	U
Kismet	U
Land Tax	R
Mesa Pegasus	C
Morale	C
Northern Paladin	R
Osai Vultures	U
Pearled Unicorn	C

Personal Incarnation	R
Piety	C
Pikemen	C
Purcelace	R
Red Ward	U
Reverse Damage	R
Righteousness	R
Samite Healer	C
Savannah Lions	R
Seeker	C
Serra Angel	U
Spirit Link	U
Swords to Plowshares	U
Tundra Wolves	C
Visions	U
Wall of Swords	U
White Knight	U
White Ward	U
Wrath of God	R

A.W.O.L.s

Not in Alpha, but in Beta and Unlimited:

Tropical Island	Land	R
Forest	Land	VC
Island	Land	VC
Mountain	Land	VC
Swamp	Land	VC
Plains	Land	VC
CoP: Black	Ench.	C

In Unlimited Edition:

Black Lotus	Artifact	R
Chaos Orb	Artifact	R
Copper Tablet	Artifact	U
Cyclopean Tomb	Artifact	R
Forcefield	Artifact	R
Gauntlet of Might	Artifact	R
Icy Manipulator	Artifact	U
Illusionary Mask	Artifact	R
Jade Statue	Artifact	U
Mox Emerald	Artifact	R
Mox Jet	Artifact	R
Mox Pearl	Artifact	R
Mox Ruby	Artifact	R
Mox Sapphire	Artifact	R
Time Vault	Artifact	R
Lich	Black	R
Sinkhole	Black	C
Word of Command	Black	R
Ancestral Recall	Blue	R
Invisibility	Blue	C
Psionic Blast	Blue	U
Time Walk	Blue	R
Timetwister	Blue	R
Twiddle	Blue	C
Berserk	Green	U
Camouflage	Green	U
Ice Storm	Green	U
Natural Selection	Green	R
Dwarven Demolition Team	Red	U
False Orders	Red	C
Ironclaw Orcs	Red	C
Raging River	Red	R
Two-Headed Giant of Foriys	Red	R
Blaze of Glory	White	R
Consecrate Land	White	U

In Revised Edition, removed from Fourth:

Artifacts

Basalt Monolith	U
Jandor's Ring	R
Juggernaut	U
Living Wall	U
Rocket Launcher	R
Sol Ring	U

Land

Badlands	R
Bayou	R
Plateau	R
Savannah	R
Scrubland	R
Taiga	R
Tropical Island	R
Tundra	R
Underground Sea	R
Volcanic Island	R

Black

Contract from Below	R
Darkpact	R
Demonic Attorney	R
Demonic Hordes	R
Demonic Tutor	U
Nettling Imp	U
Sacrifice	U

Blue

Braingeyser	R
Clone	U
Copy Artifact	R
Reconstruction	C
Serendib Efreet	R
Vesuvan Doppelganger	R

Green

Fastbond	R
Kudzu	R
Regrowth	U

Red

Atog	C
Dwarven Weaponsmith	U
Earthbind	C
Fork	R
Granite Gargoyle	R
Kird Ape	C
Mijae Djinn	R
Roc of Kher Ridges	R
Rock Hydra	R
Sedge Troll	U
Shatterstorm	R
Wheel of Fortune	R

White

Farmstead	R
Guardian Angel	C
Lance	U
Resurrection	U
Reverse Polarity	U
Veteran Bodyguard	R

Arabian Nights

Artifacts

Aladdin's Lamp	U2
Aladdin's Ring	U2
Bottle of Suleiman	U2

Brass Man	U3
City in a Bottle	U2
Dancing Scimitar	U2
Ebony Horse	U2
Flying Carpet	U3
Jandor's Ring	U2
Jandor's Saddlebags	U2
Jeweled Bird	U3
Pyramids	U2
Ring of Mârûf	U2
Sandals of Abdallah	U3

Black

Cuombajj Witches	C4
El-Hajjâj	U2
Erg Raiders	C3,C2
Guardian Beast	U2
Hasran Ogress	C3,C2
Junûn Efreet	U2
Juzâm Djinn	U2
Khabâl Ghoul	U3
Oubliette	C2,C2
Sorceress Queen	U3
Stone-Throwing Devils	C3,C1

Blue

Dandân	C4
Fishliver Oil	C3,C1
Flying Men	C5
Giant Tortoise	C3,C1
Island Fish Jasconius	U2
Merchant Ship	U3
Old Man of the Sea	U2
Serendib Djinn	U2
Serendib Efreet	U2
Sindbad	U3
Unstable Mutation	C5

Green

Cyclone	U3
Desert Twister	U3
Drop of Honey	U2
Erham Djinn	U2
Ghazbân Ogre	C4
Ilfh-Biff Efreet	U2
Metamorphosis	C4
Nafs Asp	C2,C2
Sandstorm	C5
Singing Tree	U2
Wyluli Wolf	C4,C1

Land

Bazaar of Baghdad	U3
City of Brass	U3
Desert	C11
Diamond Valley	U2
Elephant Graveyard	U2
Island of Wak-Wak	U2
Library of Alexandria	U3
Mountain	C1
Oasis	U4

Red

Aladdin	U2
Ali Baba	U3
Ali from Cairo	U2
Bird Maiden	C2,C2
Desert Nomads	C5
Hurr Jackal	C4
Kird Ape	C5
Magnetic Mountain	U3
Mijae Djinn	U2
Rukh Egg	C3,C1

Ydwen Efreet.....U2

White

Abu Ja Far.....U3
Army of Allah.....C3,C1
Camel.....C5
Eye for an Eye.....U3
Jihad.....U2
King Suleiman.....U2
Moorish Cavalry.....C4,C1
Piety.....C3,C1
Repentant Blacksmith.....U2
Shahrazad.....U2
War Elephant.....C3,C1

Antiquities

Artifacts

Amulet of Kroog.....C4
Armageddon Clock.....U2
Ashnod's Altar.....U2
Ashnod's Battle Gear.....U2
Ashnod's Transmogrator.....U3
Battering Ram.....C4
Bronze Tablet.....U1
Candelabra of Tawnos.....U1
Clay Statue.....C4
Clockwork Avian.....U1
Colossus of Sardia.....U1
Coral Helm.....U1
Cursed Rack.....C1
Dragon Engine.....C4
Feldon's Cane.....C1
Golgothian Sylex.....U1
Grapeshot Catapult.....C4
Ivory Tower.....U3
Jalum Tome.....U2
Mightstone.....U3
Millstone.....U3
Mishra's War Machine.....U1
Obelisk of Undoing.....U1
Onulet.....U3
Ornithopter.....C4
Primal Clay.....U3
Rakalite.....U3
Rocket Launcher.....U3
Shapeshifter.....U1
Staff of Zegon.....C4
Su-Chi.....U3
Tablet of Epityr.....C4
Tawnos's Coffin.....U1
Tawnos's Wand.....U3
Tawnos's Weaponry.....U3
Tetravus.....U1
The Rack.....U3
Triskelion.....U1
Urza's Avenger.....U1
Urza's Chalice.....C4
Urza's Miter.....U1
Wall of Spears.....U3
Weakstone.....U3
Yotian Soldier.....C4

Black

Artifact Possession.....C4
Gate to Phyrexia.....U3
Haunting Wind.....U3
Phyrexian Gremlins.....C4
Priest of Yawgmooth.....C4
Xenic Poltergeist.....U3
Yawgmooth Demon.....U1

Blue

Drafna's Restoration.....C4
Energy Flux.....U3
Hurkyl's Recall.....U1
Power Artifact.....U3
Reconstruction.....C4
Sage of Lat-Nam.....C4
Transmute Artifact.....U3

Green

Gaea's Avenger.....U1
Citanul Druid.....U3
Powerleech.....U3
Argothian Pixies.....C4
Argothian Treefolk.....C4
Titania's Song.....U3
Crumble.....C4

Land

Mishra's Factory (Fall).....U1
Mishra's Factory (Spring).....C1
Mishra's Factory (Summer).....U1
Mishra's Factory (Winter).....U1
Mishra's Workshop.....U1
Strip Mine (Narrow Steps).....U1
Strip Mine (Steps & sky).....U1
Strip Mine (Steps, no sky).....C1
Strip Mine (Tower).....U1
Urza's Mine (Bathyscaph).....C2
Urza's Mine (Pulley).....C1
Urza's Mine (Tower).....C2
Urza's Mine (Tunnel).....C1
Urza's Power Plant (Bug).....C2
Urza's Power Plant (Column).....C1
Urza's Power Plant (Sphere).....C2
Urza's Power Plant (Vat).....C1
Urza's Tower (Fall).....C2
Urza's Tower (Spring).....C1
Urza's Tower (Summer).....C1
Urza's Tower (Winter).....C1

Red

Artifact Blast.....C4
Atog.....C4
Detonate.....U3
Dwarven Weaponsmith.....U3
Goblin Artisans.....U3
Orcish Mechanics.....C4
Shatterstorm.....U1

White

Argivian Archaeologist.....U1
Argivian Blacksmith.....C4
Artifact Ward.....C4
CoP: Artifacts.....U3
Damping Field.....U3
Martyrs of Korlis.....U3
Reverse Polarity.....C4

Legends

Artifacts

Al-abara's Carpet.....R
Alchor's Tomb.....R
Arena of the Ancients.....R
Black Mana Battery.....U1
Blue Mana Battery.....U1
Bronze Horse.....R
Forethought Amulet.....R
Gauntlets of Chaos.....R
Green Mana Battery.....U1

Horn of Deafening.....R
Knowledge Vault.....R
Kry Shield.....U1
Life Chisel.....U2
Life Matrix.....R
Mana Matrix.....R
Marble Priest.....U1
Mirror Universe.....R
North Star.....R
Nova Pentacle.....R
Planar Gate.....R
Red Mana Battery.....U1
Relic Barrier.....U2
Ring of Immortals.....R
Sentinel.....R
Serpent Generator.....R
Sword of the Ages.....R
Triassic Egg.....R
Voodoo Doll.....R
White Mana Battery.....U1

Black

Abomination.....U1
All Hallow's Eve.....R
Blight.....U1
Carrian Ants.....R
Chains of Mephistopheles.....R
Cosmic Horror.....R
Cyclopean Mummy.....C2
Darkness.....C1
Demonic Torment.....U1
Evil Eye of Orms-By-Gore.....U1
Fallen Angel.....U1
Ghosts of the Damned.....C2
Giant Slug.....C2
Glyph of Doom.....C2
Greed.....R
Headless Horseman.....C1
Hell Swarm.....C1
Hell's Caretaker.....R
Hellfire.....R
Horror of Horrors.....U1
Imprison.....R
Infernal Medusa.....U1
Jovial Evil.....R
Lesse: Werewolf.....U1
Lost Soul.....C2
Mold Demon.....R
Nether Void.....R
Pit Scorpion.....C2
Quagmire.....U1
Shimian Night Stalker.....U1
Spirit Shackle.....C1
Syphon Soul.....C2
Takklemaggot.....U1
The Abyss.....R
The Wretched.....R
Touch of Darkness.....U1
Transmutation.....C1
Underworld Dreams.....U1
Vampire Bats.....C2
Walking Dead.....C1
Wall of Putrid Flesh.....U1
Wall of Shadows.....C2
Wall of Tombstones.....U1

Blue

Acid Rain.....R
Anti-Magic Aura.....C1
Azure Drake.....U1
Backfire.....U1
Boomerang.....C2
Brine Hag.....U1

Devouring Deep.....C2
Dream Coat.....U1
Elder Spawn.....R
Enchantment Alteration.....C1
Energy Tap.....C2
Field of Dreams.....R
Flash Counter.....C2
Flash Flood.....C2
Force Spike.....C2
Gaseous Form.....C1
Glyph of Delusion.....C1
In the Eye of Chaos.....R
Invoke Prejudice.....R
Juxtapose.....R
Land Equilibrium.....R
Mana Drain.....U1
Part Water.....U1
Psionic Entity.....R
Psychic Purge.....C1
Puppet Master.....U1
Recall.....R
Relic Bind.....U1
Remove Soul.....C2
Reset.....U1
Reverberation.....R
Sea King's Blessing.....U1
Segovian Leviathan.....U1
Silhouette.....U1
Spectral Cloak.....U1
Telekinesis.....R
Teleport.....R
Time Elemental.....R
Undertow.....U1
Venarian Gold.....C1
Wall of Vapor.....C2
Wall of Wonder.....U1
Zephyr Falcon.....C2

Gold

Adun Oakenshield.....R
Angus Mackenzie.....R
Arcades Sabbath.....R
Axelrod Gunnarson.....R
Ayesha Tanaka.....R
Barktooth Warbeard.....U1
Bartel Runeaxe.....R
Boris Devilboon.....R
Chromium.....R
Dakkon Blackblade.....R
Gabriel Angelfire.....R
Gosta Dirk.....R
Gwendlyn Di Corci.....R
Halfdane.....R
Hazezon Tamar.....R
Hunding Gjornersen.....U1
Jacques le Vert.....R
Jasmine Boreal.....U1
Jedit Ojanen.....U1
Jerrard of the Closed Fist.....U1
Johan.....R
Kasimir the Lone Wolf.....U1
Kei Takahashi.....R
Lady Caleria.....R
Lady Evangela.....R
Lady Orca.....U1
Livonya Silone.....R
Lord Magnus.....U1
Marhault Elsdragon.....U1
Nebuchadnezzar.....R
Nicol Bolas.....R
Palladia-Mors.....R
Pavel Maliki.....U1
Princess Lucrezia.....U1

Magic: the Gathering

Wizards of the Coast

Ragnar	R
Ramirez DePietro	U1
Ramses Overdark	R
Rasputin Dreamweaver	R
Riven Turnbull	U1
Rohgahh of Kher Keep	R
Rubinia Soulsinger	R
Sir Shandlar of Eberyn	U1
Sivritri Scarzam	U1
Solkar the Swamp King	R
Stangg	R
Sunastian Falconer	U1
Tetsuo Umezawa	R
The Lady of the Mountain	U1
Tobias Andron	U1
Tor Wauki	U1
Torsten von Ursus	U1
Tuknir Deathlock	R
Ur-Draco	R
Vaevictis Asmadi	R
Xira Arien	R

Green

Aisling Leprechaun	C1
Arboria	U1
Avoid Fate	C1
Barbary Apes	C1
Cat Warriors	C2
Cocoon	U1
Concordant Crossroads	R
Craw Giant	U1
Deadfall	U1
Durkwood Boars	C2
Elven Riders	R
Emerald Dragonfly	C2
Eureka	R
Fire Sprites	C2
Floral Spuzzem	U1
Giant Turtle	C2
Glyph of Reincarnation	C1
Hornet Cobra	C2
Ichneumon Druid	U1
Killer Bees	R
Living Plane	R
Master of the Hunt	R
Moss Monster	C2
Pixie Queen	R
Pradesh Gypsies	U1
Rabid Wombat	U1
Radjan Spirit	U1
Rebirth	R
Reincarnation	U1
Revelation	R
Rust	C2
Shelkin Brownie	C1
Storm Seeker	U1
Subdue	C1
Sylvan Library	U1
Sylvan Paradise	U1
Typhoon	R
Untamed Wilds	U1
Whirling Dervish	U1
Willow Satyr	R
Winter Blast	R
Wolverine Pack	C2
Wood Elemental	R

Land

Adventurers' Guildhouse	U1
Cathedral of Serra	U1
Hammerheim	U2
Karakas	U2
Mountain Stronghold	U1

Pendelhaven	U2
Seafarers' Quay	U1
The Tabernacle at Pendrell Vale	R
Tolaria	U2
Unholy Citadel	U1
Urborg	U2

Red

Active Volcano	C2
Arathi Berserker	U1
Backdraft	U1
Beasts of Bogardan	U1
Blazing Effigy	C2
Blood Lust	U1
The Brute	C1
Caverns of Despair	R
Chain Lightning	C2
Crevasse	U1
Crimson Kobolds	C2
Crimson Manticore	R
Crookshank Kobolds	C2
Disharmony	R
Dwarven Song	U1
Eternal Warrior	U1
Falling Star	R
Feint	C1
Firestorm Phoenix	R
Frost Giant	U1
Giant Strength	C2
Glyph of Destruction	C2
Gravity Sphere	R
Hyperion Blacksmith	U1
Immolation	C1
Kobold Drill Sergeant	U1
Kobold Overlord	R
Kobold Taskmaster	U1
Kobolds of Kher Keep	C2
Land's Edge	R
Mountain Yeti	U1
Primordial Ooze	U1
Pyrotechnics	C2
Quarum Trench Gnomes	R
Raging Bull	C1
Spinal Villain	R
Storm World	R
Tempest Efreet	R
Wall of Dust	U1
Wall of Earth	C2
Wall of Heat	C1
Wall of Opposition	R
Winds of Change	U1

White

Akron Legionnaire	R
Alabaster Potion	C2
Amrou Kithkin	C2
Angelic Voices	R
Cleanse	R
Clergy of the Holy Nimbus	C2
D'Avenant Archer	C2
Divine Intervention	R
Divine Offering	C2
Divine Transformation	R
Elder Land Wurm	R
Enchanted Being	C1
Equinox	C1
Fortified Area	U1
Glyph of Life	C2
Great Defender	U1
Great Wall	U1
Greater Realm of Preservation	U1
Heaven's Gate	U1
Holy Day	C1

Indestructible Aura	C2
Infinite Authority	R
Ivory Guardians	U1
Keepers of the Faith	C2
Kismet	U1
Land Tax	U1
Lifeflood	R
Moat	R
Osai Vultures	C1
Petra Sphinx	R
Presence of the Master	U1
Rapid Fire	R
Remove Enchantments	C1
Righteous Avengers	U1
Seeker	U1
Shield Wall	U1
Spirit Link	U1
Spiritual Sanctuary	R
Thunder Spirit	R
Tundra Wolves	C2
Visions	U1
Wall of Caltrops	C1
Wall of Light	U1

The Dark

Artifacts

Barl's Cage	U1
Bone Flute	U2
Book of Rass	U2
Coal Golem	U2
Dark Sphere	U2
Diabolic Machine	U2
Fellwar Stone	U2
Fountain of Youth	U2
Living Armor	U2
Necropolis	U2
Reflecting Mirror	U2
Runesword	U2
Scarecrow	U2
Skull of Orm	U2
Standing Stones	U2
Stone Calendar	U1
Tormod's Crypt	U2
Tower of Coireall	U2
Wand of Ith	U2
War Barge	U2

Black

Ashes to Ashes	C3
Banshee	U2
Bog Imp	C3
Bog Rats	C3
Curse Artifact	U2
Eater of the Dead	U2
Frankenstein's Monster	U1
Grave Robbers	U1
Inquisition	C3
Marsh Gas	C3
Murk Dwellers	C3
Nameless Race	U1
Rag Man	U1
Season of the Witch	U1
The Fallen	U2
Uncle Istvan	U2
Word of Binding	C3
Worms of the Earth	U1

Blue

Amnesia	U2
Apprentice Wizard	U1
Dance of Many	U1

Deep Water	C3
Drowned	C3
Electric Eel	U2
Erosion	C3
Flood	U2
Ghost Ship	C3
Giant Shark	C3
Leviathan	U1
Mana Vortex	U1
Merfolk Assassin	U2
Mind Bomb	U1
Psychic Allergy	U1
Riptide	C3
Sunken City	C3
Tangle Kelp	U2
Water Wurm	C3

Gold

Dark Heart of the Wood	C3
Marsh Goblins	C3
Scarwood Goblins	C3

Green

Carnivorous Plant	C3
Elves of Deep Shadow	U2
Gaea's Touch	C3
Hidden Path	U1
Land Leeches	C3
Lurker	U1
Marsh Viper	C3
Niall Silvain	U1
People of the Woods	U2
Savaen Elves	C3
Scarwood Bandits	U1
Scarwood Hag	U2
Scavenger Folk	C3
Spitting Slug	U2
Tracker	U1
Venom	C3
Whippoorwill	U2
Wormwood Treefolk	U1

Land

City of Shadows	U1
Maze of Ith	C1
Safe Haven	U1
Sorrow's Path	U1

Red

Ball Lightning	U1
Blood Moon	U1
Brothers of Fire	U2
Cave People	U2
Eternal Flame	U1
Fire Drake	U2
Fissure	C3
Goblin Caves	C3
Goblin Digging Team	C3
Goblin Hero	C3
Goblin Rock Sled	C3
Goblin Shrine	C3
Goblin Wizard	U2
Goblins of the Flarg	C3
Inferno	U1
Mana Clash	U1
Orc General	U2
Sisters of the Flame	U2

White

Angry Mob	U2
Blood of the Martyr	U2
Brainwash	C3
Cleansing	U1

Dust to Dust	C3
Exorcist	U1
Fasting	U2
Festival	C3
Fire and Brimstone	U2
Holy Light	C3
Knights of Thorn	U1
Martyr's Cry	U1
Miracle Worker	C3
Morale	C3
Pikemen	C3
Preacher	U1
Squire	C3
Tivadar's Crusade	U2
Witch Hunter	U1

Fallen Empires

Artifacts

Acolipile	U1
Balm of Restoration	U1
Conch Horn	U1
Delif's Cone	C
Delif's Cube	U1
Draconian Cylix	U1
Elven Lyre	U1
Implements of Sacrifice	U1
Ring of Renewal	U1
Spirit Shield	U1
Zelyon Sword	U1

Black

Armor Thrull (x4)	C
Basal Thrull (x4)	C
Breeding Pit	U3
Derelor	U1
Ebon Praetor	U1
Hymn to Tourach (x4)	C
Initiates of the Ebon Hand (x3)	C
Mindstab Thrull (x3)	C
Necrite (x3)	C
Order of the Ebon Hand (x3)	C
Soul Exchange	U3
Thrull Champion	U1
Thrull Retainer	U3
Thrull Wizard	U3
Tourach's Chant	U3
Tourach's Gate	U1

Blue

Homarid Shaman	U1
River Merfolk	U1
Vodalian Knights	U1
Vodalian War Machine	U1
Deep Spawn	U3
High Tide (x3)	C
Homarid (x4)	C
Homarid Spawning Bed	U3
Homarid Warrior (x3)	C
Merseine (x4)	C
Seasinger	U3
Syvelunite Priest	U3
Tidal Flats (x3)	C
Tidal Influence	U3
Vodalian Mage (x3)	C
Vodalian Soldiers (x4)	C

Green

Elvish Farmer	U1
Fungal Bloom	U1
Thelon's Curse	U1

Thelonite Monk	U1
Elven Fortress (x4)	C
Elvish Hunter (x3)	C
Elvish Scout (x3)	C
Feral Thallid	U3
Night Soil (x3)	C
Spore Cloud (x3)	C
Spore Flower	U3
Thallid (x4)	C
Thallid Devourer	U3
Thelon's Chant	U3
Thelonite Druid	U3
Thorn Thallid (x4)	C

Land

Bottomless Vault	U1
Dwarven Hold	U1
Dwarven Ruins	U2
Ebon Stronghold	U2
Havenwood Battleground	U2
Hollow Trees	U1
Icatian Store	U1
Rainbow Vale	U1
Ruins of Trokair	U2
Sand Silos	U1
Syvelunite Temple	U2

Red

Brassclaw Orcs (x4)	C
Dwarven Armorer	U1
Dwarven Catapult	U3
Dwarven Lieutenant	U3
Dwarven Soldier (x3)	C
Goblin Chirurgeon (x3)	C
Goblin Flotilla	U1
Goblin Grenade (x3)	C
Goblin Kites	U3
Goblin War Drums (x4)	C
Goblin Warrens	U1
Orcish Captain	U3
Orcish Spy (x3)	C
Orcish Veteran (x4)	C
Orgg	U1
Raiding Party	U3

White

Combat Medic (x4)	C
Farrel's Mantle	U3
Farrel's Zealot (x3)	C
Farrelite Priest	U3
Hand of Justice	U1
Heroism	U3
Icatian Infantry (x4)	C
Icatian Javelineers (x3)	C
Icatian Lieutenant	U1
Icatian Moneychanger (x3)	C
Icatian Phalanx	U3
Icatian Priest	U3
Icatian Scout (x4)	C
Icatian Skirmishers	U1
Icatian Town	U1
Order of Leitbur (x3)	C

Chronicles

Artifacts

Arena of the Ancients	U1
Ashnod's Altar	C2
Ashnod's Transmogrator	C2
Barl's Cage	U1
Book of Rass	U1

Bronze Horse	U1
Feldon's Cane	C2
Fountain of Youth	C2
Gauntlets of Chaos	U1
Horn of Deafening	U1
Jalum Tome	U1
Jeweled Bird	U1
Living Armor	C2
Obelisk of Undoing	U1
Rakalite	U1
Runesword	C2
Sentinel	U1
Serpent Generator	U1
Tormod's Crypt	C2
Triassic Egg	U1
Voodoo Doll	U1

Black

Banshee	U3
Bog Rats	C3
Cuombaji Witches	C3
Fallen Angel	U3
Giant Slug	C3
Hasran Ogress	C3
Hell's Caretaker	U1
Shimian Night Stalker	U3
Takklemaggot	U3
The Fallen	U3
The Wretched	U1
Transmutation	C3
Wall of Shadows	C3
Yawgmoth Demon	U1

Blue

Azure Drake	U3
Boomerang	C3
Dance of Many	U1
Dandán	C3
Enchantment Alteration	U3
Fishliver Oil	C3
Flash Flood	C3
Juxtapose	U1
Puppet Master	U3
Recall	U3
Remove Soul	C3
Teleport	U1
Wall of Vapor	C3
Wall of Wonder	U3

Gold

Arcades Sabbath	U1
Axelrod Gunnarson	U1
Ayesha Tanaka	U1
Chromium	U1
Dakkon Blackblade	U1
Gabriel Angelfire	U1
Johan	U1
Kei Takahashi	C1
Nebuchadnezzar	U1
Nicol Bolas	U1
Palladia-Mors	U1
Rubinia Soulsinger	U1
Sol'kanar the Swamp King	U1
Stangg	U1
Vaevictis Asmadi	U1
Xira Arien	U1
Marhault Elsdragon	C1
Sivritri Scarzam	C1
Tobias Andron	C1
Tor Wauki	C1

Green

Argothian Pixies	C3
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Cat Warriors	C3
Cocoon	U3
Concordant Crossroads	U1
Craw Giant	U3
Cyclone	U1
Emerald Dragonfly	C3
Erhnam Djinn	U3
Ghazbán Ogre	C3
Metamorphosis	C3
Rabid Wombat	U3
Revelation	U1
Scavenger Folk	C3
Storm Seeker	U3

Land

City of Brass	U1
Safe Haven	U1
Urza's Mine (Bathyscaph)	C1
Urza's Mine (Pulley)	C1
Urza's Mine (Tower)	C1
Urza's Mine (Tunnel Mouth)	C1
Urza's Power Plant (Bug)	C1
Urza's Power Plant (Columns)	C1
Urza's Power Plant (Sphere)	C1
Urza's Power Plant (Vat)	C1
Urza's Tower (Fall)	C1
Urza's Tower (Spring)	C1
Urza's Tower (Summer)	C1
Urza's Tower (Winter)	C1

Red

Active Volcano	C3
Aladdin	U1
Beasts of Bogardan	U3
Blood Moon	U1
Fire Drake	U3
Goblin Artisans	U3
Goblin Digging Team	C3
Goblin Shrine	C3
Goblins of the Flarg	C3
Land's Edge	U1
Mountain Yeti	C3
Primordial Ooze	U3
Wall of Heat	C3
Wall of Opposition	U3

White

Abu Ja Far	U3
Akron Legionnaire	U1
Angelic Voices	U1
Blood of the Martyr	U3
D'Avenant Archer	C3
Divine Offering	C3
Indestructible Aura	C3
Ivory Guardians	U3
Keepers of the Faith	C3
Petra Sphinx	U1
Repentant Blacksmith	C3
Shield Wall	U3
War Elephant	C3
Witch Hunter	U3

Ice Age

Artifacts

Adarkar Sentinel	U
Aegis of the Meek	R
Amulet of Quoz	R
Arcum's Sleigh	U
Arcum's Weathervane	U
Arcum's Whistle	U

Magic: the Gathering

Wizards of the Coast

Barbed Sextant.....	C
Baton of Morale.....	U
Celestial Sword.....	R
Crown of the Ages.....	R
Despotic Scepter.....	R
Elkin Bottle.....	R
Fyndhorn Bow.....	U
Goblin Lyre.....	R
Hematite Talisman.....	U
Ice Cauldron.....	R
Icy Manipulator.....	U
Infinite Hourglass.....	R
Jester's Cap.....	R
Jester's Mask.....	R
Jeweled Amulet.....	U
Lapis Lazuli Talisman.....	U
Malachite Talisman.....	U
Nacre Talisman.....	U
Naked Singularity.....	R
Onyx Talisman.....	U
Pentagram of the Ages.....	R
Pit Trap.....	U
Runed Arch.....	R
Shield of the Ages.....	U
Skull Catapult.....	U
Snow Fortress.....	R
Soldevi Golem.....	R
Soldevi Simulacrum.....	U
Staff of the Ages.....	R
Sunstone.....	U
Time Bomb.....	R
Urza's Bauble.....	U
Vexing Arcanix.....	R
Vibrating Sphere.....	R
Walking Wall.....	U
Wall of Shields.....	U
War Chariot.....	U
Whalebone Glider.....	U
Zuran Orb.....	U

Black

Abyssal Specter.....	U
Ashen Ghoul.....	U
Brine Shaman.....	C
Burnt Offering.....	C
Cloak of Confusion.....	C
Dance of the Dead.....	U
Dark Banishing.....	C
Dark Ritual.....	C
Demonic Consultation.....	U
Dread Wight.....	R
Drift of the Dead.....	U
Fear.....	C
Flow of Maggots.....	R
Foul Familiar.....	C
Gangrenous Zombies.....	C
Gaze of Pain.....	C
Gravebind.....	R
Hecatomb.....	R
Hoar Shade.....	C
Howl from Beyond.....	C
Hyalopterous Lemure.....	U
Icequake.....	U
Infernal Darkness.....	R
Infernal Denizen.....	R
Kjeldoran Dead.....	C
Knight of Stromgald.....	U
Krovikan Elementalist.....	U
Krovikan Fetish.....	C
Krovikan Vampire.....	U
Legions of Lim-Dûl.....	C
Leshrac's Rite.....	U
Leshrac's Sigil.....	U

Lim-Dûl's Cohort.....	C
Lim-Dûl's Hex.....	U
Mind Ravel.....	C
Mind Warp.....	U
Mind Whip.....	R
Minion of Leshrac.....	R
Minion of Tevesh Szat.....	R
Mole Worms.....	U
Moor Fiend.....	C
Necropotence.....	R
Norrith.....	C
Oath of Lim-Dûl.....	R
Pestilence Rats.....	C
Pox.....	R
Seizures.....	C
Songs of the Damned.....	C
Soul Burn.....	C
Soul Kiss.....	C
Spoils of Evil.....	R
Spoils of War.....	R
Stench of Evil.....	U
Stromgald Cabal.....	R
Touch of Death.....	C
Withering Wisps.....	U

Blue

Arnjlot's Ascent.....	C
Balduvian Conjurer.....	U
Balduvian Shaman.....	C
Binding Grasp.....	U
Brainstorm.....	C
Breath of Dreams.....	U
Clairvoyance.....	C
Counterspell.....	C
Deflection.....	R
Dreams of the Dead.....	U
Enervate.....	C
Errant Minion.....	C
Essence Flare.....	C
Force Void.....	U
Glacial Wall.....	U
Hydroblast.....	C
Iceberg.....	U
Icy Prison.....	R
Illusionary Forces.....	C
Illusionary Presence.....	R
Illusionary Terrain.....	U
Illusionary Wall.....	C
Illusions of Grandeur.....	R
Infuse.....	C
Krovikan Sorcerer.....	C
Magus of the Unseen.....	R
Mesmeric Trance.....	R
Mistfolk.....	C
Musician.....	R
Mystic Might.....	R
Mystic Remora.....	C
Phantasmal Mount.....	U
Polar Kraken.....	R
Portent.....	C
Power Sink.....	C
Ray of Command.....	C
Ray of Erasure.....	C
Reality Twist.....	R
Sea Spirit.....	U
Shyft.....	R
Sibilant Spirit.....	R
Silver Erne.....	U
Sleight of Mind.....	U
Snow Devil.....	C
Snowfall.....	C
Soldevi Machinist.....	U
Soul Barrier.....	U

Thunder Wall.....	U
Updraft.....	U
Wind Spirit.....	U
Winter's Chill.....	R
Word of Undoing.....	C
Wrath of Marit Lage.....	R
Zur's Weirding.....	R
Zuran Enchanter.....	C
Zuran Spellcaster.....	C

Gold

Altar of Bone.....	R
Centaur Archer.....	U
Chromatic Armor.....	R
Diabolic Vision.....	U
Earthlink.....	R
Elemental Augury.....	R
Essence Vortex.....	U
Fiery Justice.....	R
Fire Covenant.....	U
Flooded Woodlands.....	R
Fumarole.....	U
Ghostly Flame.....	R
Giant Trap Door Spider.....	R
Glaciers.....	R
Hymn of Rebirth.....	U
Kjeldoran Frostbeast.....	U
Merieke Ri Berit.....	R
Monsoon.....	R
Mountain Titan.....	R
Reclamation.....	R
Skeleton Ship.....	R
Spectral Shield.....	U
Storm Spirit.....	R
Stormbind.....	R
Wings of Aesthir.....	U

Green

Aurochs.....	C
Balduvian Bears.....	C
Blizzard.....	R
Brown Ouphe.....	C
Chub Toad.....	C
Dire Wolves.....	C
Earthlore.....	C
Elder Druid.....	R
Essence Filter.....	C
Fanatical Fever.....	U
Folk of the Pines.....	C
Forbidden Lore.....	R
Forgotten Lore.....	U
Foxfire.....	C
Freyalise Supplicant.....	U
Freyalise's Charm.....	U
Freyalise's Wind.....	R
Fyndhorn Brownie.....	C
Fyndhorn Elder.....	U
Fyndhorn Elves.....	C
Fyndhorn Pollen.....	R
Giant Growth.....	C
Gorilla Pack.....	C
Hot Springs.....	R
Hurricane.....	U
Johtull Wurm.....	U
Juniper Order Druid.....	C
Lhurgoyf.....	R
Lure.....	U
Maddening Wind.....	U
Nature's Lore.....	U
Pale Bears.....	R
Pygmy Allosaurus.....	R
Pyknite.....	C
Regeneration.....	C

Rime Dryad.....	C
Ritual of Subdual.....	R
Scaled Wurm.....	C
Shambling Strider.....	C
Snowblind.....	R
Stampede.....	R
Stunted Growth.....	R
Tarpan.....	C
Thermokarst.....	U
Thoughtleech.....	U
Tinder Wall.....	C
Touch of Vitae.....	U
Trailblazer.....	R
Venomous Breath.....	U
Wall of Pine Needles.....	U
Whiteout.....	U
Wiitigo.....	R
Wild Growth.....	C
Woolly Mammoths.....	C
Woolly Spider.....	C
Yavimaya Gnats.....	U

Land

Adarkar Wastes.....	R
Brushland.....	R
Forest (x3).....	VC
Glacial Chasm.....	U
Halls of Mist.....	R
Ice Floe.....	U
Island (x3).....	VC
Karplusan Forest.....	R
Land Cap.....	R
Lava Tubes.....	R
Mountain (x3).....	VC
Plains (x3).....	VC
River Delta.....	R
Snow-Covered Forest.....	VC
Snow-Covered Island.....	VC
Snow-Covered Mountain.....	VC
Snow-Covered Plains.....	VC
Snow-Covered Swamp.....	VC
Sulfurous Springs.....	R
Swamp (x3).....	VC
Timberline Ridge.....	R
Underground River.....	R
Veldt.....	R

Red

Aggression.....	U
Anarchy.....	U
Avalanche.....	U
Balduvian Barbarians.....	C
Balduvian Hydra.....	R
Barbarian Guides.....	C
Battle Frenzy.....	C
Bone Shaman.....	C
Brand of Ill Omen.....	R
Chaos Lord.....	R
Chaos Moon.....	R
Conquer.....	U
Curse of Marit Lage.....	R
Dwarven Armory.....	R
Errantry.....	C
Flame Spirit.....	U
Flare.....	C
Game of Chaos.....	R
Glacial Crevasses.....	R
Goblin Mutant.....	U
Goblin Sappers.....	C
Goblin Ski Patrol.....	C
Goblin Snowman.....	U
Grizzled Wolverine.....	C
Imposing Visage.....	C

Magic: the Gathering

Wizards of the Coast

Incinerate	C
Jokulhaups	R
Karplusan Giant	U
Karplusan Yeti	R
Lava Burst	C
Mårton Stromgald	R
Melee	U
Melting	U
Meteor Shower	C
Mountain Goat	C
Mudslide	R
Orcish Cannoneers	U
Orcish Conscripts	C
Orcish Farmer	C
Orcish Healer	U
Orcish Librarian	R
Orcish Lumberjack	C
Orcish Squatters	R
Panic	C
Pyroblast	C
Pyroclasm	U
Sabretooth Tiger	C
Shatter	C
Stone Rain	C
Stone Spirit	U
Stonehands	C
Tor Giant	C
Total War	R
Vertigo	U
Wall of Lava	U
Word of Blasting	U

White

Adarkar Unicorn	C
Arctic Foxes	C
Arenson's Aura	C
Armor of Faith	C
Battle Cry	U
Black Scarab	U
Blessed Wine	C
Blinking Spirit	R
Blue Scarab	U
Call to Arms	R
Caribou Range	R
Cold Snap	U
Cooperation	C
CoP: Black	C
CoP: Blue	C
CoP: Green	C
CoP: Red	C
CoP: White	C
Death Ward	C
Disenchant	C
Drought	U
Elvish Healer	C
Enduring Renewal	R
Energy Storm	R
Formation	R
Fylgia	C

General Jarkeld	R
Green Scarab	U
Hallowed Ground	U
Heal	C
Hippation	U
Justice	U
Kelsinko Ranger	C
Kjeldoran Elite Guard	U
Kjeldoran Guard	C
Kjeldoran Knight	R
Kjeldoran Phalanx	R
Kjeldoran Royal Guard	U
Kjeldoran Skycaptain	U
Kjeldoran Skyknight	C
Kjeldoran Warrior	C
Lightning Blow	R
Lost Order of Jarkeld	R
Mercenaries	R
Order of the Sacred Torch	R
Order of the White Shield	U
Prismatic Ward	C
Rally	C
Red Scarab	U
Sacred Boon	U
Seraph	R
Shield Bearer	C
Snow Hound	U
Swords to Plowshares	U
Warning	C
White Scarab	U

Homelands

Artifacts

Apocalypse Chime	U1
Clockwork Gnomes	C1
Clockwork Steed	C1
Clockwork Swarm	C1
Didgeridoo	U1
Ebony Rhino	C1
Feroz's Ban	U1
Joven's Tools	U3
Roterthopter	C1
Serrated Arrows	C1

Black

Baron Sengir	U1
Black Carriage	U1
Broken Visage	U1
Cemetery Gate (x2)	C2
Drudge Spell	U3
Dry Spell (x2)	C2
Feast of the Unicorn (x2)	C2
Funeral March	C1
Ghost Hounds	U3
Grandmother Sengir	U1
Greater Werewolf	C1
Headstone	C1

Ihsan's Shade	U3
Irin Sengir	U3
Koskun Falls	U1
Sengir Autocrat	U1
Sengir Bats (x2)	C2
Timmerian Fiends	U1
Torture (x2)	C2
Veldrane of Sengir	U1

Blue

Æther Storm	U3
Baki's Curse	U1
Chain Stasis	U1
Coral Reef	C1
Dark Maze (x2)	C2
Forget	U1
Giant Albatross (x2)	C2
Giant Oyster	U3
Jinx	C1
Labyrinth Minotaur (x2)	C2
Marjhan	U1
Memory Lapse (x2)	C2
Merchant Scroll	C1
Mystic Decree	U1
Narwhal	U1
Reef Pirates (x2)	C2
Reveka, Wizard Savant	U1
Sea Sprite	U3
Sea Troll	U3
Wall of Kelp	U1

Green

An-Havva Constable	U1
An-Havva Inn	U3
Autumn Willow	U1
Carapace (x2)	C2
Daughter of Autumn	U1
Faerie Noble	U1
Folk of An-Havva (x2)	C2
Hungry Mist (x2)	C2
Joven's Ferrets	C1
Leaping Lizard	C1
Mammoth Harness	U1
Primal Order	U1
Renewal	C1
Root Spider	U3
Roots	U3
Rysorian Badger	U1
Shrink (x2)	C2
Spectral Bears	U3
Willow Faerie (x2)	C2
Willow Priestess	U1

Land

An-Havva Township	U3
Aysen Abbey	U3
Castle Sengir	U3
Koskun Keep	U3
Wizards' School	U3

Red

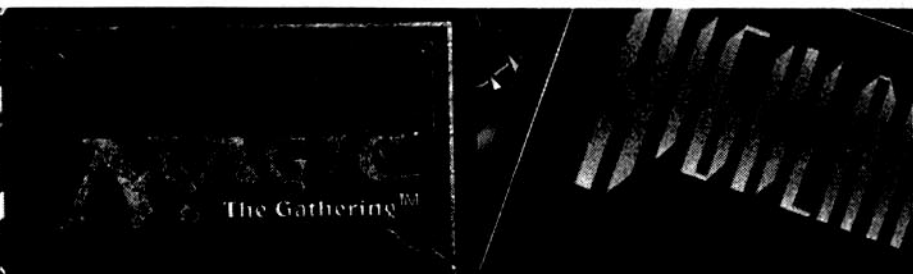
Aliban's Tower (x2)	C2
Ambush	C1
Ambush Party (x2)	C2
An-Zerrin Ruins	U1
Anaba Ancestor	U1
Anaba Bodyguard (x2)	C2
Anaba Shaman (x2)	C2
Anaba Spirit Crafter	U1
Chandler	C1
Dwarven Pony	U1
Dwarven Sea Clan	U1
Dwarven Trader (x2)	C2
Eron the Relentless	U3
Evaporate	U3
Heart Wolf	U1
Ironclaw Curse	U1
Joven	C1
Orcish Mine	U3
Retribution	U3
Winter Sky	U1

White

Abbey Gargoyles	U3
Abbey Matron (x2)	C2
Aysen Bureaucrats (x2)	C2
Aysen Crusader	U1
Aysen Highway	U1
Beast Walkers	U1
Death Speakers	U3
Hazduhr the Abbot	U1
Leeches	U1
Mesa Falcon (x2)	C2
Prophecy	C1
Rashka the Slayer	U3
Samite Alchemist (x2)	C2
Serra Aviary	U1
Serra Bestiary	C1
Serra Inquisitors	U3
Serra Paladin	C1
Soraya the Falconer	U1
Trade Caravan (x2)	C2
Truce	U1

Promotional Cards

Arena	Land	P
Giant Badger	Green	P
Mana Crypt	Artifact	P
Nalathni Dragon	Red	P
Sewers of Estark	Black	P
Windseeker Centaur	Red	P



Unlimited

Characters

Jagannath Adhi	11	R1
Dalal Allar	13	R1
Sunshine Allarha	14	R1
Mattias Allemande	15	R1
Ghadir Allemi	16	U1
Fahd Amaq	17	R2
Armada	21	U1
Dev Ashana	22	R1
Julio Beiteiro	34	U1
Bellow	35	U2
Betelguesan	37	R1
Bitter & Herb	38	C2
Avan Bloodford	40	R1
Aurora Bolt	43	C2
Mikhail Borisov	44	U1
Break-Bones	45	C2
Lino Briazzi	47	U1
Gemma Candiru	50	U1
James R. Cartwright	51	C2
Ricardo Cerdo	52	C1
Roger Chalk	53	U2
Chikutorpl	55	C2
Mihaly Cieznick	56	U2
Sir Arthur Compton	59	R2
Coral Entity	63	R2
Cheryl D'Aubainne	68	R1
Constance D'Aubainne	69	R1
Jean-Christophe D'Aubainne	70	R1
Monique D'Aubainne	71	R1
Joana d'Fabelle	72	C1
Silver Detti	76	C1
Cyril Doros	80	R2
Akorra Encombi	85	U1
Adelina Escobar	86	U2
Manuela Eselbrust	87	R1
Abanobi Famani	88	U2
Harry Fang	89	R1
Lou Farazzi	90	C1
Ben Feather-on-Wind	91	U2
Mugly Flats	92	U1
Frogbreath	100	C1
Frank Germaine	104	C2
Deborah Grierson	107	R1
Erik Gudne	108	R1
Anwar Hallajin	109	R1
Umar Halleen	110	R1
Twilight Hammer	111	C1
Barber Hammock	112	C1
Leif Hardarson	113	C1
Hank Henderson	114	R2
Saxolf Hermann	115	U1
Kunigunde Himmelsbach	117	C1
Isa Ifaq	123	C1
Mamduh Jalla	128	R1
Johnny Kazoo	130	U1
Hans Knudson	133	C2
Joey Ko	134	U2
Rigor Kwasek	135	U1
George Lazarus	139	R1
Lee G'won Foo	140	U1
Lope	143	U1
Abel Ludo	145	U1
Giovanni Mancini	146	C2
Mantra	147	C1
Arwa Marabu	148	C1
Ricardo Martinez	149	R1
Fabrissa Melors	150	U2
Molly, Queen Mum/Baboons	154	R2
Dr. Paulo Montserrat	156	U1

Akio Morimoto	157	C1
Abdullah Mustafa	159	R1
Kamorro N'Duban	163	R1
Nachtmeister	164	R1
Number Three	169	R1
Dr. Furchtegott Nusbaum	170	U2
Marla Oceana	171	U2
Martin Oumage	173	U1
Patrol Baboon	174	C2
Arthur Pendrick	175	C1
Portia	179	R1
Jack Rack	187	U1
Dinesh Rajpal	189	C2
Joriny Rama	190	U1
Ravage	193	R1
Asha Rayhar	194	R2
Reek Rend	196	C1
Angela Reyes	197	U1
Robert Richardson	198	U1
Cherri Robinson	200	C1
J.S. Rocket	201	C1
Fernando Rodriguez	202	U1
Randy Rogers	203	U2
Aleksandr Rominosky	204	U1
Mars Royale	205	R1
Don Roze	206	C1
Pietro Ruffo	207	C1
Thor Runestone	208	U1
Juana Salvador	211	U1
Veronica Sellers	215	R1
Havani Shagsemi	217	R2
Prem K. Sharma	218	R1
Shreds	219	R1
Simon Xin	220	R1
Giuseppe Sizo	221	U1
Slag	222	C1
Burford J. Slystick	223	U1
Eliza Smith	225	R2
Peer Solgerkvist	227	C2
Karla Sommers	228	R2
Linda Sourinen	229	U1
Raw Steamer	231	C1
Wheeler Stein	232	U1
Takeshi Sumanoto	238	R1
Malak Suzier	240	C2
Clyde Throckmorton	245	R1
Trugga	249	R1
Stefano Turoli	251	R2
Ali Twine	252	C1
Sally Undokku	256	C1
Vibe Valiant	258	C2
Dmitri Vatsavos	259	C2
Andrea Vernon	260	C1
Guglielmo Vigneto	261	U2
Weegzon	263	C1
Holly Winter	266	U1
Zipper	268	C2
Mary Zule	269	R2
Resounding Bell	270	R1

Conditions

Amok	18	U1
Astral Mimicry	26	R1
Atavism: Ninja	29	R1
Bloodlust	41	U2
Body Double	42	R1
Charisma	54	R1
Deportation Investigation	75	U1
Gremlins	106	R2
Hostage	118	U1
Inspiration	125	U1
International Influence	127	R1
Karmic Assassin	129	R1

Kergillian Implant	131	R1
Kidnap	132	U1
Latent Hero	136	R2
Latent Psychic Attack	137	R1
Latent Strength	138	R2
Loyalty Conditioning	144	U1
Mind Control Messages	152	R1
Multi-Dimension	158	U1
Mutation	162	U2
Nano-Tech Med. Machines	165	R1
Negative Energy	166	C1
Possession	180	U1
Psychic Virus	185	U1
Radio Laser Satellite	188	R2
Seklut Poison	213	U1
Sensitivity	216	C1
Smeat Campaign	224	U2
Super-Vitamin Diet	239	U1
Switch-Flipping	241	R1
Terrors	243	U1
Trident Morale	248	U2
Tulpa	250	U2
Unanticipated Influence	254	U1
Weird Radiation	264	C1

Environmental

Astral Interference	25	R1
Aura of Evil	30	R1
Cut-Ups Machine	66	R1
ELF Wave Generator	83	R1
Genetic Prejudice	103	R1
Money Talks	155	R1
New Blood	168	R1
Psychic Singularity	184	R1
Riots	199	R2

Gear

Anti-Matter Grenade	19	U2
Astral Doorway	23	U2
Astral Negatrons	27	R2
Battle Bike	32	R1
Bull-Beater	48	U2
Concealable Weaponry	60	C2
Copper Dagger	62	R1
Crystal Trap	65	C1
Cyanide Capsule	67	C1
Dark Aura Ring	73	C1
Disintegrator Ray	78	R1
Duro-Trench	82	C1
Empty	84	C1
Hostility Channeler	119	C1
Hostility Detector	120	C1
Human Chi Gun	121	R2
Hypno-Disc	122	C1
Neuro-Star	167	R1
Pistol-Grip Chainsaw	176	C1
Polymer Clothing	177	C2
Portable Sub-Sonics	178	R1
Psi Gun	181	R1
Psychovore	186	C1
SACQ	210	R1
Seamless Shirt	212	C1
Self-Actualizer	214	U2
Stinger Mark V	233	U1
Stun Gas	234	U2
Stun Ray	235	R1
Stun Ring	236	U1
Sub-Sonics	237	U1
Ward Against Enemies	262	U1

Resources

Al Amarjan Friends	12	C2
Astral Wisdom	28	C3

Contacts in the Art Scene	61	C3
Friends in Arms Barrio	93	C3
Friends in Broken Wings	94	C3
Friends in Flowers Barrio	95	C3
Friends in Four Points	96	C3
Friends in Golden Barrio	97	C3
Friends in Great Men	98	C3
Friends in Sunken Barrio	99	C3
Intelligence Contacts	126	U2
Ley Line Nexus	141	R1
Military Contacts	151	U2
Mutant Sympathies	161	U2
Oppenheimer Contacts	172	C3
Psychic Sensitivity	183	C3
Red Orca	195	R1
The Terminal	242	R1
Throckmorton Device	244	R1
Trade Contacts in the Edge	247	U2
UN Forces	253	R1
Underground Trident HQ	255	R1

Secrets

The Dirt on D'Aubainne	1	R1
Gladstein's Secret	2	R1
Glorious Lords' Secret	3	R1
Glugs' Secret	4	R1
Hermetics' Secret	5	R1
Kergillian's Secret	6	R1
Pharaohs' Secret	7	R1
Tridents' Secret	8	R1
Tulpas' Secret	9	R1
The Dirt on Dr. Nusbaum	10	R2

Whammies

Aries Ambush	20	U2
Astral Flux	24	C1
Bad Luck	31	C1
Beginner's Luck	33	U1
Bestial Rampage	36	R1
Blackmail	39	C1
Breakage	46	C1
Bystander Effect	49	U1
Cloak Ambush	57	U1
Cloak Hit	58	U2
Counter-Intelligence	64	U1
Deadly Inspiration	74	R1
Disinformation	77	U1
DNA Difficulties	79	C1
Dumb Luck	81	C1
Fury	101	U2
Gang A-Gley	102	U1
Good Luck	105	C1
Hidden Gear	116	U1
Immunity	124	U1
Loot	142	C1
Mole	153	U2
Mutant Ambush	160	U2
Psychic Flux	182	C1
Rampage	191	R2
Ransom	192	C1
Sabotage	209	U1
Sneak	226	C2
Status Quo	230	R1
Total Taxi	246	U2
Unexpected Difficulties	257	C1
Wheel of Fortune	265	U1
Wiretap	267	U1

Promo Cards

Astral Wisdom	S1	Resource
Saleem Helicopter	S2	Character
Dmitri Vatsavos	S3	Character

Red Orca	S4	Resource	S
Kergillian Implant	S5	Cond.	S
Kamorro N'Duban	S6	Character	S
Scythian Ring	S7	Gear	S
Lope	S8	Character	S
Nachtmeister	S9	Character	S
Linda Sourinen	S10	Character	S
Throckmorton Dom.	S11	Cond.	S
Bavarian Illuminati	S12	Resource	S
Closet Surrealists	S13	Resource	S
Deep Pockets	S14	Envir.	S
Desperate Ritual	S15	Condition	S
Message to Space	S16	Envir.	S
Mary Olekobaai	S17	Character	S
Personnel Copier	S18	Gear	S
Quantum Flux	S19	Whammy	S
C. A. Radford	S20	Character	S
Rain of Walrus	S21	Whammy	S
Isil Ziya	S22	Character	S

The Cut-Ups Project

Characters

Jeroen Brinker	C10	U
Pere Brinker	C11	U
Brownshirt	C12	C
The Centipede	C14	C
Yuzhou Chen	C18	U
Dzamilia Chielminski	C19	C
Robert "Doc" Cross	C23	C
Death Car	C25	U
Eyeballs Drillbit	C29	U
Antenella Falchi	C31	C
Giblets Granberry	C35	U
Eunice Rae Hopner	C36	U
Horrors Count	C37	U
Michiko Ishii	C39	U
John Isidor	C40	C
Audrey Itsulaaq	C41	C
Emmanuelle Karmitz	C42	U
William Kear	C43	U
Koanhead	C44	U
Evan MacDonald	C46	C
Mircea ?	C48	U
Oliver de Moleron	C49	U
Matti Aaltonen	C5	C
Apocalypse Moorhouse	C50	U
Akio Morimoto	C51	U
Mrs. Brinker	C52	U
Abbas Nadjafi	C53	C
Kofi Ogunlala	C55	U
Oil Pan Annie	C56	C
Mary Olekobaai	C57	U
Emer O'Tillery	C58	C
Andalusia Dog	C6	U
Protoplankton	C62	C
Excel Quiltong	C65	U
C. A. Radford	C66	U
C. A. Radford	C67	U
C. A. Radford	C68	C
C. A. Radford	C69	U
Blatant Scam	C7	U
C. A. Radford	C70	C
Really Quite Angry Kid	C72	C
Rex	C74	U
Claude-Lucien Rouvier	C76	C
Claus Brinker	C8	C
Serhiy Stech	C80	U
Malak Suzier	C82	U

Anatoly Taghel	C83	U
Olimpia Urgeghie	C88	U
Anoop Varma	C89	U
Jacob Brinker	C9	U
Isil Ziya	C90	C

Conditions

Chaos Chancer	C15	C
Deific Aura	C27	U
Ideological Polarization	C38	U
Undeserved Power	C86	U

Environmentals

Coatless Code	C21	U
Cut-Ups Method	C24	U
Deep Pockets	C26	U
Fractal Infection	C33	C
Life Imitates Art	C45	U
Message to Space	C47	U
Newtonian Slam	C54	C
Quantum Squeezer	C64	U
Rising Fanaticism	C75	C
Sacrificial Bloodbath	C77	U
Unified Conspiracy Theory	C87	C

Gear

Charm Bracelet	C16	U
Paralytic Bananna	C59	U
Personnel Copier	C60	U
Pocket Panic Button	C61	U
Stasis Accumulator	C79	U

Resources

Censorship Flap	C13	U
Closet Surrealists	C20	C
The Dimension of Gnerust	C28	C
Duped & Narcotized Masses	C30	C
Stairway to Nowhere	C78	C
Tiffany Trilobite	C84	U

Secrets

Deal w/Sub-Randomness	C1	U
Secret of the Cut-Ups	C2	U
The Truth About Chaos	C3	U
Truth/Control Addiction	C4	U

Whammies

Cheap Baboon Trick	C17	U
Copyright Violation	C22	U
Fall of the Wall	C32	U
Funkasite	C34	U
Pythagorean Convulsion	C63	U
Rain of Walrus	C71	U
Recursive Time Loop	C73	U
Sub-Random Subversion	C81	C
Unattainable Desire	C85	C

Shadows

Characters

Monty Albion	D5	U3
All-Fours	D6	U1
Ghadir Allemi	D7	U1
Lyubov Anatova	D8	U1
Alicia Andromeda	D9	C2
Annie the Rib	D10	C2
Tommy Bakka	D13	U3
Andrew Banks	D14	U1
Rixa Bekker	D15	U3
Dr. Renee Boneau	D17	U1
Ace J. Cirrus	D19	C3

Jorge Corriendo	D21	U3
Monique D'Aubainne	D23	U1
T. Joe Dreck	D26	U3
Eel	D27	U2
El Zod 7	D28	C2
May Ferendi	D30	U1
Roz Fernsch	D31	U2
Otto Finkelstein	D32	U2
Fishwipe	D33	C2
Flux	D34	U2
Formless	D35	U2
Betty Frenum	D36	U1
Miriam Galaxy	D39	C3
Pepper Grange	D40	C3
Julie Grouse	D41	U1
Thunder Gruen	D42	U2
Jill Grunder	D43	U2
Roman Gundie	D45	U2
Hack-Master	D46	C2
Eddie Haggle	D47	U3
Barber Hammock	D48	U1
Jerry Heckle	D51	U1
Consuela Herrera	D52	U1
Howdah	D54	U2
Anyia Huesco	D55	U1
Azza Jami	D56	U3
Knobs	D57	C3
Mr. Tramh LeThuy	D60	U1
Giovanni Mancini	D61	U1
Freddie Manger	D62	U3
Gregory Mantle	D63	U3
Kalev Maran	D64	U2
Rita Milagro	D65	U2
Vincent Moire	D66	C2
Moonsilk	D67	U2
Ajay Obalago	D68	U1
Rodney Ode	D69	C2
Seiji Ogata	D70	U1
Lissy Omgek	D71	U1
Giurgiu Otinka	D73	U2
Otz	D74	U3
Elizabeth Pock	D75	U1
Lujayn Qufra	D76	U1
Hank Ramas	D77	C2
Wanda Rod	D78	U2
Alonzo Rubio	D79	U2
Norton Rumble	D80	C2
Benjamin Sells	D81	C2
Gayth Silver	D83	C2
Slaughter	D84	U2
Sludge	D85	C2
Spike	D87	C2
Squeaks	D88	U3
Aniela Stansky	D89	U2
Starle	D90	C2
Starwalk	D91	C2
Robert Stop	D92	C2
Cooper Syme	D93	C2
Rod "Scabs" Tar	D94	C2
Fea Terronez	D95	U1
"The Radiator"	D96	U2
Clyde Throckmorton	D99	U1
Dolores Titania	D100	U1
Vortex	D104	U1
Tanja Voss	D105	U1
Simon Wallop	D106	C3
Walter Was	D107	U3
Great White	D108	C2
Rhonda Widdershins	D109	C2
Wrench	D110	C2
Xotok	D111	U1
Sandy Yama	D112	C2
Margarita Yelmo	D113	U2

Omni Yushka	D114	C2
Oma Zero	D115	U3
Laura Zoom	D116	U1
M'ay Zung	D117	U1

Conditions

Underworld Contacts	D102	C3
Astral Tempest	D11	C3
Atavism: Priestess of Mu	D12	U1
Bolstered Heart	D16	U1
Dead, Dead, Dead	D25	C4
LeThuy Injection	D59	C2
The Skids	D97	C3
The Squeeze	D98	C3

Environmentals

Crackdown	D22	U1
Heating Up	D50	U2

Gear

Touchy Explosives	D101	C3
Vibro Blaster	D103	C3
De-Individuator	D24	U3

Resources

Contacts in the CPC	D20	C2
Friends in Justice Barrio	D37	C4
Friends Under the Street	D38	C4
Hand Out to the Lost	D49	C3
Kwik Klinik	D58	U2

Secrets

About the Low-Lives	D1	U1
Crime & Punishment	D2	U1
Mr. LeThuy's Secret	D3	U1
The Net's Secret	D4	U1

Whammies

Bum's Rush	D18	C4
Facelessness	D29	C3
Gum It Up	D44	C4
Honor Among Thieves	D53	C4
Orders from Tomorrow	D72	C2
Shake 'em Out	D82	C3
Smack Back Attack	D86	C4

Arcana

Atlanteans' Secret	A1	U1
The Cabal's Story	A2	U1
The Magic Circle's Secret	A3	U1
Purpose of the Neutralizers	A4	U1
The Secret of the Saou	A5	U1
Tablets of Kish	A6	U1
Theory/Astral Powers	A7	U1
Theory/Psychic Powers	A8	U1
Truth About Necromancy	A9	U1
Vera Afanasyevna (x2)	A10	U1
Alter-Edge	A11	U1
Melinda Amduat (x2)	A12	U1
Ruth Anati	A13	U2
Peach Angelic	A14	C2
Anubis Scrolls	A15	U1
Astral Egg	A16	U2
Astral Refractor	A17	C2
Atavism: Necromancer	A18	U1
Atavism: Priestess of Thoth	A19	U1
Bad Vibes	A20	U1
Bruce Barret	A21	C2
Bast	A22	U1
Belakarkov	A23	C2
Stas Bendick	A24	C1

Tomek Bereszowski.....	A25.....C1	Gherwalbus.....	A59.....C2	Media Skepticism.....	A93.....U1	Sephira.....	A127.....U1
Big Mitts.....	A26.....U2	Rosa Ghiloni.....	A60.....C2	Cheb Mehenni.....	A94.....C1	Seven Oils.....	A128.....C1
Blind Spot.....	A27.....C2	Gnaoul.....	A61.....U1	Misdirection (x2).....	A95.....C1	Shadrach (x2).....	A129.....U1
Book of Malahel.....	A28.....U2	Suvadra GoldStone.....	A62.....C2	Marilyn Munyaradzi (x2).....	A96.....C1	Hanni Shahal.....	A130.....C2
Book of Putrescences.....	A29.....U2	Notify Grout.....	A63.....C1	Myriad.....	A97.....C2	Josephina Shoukry.....	A131.....C1
Broadcast.....	A30.....U1	Saeb Hanoun.....	A64.....C2	Damayanti Narasimhaiah.....	A98.....C1	Slipper.....	A132.....U2
Bubbles.....	A31.....U1	The Harayelicon.....	A65.....U2	Anima Nee-Owoo.....	A99.....C2	Pressure Sly (x2).....	A133.....C1
Canopic Jar.....	A32.....U2	Harem Conspiracy.....	A66.....U2	Farah Nekhbet.....	A100.....U1	Jersey Smith.....	A134.....U1
Carcinogenia.....	A33.....U2	Harmattan.....	A67.....U1	Nekromuzzle.....	A101.....C1	Isabel Soyinka.....	A135.....C1
Cat's Feet.....	A34.....C2	Nawal Al-Haz.....	A68.....C1	Nicolai Nemeth.....	A102.....C1	Spackle.....	A136.....C1
Charismatic Reservoir.....	A35.....C2	Head on the Door.....	A69.....C1	Nickels.....	A103.....C2	Spaulding Manuscript.....	A137.....U2
Chateau Melmoth.....	A36.....C1	Healing Statue.....	A70.....U1	Dumiso Nkomo (x2).....	A104.....U1	Madeline Svora (x2).....	A138.....C1
CPC Crackdown.....	A37.....U1	Triple Henderson.....	A71.....C2	Bjorn Nkwera.....	A105.....C1	Judy Swelter.....	A139.....U1
CPC Headquarters.....	A38.....U2	Bulk Hertzog.....	A72.....U2	Leila Nouredin.....	A106.....U2	Kate Taylor.....	A140.....C2
Anastasia Crowley.....	A39.....U1	Athena Iakatos.....	A73.....U2	Yvonne Pacheco.....	A107.....C2	Telekinetic Punch.....	A141.....C2
Anastasia Crowley.....	A40.....U1	Iron Skin.....	A74.....C2	Umberto Palladino.....	A108.....U1	Throttle.....	A142.....U1
Monique D'Aubainne.....	A41.....U1	Kamikaze.....	A75.....U1	Umberto Palladino.....	A109.....U1	Topaz Tidore (x2).....	A143.....U1
Dark Secrets/Art Compton.....	A42.....C2	Andrej Kawierna.....	A76.....U2	Umberto Palladino.....	A110.....U1	Steno Topic.....	A144.....C1
Delicatessen.....	A43.....U2	Donna Khalifah.....	A77.....C2	Dr. Jamaranathy Panil.....	A111.....C2	Raul Trevino.....	A145.....C2
Devourer.....	A44.....U2	Kiyoteru Wakai.....	A78.....C2	Paranormal Unity Theory.....	A112.....U1	Ur-Master.....	A146.....U2
Tanja Dijas.....	A45.....U1	Eugene Krebs.....	A79.....C2	Islam Petri.....	A113.....U2	Alisher Usman (x2).....	A147.....U1
Doubting Thomas.....	A46.....C1	Kunimatsu Kozo.....	A80.....C1	Eileen Pitchford.....	A114.....C2	Dr. Maria Valdez.....	A148.....U2
Ross Dowden.....	A47.....C2	Billy Kwei.....	A81.....U2	Nicolae Plesu.....	A115.....C1	Ellen Wu (x2).....	A149.....U1
Mesut Economou.....	A48.....C2	Fava Lahkdar.....	A82.....C2	Poltergeist.....	A116.....C2	Ginger Yang.....	A150.....C2
Sani Enahoro.....	A49.....C2	Lightning Strike.....	A83.....C2	Gilbert Portwine.....	A117.....C1	Yashga.....	A151.....C2
Excretion.....	A50.....U2	Love Philtre.....	A84.....C2	Psi Cat (x2).....	A118.....C1	Isis Zaman.....	A152.....U2
Exorcism.....	A51.....U2	Ma'at.....	A85.....U1	Psychic Anomaly.....	A119.....U1	Qubilah Zeroual.....	A153.....U2
Lou Farazi.....	A52.....C2	Magic Mural.....	A86.....C2	Psychic Time Bomb.....	A120.....C2	Janis.....	CHASE 1.....UR
Adrian Fig.....	A53.....U1	Michelle Malafi.....	A87.....C2	Blush Quay.....	A121.....C2	Signe Lathiere.....	CHASE 2.....UR
Ingred Fjersen.....	A54.....U1	Mammon.....	A88.....U2	Horus Redwell.....	A122.....U2	Grim Linden.....	CHASE 3.....UR
Nicolas Flamel.....	A55.....U1	Djibril Maougal.....	A89.....C2	Ring of Gyges.....	A123.....U2	Chris Robinson.....	CHASE 4.....UR
Flooding Nile.....	A56.....U2	Marlowe Reading Room.....	A90.....U2	Fob Saline.....	A124.....C2		
Forked Tongue.....	A57.....U2	Ricardo Martinez.....	A91.....U1	Scarab.....	A125.....C2		
Friends in Science Barrio.....	A58.....C2	Sister Mary Evangeline.....	A92.....C1	Secret Temple of Thoth.....	A126.....U1		

Marvel: Overpower

Fleer, Inc.

Heroes & Special Cards

APOCALYPSE.....	UR	Mighty Shield.....	R	Concussion Beams.....	R	Stun Gas*.....	UR
Shape Shift.....	U	Stars & Stripes.....	R	Energy Dampening Field.....	R	HULK.....	R
Survival of the Fittest.....	R	Super Soldier*.....	R	Time Machine.....	R	Shrug Off.....	R
Mega Morph*.....	UR	CARNAGE.....	UR	Super Genius*.....	UR	Green Goliath.....	R
Enhance Strength.....	R	Insane Rage.....	R	Villainous Plot*.....	UR	Hulk Smash.....	U
Genetic Engineering*.....	R	Climb.....	R	DOCTOR OCTOPUS.....	U	Enraged*.....	UR
BEAST.....	R	Blade Hand.....	R	Multi-Armed Menace.....	U	Intimidate*.....	UR
Bestial Brawn.....	R	Symbiotic Web*.....	UR	Villainous Shield.....	C	HUMAN TORCH.....	UR
Animal Dexterity.....	R	Ruthless*.....	UR	Criminal Mastermind.....	U	Fire Storm.....	R
Biochemist.....	R	COLOSSUS.....	U	Evasive Action.....	R	Inferno.....	R
Analyze.....	R	Metal Barrier.....	R	Grasping Tentacles*.....	UR	Searing Heat.....	R
Drop Kick*.....	R	Skin of Steel.....	R	ELEKTRA.....	UR	Fire Shield.....	R
BISHOP.....	U	Smash Object.....	R	Ninja Master.....	U	Nova Burst*.....	UR
XSE Tactics.....	U	Haymaker.....	R	Sai.....	R	INVISIBLE WOMAN.....	UR
Draw Energy Fire.....	U	Fastball Special*.....	R	Anticipate.....	R	Unseen Assailant.....	R
Spectrum Blast*.....	UR	CYCLOPS.....	U	Resurrection.....	R	Force Field.....	R
Plasma Gun*.....	R	Visual Sweep.....	R	Martial Artist*.....	UR	Invisibility.....	R
Absorb Energy.....	U	Optic Obliteration.....	U	GAMBIT.....	U	Invisible Ram*.....	UR
CABLE.....	UR	Fearless Leader.....	U	52 Card Pickup.....	R	Bubble Shield*.....	R
Custom Firearms.....	R	Wide Beam.....	U	Intercept Object.....	R	IRON MAN.....	UR
Body Slide.....	R	Ground Blast*.....	UR	Staff Attack.....	R	Concealed Arsen.....	R
Cover Fire.....	R	DEADPOOL.....	U	Charge Object.....	U	Radar Warning.....	R
Bionic Eye.....	R	Killing Machine.....	R	Charm*.....	UR	In the Line of Fire.....	R
Battle Tactics*.....	R	Super Spy.....	U	HOBGOBLIN.....	UR	Heat Seeking Missile*.....	UR
CAPTAIN AMERICA.....	UR	Regeneration.....	U	Razor Bats.....	R	Tactical Computer*.....	UR
Ricochet Shield.....	R	Assassin*.....	UR	Goblin Glider.....	R	JEAN GREY.....	U
Avenger.....	R	High Threshold of Pain*.....	UR	Concussion Grenades.....	U	Mental Deflection.....	U
		DOCTOR DOOM.....	R	Pumpkin Bomb.....	U	Mind Scan.....	U

Marvel: Overpower

Fleer, Inc.

Telekinesis*	U
Mind Over Matter	R
Telepathic Unity*	UR
JUBILEE	C
Fireworks	U
Spectrum Tease	R
Blinding Flare	U
Distracting Burst	U
Plasmoid Flash*	UR
MAGNETO	UR
Repel Object	R
Evil Genius	R
Gravity Alteration	R
Magnetic Shield	R
Paralyze Opponent*	UR
MR. FANTASTIC	UR
Stretch Attack	R
Team Leader	R
Protect Teammate	R
Ingenuity	U
Python Hold*	UR
MYSTIQUE	UR
Cool Under Fire	R
Infiltration	U
Commando Raid	R
Surprise Attack*	UR
Illusion of Ally	R
OMEGA RED	UR
KGB Training	R
Sacrificial Lamb	R
Drain Life Force	R
Carbonadium Coils	R
Tendrils Tactics*	UR
PROFESSOR X	UR
Cerebro	U
X-Men Founder	U
Psychic Scan	U
Psionic Hold*	UR
Telepathic Coordination*	UR
PSYLOCKE	UR
Combat Prowess	R
Psi Fighting	U
Thought Probe	R
Mental Hold*	UR
Psychic Knife*	UR
PUNISHER	UR
Full Auto	U
Smoke Screen	R
Sniper	R
Secret Weapon*	UR
Vendetta*	UR
RHINO	U
Pinball Blow	U
Romp'n Stomp	U
Rhino Hide	R
Bowl Over	R
Rhino Charge	U
ROGUE	U
Intercept Attack	U
Sky Soar	U
Super Strength	U
Power Transfer	U
Mutagenic Drain*	UR
SABRETOOTH	U
Bloodlust	R
Danger Scent	U
Healing Factor	U
Wildcat Attack	U
Blood Hunt*	UR
SILVER SURFER	UR
Energy Protection	U
Force Shield	R
Rearrange Matter	R

Cosmic Healing	R
Power Cosmic*	UR
SPIDER-MAN	UR
Arachnid Agility	R
Web Shield	R
Wall Crawl	U
Spider Sense	R
Web*	UR
SPIDER-WOMAN	U
Spider Strength	U
Spider Attack	U
Web Lines	U
Arachnophobia	U
Psi Web*	UR
STORM	UR
Chain Lightning	U
Flight	U
Hurricane Winds	U
Emotional Outburst*	UR
Summon Elemental Power*	UR
THING	U
Temper Tantrum	R
Rock Skin	U
Bear Hug	U
Clobberin' Time*	UR
Revoltin' Development*	UR
THOR	U
Mystic Uru Met	U
Protect Teammate	U
Mjolnir Speaks	R
Power of Asgard*	UR
God of Thunder	C
VENOM	UR
Rampage	C
Creepy Crawler	R
Alien Webbing	R
Symbiotic Snare*	UR
Panic Attack*	UR
WAR MACHINE	U
Hidden Weapon	R
Guided Missile	U
Energy Shield	U
Unleash Arsenal*	R
Battle Computer*	UR
WOLVERINE	UR
Berserk Attack	U
Snikt	U
Fighting Instinct	U
He	U
Wounded Animal*	UR
Any Hero	
Death From Above*	X
God of Mischief*	X
Guardian Angel*	X
Unlucky at Love*	X
Gamma Terror*	X
Web-Headed Wizard*	X

Universe Cards

6/+1 Generator	C
6/+2 Power Lines	C
6/+3 Energy Enhancer	R
7/+1 Energy Booster	C
7/+2 Energy Maximizer	C
7/+3 Power Cosmic	UR
8/+1 Divine Intervention	C
8/+2 Alien Technology	U
8/+3 EM Force Lines	U
6/+1 Throwing Blades	C
6/+2 Hand Grenade	C
6/+3 Laser Pistol	R
7/+1 Rocket Launcher	C
7/+2 Sword	U

7/+3 Machine Gun	UR
8/+1 Booster Shot	C
8/+2 Chain	U
8/+3 Crossbow	R
6/+1 Hot Dog Cart	C
6/+2 Manhole Cover	U
6/+3 Dumpster	R
7/+1 Hunk of Asphalt	C
7/+2 Tree	U
7/+3 Taxi Cab	UR
8/+1 Girder	C
8/+2 Lamp Post	U
8/+3 City Bus	R
6E To Use/6E+1+1	R
7E To Use/6E+2+2	UR
8E To Use/6E+1+3	UR
6F To Use/6F+1+1	R
7F To Use/6F+2+2	UR
8F To Use/6F+1+3	UR
6S To Use/6S+1+1	UR
7S To Use/6S+2+2	UR
8S To Use/6S+1+3	UR

Training

5 E/S To Use/+3 E/S	U
5 E/S To Use/+4 E/S	U
5 F/E To Use/+3 F/E	U
5 F/E To Use/+4 F/E	U
5 F/S To Use/+3 F/S	C
5 F/S To Use/+4 F/S	C

Power Cards:

Multi-Power

1 E/F/S	C
2 E/F/S	C
3 E/F/S	C
4 E/F/S	C

Power

1E(Nebula)	C
2E(Black Cat)	C
3E(Sauron)	C
4E(Electro)	C
5E(Century)	C
6E(Storm)	C
7E(Cyclops)	U
8E(Professor X)	R
1F(Bloody Mary)	C
2F(Black Widow)	C
3F(Long Shot)	C
4F(Nightcrawler)	C
5F(Venom)	C
6F(Wolverine)	C
7F(Domino)	U
8F(Cyber)	R
1S(Archangel)	C
2S(Spider-Man)	C
3S(War Machine)	C
4S(Loki)	C
5S(Cyber)	C
6S(Super Skrull)	C
7S(Thing)	U
8S(Abomination)	R

Mission Cards

Age of Apocalypse 1	U
Age of Apocalypse 2	U
Age of Apocalypse 3	U
Age of Apocalypse 4	U
Age of Apocalypse 5	U
Age of Apocalypse 6	U
Age of Apocalypse 7	U

Annihilation Affair 1	U
Annihilation Affair 2	U
Annihilation Affair 3	U
Annihilation Affair 4	U
Annihilation Affair 5	U
Annihilation Affair 6	U
Annihilation Affair 7	U
Fatal Attractions 1	U
Fatal Attractions 2	U
Fatal Attractions 3	U
Fatal Attractions 4	U
Fatal Attractions 5	U
Fatal Attractions 6	U
Fatal Attractions 7	U
Infestation Incident 1	U
Infestation Incident 2	U
Infestation Incident 3	U
Infestation Incident 4	U
Infestation Incident 5	U
Infestation Incident 6	U
Infestation Incident 7	U
Fatal Attractions 1	U
Fatal Attractions 2	U
Fatal Attractions 3	U
Fatal Attractions 4	U
Fatal Attractions 5	U
Fatal Attractions 6	U
Fatal Attractions 7	U
Infinity Gauntlet 1	C
Infinity Gauntlet 2	C
Infinity Gauntlet 3	C
Infinity Gauntlet 4	C
Infinity Gauntlet 5	C
Infinity Gauntlet 6	C
Infinity Gauntlet 7	C
Maximum Carnage 1	C
Maximum Carnage 2	C
Maximum Carnage 3	C
Maximum Carnage 4	C
Maximum Carnage 5	C
Maximum Carnage 6	C
Maximum Carnage 7	C



Limited & Unlimited

Actions

Shape Shift	C
Sneak Attack	U
Taunt	U

Allies

Faerie Kin	R
Flame Spirit	U
Gaffling Pest	C
Gangrel Ally	R
Great Bison	R
Kinfolk-Small Town Cop	R
Kinfolk-Soldier of Fortune	R
Kinfolk-TV Reporter	R
Kinfolk-Veterinarian	R
Kinfolk-Environ. Activist	R
Wolf Kinfolk	C
Wolf Spirit	C
Wyrmslayer, Ronin Garou	R

Characters

Allamande	Ratkin	R
Allison Kachina	Wendigo	U
Amari Howls-from-Soul	Blk Fur	C
Anna 'Eyes/Sun' Pelfrey	Uktena	U
Anna Kliminski	Shad. L.	R
Antonine Teardrop	Stargazers	U
Aurgra	Gurahl	R
Banana Split	Bone Gn.	C
Bladetooth	Get of F.	C
Blood-on-the-Wind	Wendigo	R
Bron Mac Fionn	Fianna	R
Buggerhead	Bone Gn.	U
Carla Grimsson	Get of F.	U
Carleson Ruah	Shad. L.	C
Cernonus	Child/G.	U
Charging Bull	Wendigo	U
Crick Rumwrangler	Bone Gn.	C
Dharma Bum	Bone Gn.	C
Diem	Child/G.	C
Eater-of-Bears	Red Tal.	C
Edgewalker	Shad. L.	C
Evan Heals-the-Past	Wendigo	C
Eyes-of-Frost	Wendigo	C
Fang Jumper	Get of F.	C
Gere Hunts-the-Hunters	Get of F.	U
Gesar	Stargazers	C
Golgol Fangs-First	Get of F.	R
Goll Mac Mourna	Fianna	U
Grek Twice-Tongue	Sil. Str.	U
Greylist	Silv. F.	U
Grimfang	Silv. F.	R
Growls-at-Moon	Red Tal.	U
Guides-to-Truth	Uktena	R
Howard Koar	Stargazers	C
Ivan Korda	Shad. L.	C
Jacky Gecko	Uktena	C
Jubati	Uktena	C
Julisha/Thousand Masks	Blk Fur	R
Lamurun	Uktena	U
Lord Albrecht	Silv. F.	U
Mamu	Red Tal.	R
Mari Cabrah	Blk Fur	U
Morgan the Unworthy	Fianna	C
Morihei High-Mountain	Stargazers	R
Mother Larissa	Bone Gn.	R
Natasha Moon Chaser	Sil. Str.	C

Nephthys Mu'at	Sil. Str.	U
No'iri'n N' Dhonaill	Fianna	C
Old Storm-Chaser	Red Tal.	U
Passer	Sil. Str.	C
Pearl River	Child/G.	R
Questor Treetalker	Child/G.	C
Rainpuddle	Stargazers	C
Roar of Storms	Shad. L.	U
Roger Daly	Glass W.	R
Roshen One-Arm	Silv. F.	C
Running Creek	Uktena	C
Scar Throat Leech-Killer	Get of F.	C
Scratches-at-Fleas	Bone Gn.	U
Shakar	Bagheera	R
Simon Gentle	Glass W.	C
Sings-for-the-Beast	Silv. F.	C
Sister Judith Paws-of-Light	Blk Fur	U
Sofya Softkiller	Silv. F.	C
Son-of-Moonlight	Fianna	U
Song Chiang	Glass W.	U
Spotlight	Red Tal.	C
Stands-Like-Mountain	Red Tal.	C
Susan Anthony	Blk Fur	C
Syntax	Glass W.	C
Tanzut	Sil. Str.	C
Teeth-of-Titanium	Glass W.	U
Thomas Kachina	Wendigo	C
Thunder Tiger	Stargazers	U
Tim Rowantree	Child/G.	U
True Silverheels	Child/G.	U
Virus-to-Wyrm	Glass W.	C
Volcheka Ibarruri	Blk Fur	C
Walks-with-Might	Sil. Str.	U
Wind-Across-the-Hills	Fianna	C
Zachary Ellison	Shad. L.	U

Combat

Attacking the Wyrm	C
Bite	C
Block and Strike	U
Block	C
Body Blow	C
Broken Limb	C
Bum Rush	U
Careful Strike	U
Critical Blow	R
Disarm	U
Disembowelment	R
Dodge	C
Dry Gulch	U
Entrail Rend	R
Evade and Strike	R
Evasion	R
Eyes Gouged	U
Fast Strike	R
Feint	U
Flesh Wound	C
Forceful Wind	R
Frenzy	U
Fur Gnarl	U
Glancing Blow	C
Grazing Wound	C
Head Wound	U
Hunting Party	U
Kneecapper	C
Lucky Blow	R
Mangle	R
Massive Wound	R
Nerve Cluster	U
No Escape	U
Offbalanced Attack	C
Organ Puncture	U
Overextended Attack	C

Pack Defense	U
Rend and Tear	U
Run Like Hell	U
Shield Mate	U
Solid Blow	C
Spine Crushed	R
Stinging Wound	C
Surprise Ally	R
Surprise Attack	R
Swipe	C
Taking the Death Blow	R
Telling Blow	U
Umbral Escape	R
Vital Blow	U

Enemies

Black Spiral Dancer	U
Deranged Mokole	R
Elder Vampire	R
Fomori	C
Fomori	C
Furmling	C
Hogling	C
Pentex Forestry Team	U
Pentex Refinery	R
The Piper	R
Progenitor Mage	R
Pumpkin Man	U
Samuel Haight	R
Silhouette	R
Uktena Wyrmfoe	R

Equipment

.38 Special	C
9mm Semi-Auto Pistol	U
Bane Arrow	U
Bones of Shakir Hind	R
Bottlecap of Shakey Mac	R
Elder Stone	U
Fang Dagger	R
Fang Necklace of Fenris	R
Feather of the Phoenix	R
Flak Jacket	C
Flower of Aphrodite	R
Grand Klaive	R
Incarna Sigil	R
Klaive	R
Luna's Links	R
Mokole Hide	R
Moon Sign	R
Naturae Boon	U
Portable Computer	R
Sands of Sleep	R
Shotgun	R
Silver Ammo	R
Spear of Deceit	R
War Paint of Wahya Ohni	R
Wyrm Skin	R

Events

Alaskan Wolf Hunt	R
Chimera	U
Cockroach	U
Crescent Moon	C
Drunken Revelry	R
Entrapment	U
Falcon	U
Fenris	U
Full Moon	C
Garbage Food Poisoning	R
Gibbous Moon	C
Grandfather Thunder	U
Griffin	U

Half Moon	C
Harano Gloom	R
Inbred Disorder	R
Journey Onward	R
Journey to the East	R
Leadership Challenge	R
Lost Calling	R
Lunar Eclipse	R
Matriarch Mourning	R
New Moon	C
Owl	U
Peace of Nature	R
Pegasus	U
Ragnarok	R
Rat	U
Reclaiming the Stolen	C
Scouring the Wyrm	C
Scouting Mission	R
Stag	U
Uktena	U
Umbral Quest	C
Unicorn	U
Wendigo	U
Wyrm Taint	R

Gifts

Alias	R
Aura of Confidence	U
Awe	U
Balor's Gaze	R
Battle Song	C
Beast Mind	U
Blissful Ignorance	C
Body Wrack	R
Burrow	C
Camouflage	U
Cat Feet	U
Circular Attack	R
Command Spirit	U
Coup De Grace	R
Curse of Hatred	U
Distractions	U
Exorcism	C
Eye of the Cobra	U
Fenris Bite	R
Gaia's Vengeance	R
Geas	U
Gift of Porcupine	C
Glib Tongue	R
Greater Banishment	R
Heart of Fury	U
Icy Chill of Despair	U
Insightful Eyes	C
Jam Technology	U
Knife Wind	R
Lesser Banishment	C
Luna's Armor	U
Master of the Pack	R
Merciful Blow	U
Messenger's Fortitude	U
Might of Thor	U
Mindpeak	C
Moon Bridge Escape	U
Mother's Touch	C
Odor of Skunk	U
Persuasion	C
Razor Claws	U
Remove Gaia's Blessing	U
Roll Over	U
Scream of Gaia	U
Serenity	C
Shroud	U
Silver Claws	R

Song of Rage	U
Spirit Drain	R
Spirit of the Fray	U
Staredown	C
Sticky Paws	C
Survivor	R
Take the True Form	U
Trackless Waste	U
True Fear	U
Whelp Body	U
Wisdom of the Seer	R

Moots

Caern Building	U
Calling a Champion	R
Close the Bawn	R
Impergium	R
Jackal's Curse	C
Justice Under Gaia	R
Legendary Leadership	R
Praise the Malformed	R
Quoting the Litany	U
Rite of Passage	C
Ritual Challenge	C
Saving Face	C
Silver Record	C
Skindancer	R
The Stolen Wolf	U
Tribal Alliance	C
Tribal War	R
Winter Wolf	C

Past Lives

Alexander ThunderRage	Shad. L. UR
Gunnar Draugrbane	Get of FUR
Jack Debitongue	Bone Gn. UR
Kelly Still Waters	Child/G. UR
Klailat Stargazer	Stargaz. UR
Leukippes	Blk Fur. UR
Lone Wolf Lupo	Glass W. UR
Oisin Mac Gaelach	Fianna. UR
Old Red Eagle	Uktena. UR
Old Wolf of the Woods	Red Tal. UR
Shogeka Hunter Moon	Wendigo. UR
Shu Horus	Sil. Str. UR
Yuri Tzarovich	Silv. F. UR

Rites

Gathering for the Departed	C
Rite of Glory	C
Rite of Investiture	R
Rite of Wisdom	C
Rite of Wounding	U
Satire Song	U
Stone of Scorn	U
Victory Party	C

The Umbra

Actions

Fast Shift	R
Moon Bridge Attack	U
Step Sideways	U

Allies

Childling	U
Dreamspeaker Mage	R
Ka-Spirit	U
Kinfolk Shaman	C
Stormcrow	R

Caerns

Caern of Awakening	R
Caern of Bygone Visions	R
Caern of Ichiyo Modoribashi	R
Caern of Painted Sands	R
Caern of the Bloodfist	R
Caern of the Crescent Moon	R
Caern of the Snow Leopard	R
Caern of the Tri-Spiral	R
Caern of the Walking Dream	R
Caern of the Weeping Daughter	R
Caern of the Western Eye	R
Council for Universal Trade	R
Wheel of Pthah	R

Characters

Amanda Withers-in-Sun	Silv. F. U
Bjorn Blood-from-Stone	Get of F. U
Cassandra Shadow-Watcher	Blk Fur. U
Dr. Stephen Garrison	Glass W. U
Fireclaw	Red Tal. U
Jennifer Moon Wizenod	Child/G. U
Laughs-at-Death	Nuwisha. R
Nadia Wyrmofoe	Shad. L. U
Naomi	Uktena. U
Petrov Tzarovich	Corax. R
Runs-without-Pack	Fianna. U
Seeks-the-Truth	Stargazer. U
Sees-through Stars	Sil. Str. U
Shakey Mac	Bone Gn. U
Wahya-Ohni	Wendigo. U

Combat

Redirected Attack	U
Sap Strength	R
Umbral Flurry	C

Enemies

Bunyip Spirit	C
Drattosi	C
Engling	C
Glass Elemental	C
Guardian Spider	C
Jannok	C
Morozhki	C
Nexus Crawler	R
Night Master	R
Nocturna	U
Pattern Spider	C
Phantasmi	C
Reject	U
Serpentine	C
Wyldling	C

Equipment

Faerie Armor	R
Heart of Moonlight	R
Memory Ribbon	C
Nightmare Coin	U
Wyldstone	C

Events

Close Gauntlet	C
Gauntlet Flux (+1)	C
Gauntlet Flux (+2)	C
Gauntlet Flux (-1)	C
Gauntlet Flux (-2)	C
Hyperion	U
Phoebe	U
Stuck Sideways	R
Umbral Wave	U
Wyldstorm	U

Gifts

Born to Nature	C
Deep Journey	C
Gateway of the Hyena	C
Moon Bridge Assault	U
Opening the Silver Window	R
Parting the Velvet Curtain	C
Power of the Ways	C
Purity of Spirit	C
Scent of Distinction	C
World of Human	C

Moots

Banishment by the Council	R
Opening the Moon Bridges	C
Pack Reprimand	U

Quests

Jackal's Quest	U
Quest for Spirit	C
Quest for Valor	U

Realms

Battleground	UR
Legendary	UR

Rite

Allies Gateway	R
Rite of Binding	U
Rite of Claiming	U
Rite of Realm Binding	R
Rite of Return	R

The Wyrms

Actions

Foiled You!!	U
Reckless Stunt	R
There You Are!!	C

Board Meetings

Business Merger	U
Corporate Aquisition	U
Punitive Damages	C
Reinvesting Profits	R
Ritual of the Dark Spiral	R
Survival of the Fittest	C

Allies

Cannibal Slug	C
Corporate Security	C
Enticer	R
Experimental Fomori	U
Fomori Dock Worker	C
Jack-O-Lantern	U
Mad Scientist	U
Man In Black	R
Meat Puppet	U
Pentex Executive & Limousine	R
Psychotic Stalker	R
Red-Headed Stepchild	R

Caerns

Caern of Rytthiku	R
Caern of the Blood God	R
Caern of the Unwashed Child	R
Trinity Hive Caern	UR

Characters

Allonzo Montoya	Abom. R
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Amelia	Ananasi. R
Blossom	Pentex. C
Chirox the Unfeeling	Bane. U
Corinna	BSD. C
Count Vladimir Rustovich	TzimisceUR
Dr Spencer	Pentex. C
Fangthane Bloodjaw	BSD. C
The General	7th Gen. R
Hunts-at-Night	BSD. U
Jane Thurber	7th Gen. C
Johnathon Roark	BSD. C
Johnson P. Donovan	7th Gen. C
Kills-the-Weak	BSD. U
Kitalid the Deciever	Bane. C
Latoria the Temptress	Bane. U
Little Petey	Pentex. C
Longtooth Soullkiller	BSD. R
Lorenz Winkler	7th Gen. U
Lotus	BSD. C
Maxmillian	7th Gen. C
Miles Kent	7th Gen. C
Morgan	Rokea. R
Mr. Iguana	Pentex. U
Old One-Eye	BSD. C
Ragnor the Terror	Bane. C
Shoragg	Bane. C
Snickers	7th Gen. U
Sybil	Pentex. U
TF. MacNeil	Pentex. R
Technician #7	Pentex. C
Tsannik	Bane. R
Typhon the Unpure	Bane. C
Uncle Freddy	7th Gen. C
Voragg the Unbound	Bane. C
Wailer	Pentex. C
Zhyzhak	BSD. UR

Combat

Ass Whuppin Lynch Mob	C
Beat Unmerciful	U
Bitch Slap	C
Curb Stomp	C
Dis-Arm	R
Ear Lober	C
Fetal Position	U
Gang Beating	U
Hamstringing	C
Heart Breaker	R
Reckless Swing	C
Rent Assunder	R
Septum Crushed	C

Equipment

Bane Sword	R
Blood Dagger	C
Cellular Phone	U
Chainsaw	R
Churjuroc's Tusk	UR
Corporate Credit Card	R
Dr. Mordecai's Home Chemistry Set	R
Gooshy Gooze™	U
Lander's Nylon Stocking	R
Lion's Pelt	U
Mage's Talisman	R
Mockmaw's Battle Axe	R
Oil of Corruption	U
Pipe Bomb	R
Red Hot Baby Powder	U
Skin of the Hellbound	U
Submachine Gun	R
Tear Gas Cannister	U
Toga of Dionysius	U

___ Vampire Blood.....	R
___ War Knife of Benning Simon.....	R
___ Whip of the Wicked.....	R

Events

___ The Bat.....	R
___ Beast-of-War.....	U
___ Congressional Hearing.....	R
___ Corporate Take-over.....	R
___ Defiler.....	U
___ Eater-of-Souls.....	U
___ Environmental Action.....	U
___ FBI Investigation.....	R
___ Friends In High Places.....	U
___ G'lough, "Dance of Corruption".....	R
___ Gates of Malfeas.....	R
___ Kirijama, "The Hidden Foe".....	R
___ Mass Pollution.....	U
___ Red Alert.....	C
___ Spiritual Revelation.....	R
___ Telemarketing Campaign.....	U
___ Toga Party.....	C
___ Urban Renewal.....	C

Gifts

___ Air of Authority.....	U
___ Airt Gateway.....	C

___ Airt Mastery.....	U
___ Allies Below.....	U
___ Balefire.....	U
___ Bane Moonbridge.....	U
___ Breath of the Defiled.....	R
___ Consumption of Gaia.....	C
___ Corrupting Presence.....	C
___ Every Day is Halloween.....	U
___ Horns of the Impaler.....	U
___ Infectious Touch.....	U
___ Kiss of the Wyrms.....	R
___ Lord of the Realm.....	R
___ Psychotic Hallucinations.....	R
___ Roar of the Wyrms.....	U
___ Savage Fury.....	C
___ Splinter the Weakened Mind.....	U
___ Stench of Death.....	C
___ Subjugation of Gaia.....	U
___ Suffering Bastard.....	U
___ Taste of Pain.....	C
___ Totem Form.....	R
___ Touch of Eel.....	U
___ Voice of Reason.....	U
___ Wyrms Hide.....	C

Past Lives

___ Mockmaw.....	UR
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RAGE

White Wolf Game Studio

Quests

___ Battle Quest.....	U
___ Bully's Quest.....	C
___ Fool's Quest.....	R
___ Grudge Match.....	U
___ Martyr's Quest.....	R
___ Serpent's Quest.....	C

Realms

___ Malfeas.....	UR
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Rites

___ Rite of Summoning.....	C
___ Rite of the Black Spiral.....	U
___ Rite of the Pentarch.....	R

Victims

___ Angus, The White Howler.....	R
___ Avenging Wraith.....	R
___ Beat Cop.....	C
___ Bob Goldstein, Ace Reporter.....	R
___ Bus Full of People.....	C
___ Cult Leader.....	R
___ Cultist.....	C
___ Family of Five.....	C
___ Family Pet.....	C

___ FBI Agent.....	U
___ Garou Kinfolk.....	U
___ Glade Child.....	U
___ Greenpeace Assault Team.....	R
___ Happy Tourist.....	R
___ High School Athlete.....	C
___ Honest Senator.....	U
___ Incarna Avatar.....	R
___ Lost Cub.....	U
___ Mage of the Celestial Chorus.....	R
___ Mailman.....	C
___ Movie Star.....	R
___ Neighborhood Watch Group.....	C
___ Newspaper Vendor.....	C
___ Playground Full of Kids.....	C
___ Priest.....	U
___ Renegade Werewolf Hunter.....	U
___ Ronin Garou.....	R
___ Sidhe Knight.....	R
___ Street Bum.....	C
___ Survival Nut.....	U
___ Swat Officer.....	U
___ Unlucky Lune.....	C
___ Vigilante.....	U
___ Wandering Gaffling.....	C

Shadowfist

Daedalus Games

Feng Shui Sites

___ Abominable Lab.....	Architects.C
___ Alchemist's Lair.....	Unal...C
___ Ancestral Tomb.....	VC
___ Ancient Grove.....	Unal...C
___ Ancient Temple.....	VC
___ Auspicious Termites.....	VC
___ Blessed Orchard.....	VC
___ Cave Network.....	VC
___ City Square.....	R
___ Dragon Mountain.....	R
___ Drug Lab.....	Unal...R
___ Family Estate.....	Ascended.C
___ Family Home.....	VC
___ Family Restaurant.....	VC
___ Fox Pass.....	R
___ Grove of Willows.....	VC
___ Hallowed Earth.....	VC
___ Hanging Coffins.....	R
___ House on the Hill.....	Dragons...C
___ Illusory Bridge.....	Unal...C
___ Infernal Temple.....	Lotus...C
___ Inner Sanctum.....	VC
___ Jagged Cliffs.....	VC
___ Kinoshita House.....	R
___ Lily Pond.....	VC
___ Marsh.....	VC
___ Mountain Retreat.....	VC
___ Mourning Tree.....	R
___ Police Station.....	Unal...R
___ Proving Ground.....	U
___ Sacred Ground.....	VC
___ Sacred Heart Hospital.....	R
___ Secret Headquarters.....	Unal...R

___ Secret Laboratory.....	Unal...C
___ Shaolin Sanctuary.....	G. Hand...C
___ Stone Garden.....	VC
___ The Red Lantern Tavern.....	R
___ Trade Center.....	Unal...C
___ Turtle Beach.....	R

Edges

___ Arcanowave Reinforcer.....	Architects.U
___ Chains of Bone.....	Lotus...U
___ Feast of Souls.....	Lotus...R
___ Fire in the Lake.....	G. Hand...U
___ Flood on the Mountain.....	Lotus...U
___ Hill of the Turtle.....	G. Hand...U
___ I Ching.....	Unal...R
___ Imperial Boon.....	Lotus...R
___ Monkey King.....	Ascended.U
___ Paper Trail.....	Ascended.U
___ Political Lock.....	Ascended.U
___ Probability Manipulator.....	Architects.R
___ Reinvigoration Process.....	Architects.U
___ Safehouse.....	Unal...R
___ Seed of the New Flesh.....	Architects.U
___ Shifting Tao.....	G. Hand...U
___ Soul Maze.....	Unal...R
___ Spirit Frenzy.....	Unal...R
___ The Hungry.....	Unal...U
___ The Rackets.....	Unal...R
___ Tomb of the Beast.....	Ascended.U
___ Wind Across Heaven.....	Dragons...U

Events

___ Abominable Wave.....	Architects.C
___ Arcanowave Pulse.....	Architects.U

___ Array of Stunts.....	Dragons...U
___ Assassins in Love.....	Dragons...R
___ Back for Seconds.....	Dragons...C
___ Banish.....	Lotus...R
___ Beneficial Realignment.....	G. Hand...C
___ Bite of the Jellyfish.....	Ascended.U
___ Blade Palm.....	Unal...U
___ Booby Trap.....	Dragons...C
___ Bull Market.....	Ascended.R
___ Cellular Reinvigoration.....	Architects.U
___ Code Red.....	Architects.C
___ Confucian Stability.....	G. Hand...C
___ Covert Operation.....	Ascended.C
___ Cry/Forgotten Ancestor.....	Ascended.U
___ Curtain of Fullness.....	Unal...U
___ Dance of the Centipede.....	Lotus...C
___ Dangerous Experiment.....	Architects.R
___ Dark Future.....	Architects.R
___ Dawn of the Righteous.....	Unal...C
___ Difficulty at the Beginning.....	G. Hand...U
___ Expendable Unit.....	Architects.C
___ Faked Death.....	Ascended.C
___ Final Brawl.....	Dragons...C
___ Golden Comeback.....	Dragons...C
___ Healing Earth.....	Unal...C
___ Hostile Takeover.....	Ascended.U
___ Imprisoned.....	Architects.C
___ Inauspicious Reburial.....	Lotus...C
___ Infernal Plague.....	Lotus...U
___ Into the Light.....	G. Hand...U
___ Iron and Silk.....	G. Hand...C
___ Killing Rain.....	Unal...C
___ Larcenous Mist.....	Unal...U
___ Last Outpost.....	Dragons...C

___ Last Stand.....	Dragons...R
___ Mole Network.....	Ascended.C
___ Mysterious Return.....	G. Hand...C
___ Natural Order.....	G. Hand...C
___ Nerve Gas.....	Architects.C
___ Neutron Bomb.....	Architects.U
___ Now You've Made Us Mad.....	Dragons...U
___ Onslaught of the Turtle.....	G. Hand...U
___ Operation Killdeer.....	Ascended.C
___ Orbital Laser Strike.....	Unal...C
___ Police State.....	Architects.U
___ Positive Chi.....	G. Hand...U
___ Progress of the Mouse.....	G. Hand...U
___ PubOrd Raid.....	Architects.C
___ Realpolitik.....	Ascended.C
___ Return to the Center.....	Unal...U
___ Rigorous Discipline.....	G. Hand...C
___ Roar of the Beast.....	Ascended.R
___ Robust Feng Shui.....	G. Hand...U
___ Salvage.....	Unal...U
___ Satellite Surveillance.....	Unal...U
___ Scroll of Incantation.....	Unal...U
___ Shattering Fire.....	Unal...C
___ Shattering Jade.....	G. Hand...U
___ Shifting Loyalties.....	Lotus...R
___ State of Emergency.....	Architects.U
___ Subterfuge.....	Ascended.U
___ Suicide Mission.....	Ascended.R
___ Superior Technology.....	Architects.C
___ The Crucible.....	Dragons...R
___ Thunder on Thunder.....	Dragons...U
___ Tortured Memories.....	Lotus...C
___ Victory for the Underdog.....	Dragons...C
___ Wind on the Mountain.....	G. Hand...U

States

Alabaster Javelin	Unal.	U
Amulet of the Turtle	Unal.	U
Armored in Life	Unal.	C
Attack Helicopter	Unal.	U
Bag Full of Guns	Dragons.	U
Baptism of Fire	Dragons	R
Brain Bug EQ3200	Architects	R
Charmed Life	Dragons.	U
Claw of the Tiger	Unal.	U
Combat Aircar	Unal.	U
Contract of the Fox	Unal.	U
Death Touch	Unal.	R
Deathtrap	Lotus.	C
Dim Mak	Unal.	U
Disintegrator Ray	Unal.	U
Explosives	Unal.	U
Fists of Legend	Dragons	R
Floating Fortress	Unal.	R
Flying Guillotine	Lotus.	R
Fortune of the Turtle	Unal.	U
Fusion Rifle	Unal.	U
Fusion Tank	Unal.	U
Grenade Launcher	Unal.	U
Hands Without Shadows	Unal.	C
Hiavoc Suit	Unal.	C
Helix Chewer	Architects	C
Helix Rethread	Architects	C
Heroic Conversion	Dragons.	U
Inexorable Corruption	Lotus.	C
Marked for Death	Ascended	C
Motorcycle	Unal.	C
Netherworld Passageway	Unal.	C
Poison Needles	Lotus.	U
Power of the Great	G. Hand.	R
Really Big Gun	Unal.	C
Robot Arm	Unal.	U
Seal of the Wheel	Ascended	R
Security	Ascended	C
Shadowfist	Unal.	R
Shadowy Mentor	Ascended	C
Speed Boat	Unal.	C
Sphere of Defilement	Lotus.	U
Sports Car	Unal.	C
Sword of Biting	Lotus.	C
The Demon Within	Lotus.	C
Theft of Fortune	Lotus.	R
Throwing Star	Unal.	U
Thunder on the Mountain	G. Hand.	U

Training Sequence	Dragons.	C
Ultimate Mastery	Unal.	R
Undercover	Dragons.	U
Vampiric Touch	Lotus.	U
Veiling of the Light	Lotus.	U
Water Sword	Unal.	R
Whirlwind Strike	Unal.	C

Characters

\$10,000 Man	Jammers	U
Abysmal Daughter	Lotus.	R
Abysmal Horror	Lotus.	C
Abysmal Spirit	Lotus.	U
Adrienne Hart	Ascended	R
Alpha Beast	Architects	VC
Arcanotechnician	Architects	U
Arcanowave Researcher	Architects	U
Average Joe	Dragons	VC
Battlechimp Potemkin	Jammers	R
Big Brother? Tsien	Lotus.	R
Big Bruiser	Dragons.	U
Brain Eater	Architects	U
Buro Assassin	Architects	C
Buro Official	Architects	U
Cabinet Minister	Ascended	C
Capoeira Master	Dragons	R
Chin Ken	G. Hand.	R
Chinese Doctor	Dragons	C
Chromosome Screamer	Jammers	U
Church Official	Ascended	U
Confucian Sage	G. Hand.	U
Desdemona Deathangel	Architects	R
DNA Mage	Architects	C
Dr. April Mucosa	Architects	R
Draco	Ascended	R
Dragon Adept	Dragons.	U
Dragon Fighter	Dragons	C
Dump Warrior	Jammers	C
Edge Warrior	Jammers	C
Elderly Monk	G. Hand.	R
Eunuch Underling	Lotus	VC
Everyday Hero	Dragons	VC
Evil Twin	Lotus.	R
Fist of the Bear	Ascended	U
Fong Sai Yuk	G. Hand.	R
Friends of the Dragon	Dragons	VC
Gadgeteer	Dragons	C
Gao Zhang	Lotus.	R
Gardener	G. Hand.	C

Ghostly Seducer	Lotus.	R
Gnarled Horror	Lotus.	U
Gnarled Marauder	Lotus.	U
Golden Candle Society	G. Hand.	VC
Green Monk	G. Hand.	U
Gruff Lieutenant	Ascended	C
Homo Omega	Architects	R
Hopping Vampire	Lotus.	C
Jala Mane	Dragons	R
Ice Warriors	Monarchs	C
Imperial Guard	Lotus.	U
Instrument of the Hand	G. Hand.	VC
Jack Donovan	Dragons	R
Johann Bonengel	Architects	R
Johnny Tso	Dragons	R
Juejing Shelun	Lotus.	R
Kan Li	Lotus.	R
Kar Fai	Dragons	R
King/Thunder Pagoda	Monarchs	R
Kun Kan	Lotus.	U
Liquidators	Ascended	VC
Luis Camacho	Unal.	R
Mad Dog McCroun	Dragons	R
Masked Avenger	Dragons	U
Maverick Cop	Dragons	U
Midnight Whisperer	Architects	C
Might of the Elephant	Ascended	U
Military Commandant	Ascended	U
Monster Hunter	Architects	U
Mooks	Unal.	VC
Mother of Corruption	Lotus.	R
Mr. X	Ascended	R
Muckraking Journalist	Ascended	U
Mutoid	Architects	U
Mysterious Stranger	Unal.	U
Nine Cuts	Unal.	R
Nirmal Yadav	Architects	R
Old Hermit	Dragons	U
Old Master	G. Hand.	R
One Hundred Names	G. Hand.	U
Orange Monk	G. Hand.	U
Oscar Balbuena	Dragons	R
Phillipe Benoit	Ascended	R
Prototype X	Architects	R
PubOrd Officer	Architects	VC
PubOrd Sniper	Architects	C
PubOrd Squad	Architects	VC
Quai Li	G. Hand.	R
Quan Lo	G. Hand.	R

Queen of the Ice Pagoda	Monarchs	R
Redeemed Assassin	Dragons	R
Righteous One	Dragons	C
Ring Fighter	Dragons	VC
Shadow Creeper	Lotus	C
Shadowy Horror	Lotus	VC
Shamanistic Lieutenant	Dragons	R
Shaolin Master	G. Hand.	U
Shaolin Monk	G. Hand.	VC
Shaolin Warrior	G. Hand.	C
Shell of the Tortoise	Ascended	R
Shih Ho Kuai	G. Hand.	R
Silver Band	Dragons	U
Silver Fist	Dragons	R
Sinister Priest	Lotus	VC
Snake Man	Lotus	R
Soul of the Shark	Ascended	U
Sting of the Scorpion	Ascended	U
Strike Force	Ascended	R
Student of the Bear	Ascended	VC
Sun Chen	G. Hand.	R
Super Soldier	Architects	U
SWAT Team	Ascended	VC
Swiss Banker	Ascended	C
Swordsman	G. Hand.	VC
Tactical Team	Architects	R
Tatsua Yanai	Ascended	R
Test Subjects	Architects	VC
The General	G. Hand.	U
The Pledged	Ascended	VC
The Reconstructed	Architects	U
The Unspoken Name	Ascended	R
Thing with 1000 Tongues	Lotus	R
Thorns of the Lotus	Lotus	VC
Thunder Knights	Monarchs	C
Tomb Spirit	Lotus	R
Tooth of the Snake	Ascended	U
Tranquil Persuader	G. Hand.	R
Undercover Cop	Ascended	U
Vassals of the Lotus	Lotus	VC
Vivisector	Architects	U
Vladimir Kovalov	Ascended	R
Walker/Purple Twilight	Lotus	U
Walking Corpses	Lotus	C
Web of the Spider	Ascended	R
White Disciple	Lotus	C
White Ninja	Unal.	R
Wong Fei Hong	G. Hand.	R
Zheng Yi Quan	Dragons	R



Limited & Unlimited

Artifacts

Betazoid Gift Box	R
Horgahn	R
Interphase Generator	R
Kurlan Naikos	R
Thought Maker	R
Time Travel Pod	R
Tox Uthar	R
Varon-T Disruptor	R
Vulcan Stone of Gol	R

Dilemmas

Alien Abduction	U
Alien Parasites	U
Anaphasic Organism	C
Ancient Computer	R
Archer	C
Armus - Skin of Evil	R
Barclay's Protomorphosis Disease	R
Birth of "Junior"	U
Borg Ship	R
Chalnoth	U
Cosmic String Fragment	U
Crystalline Entity	R
Cytherians	R
El-Adrel Creature	U
Female's Love Interest	C
Firestorm	U
Gravitic Mine	U
Hologram Ruse	U
Hyper-Aging	U
Iconian Computer Weapon	C
Impassable Door	C
Ktarian Game	R
Male's Love Interest	C
Matriarchal Society	U
Menthar Booby Trap	C
Microbiotic Colony	C
Microvirus	C
Nagilum	R
Nanites	U
Nausicaans	U
Nitrium Metal Parasites	U
Null Space	U
Phased Matter	C
Portal Guard	U
Q	R
Radioactive Garbage Scow	U
Rebel Encounter	U
REM Fatigue Hallucinations	U
Sarjenka	R
Shaka, When The Walls Fell	U
Tarellian Plague Ship	U
Temporal Causality Loop	R
Tsiolkovsky Infection	R
Two-Dimensional Creatures	U
Wind Dancer	R

Equipment

Engineering Kit	C
Engineering PADD	C
Federation PADD	C
Klingon Disruptor	C
Klingon PADD	C
Medi-Kit	C

Medical Tricorder	C
Romulan Disruptor	C
Romulan PADD	C
Starfleet Type II Phaser	C
Tricorder	C

Events

Alien Probe	U
Anti-Time Anomaly	R
Atmospheric Ionization	C
Bynars Weapon Enhancement	R
Distortion Field	U
Espionage: Federation On Klingon	C
Espionage: Klingon On Federation	C
Espionage: Romulan On Federation	C
Espionage: Romulan On Klingon	C
Gaps In Normal Space	U
Genetronic Replicator	U
Goddess of Empathy	R
Holo-Projectors	U
Lore Returns	R
Lore's Fingernail	R
Masaka Transformations	U
Metaphasic Shields	U
Neural Servo Device	U
Nutational Shields	U
Pattern Enhancers	C
Plasma Fire	C
Q-Net	C
Raise The Stakes	U
Red Alert!	C
Res-Q	C
Spacedock	C
Static Warp Bubble	C
Subspace Warp Rift	C
Supernova	R
Telepathic Alien Kidnappers	U
Tetryon Field	C
The Traveler: Transcendence	U
Treaty: Federation/Klingon	C
Treaty: Federation/Romulan	C
Treaty: Romulan/Klingon	C
Warp Core Breach	R
Where No One Has Gone Before	C

Interrupts

Alien Groupie	R
Amanda Rogers	U
Asteroid Sanctuary	C
Auto-Destruct Sequence	U
Crosis	R
Disruptor Overload	C
Distortion of Space/Time Continuum	U
Emergency Transporter Armbands	C
Energy Vortex	U
Escape Pod	C
Full Planet Scan	U
Honor Challenge	R
Hugh	R
Incoming Message - Federation	U
Incoming Message - Klingon	U
Incoming Message - Romulan	U
Jaglom Shrek - Information Broker	R
Kevin Uxbridge	U
Kivas Fajo - Collector	U
Klingon Death Yell	R
Klingon Right of Vengeance	C
Life-Form Scan	U
Long-Range Scan	C
Loss of Orbital Stability	C
Near-Warp Transport	U

Palor Toff - Alien Trader	C
Particle Fountain	C
Q2	U
Rogue Borg Mercenaries	C
Scan	C
Ship Seizure	C
Subspace Interference	C
Subspace Schism	U
Tachyon Detection Grid	C
Temporal Rift	U
The Devil	R
The Juggler	U
Transwarp Conduit	U
Vulcan Mindmeld	U
Wormhole	C

Missions

Avert Disaster	F	R
Cloaked Mission	K	U
Covert Installation	R	C
Covert Rescue	R	U
Cultural Observation	F	R
Diplomacy Mission	F	U
Evacuation	F	U
Evaluate Terraforming	F	R
Excavation	RF	C
Explore Black Cluster	KF	R
Explore Dyson Sphere	F	R
Explore Typhon Expanse	RK	R
Expose Covert Supply	R	U
Extraction	R	R
Fever Emergency	K	C
First Contact	F	U
Hunt for DNA Program	RKF	R
Iconia Investigation	R	R
Investigate Alien Probe	K	R
Investigate Anomaly	RKF	C
Investigate Disappearance	F	R
Investigate Disturbance	K	R
Investigate Massacre	RF	R
Investigate Raid	R	R
Investigate Rogue Comet	F	R
Investigate "Shattered Space"	R	R
Investigate Sighting	RF	R
Investigate Time Continuum	F	R
Khitomer Research	R	R
Krios Suppression	K	U
Medical Relief	K	R
New Contact	RK	R
Pegasus Search	RKF	R
Plunder Site	RK	U
Relief Mission	RK	C
Repair Mission	F	C
Restore Errant Moon	F	U
Sarthong Plunder	RK	R
Secret Salvage	RK	U
Seek Life-form	K	R
Strategic Diversion	R	U
Study "Hole in Space"	KF	R
Study Lonka Pulsar	R	R
Study Nebula	F	R
Study Plasma Streamer	RKF	C
Study Stellar Collision	RKF	C
Survey Mission	K	R
Test Mission	KF	C
Wormhole Negotiations	RKF	R

Outposts

Federation Outpost	C
Klingon Outpost	C
Romulan Outpost	C

Personnel - Federation

Albert Einstein	R
Alexander Rozhenko	U
Alyssa Nechayev	R
Alyssa Ogawa	U
Benjamin Maxwell	U
Beverly Crusher	R
Calloway	C
Christopher Hobson	C
Darian Wallace	C
Data	R
Deanna Troi	R
Dr. La Forge	R
Dr. Leah Brahms	R
Dr. Selar	U
Eric Pressman	U
Exocomp	U
Fleet Admiral Shanthi	U
Geordi La Forge	R
Giusti	C
Hannah Bates	U
Jean-Luc Picard	R
Jenna D'Sora	U
K'Ehleyr	R
Kareel Odan	U
Leah Brahms	R
Linda Larson	C
Lwaxanna Troi	R
McKnight	C
Mendon	C
Morgan Bateson	R
Mot the Barber	U
Neela Daren	R
Nikolai Rozhenko	U
Norah Satie	U
Reginald Barclay	R
Richard Galen	R
Riva	U
Ro Laren	R
Sarek	R
Satelk	R
Shelby	R
Simon Tarses	C
Sir Isaac Newton	R
Sirna Kolrami	U
Sito Jaxa	C
Soren	U
T'Pol	U
Taitt	C
Tam Elbrun	R
Tasha Yar	R
Taurik	C
Thomas Riker	R
Toby Russell	U
Vash	R
Wesley Crusher	R
William T. Riker	R
Worf	R

Personnel - Klingon

B'Etor	R
B'ijik	C
Ba'el	U
Batrell	C
Divok	C
Dukath	C
Duras	R
Fek'le	U
Gorath	C
Gowron	R

J'Ddan	C
K'mpec	U
K'Tal	U
K'Tesh	C
K'Vada	U
Kahless	R
Kargan	R
Kell	U
Klag	C
Kle'eg	C
Konnell	U
Koral	U
Koroth	U
Korris	U
Kromm	C
Kurak	R
Kurn	R
L'Kor	U
Lursa	R
Morag	U
Nu'Daq	U
Toq	U
Torak	U
Toral	U
Torin	C
Vagh	U
Vekma	C

Personnel - Non-aligned

Amarie	U
Baran	U
Bok	U
Devinoni Ral	U
Dr. Farek	C
Dr. Reyga	U
Etana Jol	U
Evek	U
Gorta	C
Ishara Yar	U
Jo'Bril	U
Narrik	C
Ocett	U
Roga Danar	R
Vekor	C

Personnel - Romulan

Alidar Jarok	R
Bochra	U
Galathon	C
Jaron	C
Jera	C
Mendak	R
Mirok	U
Movar	U
N'Vek	U
Neral	U
Palith	C
Pardek	U
Parem	U
Sela	R
Selok	C
Taibak	U
Takket	C
Tallus	C
Tarus	C
Taul	C
Tebok	U
Thei	C
Tokath	U

Tomalak	R
Tomek	C
Toreth	R
Varel	C

Ships - Federation

Runabout	C
Type VI Shuttlecraft	C
U.S.S. Brittain	R
U.S.S. Enterprise	R
U.S.S. Excelsior	C
U.S.S. Galaxy	C
U.S.S. Hood	R
U.S.S. Miranda	C
U.S.S. Nebula	C
U.S.S. Oberth	C
U.S.S. Phoenix	R
U.S.S. Sutherland	U
U.S.S. Yamato	R

Ships - Klingon

J.K.C. Bortas	R
J.K.C. Buruk	R
J.K.C. Hegh'la	R
J.K.C. K'Vort	C
J.K.C. Pagh	R
J.K.C. Qu'Vat	R
J.K.C. Vor'Cha	C
J.K.C. Vorn	U

Ships - Non-aligned

Combat Vessel	C
Husnock Ship	U
Mercenary Ship	C
Yridian Shuttle	C
Zibalian Transport	C

Ships - Romulan

D'deridex	C
Devoras	R
Haakona	R
Khazara	R
Pi	R
Science Vessel	C
Scout Vessel	C

Alternate Universe

Artifacts

Cryosatellite	(AU) R
Data's Head	(AU) R
Iconian Gateway	R
Ophidian Cane	(AU) R
Receptacle Stones	R
Ressikan Flute	(AU) R
Samuel Clemens' Pocket Watch	(AU) R

Dilemmas

Alien Labyrinth	C
Cardassian Trap	U
Coalescent Organism	R
Conundrum	C
Edo Probe	U
Empathic Echo	C
Ferengi Attack	C

Frame of Mind	U
The Gatherers	C
Hidden Entrance	C
The Higher ... The Fewer	U
Hunter Gangs	C
Interphasic Plasma Creatures	C
Malfunctioning Door	C
Maman Picard	U
Outpost Raid	U
Parallel Romance	U
Punishment Zone	C
Quantum Singularity Lifeforms	U
Rascals	U
Royale Casino: Blackjack	U
Thought Fire	C
Worshiper	C
Zaldan	U

Doorways

Alternate Universe Door	C
Devidian Door	(AU) R

Equipment

Echo Papa 607 Killer Drone	R
I.P. Scanner	C

Events

Baryon Buildup	C
Captain's Log	U
The Charybdis	U
Engage Shuttle Operations	U
Interrogation	R
Intruder Force Field	U
Klim Dokachin	U
Lower Decks	U
The Mask of Korgano	C
Mot's Advice	U
Particle Scattering Field	C
Revolving Door	R
Rishon Uxbridge	(AU) C
Thermal Deflectors	U
Wartime Conditions	(AU) R
Yellow Alert	C

Interrupts

Anti-Matter Spread	C
Barclay Transporter Phobia	U
Brain Drain	(AU) U
Countermand	C
Dead in Bed	(AU) U
Destroy Radioactive Garbage Scow	C
Devidian Foragers	(AU) C
Eyes in the Dark	(AU) C
Fire Sculptor	C
Hail	C
Howard Heirloom Candle	C
Humuhumunukunukuapua'a	C
Incoming: Attack Authorization	U
Isabella	U
Jamaharon	C
Kevin Uxbridge: Convergence	C
La Forge Maneuver	U
Latinum Payoff	C
Phaser Burns	C
Rescue Captives	U
Romulan Ambush	U
Security Sacrifice	C
Seize Wesley	R
Senior Staff Meeting	U

Temporal Narcosis	(AU) U
Thine Own Self	C
Vorgon Raiders	(AU) R
Vulcan Nerve Pinch	C
Wolf	(AU) U

Missions

Brute Force	K R
Compromised Mission	KR R
Diplomatic Conference	FKR R
FGC-47 Research	FKR R
Fissure Research	FKR R
Qualor II Rendezvous	N U
Quash Conspiracy	R R
Reunion	F R
Risa Shore Leave	F R
Warped Space	K R

Outpost

Neutral Outpost	C
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Personnel - Federation

Beverly Picard	(AU) R
Ian Andrew Troi	(AU) R
Jack Crusher	(AU) R
Li (j.g.) Picard	(AU) U
Montgomery Scott	C
Paul Rice	U
Rachel Garrett	(AU) R
Richard Castillo	(AU) U
Tasha Yar-Alternate	(AU) R

Personnel - Klingon

Governor Worf	(AU) R
K'mtar	(AU) R
Targ	C

Personnel - Non-aligned

Ajur	(AU) U
Berlingoff Rasmussen	(AU) R
Boratus	(AU) U
Dathon	R
Lakanta	(AU) U
Maques	U
Mickey D.	(AU) U

Personnel - Romulan

Commander Tomalak	(AU) R
D'Tan	U
Major Rakal (AU)	(DA:Fed) R
Stefan DeSeve (AU)	(DA:Fed) R

Ships - Federation

Future Enterprise	(AU) UR
U.S.S. Enterprise-C	(AU) R

Ships - Klingon

J.K.C. Fek'Ihr	(AU) R
J.K.C. K'Ratak	C

Ships - Non-aligned

Edo Vessel	(AU) R
Gomtuu	R
Tama	U

Ship - Romulan

Decius	(AU) R
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Basic Set

Action

Agony	Bl
Asano's Faith	G
Bad Air	Bl
Bad Sushi	W
Bewilder	G
Confuse Foundation	Bl
Copy Cat	Br
Depression	G
Dismay	Bl
Earth Mantra	Br
Enduring Pain	Bl
Exhaustion	G
Favorite Technique	Br
Focus	Bl
Healing Mantra	Br
Instant Recall	Bl
Instant Replay	Br
Intimidation	Br
Kim Soon's Illusion	Br
Lightning Strike	Br
Mantra of Power	W
Mental Domination	G
Morale Boost	Br
Oblivion	G
Oxygen Burst	W
Power Drain	Bl
Prayer for Healing	Bl
Psychic Blast	Br
Psychic Block	Br
Psychic Enhancement	Br
Psychic Freeze	Bl
Psychic Misdirection	Bl
Psychic Nova	G
Psychic Paralysis	Bl
Psychic Read	Bl
Psychic Siphon	Bl
Psychic Storm	G
Psychic Subversion	Bl
Purity	G
Push the Pace	Br
Regression	G
Restrict Options	Br
Sacrifice Foundation	Bl
Shake Up	G
Shatter Concentration	Bl
Shatter Foundation	Bl
Shatter Talisman	Bl
Shuffle	W
Snatch Talisman	Bl
Sumida's Misdirection	Bl
Suppress	Bl
Trip	W
Ukemi	W
Valerie's Sidestep	G

Advantages

Adrenaline	W
Banana Peel	Bl
Beijing Blitz	Bl
Berserker	Br
Body Odor	W
Combination 0	W
Combination 1	W
Combination 2	Br
Combination X	Bl
Counter 0	W
Counter 1	W
Counter 2	Br
Counter X	Bl

Jumping	Br
Kiai	W
Primal Kiai	G
Speed 1	W
Speed 2	Br
Speed X	Bl
Strength 1	W
Strength 2	Br
Strength X	Bl
Stumble	W

Armor

Kevlar Vest	Bl
Warrior's Helmet	Bl

Environments

Darkness	G
Deep Fog	G
Desert Heat	G
Flooded Ground	G
Freezing Cold	G
Heavy Rain	G
High Altitude	G
Hurricane Winds	G
Jcy Ground	G
Muddy Ground	G
Sandy Beach	G
Smog Inversion	G

Foundations

Awareness	G
Conditioning	W
Discipline	G
Experience	W
Fighting Spirit	W
Flexibility	G
Intuition	G
Knowledge	W
Reflexes	G
Wisdom	G

Movement

Move Back	W
Move Front	W
Move Left	W
Move Left/Back	G
Move Left/Front	G
Move Right	W
Move Right/Back	G
Move Right/Front	G

Talismans

Akiyama's Pendant	G
Amulet of Kwai Chang	G
Bear's Jaw	G
Dragon's Fire	G
Earring of Confucius	G
Elephant Bracelet	G
Elixir of the Gods	G
Eyes of the Ninja	Bl
Gi Patch - Falcon	W
Gi Patch - Fox	W
Gi Patch - Horse	W
Gi Patch - Owl	W
Great Wall Vest	G
Headband of the Ninja	Bl
Holy Medallion	W
Mask of Genghis Khan	G
Moriya's Mirror	G
Ring of the Sun God	G
Yamashita's Belt	Bl

Techniques

Arm Lock	Bl
Arm Lock	Br
Arm Lock	G
Atlas Overhead Slam	Bl
Ax Kick	Bl
Ax Kick	Br
Ax Kick	W
Back Fist	Bl
Back Fist	Br
Back Fist	W
Barrel Roll	Bl
Barrel Roll	Br
Barrel Roll	W
Belly Punch	Br
Belly Punch	W
Champ's Side Body Slam	G
Charging Front Kick	Bl
Crusher's Wheel	G
Cup Hand Ear Crush	G
Cyclone Elbow Smash	Bl
Double Leg Tackle	Bl
Double Leg Tackle	Br
Double Leg Tackle	W
Double Wrist Lock	Bl
Double Wrist Lock	Br
Drop Jab	Bl
Drop Jab	W
Drop Spin Kick	Br
Drop Spin Kick	W
Elbow Smash	Br
Enforcer's Back Kick	G
Fall Prone	Br
Finger Lock	W
Flying Double Kick	G
Flying Scissors	Br
Flying Side Kick	G
Footsweep	Bl
Footsweep	Br
Footsweep	W
Front Kick	Bl
Front Kick	Br
Front Kick	W
Full Nelson	Br
Full Nelson	G
Full Nelson	W
Guillotine Block	G
Hair Grab Elbow Strike	Bl
Hair Grab Elbow Strike	G
Hair/Elbow Strike	Br
Hammer Fist Strike	W
Head Butt	Br
Head Butt	W
Head Lock	Bl
Head Lock	Br
Head Lock	W
Inferno's Round Kick	G
Inner Leg Reap	Bl
Inner Thigh Throw	Bl
Instep Stomp	Bl
Instep Stomp	Br
Instep Stomp	W
Jump Crescent Kick	Bl
Jump Crescent Kick	G
Jump Hook Kick	Bl
Jump Hook Kick	Br
Jump Hook Kick	G
Knee Kick	Bl
Knee Kick	Br
Knee Kick	W
Knife Hand Strike	Bl
Knife Hand Strike	Br
Knife Hand Strike	W
Leaping Ax Kick	Bl

Leaping Ax Kick	Br
Leaping Ax Kick	G
Left Hook	Br
Left Hook	W
Leg Trap Block	G
Lifting Sleeve Throw	Bl
Low Round Kick	Bl
Low Round Kick	Br
Low Round Kick	W
Outer Leg Reap	Br
Quick Jab	Bl
Quick Jab	Br
Quick Jab	W
Reverse Punch	Bl
Reverse Punch	Br
Reverse Punch	W
Rib Shot	Br
Right Cross	Bl
Right Cross	Br
Right Cross	W
Right Hook	Bl
Right Hook	Br
Right Hook	W
Round Kick	Bl
Round Kick	Br
Round Kick	W
Shoulder Throw	Bl
Shoulder Throw	G
Side Kick	Bl
Side Kick	Br
Side Kick	W
Single Leg Tackle	Br
Single Leg Tackle	W
Solar Plex Strike	Bl
Solar Plex Strike	Br
Solar Plex Strike	W
Spear Hand	Bl
Spear Hand	Br
Spear Hand	W
Spinning Back Fist	Bl
Spinning Back Fist	G
Spinning Back Kick	G
Spinning Round Kick	G
Standing Choke	Bl
Standing Choke	Br
Standing Choke	W
Sweeping Leg Throw	Br
Throat Grab	Bl
Throat Grab	Br
Throat Grab	W
Throat Jab	Bl
Throat Jab	Br
Throat Jab	W
Uppercut	Bl
Uppercut	Br
Uppercut	W
Wrist Lock	Bl
Wrist Lock	G
Wrist Lock	W

Weapons

Bojutsu Stick	G
Boken	G
Escrima Sticks	G
Nunchaku	G
Oak Staff	G
Tonfa	G

Rarities in *Ultimate Combat*: White-belt (W) cards are common, Brown-belt cards (Br) are uncommon, Black-belt cards (Bl) are rare, and Gold-belt (G) cards are ultra-rare (and some are chase cards).

Ultimate Combat

Ultimate Games

Ancient Fighting Arts of China

Actions

Alter Destiny	Br
Anticipation	G
Back to Basics	Bl
Beast Master	Br
Betrayal	Bl
Clear Vision	W
Close The Gap	W
Constriction	Br
Environ Master (Chase)	G
Erase Memories	W
Exchange Blows	G
Ginseng	G
Grip of Steel	Bl
Hand to Hand Combat	Bl
Hesitation	W
Increase Options	W
Inspiration	G
Intensity	Bl
Keep Your Distance	W
Manipulate Destiny (Chase)	G
Meditation	Br
Mental Agility	Br
Obliteration	Br
Panic	W
Pressure	G
Psychic Boomerang	Bl
Psychic Delay	W
Psychic Sponge	Bl
Rage of the Wolf	W
Restoration	W
Retrieval	W
Serenity	Bl
Sneak Attack	Bl
Speed Kills	Bl

Split Attack	G
Taunt	W
Time Lapse (Chase)	G
Time Shift	G
Touch of Magic	G

Advantages

Beginner's Luck	W
Catch Weapon	G
Confidence	W
Disadvantage	W
Dislodge Armor	Br
Disruption	Br
Drop	W
Enhanced Mobility	W
Fake Attack	Bl
Inner Calm	W
Muscle Spasm	Bl
Precision Attack	Br
Quick Thinking	Bl
Retaliation	G

Armor

Padded Armor	W
Shin Guards	Br

Coaches

Coach Chung	Bl
Coach Jhang	Bl
Coach Li	Bl
Coach Long	G(Chase)
Coach Park	G
Coach Weng	Bl
Coach Wong	Bl
Coach Yao	Bl
Master Lee	G
Professor Jay	G
Professor Uchida	G
Sensei Saekow	G

Environments

Earthquake	G
Fetid Swamp	G
Hot Lava	W
Ill Wind	G
Quicksand	G
Underground Waterfall	G
World in Chaos (Chase)	G

Impacts

Dr Weng's Itching Powder	Arm	Bl
Permanence	Env	Br
Stronghold	Foun	W
Protective Move	Tec	Bl
Reverse Tactics	Tec	Bl
Basic Attack	Tech	W
Crushing Power	Tech	Br
Jarring Attack	Tech	G
Bolting Force	Tech	Br
Kama Chigi	Tech	W
Mystic Shield	Tech	G
Relentless	Tech	Br
Risk of Injury	Tech	Br
Torque	Tech	W
Weapons Master (Chase)	Weap	G

Talismans

Fang of the Viper (Chase)	G
Gi Patch - Chameleon	G
Gi Patch - Giraffe	G
Gi Patch - Monkey	G
Gi Patch - Panda	Bl
Gi Patch - Parrot	Br
Gi Patch - Phoenix	Bl
Gi Patch - Rat	W
Gi Patch - Rhino	Br
Gi Patch - Tiger	G
Gi Patch - Unicorn	W
Gi Patch - Wyvern	W
Mark of the Cheetah (Chase)	G

Stone of Alchemy	Br
Winged Sandals	Br

Techniques

Ankle Trap Throw	W
Attacking Palm (Chase)	G
Chest Gouge	Br
Climbing Monkey Attack	Bl
Cross Arm Body Lock	W
Cup Strike	W
Double Fist Strike	Bl
Double Front Jump Kick	Bl
Drop Kick	Bl
Drunken Attack	G
Drunken Strike	Br
Eagle Claw Kick	W
Elbow Break	Br
Elbow Locking Throw	Bl
Energy Redirection Throw	Br
Finger Thrust	W
Flying Instep Kick	G
Front Hatchet Kick	W
Head Twist	W
Inner Leg Chop	Br
Joint Lock	G
Monkey Throat Gouge	W
Praying Mantis	G
Rear Kick	Br
Reverse Strike	Br
Slanting Strike	W
Snake Hand Strike	Br
Snapping Throw	G
Spinning Head Kick	G(Chase)
Whip Kick	Bl

Weapons

Rope Dart	G
Sai	G
Three Section Staff	G
Wooden Swords	G

Wildstorms

Fairchild & Aegis Entertainment

Characters (by team)

Backlash	
Taboo	U
Cabal	
B'Lial	C
Daemonite	C
Daemonite in a Flash Suit	C
Defile	R
H'Tarh	C
Helspont	R
HighTower	R
Jodunn	U
K'Rul	C
M'Koi	C
Mr. White	U
Pike	U
Providence	R
S'Ryn	U
Coda	
Andromache	R
Coda Warrior	C
Destine	R

Hestia	U
Gen 13	
Burnout	U
Fairchild	R
Freefall	U
Grunge	U
Rainmaker	U
Lynch	R
Gripper	
Lonely	C
I.O.	
Alicia Turner	U
Ben Santini	R
Black Razor	C
Bliss	U
I.O. Agent	C
Ivana Baiul	U
Keeper	C
Miles Craven	R
Threshold	R
Julie Winters	
The Maxx	UR
MERCs	

Brutus	U
Deathtrap	U
Hellslayer	C
Kilgore	U
Razer	U
None	
Black Angel	UR
Cybernary	R
Dingo	C
Gnome	R
Gnome with Orb	UR
Helmut	U
Madman	UR
Midnight Devil	UR
Mindscape	R
Mnemo	R
Pitt	UR
Regent	U
Savant	U
Shi	UR
Soldier	C
Spawn	UR
Tapestry	UR

Union	U
Virtual Bob	U
Stormwatch	
Battalion	R
Battalion Reborn	UR
Cannon	U
Diva	U
Fahrenheit	U
Flashpoint	U
Fuji	U
Hellstrike	U
Link	C
Major Diane LaSalle	C
Nautika	C
Pagan	U
Strafe	U
Sunburst	U
Synergy	U
Undertow	C
Weatherman One	C
Winter	R
Backlash	R

Tapestry	
Soma	U
Team7	
DeathBlow	R
Troika	
Attica	U
H.A.R.M.	U
Slag	U
Vampire Nation	
Beastmaster	U
BloodQueen	R
Frenzied Vampire	C
Johnny Savoy	U
Prince Drakken	R
Red/Persephone	R
Vampire	C
WarGuard	
Despot	UR
Doreen	U
Hexon	U
Judgment	U
Nychus	C
Stricture	U
Talos	U
WereNation	
Armand Waering	R
Werewolf	C
WetWorks	
Big Dozer	UR
Claymore	U
Dozer	U
Graill	R
Jester	U
Mother One	R
Pilgrim	U
Dane	R
Dane Unleashed!	UR
WildCATs	
Emp	R
Maul	U
Mr. Majestic	U
Ultimate Zealot	UR
Upgraded Spartan	UR
Void	R
Voodoo	U
WarBlade	U
Zealot	R
Possessed Voodoo	UR
Spartan	R
Gripter	R

Combat

Acrobatic Dodge	U
Aim	C
All or Nothing	R
Blindsided	C
Block	C
Bullseye!	R
Careful Aim	R
Caught in the Crosshairs	R
Charging Slam	R
Clay Pigeon	C
Clothesline	C
Combat Extraction	U
Combat Medic	R
Counterattack	C
Cover	U
Dodge	C
Energy Blast Defense	U
Feint	C
Fish in a Barrel	U
Flying Tackle	U
Full Defense	U
Grappling	U

Hangfire	R
Hide!	R
High Block	C
Jab	C
Jam	C
Judo Throw	U
Jump-Kick	C
Karate Kick	R
Karate Punch	U
Kidney Punch	C
Knockback	C
Knockout Kick	R
Knockout Punch	U
Left Hook	C
Leg Block	C
Mental Wall	R
Narrow Escape	U
Near Miss	C
Off-Balance	C
One-Two Punch	U
Overbearing	R
Partial Cover	C
Possession	C
Quick-Aim	C
Quickdraw	C
Right Cross	C
Roundhouse	C
Second Strike	U
Shoot from the Hip	C
Shred Armor	R
Shroud of Gloom	R
Sitting Duck	C
Snapshot	C
Sniper Practice	U
Spafe Ammo	C
Spinning Back-Kick	U
Super Possession	R
Tactical Retreat	R
Take a Bullet	U
Think Happy Thoughts	U
Throat Punch	U
Total Cover	R
Tracer	C
Uppercut	U
Vitals Punch	U
Wrestling Takedown	U

Equipment

Armor Piercing Ammo	C
Automatic Pistol	C
Biokev Bodysuit	C
Bow & Arrows	C
Bulletbike	U
Bulletproof Vest	C
Clef Blade	C
Coda Cycle	U
Flame-thrower	R
Fusion Detonator	R
Grenade	U
HEAP Ammo	R
Helicopter: Gunship	U
Helicopter: Troop Transport	U
Hi-Vel Ammo	R
Hollowpoint Ammo	C
Infrared Sight	C
Jetpack	R
Jumpjet	R
Knife	C
Laser Sight	C
Machine Pistol	U
Man-Portable Gatling	R
Metal Exosheath	C
Military Parafoil	U
MIRV	R

Personal Defense System	R
Personal Forcefield	R
Powered Armor (Black Razor)	U
Powered Armor (MAD-1)	R
Revolver	C
Satellite Uplink	U
Shotgun	C
Spear	C
Suborbital Rocket	U
Sword	C
Teflon Ammo	C
Teleportation Device	R
Telescopic Sight	C
VAD Hypercannon	R
VAD PP30s	R

Plot Twists

A Doctor in the House	R
A Killing Moon	C
Achilles' Heel	R
Act of Mercy	C
Advanced Security System	C
Anti-Aircraft Fire	U
Avoid Obstacle	U
Bad Part of Town	C
Bad Reputation	U
Bareknuckled Brawling	C
Battlefield Flare	C
Black Razor Training	C
Blitz	C
Breakdown	C
Call In a Favor	R
Call in the Cavalry!	R
Clean Getaway	R
Coda Blood Ritual	U
Coda Discipline	C
Coda Mission	C
Coda Training	C
CommLink	R
Cyber-Augmentation	U
Cyber-Resurrection	R
Daemonite Search	C
Determination	R
Disguise	C
Diversity	C
Dramatic Pose	R
Dud	C
Electromagnetic Pulse	R
Emergency Evac	U
Emergency First Aid	R
Emergency Repair	R
Escape Plan	R
Espionage Mission	C
Fancy Flying	C
Flawed Gen-Factor	U
Friends in High Places	U
Gen-Factor	R
Get the Goliath	C
Government Investigation	R
Grudge Match	C
Hang with the Kids	C
Hard Training	R
Haze of Battle	C
Heavily Defended	C
Hidden	C
Higher Powers at Work	R
I.O. Investigation	C
Inaccessible	C
Inconspicuous	C
Join MERCs	C
Join the WildCATs	C
Join WetWorks	C
Keep in Formation	C
Keep Your Distance	C

Kherubim Search	C
Kindred Foundling Discovered	C
Know Someone	C
Leadership	U
Magick Boost	C
Med-Evac	R
Media Circus	C
Misfire	U
Mysterious Disappearance	R
Night Tribes Intervention	R
No Holding Back	C
Old Rivalry Resurfaces	R
On a Roll	C
One Shot, One Kill	C
Out of Ammo	U
Outflank	C
Pact of Honor	C
Prophet of the Orb	U
Providence Intervenes	U
Psi-Op Tracking	R
Reboot	R
Recharge	R
Recruited by the Cabal	C
Reorganize!	C
Sabotage	R
Scanning the Timelines	R
Second Wind	U
See the Light	C
Smoke and Mirrors	R
Strength of Will	R
Subterfuge Attack	C
Supercharge	R
System Crash	R
Tag Team	C
Tapestry Re-Draws Timeline	R
Teleport Boost	R
The Rush	R
The UN Wants You!	C
Toe to Toe	C
Upgrade	U
Void Intervenes	R
We Don't Need No Stinkin' Armor!	C
Will of Iron	C

Battlesites

Behemoth	R
Buried Starship	R
Chernobyl	U
Cray's Retreat, Rural Virginia	U
Dras'Adin (Vampire Nation Capitol)	R
Golden Gate Bridge	U
HALO Enterprises	R
HALO Ski Lodge	U
Hot Spot, Georgetown, D.C.	U
I.O. Command	R
La Jolla Safehouse	U
Luxury Ocean Liner	U
Mecca, Saudi Arabia	U
Purgatory Max	R
SDI Astronomics	U
SkyWatch	R
Statue of Liberty	U
The Louvre	U
Times Square	U
Vampire Enclave, Transylvania	R
Wildlife Org. Research HQ, Montana	R

Prizes

Clef Blade of the Majestrix	U
Daemonite Keys	U
Delphae's Pool	U
Gen-Factor	U
Justice Stone & Staff	U
Orb of Aggression	U

Actions

61 Firebreathing	C2
62 Flood	C1
63 Hailstorm	C2
64 Tsunami	C1
65 High Winds	R2
66 Help	C2
67 Frost Breathing	C1
68 Hero	R2
69 Poison Breathing	C2
70 Sacrifice	C2
71 Knowledge	C1
72 Magical Sword	C2
73 Seaweed	C2
74 Whirlpool	R2
75 Medea's Spell	R2
76 Fireball	C2
77 Fire Bolt	C2
78 Poison Chalice	R2
79 Strangle Hold	R2
80 Avalanche	C2
81 Earthquake	C1
82 Golden Apple	C2
83 Armor	C2
84 Night	C2
85 St. George	C2
86 Sigurd	C2
87 Sir Lancelot	C2
88 Kiss of Le Succube	R2
89 Marina	C2
90 Jason	R2
121 Snow Storm	R2
122 Twister	C1
123 Volcanic Eruption	C1
124 Meteor Shower	C2
125 Heatwave	C2
126 Magical Healing	C2
127 Power Switch	R2
128 Magnetic Field	R2
129 Dwarven Army	C2
130 Crystal Ball	C2
131 Possession Spell	C2
132 Beowulf	C2
133 Battle Chaos	C2
134 Doomsday	R2
135 Turn the Tables	R2
136 Wyvern Shadow	R2
178 Vishnu	R2
179 Indra's Spell	R2
180 Apollo	R2
181 Cadmus	C2
182 Thor	C2
183 Poisonous Air	C2
184 Pirendeus Tree	C2
185 Martha of Bethany	C1
186 Marduk	C2
187 Ra	C2
188 Seth	R3
189 Zeus	C2
190 Hercules	C1
191 Pitch	R2
192 Sabra	R2
193 King Arthur	R2
195 Valley	R2
197 Gully	C2
198 Castle	R2
199 City	C2
200 Village	C2
201 Town	R2
207 Subt. River	C1
213 Dragon Man	R2
215 Hall of Chivalry	R2
218 Gambler, The	R2
221 Treasure Thief	C1
223 Place Your Bets	R2
224 All Bets Are Off	R2
225 Gold Thief	C2
226 Catch A Thief	C1
227 Gold Shortage	C2
228 Gold Find	C2
229 Steal Strength	R2
230 Archers	R2
231 Giant Ants	R2
232 Ravens	R2
233 Fog	R2
234 Giant Anteater	R2

235 Hawks	R2
236 Frozen Assets	R2
237 Lightning	C1
238 Help From Beyond	R2
239 Invisibility	R2

Dragons

1 Wyvern	C3
2 Amphitere	C1
3 Lindwurm	U2
4 Guivre	C1
5 Jormungandr	R1
6 Tarasque	U2
7 Vittra	U2
8 Fafnir	U2
9 Pakawjak	U2
10 Moghur	U2
11 Tiamat	U2
12 Colchis	C1
13 Gryphon	U2
14 Leviathan	U2
15 Basilisk	R1
16 Typhon	C1
17 Echidna	U2
18 Chimera	U3
19 Azhi Dahaka	U2
20 Mushussu	U2
21 Lung Wong	U2
22 Kakutan	U2
23 Scylla	U2
24 Vouivre	R1
25 Thuban	R1
26 Amphibena	R1
27 Phrygian	R1
28 Cynoprosopi	R1
29 Draco	R1
30 Shapeshifter	R1
91 Shan	U2
92 Gani	U2
93 Hydra	U2
94 Grendel	R1
95 Celestial	U2
96 Mokelembembe	U2
97 Naga	U2
98 Gargouille	U2
99 Rahah	U2
100 Kioh-Lung	U2
101 Kulkulcan	U2
102 Lambton Worm	U2
103 Gandarewa	U2
104 Ajatar	R1
105 Pan Lung	U2
137 Vampire	R1
138 Loki	U2
139 Mo-o	U2
140 Geates	U2
141 Dragonel	U2
142 Tatzlwurm	U2
143 Pi-Hsi	U2
144 Chen Lung	U2
145 Ryu	U2
146 Bait	U2
147 Cecrops	U1
148 Giant	U1
149 Abraxus	U1
150 Ea	U1
151 Osiris	U2
152 Kane-Kua-Ana	U1
153 Apep	U1
154 Indra	R1
155 Yellow	R1
156 Bride's Serpent	U1
157 Blue	U1
158 White	R1
159 Black	R1
160 Red	R1
161 Mount Chung	U1
162 Ananta	U1
163 Delphyne	U1
164 Python	U2
165 Nidhoggr	U1
166 Laidly Worm	U1
167 Sito	U1
168 Lotan	U1
169 Midgard Serpent	U1
170 Behemoth	R1
194 Illuyankus	U1

Terrains

31 Moat	U1
32 Vines	U1
33 Coral Reef	C1
34 Swamp	C1
35 Frozen Lake	U1
36 Pit	U1
37 Cliff	U1
38 Crevice	U1
39 Wall	U1
40 Desert	C1
41 Cave	C1
42 Clouds	U1
43 Forest	C1
44 Swamp Hole	U1
45 Tunnel	U1
46 Quicksand	R1
47 River	C1
48 Ocean	C1
49 Lake	C1
106 Mountains	U1
107 Snowdrifts	U1
108 Forest Fire	U1
109 Brush Fire	U1
110 Underwater Cave	U1
196 Stream	U1
202 Abbey	U1
203 Trap	U1
204 Hurricane	U1
205 Island	U1
206 Ruins	U1
209 Subt. Lair	U1
222 Underground Avalanche	U1

Treasures

50 Mansion in the Sky	U1
51 Golden Fleece	R2
52 Golden Apples	C1
53 Pearl	C1
54 Jewels	C1
55 Dragon Egg	R1
56 Sword	C1
57 Gold	C1
58 Princess Libya	C1
59 Oriental Princess	R1
60 Maiden in Distress	C1
111 Cauldron	C1
112 Fountain of Youth	C1
113 Silver Chalice	R1
114 Magic Potion	C1
115 Magic Wand	C1
116 Pick a Treasure	C1
117 Ship Wreck	C1
118 Secret Treasure	C1
119 Treasure Room	C1
120 Magic Shield	R1
171 Aaron's Rod	R2
172 Dragon Mother	R1
173 Dragon Bones	R1
174 Dragon Skin	R1
175 Tablets of Destiny	R1
176 Dragon Ashes	R1
177 Dracontias	R1
208 Subterranean Gold Mine	R1
210 City in the Sky	R1
211 Subterranean Tunnels	C2
212 Dwarven Gold Mine	R1
214 Library of Ninevah	R1
216 Windsock Banner	R1
217 Subterranean Treasure	R1
219 Feast	R1
220 Growth Spurt	R1

Phoenix

Actions

1 Ambrosia	C
3 Tortoise	C
5 Elephants	U
6 Pan	U
7 Achilles	U
8 Adonis	C
9 Agravain	U
10 Ajax	C
11 Amazons	U

12 Hippolyte	U
13 Minotaur	C
14 Medusa	U
15 Echo	C
17 Poseidon	C
19 Atlas	U
20 Avalon	U
21 Banshee	C
23 Calypso	U
25 Centaurs	C
26 Blinding Light	C
27 Cyclops	C
29 Fortuna	U
31 Dragon On Strike	U
32 Bribery	U
36 Sir Galahad	C
37 Gram	U
38 Harpies	C
39 Hypnos	U
41 Ishtar	U
43 Merlin	U
44 Midas	U
45 Pandora	U
46 Prometheus	U
47 Sirens	C
48 Tor	U
49 Trolls	C
53 Ape	U
54 Badger	U
55 Cricket	C
56 Doves	C
57 Firefly	U
58 Golden Grasshopper	U
59 Celestial Charger	C
60 Pathfinder, The	R
61 Red Kangaroo	U
62 Lynx	U
63 Mermaid	U
64 Opincius	U
65 Owl	U
66 Panther	R
67 Phoenix	R
68 Puk	C
69 Roc	U
70 Seahorse	U
71 Tengu	C

Dragons

4 Crocodile	C
72 Golden Dragon	C
73 Violet	C
74 Tatsu	C
75 Sui-Riu	C
76 Han-Riu	C
77 Ka-Riu	C
78 Ri-Riu	C
79 Nergal	C
80 Heavenly Naga	C
81 Divine Naga	C
82 Earthly Naga	U
83 Hidden Naga	C
84 Piassa	C
85 O-Gon-Cho	U
86 Ethiopian Dream	C
87 Dragon Of Knucker Hole	U
88 Dragon Of Exe Valley	U
89 White-Eared Dragon	C
90 Green Dragon	C

Terrain

24 Camelot	C
40 Ida	C
42 Labyrinth	C
51 Wandering Rocks	C

Treasure

2 Nectar	U
16 Chronos	U
18 Atlantis	U
22 Bifrost	U
28 Dwarf King	U
30 Inflation	U
33 Price Hike	U
34 Sale	U
35 Frey	U
50 Valhalla	U
52 Trojan Horse	R

The Dread Forest Biyll

A Generic Segue Adventure For Fantasy Campaigns

By Wm. L. Hahn, ©1995

Illustrated by Matt Wilson, ©1995



There are always times, in a good campaign, when the heroes are "between jobs". Having come off one grand adventure, it often doesn't seem right to plunge them into another crisis immediately. Or perhaps the call is there, yet some distance between the map and the treasure is needed. The Dread Forest Biyll provides a buffer zone between adventures, and can be inserted virtually anywhere the GM wishes. Depending on the strength of the party, or their need for a challenge, the denizens and dangers of the forest can be damped down to passing curiosities, or beefed up to the level of true party-wreckers. For that reason, quantifiers from a given game system have been left out. The party doesn't have to resolve the puzzle of this forest, but any goodly group should be repulsed by the place's evil nature, and feel a sense of obligation to do something about it. But less interested or less powerful groups may simply pass through Biyll, struggling for a few days against its perils and hassles before gratefully leaving it behind, lurking to way-lay later travellers at another time.

Disposition and Size

The Forest Biyll can be of literally any size the GM wishes, and placed to suit the needs of

the campaign between where the party is and where they have just decided to go. Locate it in such a way that going around it would be difficult; perhaps it lies in a gap in the mountains, or between two strong rivers which cannot be passed within many days' travel in either direction. To really give the party a sense of what is happening, the forest should take at least three days of hard marching to cross. If it is so large that a week is needed to get through it, the adventurers will feel a definite sense of annoyance at the obstacles they encounter. At much larger size than that, it would be hard to justify why local governments have taken no action to ameliorate the dangers there. But in the end, the GM is free to make Biyll as much—or as little—an event as desired.

Forest Biyll will be somewhat known to all inhabitants within two days' march from any of its borders. None of the local peasants, farmers or woodcutters will willingly travel through Biyll, and they will generally point out the longer detours which exist as an alternative route, if they react well to the person questioning them. About the forest itself, they can only give an estimate (at least a third too high) of the time it would take to cross. If pressed for specifics, most will be unable to mention anything outlandishly horrible. Biyll is simply "queer", "tough to cross", "a nasty place", or "a bit too full of creatures, a bit too shy on food" for the tastes of the speaker.

Within a day's march of the forest's perimeter, signs of wildlife drop off significantly (those with outdoor experience can roll to sense this normally). Brush and trees show nothing unusual. Within two hours' march, the dark line of Biyll's edge is visible; tall trees, crowned in mist, closely clustered and blocking off any light to the ground beneath their bole.

General Description

Biyll is a mixed coniferous-deciduous forest, with trees that appear very old and unusually gnarled. A small river winds through the center of the area, in roughly the same direction that the party is moving; it is fordable in many places, but the terrain is no better there than elsewhere. There is little brush or scrub undergrowth in the forest, and new saplings appear doomed from the outset. The varieties here grow very quickly, however; if an older tree does perish (actually fairly frequent), a replacement quickly fills the gap.

Many varieties have extensive root systems, and they are more hostile than their parent plant. Anytime the party stops to rest for more than half an hour, there is a 1 in 6 chance that Vampiric Roots will "awaken" and assail them. The attack will begin under random party members within a 10-30 foot area. Roots wrap around feet and legs within just one combat round, and require rolls against strength or a solid blow from a melee weapon to break. Half the damage from any blow will wound the enwrapped victim. Sleeping or helpless characters are quietly punctured and drained of blood completely; night sentries must beware, or they will lose a companion! Trees that bear Vampiric Roots can be recognized by naturalists and outdoorsmen, but these roots are largely untraceable and often surface a hundred feet from the trunk; if a skilled PC keeps a lookout, he or she will reduce the chance of being ambushed to a roll of 2 on two six-sided dice.

Movement and Dust

The ground underfoot is always soft and moist, often muddy and lichen-filled. The action of several people walking through this terrain raises a low cloud of spore-dust which clings wetly to boots, pants and arms, forming a latticework of mossy trails on clothing and skin. This dross is easily brushed off, but reforms constantly. The Spike Wolves will notice the odor of this moss-dust, attacking anyone not covered with it in preference to others. In combat, the condition of the ground will preclude full movement, subtracting 1 to 3 from the party's movement at the GM's discretion unless they have taken precautions to find or camp on dry patches. In places, the wetness coalesces into swamp holes, between three and twenty feet in diameter, where water over man height has pooled in a muddy pocket; these can be spotted on a normal roll to see hidden things, but in combat, characters moving into new areas must roll against a significant penalty.

Taste

Almost every form of life in Biyll is inimical to human consumption; woodsmen can detect this normally. Forlorn Hares (the sole exception) are completely nutritious. Any other animal or vegetable matter consumed will cause a penalized health check; those who pass will lose strength, take damage, and vomit, while those who fail will suffer double the previous damage and be rendered incapable of

moving or fighting for 1 to 16 hours (varying with their health). There are no pools of pure water, and even boiling will not rid standing water of acid content; those who drink it will become ill for at least an hour even if they pass their check, and if failing, the unfortunate imbiber will lose 1 point of strength in addition, for an hour or two. The river water is relatively clear and, if thoroughly boiled, will cause no ill effects.

Smell

The forest always seems to exude foul miasmas of stench, emanating from the swamp holes and moving slowly on mild breezes in random directions. The moss and trees add to the general odor of decay and rot, even in places where the trees grow vigorously. In many places, large areas of treefall pile up to heights of over 30 feet; the trunks rot and do not petrify.

Sound and Touch

The tree branches and their thick wet leaves make no sound, and aside from the slopping and slipping the party makes as it moves, there is little noise of any kind normally. The howl of pursuing or hunting Spike Wolves can be heard at over a mile, and the chitter of aroused Vitresects will seem relatively loud anywhere within 300 feet of their hives or tree-hatches. Other wildlife is nearly non-existent and mute by nature. Rain is very frequent, with a 2 in 6 chance of some precipitation day or night. Lighting fires is quite difficult in Biyll, even for woodsmen. Temperatures are temperate, but seem lower due to the humidity, darkness and general gloom, seemingly near freezing. In fact, there is seldom snow even in winter, as the acids in the water pools allow temperatures as low as 20°F without freezing.

Vision

The light in Biyll never gets really clear or sharp, even on sunny days; the plant life and humidity throw up a low-lying fog cloud above the trees, and it can be seen rising in the morning and descending at twilight. Very often, overhanging branches give a sense of being indoors, as if in a soggy dungeon with dirt floors. Trees, leaves, moss and ground cover vary little in color, from dark browns to chalky grays and grainy black. The moss-dust that gathers on the body is pale grey-yellow at first, darkening as it gets thicker. Many varieties of

snake slither among branches which are almost their color, and similarly slate-colored slugs and other harmless (but inedible) grubs are found under any rock hang or fallen branch.

The Eco-System of Evil

Naturally, this forest would not survive; its eco-system is fueled with a constant infusion of evil.

There are five major links in the system, and breaking one of them will eventually collapse the chain. The party, hopefully, will discover and sever this chain before they exit Biyll.

The Spike Wolves are obvious predators and a threat to the adventurers as they travel through Biyll. Running in small packs (2d6+1), they are ravenous carnivores, and will attack even a superior party out of sheer arrogance and lack of defeat-experiences to guide them. Compared to normal wolves, Spike Wolves are significantly stronger, a bit less intelligent, and possessed of much more aggression as well as special attacks.

Spike Wolves rush up to bite in the first round, and go to hand-to-hand on a roll of 3 in 6 in the second round, plus one chance per round thereafter. Characters attacked this way must drop their hand weapons (except knives), and spend an entire round to escape (weaponless). Spike Wolves are covered with moss dust typically, and this inures them to its smell; they attack anyone not covered in this dust in preference to all others. The spiny mane which runs down their back, supplemented by others on the backs of their feet, is a constant distraction to their opponents; when fighting in hand-to-hand, or when being attacked by hands or short weapons such as daggers, their spikes hit as if a second free attack versus their opponent. If they hit, the spikes inflict rapier-level damage in

acidic burning; if this is sufficient to penetrate armor, some additional acid damage is inflicted at a rate of 1 hit/round.

Spike Wolf feces are a unique fertilizer for Vitriol Trees, and the creatures lair in the same spot for their entire adult lives, even dragging the carcasses of slain pack-mates there, providing additional fertilizer for the wicked plants. Spike Wolves long since hunted down and wantonly slew all normal sources of food in the forest, and would have died out ages ago if their supply of Forlorn Hares had not been artificially supported.

The Vitriol Trees of Biyll are the most visible link in the evil eco-system. Short, squat, flabby plants of indeterminate genus, they are found near the site of Spike Wolf attacks, who use them as their lairs. From a distance, the trunks of these foul plants are hardly visible and certainly not remarkable, as their low-lying crown of thorny branches attract attention and obscure view.

Hanging down to well under six feet, these branches are a passive threat, as anyone trying to run near them is sure to hit some, taking a d6 blows from

spiky thorns as long as a forearm. These spikes inflict nuisance damage versus armor, and while they inflict no significant wound,

they do leave an acidic incision which causes a burning sensation in the victim for the next hour. Each two such incisions (rounding up) will lower the victim's dexterity and awareness for this period. The branches are hollow and weak, taking only

shortsword-level damage before an entire area of them is cleared to within weapon reach. The cut branches will spurt acid; however, this can be avoided by the striker on an easy dexterity roll.

These branch-networks are the nesting lair of the horrid Vitsects, described below. Due to their coloring, the presence of these insects will not be immediately noted. Any blow aimed at a Vitsect which misses will hit the branches or trunk on which it lairs.

GM's Forest Encounter Summary

Type	Frequency
Soil Footing	Always
Swamp Holes	Always (1 in 6/half hour)
Vampiric Root	1 in 6/hr if resting
Spike Wolves(2d6+1)	2 in 12/2hrs
Vitriol Tree	3 in 12/2hrs
Other Creature	4-5 in 12/2hrs
No Encounter	6-12/2hrs

The GM is free to alter the indications given in the chart at pleasure. Certainly, no party should pass easily through Biyll.

If a blow aimed at the glossy, wet trunk of a Vitriol Tree does less than broadsword-level damage, acid will spring forth, which can be dodged as would a similar leak from a cut branch. But if more damage is done, the trunk will rupture, with disastrous effects. First, the acidic sap of the tree will gush out in gallons, covering a path 10 feet wide and 10 feet long in front of the rupture, dousing anyone in its path for the next three rounds. This acid will do broadsword-level damage to armor of any kind, destroy any exposed or unprotected cloth or paper, and have effects similar to the blow of many thorns, lowering dexterity and awareness by 3 for two hours. Secondly, the tree's fragile skeleton (maintained only by the outer bark) will be ruptured. Since the Vitriol is not a true tree, it has no wood to hold it up, but only the sac-like outer bark of its trunk under pressure from its sap. When the trunk is ruptured, the entire branch-lattice collapses like a weather balloon. Any Vitsects in its branches are 4 in 6 likely to be impaled on a thorn, but those who remain will be in a killer frenzy at this assault on their nest, attacking any living being nearby. Characters standing within 10 feet of the trunk must roll for surprise; any rolling 2 in 6 will lose the chance to



avoid the branches and will be hit by 2d6+1 thorns, with effects as above.

Thereafter, they will be painfully trapped in a cocoon of spiky branches, unable to move their arms enough to handle a weapon or tool. Characters 11-20 feet away, or those who pass their surprise checks within 10 feet, may opt to go prone as they see the branches collapsing. If they do, they will be hit by only 1d6-1 thorns, and after two rounds of collapse, will be free to get up and move; if not, they are subject to the same effects as those surprised characters standing close to the trunk receive. Unfortunate and unassisted characters trapped by the horrible thorns of the Vitriol Tree will eventually be consumed by angry Vitrsects, a nibble at a time. Rescuers must deal with a ground awash in acidic sap, as well as swarms of Vitrsects, and the ever-present chance of a renewed Spike Wolf attack.

Without special fertilizer, like the high protein, high-acid feces and carcasses of the Spike Wolves, plus the pollination of the Vitrsects, the Vitriol Trees would not survive a five-year generation.

The Vitrsects do not, at first encounter, appear to be bugs; if your world penalizes Elves in the presence of insects, they will not initially suffer that dexterity/ morale penalty when seeing them lying on branches of the Vitriol Tree. They look like giant (8"-14"), short-haired, dull-colored caterpillars with three or four segments; their six legs are short enough to avoid detection from further than twelve feet away. Normally quiescent, Vitrsects are agitated by movement near their nesting places or hives (which they build in the few high places of Biyll). When aroused, their hidden wings spring forth from the hairy sides, and they swing their sharply-toothed mandibles up into view, from resting places facing straight down.

They lay their eggs from their fourth segment, which drops off and attaches to the bark of the Vitriol branch, when they have reached maturity, in a two-year cycle and in instinctive response to the hive's needs. The rest of their cycle, they spend in or around their hive, where the young grow and food is stored.

Vitrsects attack in a swarm, and if your rules allow for this, use them. Otherwise, an attack of Vitrsects will contain 10-60 creatures, with a d6 attacking each eligible character until driven off or destroyed.

Vitrsects can move twice as far in one round as any armored human; their bite is enough to do only 1 hit of damage per attack, and often cannot penetrate heavy armor. Flying, they are hard to hit, but even a strong dagger blow will drop one. Also, smoke and gas can drive them off.

Forlorn Hares are the critical link in this eco-system. They are harmless, timid, quick-breeding herbivores, looking very much like small rabbits. Predation over years in this forest selected only the gamiest and least visible to survive, and they would have long since fallen below the size and numbers needed to support the Spike Wolves, had they not been domesticated and bred by the dark elf ranger (see below). They are thoroughly inoffensive creatures, and the only trace of evil ecology in their systems is their ability to ingest the plant life without ill effect. Forlorn Hares are edible for humans, unlike any other plant or animal life in Biyll.

If the Forlorn Hares are no longer being domestically produced in large herds, the Spike Wolves will fall to cannibalism and starvation. Their feces and carcasses will no longer fertilize the Vitriol Trees; the death of the trees will deprive the Vitrsects of their unique source of nesting material. Within ten years, the Biyll Forest will be nothing more than a dark, semi-swampy virgin cut forest with an ecology rapidly returning to normal. Acid levels in soil and plants will fall off completely, and normal vegetation and animal life will return.

Other creatures include the Feathertail Rattler (a normal sized poisonous snake whose feathery rattle sounds like a fluttering bird, and causes victims to look overhead in the round before its attack), and a mute type of Vulture which offers no attack but watches passing characters as if waiting patiently for them to die. The GM may create others, but none should be so dangerous as to distract the party from the basic eco-system of Biyll, and its mystery.

The Cottage of Syco'mun Rhee

In a shaded, dry glen near the river almost three-quarters of the way through the forest, a lone dark elf ranger has his home in a simple wooden cottage, with several coops or pens nearby. Syco'mun Rhee has dwelt in the Biyll for over two centuries, longer than he can remember, and the effect of living in the proximity of such concentrated evil for so long has affected

his sanity. Charged long ago by the evil lords who once ruled this land with the task of keeping the forest intact against intruders, Rhee is a sheriff complete with badge (an ancient and recognized unholy symbol). He also carries a powerful missile weapon (either a cartridge crossbow with multiple shots, or a rod with a missile spell and several charges).

He has been trained as a woodsman, with a respect for nature; this has combined with his evil duty to produce an unusual, somewhat unstable mentality.

Watching the eco-system of the Vitriol Tree/Vitrsects/Spike Wolves emerge, Rhee was taken with dark admiration for its evil splendor. He determined that it must be protected at all costs; his respect verges on worship. Determining that the problem was lack of food for the Wolves, Rhee has taken to raising Forlorn Hares domestically in large pens, seeing to it that enough of them survive to adulthood to supply the Wolves with predation as he releases them. Rhee spends hours a day gathering grass and fodder for his charges, and another hour checking the babies and young to see to their health. Living very simply, Rhee's only indulgence is a weekly walk through his beloved forest, reveling in and being absorbed by its malevolence. Rhee is convinced that the eco-system is natural, needing only "temporary" help from him.

The party may encounter Rhee by noticing trails from the river leading to his cottage; if they approach by day, they will observe him as he checks his pens, and then ceremoniously releases an armful of Hares, whistling afterwards to alert the Spike Wolves. Or they may notice him as he shadows the group after the first full day, or perhaps he may even rescue them from a large pack of Wolves (that is not in conflict with his general goal). Rhee is unused to human contact but hardly ungracious; if the party conceals their origins and intentions, Rhee will offer them his hospitality and advice. If asked about the forest and its life, he will speak in general terms about the dangers, but become suspicious and more aloof.

Rhee will never attack a superior party first, even if he sees them hunting Spike Wolves. Only if the party attempts to upset the Hare pens or wantonly destroys a Vitriol Tree will Rhee retaliate, but then it will be with full force.

Alone, Syco'mun Rhee should be almost a match for any of the party's most powerful warriors. In addition, he is thoroughly skilled in outdoor survival, and has all the magical abilities of his race. If your world has no dark elves, give him spells which control darkness, self-protection, detection of alignment/hostility, and one attack spell. He is equipped with all the tools and materials needed for outdoor survival, an iron-tipped quarterstaff, a longbow (unless he has the crossbow mentioned), excellent leather armor, and several minor magic items having to do with protection, silent movement, and camouflage. Rhee also has two minor healing potions on his person, which he has concocted from natural ingredients, and a gas bomb that causes everyone in a 10-foot radius to make a penalized check against health or fall unconscious for 1 to 3 hours.

It is possible that the party may encounter Rhee, exchange courtesies, spend a night under his hospitality and then move on. If treated well, Rhee will gladly agree to guide the party onward; if this is true, they will suffer no more of the forest's ill-effects, as he is thoroughly familiar with the environment.

Any goodly party that manages to deduce what he's doing, however, should try to rectify the situation, and that will meet with Rhee's resistance. In any discussion, Rhee will stubbornly argue that he is only tending the natural process in Biyll; if pressed he will shout and begin to suspect the party's intentions. Rhee is hard to surprise in combat, and can employ his ranged weapon and protective abilities to avoid a brute melee. If given the slightest warning,

Rhee will drop back, draw his ranged weapon and invoke his ancient sheriff's authority to place the party under arrest. If attacked or approached closer than six feet, he will fire and get to cover, employing his darkness spell to mask his retreat. If the party presses the attack, Rhee will adopt a hit-and-run strategy, luring the party into

hunter; if their first attack is ill-timed or uncoordinated Rhee will elude it and survive to taunt them.

Yet, it is the nature of evil to provide its own undoing. If the party simply waits, their mere presence will goad Rhee to recklessness. His unstable mind will wear down his patience, and in an ill-advised attack of

his own, he may be defeated. Alternately, his ravings from a nearby hill could draw a pack of Spike Wolves; in his deranged state, Rhee will not recognize the danger, and will greet them as brothers. As the party closes up to viewing range, Rhee will begin to realize his peril too late; as he lays about him with his ranged weapon, an errant shot will strike the trunk of a nearby Vitriol Tree.

Screaming and writhing in the flood of sap, Syco'mun Rhee will perish in the collapse of the tree's branches, along with several wolves and dozens of buzzing, biting Vitrsects.

At the GM's discretion, Rhee's magic items can be destroyed in this wet holocaust, or some may survive for a difficult recovery. Rhee's hut will contain simple belongings, and a small set of herbal salve preparations, including three minor healing and one major healing potion.

If the campaign is strong on history, an artifact from the ancient period may also be found here, perhaps a map to link the party to its next adventure. In any event, with the death of Rhee, the party has broken the weak link in the ecosystem, and can continue their main quest, knowing that behind them, forest Biyll will no longer deserve the title of dread. □



giving chase, and then turning on the leading characters with ambushes from his bow or ranged weapon. If the party gives up pursuit, Rhee will harass them verbally from a distance, shouting in anger at their intrusion into his lovely domain and promising that as long as he lives, the "natural order" of Biyll will be preserved. Essentially the party should be unable to hunt down this

CHARACTER for CHARACTERS



By Jeff Tidball, ©1995

Illustrated by Matt Wilson

GET SOME!

Building A Better Personality

Most gamers define their role playing experience in term of the campaigns that they have run or participated in. Although convention gaming is fun and rewarding in its own right, campaigns are the place role players can truly tell grand stories about characters that are both believable and heroic. Yet while this is the case, it is disturbing that so many role players play campaign characters that are one dimensional and boring. If you have ever heard a player describe her character as a 5' 10" female human fighter with brown hair and blue eyes, you know exactly what the problem is. A campaign character represents a real person, which is infinitely more than the sum of physical characteristics, race, and class.

The goal of this article is to make the creation of a detailed, believable character not only a fun process but a worthwhile and productive one as well. Some people view creating their persona as little more than crunching numbers with a pencil, dice, and rulebook, but it should be much more than that. Your character is a tool for role-playing, and having good tools is vital for any job.

Of course, this system is unnecessary and overly cumbersome for creating one-shot or short term characters. These characters will not hang around to have a long term impact and need not be as intricately detailed as campaign characters.

Planning the Concept

The first thing to consider, even before thinking about what kinds of characters you are interested in playing, is what kinds of characters will be acceptable in the game you will be playing. This means contemplating the requirements of the genre, game system, and finally the specific campaign the character will be used in.

This information is generally very easy to come by; most skilled players consider it without even thinking about it. If you are familiar with the genre and system you will be playing, you will know that certain types of characters can be ruled out immediately.

For example, take the popular *Call of Cthulhu* game. In its 1920s horror genre, a computer programmer, being a construct of the later 20th century, is obviously out of place. Knowing a little about the genre, however, helps you to form a list of appropriate characters. Soldiers returned from the Great War, gangsters participating in bootlegging operations, and virtuous G-Men are all characters that would fit in well with the genre of *Call of Cthulhu*.

Shifting from genre-specific to system-specific characters for CoC, you might know that musty librarians, unbalanced authors, and inquisitive antiquarians are a mainstay of H.P. Lovecraft's world. If you didn't know those things, then a little research in a rulebook or at a local library would turn up those sorts of ideas. As another example of system-based character ideas, take *Warhammer Fantasy Role Play*. In the Warhammer world, there is a cult of dwarves who have dedicated their lives to hunting down and slaying trolls wherever they are found. Other perennial Warhammer favorites include the witch hunter and rat catcher. If you don't know much about the system you are to be playing, ask your GM or do a little reading in the rule book. At worst, it will provide you with a little more background information about the game.

In addition to genre and system-based characters, there may be campaign-specific options as well. Your GM may have created races or occupations that are of interest to you. There may be a special caste of citizen that grabs your fancy. Since this information is likely unpublished, you will have to pick your GM's brain for such tidbits.

You may also want to consult with your GM before beginning creation in earnest to find out if there are any special needs in the campaign. Perhaps a cleric is needed in order to facilitate party motivation along religious lines. A strong leader type may be called for to bring the party back together after some particularly bitter infighting. Of course, it always makes sense to think about bringing in a character whose skills are especially in demand or are missing from

the party stable. Diversity in party composition is the oldest rule in the book.

After getting an idea of what falls within the bounds of reason, you should begin to form several loose concepts of characters you might want to play. A concept need not even include a profession or race, though it often does. "Confused rural shoemaker" and "aberrant halfling chef" are examples of concepts from a fantasy game. As concepts build in your mind, you may find it useful to make notes or jot some ideas on a scratch sheet of paper.

As you think about different character concepts that you would be interested in playing, consider them in the context of the game you will use them in. "Bold Knight of Galahad" would have an entirely different application in a campaign of epic fantasy as opposed to one where the focus was on wringing money from the local economy through fair means or foul. As you consider possible concepts, also begin to think about what rules ramifications each would have. In a system where magic backfires more often than it works, it takes a special breed of player to be successful with a wizard.

When you have developed two or three concepts that sound interesting to you, take a closer look at them. Some concepts may strike you as interesting, but are outside the scope of your experience. Personally, I would find it more than a little difficult to play a mutant alien slime beast in any kind of long-term game. I have profound respect for a fellow gamer who manages to successfully play a sentient broccoli who is attuned to the Force in *Star Wars* games. Such oddities are fine for one-shots in strange games like *Tales From the Floating Vagabond* or *Toon*, but if there is absolutely no commonality or place to relate from, you are probably best off going with something else for the long haul.

The other thing you will want to look for in narrowing your choices is whether you have played the same type of character often in the past. Many players go through character after character, but always seem

to wind up playing the heroic yet withdrawn loner, who is always confident, and always has a quick retort for everything (or insert your own stereotype). Try something new if you look back and find that you have played variations on the same character for the past year. The worst thing that will happen is you will gain a little experience in other aspects of the system you are playing. This is not to say that if you know that you don't like playing some types of characters you should do it anyway—only that you may enjoy something new just as much. If, however, in the end, all you like to play are female dwarven thieves from clan Dranel, then so be it. This is a game. The most important thing is that you enjoy yourself.

Rounding Out Your Concept

After considering your list of concepts and narrowing it down to one idea, it's time to really go to town. For all of the characters I develop, I think about four critical areas of that character: background, personality, goals, and relationships with others. These overlap at times, and often some are more important than others in a specific

character concept. In any case, though, all four could be considered, and some notes jotted down.

Background deals with the character's history. "How did she come to be an adventurer?", "What was her childhood like?", and "Why is she the way she is now?" all deal with background. Since you know something about the campaign world from talking with your GM about it, you probably already have a vague idea of where your character is from and what influences there shaped her life. Thinking about what your character did in her adolescence will help you when you are doing the rules work and are trying to determine what hobbies and secondary interests your character would have. Your character's race (be it human or non-human) is, of course, part of her background, and will affect many other facets of your character. A strong background is essential, since personality, goals, and relationships with others all flow directly from it.

When considering personality, above all consider personality types that you would like to play. You should also, however, keep in mind the inclinations of the rest of the party when deciding on a personality. Nothing is more annoying than when one player persistently brings in anti-social and bothersome characters one after the other, only to have them quickly expelled from the party, injured or killed because of their bad manners. Also consider that when playing, your character's personality should be overstated slightly, to give a firmer impression of her traits. In real life, we all have varying degrees of personality. In fantasy, however, it's no fun to have to be a psychologist in order to determine how a fellow adventurer will react to a certain situation. This is not to say that all characters should have overblown, extroverted personalities. Introversion and shyness can be overstated and embellished as well.

Goals are an important facet of character creation that many players, even highly experienced ones, tend to overlook or

even ignore. It is important that you provide your own impetus to adventure. If your character has no reason for allying himself with the party, then it becomes a tedious chore at every session to come up with a new excuse not to simply leave the party. The GM is not responsible for providing motivation for your character (though she is responsible to provide the opportunity to fulfill them). Goals can be as simple as a desire for adventure (though an adventurous spirit is certainly hackneyed motivation) to a desire for revenge, to anything that you can imagine. When considering your personal goals, make sure that they are compatible with the goals of the campaign. An evil cleric is of little use on a great holy quest.

Relationships with other people is another facet that is often overlooked or taken for granted. It can be a great boon to the GM when a character has a ready-made reason for appearing. Inviting someone's old university buddy to join the party is much more realistic and believable than adding some guy that you just found in a bar. Entire character concepts can be based on relationships. For example, you might want to try your hand at playing that virtuous paladin's old flame. When thinking about relationships with others, think outside the party as well. How does that character get along with major NPCs that the GM has established? Has he met the Lord of the Realm, and if so, what does he think? How does Sir Roald the Bold get on with beggars and common street scum? Thinking about these types of things in advance can often help to crystallize your thoughts on a particular character and will make playing him easier as well.

Statistics for Fun and Profit

After generating a concept and thinking about what makes it tick, you are ready to begin the nuts and bolts of character creation, dealing with the stats. Even though this article is not concerned with any particular game system, there are some good bits of advice and commonalities for all rule systems.

In all game systems, there are effective and ineffective ways of doing things. In order to get the most you possibly can out of your character, you need to know the rules of the game system. For many, this is no problem. They have played the system



in question for years, and know the ins and outs like their last character's old boots. If the game in question is a new one, however, making a character can be a daunting task, especially for complex systems. There are two ways of getting around not knowing the rules very well. The first and most obvious is to pick up a copy of the rules and read them. Since for many people this holds about as much fascination as studying for a final exam, I prefer to gather up someone who has played before, preferably run the system before, and have them take you step by step through the process of designing your character. Your GM is the most likely candidate for this type of thing. Out of common courtesy, you should make sure that she has the time, etc. Offer to take them out to dinner afterwards. A full stomach often makes for a contented GM.

Another bit of good advice in any game system is to remain organized. It can be quite frustrating (when creating the character and when playing) to not have a bit of information you remember generating handy, or to have it written in an obscure hand on a dirty smeared napkin. It pays to be neat. Get a clean character sheet, write neatly (and in pencil). If it makes you happier, make notes on a separate sheet of paper, though beware of accidentally throwing away a note sheet that you still need!

Finally, you should be flexible. In many cases, especially when generation is partially or wholly random, you could come up with a character that is not quite what you wanted or expected. This is not necessarily bad. You can think of it as a challenge, or as a welcome addition to your character's personality. On the other hand, in some cases you will wind up with a character that is so far from the one that you wanted that there is no real resemblance at all. In the latter case, seek your GM's permission to simply start over. Most are reasonable, and should allow that. Please note that this should not be an excuse to re-roll any character that would not put Superman to shame. "But hey, all seventeens isn't nearly as good as I wanted!" is not a good reason to begin anew.

It bears mentioning that you should be familiar with the rules governing your character. It is irritating for the GM to have to explain integral rules mechanics over and over. In a campaign I recently played in,

one of the players (who was playing a mage) had absolutely no idea how to cast spells under the system we were playing. Every time he tried to cast a spell, the GM would explain the process, taking up everyone's playing time. Do everyone a favor and, at the very least, learn the rules that pertain to your character.

Quirks and Questions

Now you've got all of the background and personality you could ever hope for. You have all the statistical information you need to play, and you're all set. Well, not quite. One last step is fundamental to creating a character that will seem real. You need to develop the quirks and tendencies that will bring life to your character.

One way to develop these is to answer a series of questions about your new character. Some systems — *Shadowrun*, for example — include something like this in their rule books. I have developed the following list that you can use if your system doesn't include something similar.

What mannerisms does your character have? Your character could have a vocal quirk, a stutter or a funny accent. A particular phrase that he uses often is another good possibility.

How about distinguishing physical characteristics? Maybe your character's entire face turns beet red when he gets angry or goes into a stressful situation. Perhaps an old wound acts up when it's about to rain.

Does the character have any prejudices? Dwarves are known for animosity against elves, but perhaps your character who is a farmer's son has a grudge against the wealthy. You should be careful when creating prejudices for your character, however. Remember that this is a game. There is far too much prejudice in the real world for it to become an obsession in a game as well.

Is your character religious? There are probably many religions within your campaign to choose from, or you could make up your own personal belief system for your character. Also think about how your character reacts to people of other faiths. Before deciding on those reactions, consider the other religions represented in the rest of the party. A fanatical hatred of Thor is a bad trait in a member of a party including his clerics.

Where is your character's family? Does your character ever visit his parents? Perhaps they don't approve of the character's chosen lifestyle, or perhaps the character is adventuring because of a need to prove himself to one or both of his parents. Think about where any siblings or more distantly related relatives fit into the picture.

What does your character like to eat? This could reflect his personality, the area he grew up in, what was commonly available there, or any number of other factors. This is especially interesting for characters with little money to afford their favorite foods.

What does your character think about money? Not everyone is out to accumulate wealth. Perhaps your character donates all of his money to some charity. If that is the case, which one does he give to?

Answering these questions will help you get a feel for your character outside the context of the major personality systems that you have already generated. While it is not strictly necessary to answer all or even any of these questions about your character, you will probably find that the more you think about how your character is, the more others will be in awe of your role-playing ability and the more fun you will have playing your character.

Finishing Work

Once you have all of this information assembled on your character sheet and in the form of a lot of notes on his background, personality, goals, relationships, and quirks, you should write it all up in some kind of cohesive form. Though this is not strictly necessary, it helps make sure that you don't forget about them in between sessions. Many people enjoy doing this write-up. I usually find that one or two pages is more than enough for this description. This will help your GM immeasurably when she is deciding how your character will be introduced. It will also make it easier for her to create adventures that take advantage of your unique background. For example, if your character has strong ties to a particular organization, that group will become a good source of motivation for adventures that your GM would be a fool not to utilize. Likewise, if your character is a money-grubbing type, she will know how to motivate you to do things. Your role-

playing opportunities multiply the more the GM knows about your character and her background.

Some players find that keeping a chronicle of their character's adventures is also exciting and rewarding. After every session of play, you can jot down in as much detail as you like exactly what went on, from your character's point of view. Not only does this make for some interesting reading later on, it can be an important source of clues when considering the campaign on a grand scale. It can serve as a good refresher at the beginning of the next session when everyone is trying to remember what happened last time. At the end of the campaign, everyone might pool their notes and a grand volume of the campaign might be assembled for everyone to read. It will be rewarding to take that collection down from the shelf in years to come and revisit favorite characters and forgotten campaigns.

Characters Develop

No personality is completely static. Everyone changes over time as a reaction to her surroundings. Your character can change, as well. In most cases, the events surrounding a campaign are stressful and can (and should) have an impact upon the psyche of your character.

Specific events in the campaign can have an impact on your character. One example from a *Shadowrun* campaign I ran was of a pair of slovenly characters who suddenly found that a young street kid had "adopted" them. They quickly realized that their beer-swilling and television-watching lifestyle would have to be tempered with making sure that Charlotte had done her homework and was actually in bed instead of roaming the streets. Other events such as a romantic interest or religious experience might similarly change your character.

It is important to note that although characters change over time, they don't change radically with any kind of frequency. If your character is vastly different from session to session (unless he is insane or unstable), then he will become less credible. Generally, if you often find that you are totally outside the scope of the original character concept, then you have probably gone a little too far.

An Example

In order to give you a better understanding of this process of creating a character, I'll work up an example from scratch. For this example we'll assume that we're going to play a science fiction/space opera game. The campaign is just starting out, and so we don't yet know what the other players are playing. The GM has already told us that the campaign will revolve around a group of freelance traders who will travel around the galaxy in search of ever-increasing amounts of money, with all the adventure they can pack in along the way.

Keeping that in mind, we can begin to generate a few concepts that will be both fun to play and will help advance the plot that the GM has set forth. My first idea is an escaped inmate from a mental ward. This character would have many useful skills, since not only is he insane, he comes from a shady background. For a character like this to get along in the group, his insanity would either have to be mild or relatively harmless. Murdoc (from the *A-Team* television series) is a good example of this concept.

My second concept is that of the laconic pilot. This Han Solo archetype flies the group's starship, and probably owns it as well. He is generally gruff and hard to get to know well. His main role-playing shtick would be that he is constantly making wisecracks at dangerous times.

The happy-go-lucky tech is my final concept. This character is responsible for making sure that all of the party's equipment, from personal weapons to starship, is functioning properly. On the side, he also makes gadgets and gizmos that are fun if not slightly dangerous.

Considering these three, I like the tech the best. The Murdoc concept is intriguing, but could become old as his insane antics continue from adventure to adventure. The laconic pilot is just a little too stereotyped for my taste. While the pilot role is necessary, I will hope that some-

one else in the group will come up

with a concept that is not so generic. This leaves the tech, who will be fun to play and will also fill a useful role in the group.

Now that I've decided on a concept, I'll round it out. I think that I'll name him Aristotle (at least that's what everyone calls him). Thinking about his background, I decide that he came from a rocky planet called Rys Prime where the atmosphere is poor and civilization only exists underground and in domes on the planet's surface.

Rys Prime is a major repair and refueling stop for starships on the Terrell Route between two major trade centers, and so a large segment of the planet's industry is involved in servicing starships. Aristotle joined up with one of the mechanical colleges on Rys Prime after having a semi-successful secondary education (he got into trouble a lot, since he spent most of his time in the physics lab constructing bizarre devices out of old experiments). He graduated from the college with honors, and signed up to work as a repair tech in one of the orbital repair facilities. There, he met up with some of the other party members, who persuaded him that it would be much more profitable (and fun) to accompany them in their mostly-but-not-quite-legitimate business. Not normally comfortable with crime, he was hesitant, but in the back of his mind he has plans for building his own custom starship, and he knows that he will never make enough to realize that dream fixing ships. In light of this, he decided to go out into the wide galaxy with these new-found friends.

With

that back-ground in mind, Aristotle needs a personality. As a happy-go-lucky tech, he is generally ill-suited to deal with the criminals and other shady personalities that he will encounter. He tends to see the best in people (probably much to the annoyance of any street-wise or cynical members of the party). In conversations, he speaks his mind, either not knowing or caring enough to beat around the bush or conceal what is really going on in his mind. Any time conversa-

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tion turns to spaceships, he will tell anyone and everyone exactly what is wrong with various designs, and how his ship will circumvent those heinous flaws. Finally, due to the lack of abundant living space on Rys Prime, Aristotle is somewhat possessive of his space and his things, his shop and tools in particular. Anyone found touching his tools will be quickly and rudely told exactly whose tools they are and that if they feel the need to use his things, the least they could do is ask.

As far as goals, we know that his main motivation is the construction of his own custom starship. This fits in well with the overall goal of the campaign, that of trading across the galaxy in order to accumulate wealth. It will no doubt take quite a while for Aristotle to accumulate enough money, but in the meantime, he will be drawing up plans, inspecting other ships to see what works and what doesn't, and establishing the contacts he needs to get all the parts and other items he will eventually require.

Others in the party will probably like Aristotle. He generally will treat people decently, as long as they refrain from violent crime in his presence and keep their hands off his tools. He could be at odds with whoever owns the ship, since he will constantly be pointing out which parts are poorly designed and which systems will need to be replaced immediately, "because you just don't put the inverse flow regulator next to the replicator service ductwork."

After all of this, we simply need to sit down with a rule book and figure out Aristotle's stats. He will, of course, be skilled in all things technical, and will probably be smart, perhaps even a genius. I would want to do a little research on how the system handles the construction of gadgets and things like that, since a major part of his arsenal will consist of various self-made contraptions.

Finally, I go through the twenty questions routine. As far as mannerisms, Aristotle has a hydraulic wrench that he tosses up in the air and catches when he's working out a technical problem in his head. "I can't think without my wrench!" he is often heard to say when he has misplaced it. When speaking, he often degenerates into tech-talk, leaving others in the dust. To this end, I might want to jot down a list

of technical-sounding words and phrases to use at times like these. Aristotle does not like the starship designs of Hawthorne and Hawthorne, and so is quick to insult and deride their products wherever he finds them. Any employees of that company he should happen to meet should beware the tongue-lashing that they will get for "polluting the galaxy with those rusted garbage scows that they call starships." Aristotle is not religious, and has never really given any thought to it at all. That is something that could develop in the future, though.

Aristotle doesn't think about his family often; he was never really that close to any of them. He has a cousin that joined the Imperial Navy, though, who could be encountered at some time in the future, possibly giving the GM a hook to use sometime. He generally eats whatever is put in front of him, and has been known to subsist on soy from vending machines for as long as a week at a time when he is busy working on a project. Finally, he is interested in acquiring all the money he can, and putting

it away until he has enough to realize his dream of completing his own starship.

After all of that was done, I would write up what I know about Aristotle, photocopy it, and give the GM a copy. Then he's ready to begin his space-faring adventures!

Conclusions

This system is not the be-all and end-all method of character creation. It serves only as a guideline to help in the creation of characters that will in the end be more fun to play because of their depth. Much of the joy of role-playing stems directly from the character, which is why it is so important to have a good one. That being the case, I hope that this article has provided you with some insight on how to make good ones that you and your fellow players will find both amusing and inspiring. □

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To Do What We Must

A Passionate Defense

By John Wick © 1995

It was only about a week ago when it happened, and only just now did I realize how stupid I really was.

Oh, no. Not just stupid, but fall down flat on my face, catch the spit in my mouth, jump up and fall right back down again stupid. Yeah, it was that bad.

It was in my local gaming store, in a little shopping complex in Diamond Bar, California, and I was checking out the RPG that makes every gamer cringe in fear. The game that kicks us in our cribs at night, and forces us to realize just how alone and in the dark we really are. And no, it wasn't anything remotely gothic or hip.

It was *Call of Cthulhu*.

(Come on out from behind there, it's not really here. Imagine, a grown-up gamer like yourself hiding behind an Adventurer Screen. Sheesh.)

Anyway, as I was paging through the blasphemous texts, a kid stepped up to me with a sick little Beavis grin on his face and said, "Huh, CoC, huh?"

I ignored the fact that he had begun and ended his statement with 'huh' and said, "You know it." I smiled, fingering the *Keeper's Handbook*, just drooling at all the delicious information therein.

"Stupid, man."

I chanced a glance his way, not daring to say anything. Yet.

"I said it's stupid. What's the point?"

I allowed a glimpse of curiosity to glimmer across my face, my expression begging the sage wearing the *Metallica* T-shirt to speak more wisdom to me.

"I mean, you can't even try to be heroic."

He giggled, picked up his copy of the new weapons list for his favorite RPG and strutted away.

Call of Cthulhu: Unheroic?

That made something inside of me stir. Something dark and angry and hungry. So I sat up all night, thinking about that statement. Then, like a nightgaunt silent and swift, it flew into my head, tickling my brain, and I began to laugh.

Like I said, I was stupid then.

But, I'm better now. And now I'm !?@% off.

†††

Heroes are, perhaps, one of the first ideas that humanity ever came up with. The American philosopher Mortimer Adler wrote extensively on the subject, making heroism one of his "Great Ideas," and of course, Joseph Campbell spent his entire life researching the Hero's Journey.

And now, we have an entire industry devoted to the subject. RPGs are designed to simulate myth-making. We are making legends with our pencils, paper and dice, and somehow, we've completely corrupted the idea into a burlesque of the original. Here, let me explain.

Think of some heroes. Go ahead, right off the top of your head. Better yet, think of some people that America regards as heroes. Many sports stars come to mind. People like Michael Jordan, Bo Jackson and Magic Johnson. But why are these guys heroes?

Well, Jordan is certainly successful in his trade. He makes millions of dollars

every year playing a game he was born to play, and Bo Jackson shares the same title because of his diversity of talents, and of course, the immense talent of Magic goes without saying. But Johnson has something that the others do not, and I'm not talking about AIDS. He has courage. Real pure plain red hot guts. He put his life on the front page, spoke out about his condition, gave his money and his life, and put his fame on the chopping block. Courage.

And that's what heroism is about. Johnson didn't deserve the title 'hero' until the moment he decided to do something about his condition. AIDS didn't make him a hero, but his selflessness sure did. Magic Johnson decided to make a difference, despite the consequences. The other two are just doing what comes naturally. Remember, they have talent. Do you develop talent? No. Is talent a difficult thing to acquire? No. You're born with it. Born to become a sports star, born to exhibit your physical abilities. Big whoop. It doesn't matter if a person has talent, all that matters is what they do with it.

And then there's George Foreman. That's a *biiiiig* man. Again, a case of natural physical prowess. Here's a man who achieved the title of Heavyweight Champion of the World (in other words, the guy who could beat you up with the most effective and most brutal method known to current science). And when he achieved that...he realized there was nowhere else to go, nothing more to do.

So he started a search for ethics. For what Aristotle, Plato and Socrates called the Good Life; what Nietzsche called "the only noteworthy human activity."

Now, many of you are probably wondering, "What do sports heroes have to do with *Call of Cthulhu*?" My friend, it has everything to do with heroism.

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Heroes act. They do. And they do without thought to consequences they may have to face. That's what made Henry David Thoreau a hero. And Gandhi. And Martin Luther King, Jr. They were heroes because they acted, even if the consequences called for punishment, or pain or imprisonment. Or death. That's who true heroes are, folks.

Now...let's take a look at heroes in role-playing games.

†††

In many fantasy RPG's, we play "heroes," and these heroes go out swinging swords and slinging spells and fight the forces of evil...for a reward.

Q: Why do we save the town from the evil Wizard-King?

A: Experience Points, Gold, Fame, Power, Magic Items and to gain the amorous attentions of the pretty barmaid in the tavern back home.

So, in essence, what we are doing is prostituting our heroism. We are selling our services as heroes to do the good deed we should be doing anyway because we are the only ones who can.

Why did Frodo take the ring to Mordor? Better still, why did Samwise not keep the ring when he had the chance?

We in the RPG community (I use the term "we," because in the past I have been guilty of it as well), have manipulated and mutilated heroism into gold gobbling. We who are supposed to be the experts in the field. We who interact with modern mythology, who make new stories of old gods, and interface with our imaginations. We have done this.

And how do we gain all the gold and glory?

You know exactly how we get it. Go on, say it.

That's right, we kill.

No, I'm sorry, but there is just no way to get around this.

Kill murder kill.

Kill the kobold, kill the troll, kill the dragon, kill the (insert random victim...I mean villain...here).

So, to sum up: Heroes are people who kill for money, glory, fame, power and political position.

Now, I can see why *Call of Cthulhu* isn't very heroic.

After all, investigators in CoC have absolutely no reward to look forward to when encountering the terrors of the Cthulhu Mythos. Those who succeed in thwarting the servants of the Dark Gods usually wind up maimed, imprisoned, insane or just plain dead — and sometimes they encounter fates even worse than death. If not, they are certainly estranged from society because of the lingering contamination that dealing with Mi-Go, Deep Ones and the Dark Young of Shub-Niggurath leaves on their soul. They're just never the same.

And, why is it then, that these investigators act against the darkness, even if there is no reward? Because, friends and neighbors, they are heroes. They act, because no-one else will. No-one else can. Like Stan "The Man!" Lee once wrote, "With great power comes great responsibility." Knowledge is power, folks,

and knowing that something is creeping up on the oblivious pod-people that most of us are demands that we do something about it, regardless of the consequences. That's called duty. Duty. Look up James Q. Wilson's book *The Moral Sense*, and read the chapter on that subject. You'll walk a little different.

That's why I don't run games that make gore and violence and profiteering a heroic thing. That's why *Call of Cthulhu* is the most heroic RPG on the market. There are some others, too, but when it comes down to it, none of them even come close to touching CoC.

And if you ever have the opportunity to enter my interpretation of the worlds of HP & Co., you will find tentacles and terror, slime and sludge and the seventh dimension, but you will also find the most beautiful of human expressions: heroism.

Role-playing offers us a chance to play out the roles of our heroes. To see how you and I — Jack and Jane Mundane — can achieve the greatness that heroes can. To fight against impossible odds, not for the reward — but because we must. □



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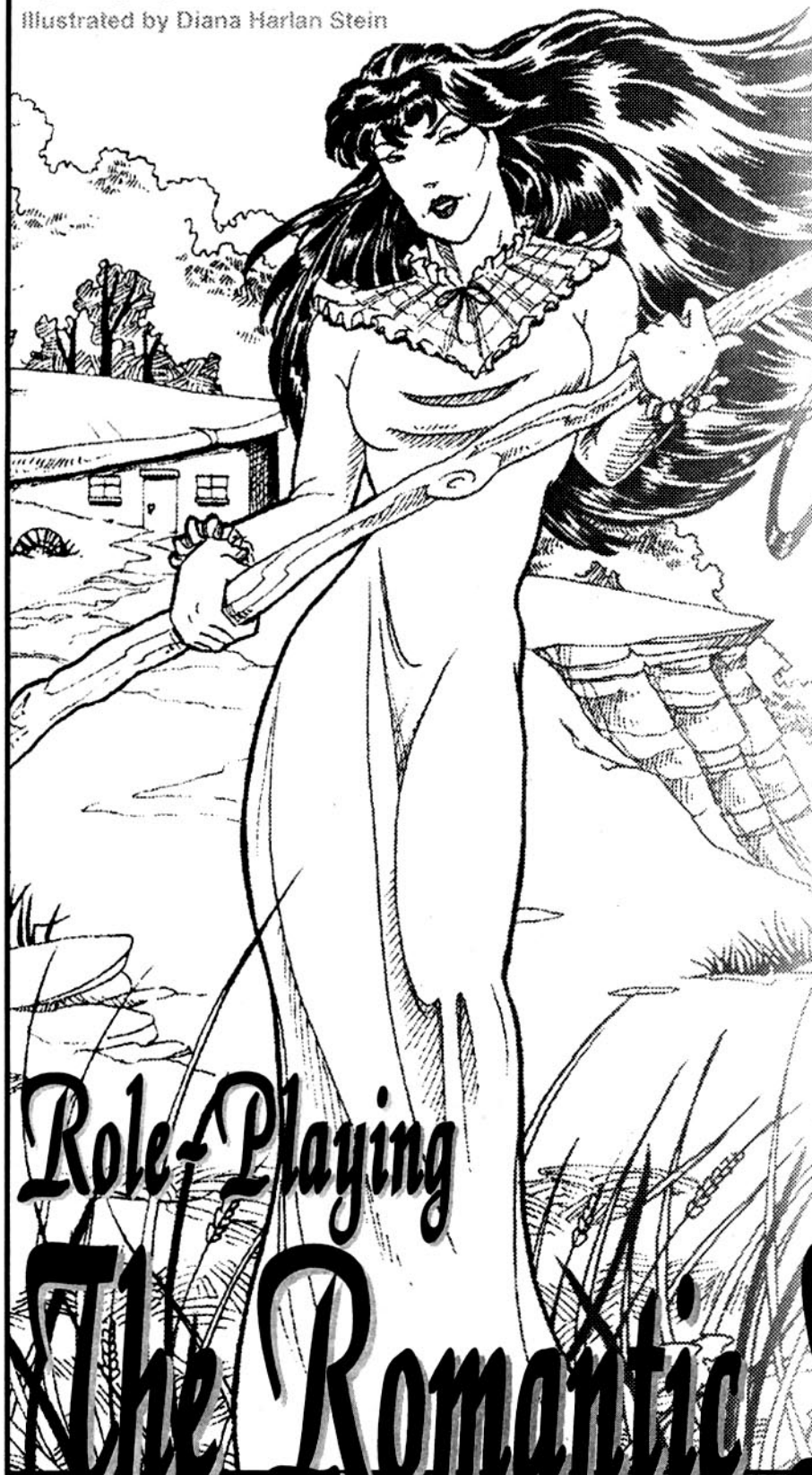
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By Gregory M. LaBrie

Illustrated by Diana Harlan Stein



Every so often an article is written on how player characters could be made more like the heroes out of romantic fantasy, rather than the more common hack and slash types. This article is a response both to them and to the many cries of "...if I'm going to be a Romantic Hero, where's the Romantic Heroine?"

The single most prominent part of the classic Romantic Heroine is her rough equality to the Romantic Hero. Sadly, there are good role-playing reasons this equality can't show up on the battlefield. Player Characters are supposed to be the focus of the game, and more than anything else exceptional combat ability is what sets them apart, if only in the minds of the players. A Romantic Heroine who can fight or cast spells as well as they can is trouble waiting to happen. For every time such a powerful ally is welcome in combat, there will be a dozen times her presence on the battlefield is resented, both as a distraction when the Game Master should be paying attention to the players, and as a bit player stealing the spotlight away from the real stars. This isn't rooted in gender jealousy by any means. Every other kind of henchman, sidekick, and subordinate is inferior in combat ability to the player characters for these same reasons.

Once out of combat, players need more than faceless cutouts to interact with. Good role-playing demands three dimensional characters with depth, and the reason a Romantic Heroine is in a campaign in the first place is to encourage role-playing. So the non-combat aspects of the Romantic Heroine must define the character.

Role-Playing The Romantic Heroine

Two non-combat facets of the Romantic Heroine are crucial. First, the most beautiful part of her should be her soul. Second, whatever she does, she's very good at it. In the body of this article the author hopes to expand on these two aspects and end with a campaign suggestion to help the novice GM.

The Most Beautiful Part Is Her Soul

Lacking combat ability, too many so-called Romantic Heroines are given fantastic good looks as compensation, and are often saddled with a childlike personality and a complete lack of brains to ensure they

don't steal the hero's thunder. Nothing could be less accurate or a greater disservice to the classic Romantic Heroine; it is as bad as having every Barbarian warrior be an oatmeal-brained killing machine. Conan of Cimmeria is the prototype for all barbarian fighters and, though unschooled, was as quick-thinking, clever and resourceful an individual as you could meet. Just reflect for a moment on all the languages he spoke with his barbarous accent. Likewise, no one who knows what a Romantic Heroine is supposed to be is going to be satisfied with a balloon-brained bimbo.

A classic example of a gorgeous-souled heroine is a lady named Tavia from Edgar Rice Burroughs' novel *A Fighting Man of Mars*, from his Barsoom, or Mars, series. Although described in as many words as being boyish and unbeautiful she was also courageous, honorable, intelligent, resourceful, self-disciplined and always came through in the clutch — as well as being stone cold death in a fight. But her willingness to do what was best for the man she loved, rather than her combat ability, is what makes her so special. The hero thought he was in love with a gorgeous daughter of wealth and privilege and

Tavia, rather than trying to thwart the romance (or convince him he really wanted a plain-Jane, dirt-poor nobody) did all in her power to help. To the hero's credit, he was already in love with Tavia by the time he discovered the other woman's beautiful body hid a soul full of blow flies. And shortly afterward he realized marrying a woman with a gorgeous soul, such as Tavia, was a greater wealth and privilege than any man could ask.

Nor is Tavia the only example of a classic Romantic Heroine with ordinary looks and an extraordinary spirit. Andre Norton alone has a number of stories involving heroines who more closely resemble Joan of Arc than Helen of Troy — and no man with a brain in his head ever complained about the difference.

Even Romantic Heroines with great good looks have inner beauty at least the equal of the outer kind. Lady Eowyn of Rohan from J. R. R. Tolkien's *Lord of the Rings* trilogy had legendary beauty; but she is most famous for the spirit and courage which allowed her to face and defeat the leader of the Nazgul. Yes, we are dealing with fantasy role play-

ing games, for which reason most prefer the heroine to be gorgeous in addition to everything else; but the everything else is what is most important. In gaming, as in real life (believe it or not), the woman with the charismatic spirit is cherished and remembered long after the classic faces and figures have faded and been forgotten.

All of the above speaks to the lady's heroism, but what about the romance part? Her strength of character is every bit as evident here as well. Even the Romantic Heroine isn't above the kind of pranks and antics which make up the courtship game; but her teasing games are the kind close friends or family play with one another. The malicious manipulation taking place all too often in the real world is anathema to her. The Romantic Heroine is honest about her feelings. If she hasn't chosen a

suitor it is because her heart has not yet spoken; she doesn't force her boyfriends to jump through hoops just to please her childish vanity.

She can't be bought by baubles or mesmerized by minor magical knickknacks. A suitor must demonstrate the beauty of his own spirit. Mercy, intelligence, honesty and concern for others are some of the qualities a prospective husband should possess. An adventurer is assumed to be brave and deadly; he must have moral courage, and be willing to nurture rather than slay.

As this is happening within the framework of a role-playing campaign, the GM must give the player character(s) ample opportunity to demonstrate these finer qualities, as well as provide other romantic obstacles to overcome; then let the player(s) role-play the situations out. Some of the classic obstacles on the path of true love are rival suitors, disapproving guardians, vast differences in caste, class, or religion, and previous promises to wed which duty and honor require she fulfill.

A classic bit which isn't as effective as it once was is The Unworthy Suitor. The Suitor is someone whose surface charm conceals a soul at best second-rate, and at worst ruled by depravity and unspeakable evil. The party can tell the fellow is worthless, but everyone else is crazy about him. Trying to protect others from a threat they refuse to believe exists is a powerful theme, and a key aspect of many horror stories. The problem lies with the heroine. If she is nothing more than a pretty face who needs a man to make her decisions for her, it makes sense for her to be taken in by the dastard; but a Romantic Heroine has a lot more on the ball. If the heroes can see the guy's a creep, why can't someone as sharp as the heroine see it? The way this works nowadays is for the characters to know some secret about the suitor no one else will believe without proof (which necessitates an arduous and dangerous quest to obtain the damning evidence). Even then, the heroine should have begun to suspect the truth before the heroes can prove their claims.

Whatever She Does She Is Good At It

The second defining aspect of the Romantic Heroine is her competence.

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While it is unreasonable to expect a noble lady raised in a pseudo-medieval culture to be able to fight or cast spells (a convenient excuse for a lack of combat ability on the part of non-player characters), it is reasonable to expect her to be competent at the sort of things such people were trained in. And given her keen mind and diligent spirit she should be more than just competent! She should have been trained to manage a noble household and its lands, since its lord might be absent for long periods while fighting on behalf of the king. At the very least the holdings should not suffer under her leadership. If the lord is one of those characters whose only non-combat skills are things like Fletcher or Alchemist it probably prospered with him gone.

Most of the Romantic Heroine's skills will be supportive of the player character and useful in furthering his goals, rather than ones which allow her to stand alone and go her own way. (Again, this is because the heroine is a non-player character and shouldn't dominate the spotlight, rather than any innate weakness on her part.) She takes little part in a pure hack and slash game, but looms larger as political, economic and cultural concerns enter the campaign. Now the GM can showcase the value of her peaceful skills. A heroine with musical training might know an old ballad with a vital clue, or be able to sing the words required to activate a magic item. The one with knowledge of weaving could tell if a tapestry is a valuable heirloom or bargain basement eyesore; possibly even have an idea as to its source, which

might hint of some secret deed of treachery. All this, plus the Romantic Heroine's more traditional roles of advisor, advocate and informant at court, are just some of the things she can do in the overall campaign.

She can also serve as plot device and voice of the GM. Local legends, politics and common knowledge are easily provided by her as well as key hints about which seeming friend is readying a backstab and which gruff old codger blusters to hide a soft heart. Sometimes the heroine is also the last-resort voice of caution when the players are about to do something disastrously foolish.

In short, the Romantic Heroine is a smart, strong, vital and capable

woman who is skilled at whatever she turns her hand to. And many of the weaknesses she shows are required by the game system, rather than some sexist need for masculine superiority. If you want to know whether a particular female NPC is a Romantic Heroine ask yourself the following questions: Were she to command an evacuation, would her emergency preparations prove

rebuilding better and stronger than before? And when their foes lie beaten before them, does she help her beloved turn away from vengeance and toward mercy? If the answer to these three questions is "yes" the lady is a true Romantic Heroine. Any GM who introduces her into the campaign is likely to have any number of potential Romantic Heroes eager to win her hand, no matter how plain or pretty she may be.

The Winning Of a Romantic Heroine

With all due respect to Princess Jasmine from the movie *Aladdin*, her heart, and the heart of any other Romantic Heroine, is a prize to be won: a prize beyond all the jewels of the earth, but a prize not to be won by macho posturing and vainglorious boasting. Caring and kindness, tenderness and thoughtfulness, as well as the more traditional adventurer virtues of courage and loyalty, are needed to win this contest. In the end the prize will award itself; but there can be no doubt the winning and the awarding is a sub-plot worthy of lengthy exploration in the overall campaign. What follows is a single possible scenario.

The party comes upon a wilderness holding overwhelmed by raiders. Only a single small building remains and it is about to fall as well. One player character, who wishes to take on the role of Romantic Hero, sneaks in and discovers the only survivors are a woman and her two children. She is telling the elder child to take his sister through the secret passage and

The Romantic Heroine is a smart, strong, vital and capable woman who is skilled at whatever she turns her hand to.



adequate and does she inspire the weak of heart with her faith in her husband's ability to delay the enemy? Should she and her lord face the smoldering wreckage of what had been their home, would she speak of

into the forest; she will stay behind and buy them time. When the hero reveals himself the lady instantly knows he is not one of the butchers outside, so she begs him to go with her children. An adult war-

rior is quite capable of seeing them to safety, but no fighter, no matter how war-skilled, could hold out against the horde of attackers. This gives the hero a chance to showcase his combat ability by playing "Horatius at the Bridge" and holding the doorway until the combined might of the party routs or slays the attackers.

During the long journey back to civilization the Heroine is hard working, uncomplaining and a rock of reassurance to the youngsters, mourning her fallen lord with silent tears only where the children will not see and be frightened by them. Whatever the adventures that befall, she is cool-headed, brave, resourceful and pulls a great deal more than just her own weight. By the time they've reached the royal court the Hero has decided to seek the Heroine's hand — or will if he has the brains of a rock! Unfortunately, she can give no answer until an honorable period of mourning has passed; so for now they can be nothing more than friends. Less scrupulous rivals eye the inheritance she holds in trust for her son and try to force her into marriage. But the political infighting succeeds only in making the hero, the heroine and the children closer than ever.

Then a thwarted rival takes revenge. A peace treaty with a neighboring kingdom requires a bride be provided for a political marriage and he arranges for the heroine to be chosen. Worse yet, the laws of the other kingdom require the issue of her previous marriage be executed in order to safeguard the succession. Then the players discover there is no way for the marriage or the execution to be prevented without renewing the war! As a final irony, the Duke she is to marry is a nobleman in every sense of the word, and has no desire to force her into a loveless marriage or cause the death of her children. In fact, to protect the children he is willing to let himself be assassinated if the party can figure a way which won't trigger a new war. Thus he will be able to join his childhood sweetheart in

death. She had been his fiancée before she was lost at sea, and were she still alive their engagement would have made him ineligible for the position of treaty groom.

If the players have even a drop of Romantic Hero blood in their collective veins they will refuse to consider murdering this good man and turn to their last option. While Heroine and Duke stall like Penelope and Telemachus waiting for Odysseus, the player characters embark on a hopeless search for a woman both their good sense and their magic tells them is dead!

After a lengthy quest — where the characters thwarted evil, upheld virtue and generally acted like the figures out of myth and legend they are (or would like to be) — they manage to find the Duke's betrothed in the stronghold of some evil being powerful enough to subvert the magic which had been seeking her.

Once rescued, the party must still get her to the church on time in order to stop both marriage and execution. On the journey back all the good deeds the characters performed are repaid with interest. Only the mountain village they rescued from raiding monsters can show them the secret pass. Only the fishing village they saved from slavers knows the way through the deadly reefs and shallows. Only the captain and crew they protected from pirates is bold enough to take to sea during the typhoon season. Finally, there is the last, long speed run: a hell race only the characters' matchless Arabian steeds, gifts of a grateful caliph, can hope to win.

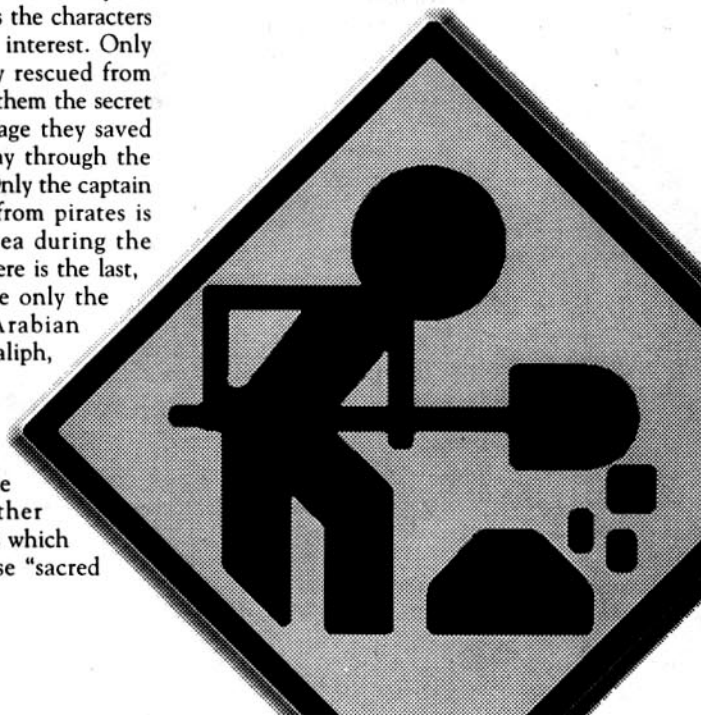
As the PCs arrive in the nick of time, who can blame the Hero and Heroine if they join with the other reunited lovers in marriages which give meaning to the phrase "sacred union."

What follows afterward is up to the GM and players. It would make for some very interesting role-playing if the Romantic Hero tries to learn what his wife has to teach him in the way of courtly graces and manners; likewise if he tries to teach her some war skills. It goes without saying she'll be using the best equipment available, but a single unlucky shot could still be fatal. It should be an illuminating experience to watch these mighty adventurers sweating blood over a little bandit hunt: the GM is encouraged to make the most of it.

In the preceding article certain assumptions were made. That the Romantic Heroine would be a noble woman is a standard convention; that most of the players would be male is the standard at conventions. Both GMs and players are encouraged to set new standards. A Romantic Heroine who is a commoner might just have the horse sense and fresh viewpoint to become the court favorite. The lady hero seeking the hand of her gentleman of choice should be just as much fun, though the GM should come up with a good reason for his lack of war training.

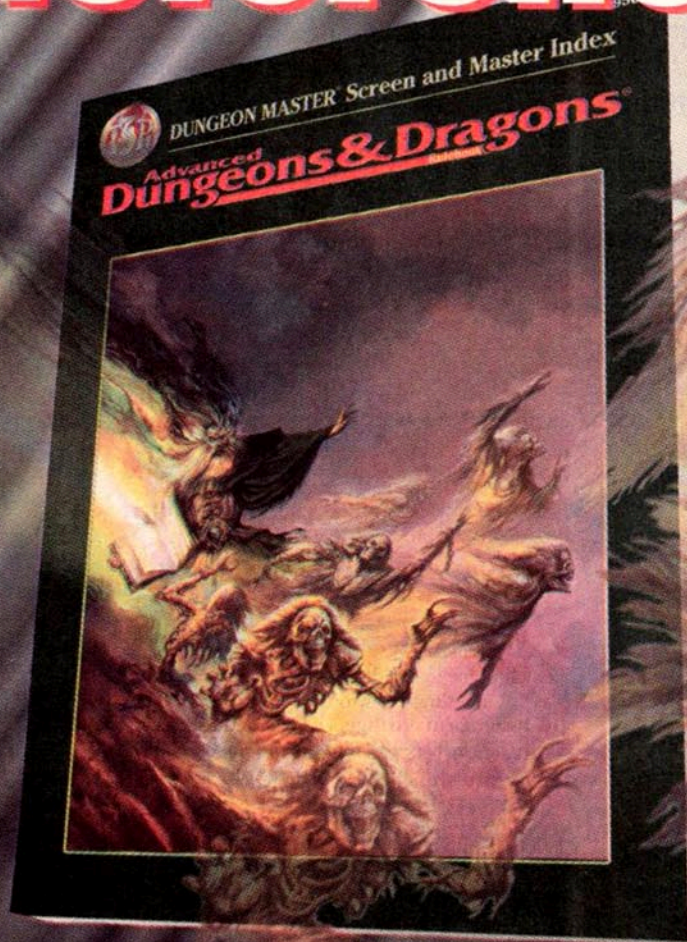
All in all, adventures centering around the Romantic Hero and Heroine can be some of the most enjoyable role-playing around. This author hopes yours turn out that way. □

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hard working,
uncomplaining and
a rock of
reassurance...*



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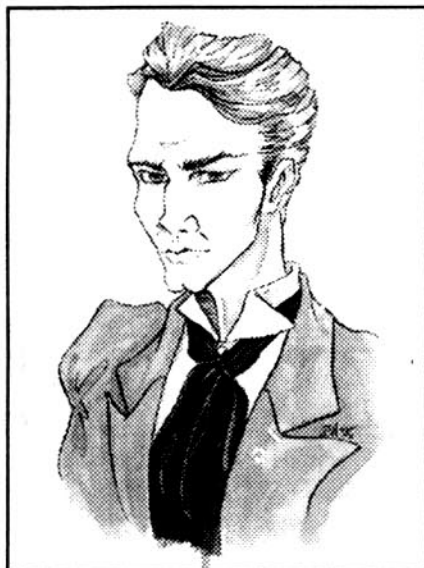
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FROM THE
GM'S FORGE

The Good,

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Dr. Quentin Talbot

Occupation: Archaeologist

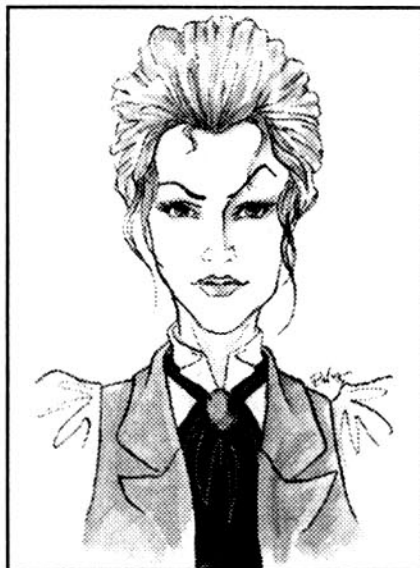
Skills: Archaeology, Ancient History/Writing

Motivation: Acquiring Knowledge

Weakness: Academic Zeal

Dr. Talbot is the youngest son of a prominent British family. He earned a Doctorate at Cambridge where he taught for several years. In his 37th year Talbot went on an extended sabbatical from his teaching position to join an expedition in search of the tomb of the fabled Egyptian mage Ramna-Tor. The tomb, when found, contained many artifacts including several scrolls. The sarcophagus of the mage, however, was empty.

Soon after the discovery of the tomb, a rash of mysterious deaths swept the expedition's camp with the victims' bodies found in attitudes of extreme agony with looks of utter terror on their faces. Fearing the outbreak of some new plague, the expedition hurriedly packed up and returned to London. The deaths followed it there, with most of the victims coming from the slums and other lower-class sections of the city. Several of the expedition members have also met with gruesome ends, the most recent being a Professor Ashbury-Brighton, a close friend and colleague of Talbot's, who died with his wife when their brand new horseless carriage inexplicably swerved off a bridge into the Thames. At the funeral, Talbot was reported to have been unaffected by the death of his friend, and expressed the desire to get back to his study of the scrolls brought back from Egypt. He has locked himself in his study in order to accomplish this, refusing to see anyone, including the police, who are investigating the rash of deaths. □



Lindy Monroe

Occupation: Crusading Newspaper Reporter

Skills: Investigation, deductive reasoning

Motivation: To find the truth

Weakness: Kind-hearted, impulsive

Lindy, an investigative reporter for the *New York Daily Sentinel*, was sent to work for the paper's branch office in London. Although her superiors, wary of upsetting the wrong people, tried to limit her assignments to "Ladies-Oriented" subjects, Lindy still managed to find time to uncover some juicy scandals among the upper crust. She also made lasting friendships with several prominent women, and is reputed to be romantically involved with an English peer. It is because of this that she is able to move about virtually unimpeded among the higher social echelons.

Lindy was assigned to cover the rash of deaths in London's slums when she was contacted by one of her friends. The woman, whose husband financed the expedition to Egypt, informed Lindy that Dr. Talbot had mentioned being on the brink of attaining "Unimaginable Power" at a dinner party some days back, and had witnessed the deaths of Ashbury-Brighton and his wife, and was reported to have laughed as he watched their car sink into the Thames taking them with it. Lindy was also directed to a mental hospital where Talbot's former Chambermaid Sarah is being kept under observation. Based on the testimony of these two women and others, Lindy suspects that Talbot is somehow involved in the rash of deaths and is currently seeking evidence to prove his guilt. □



Sarah Templeton

Occupation: Housemaid

Skills: Cleaning, serving

Motivation: To live comfortably

Weakness: Romantic daydreams

Sarah has been secretly in love with the dashing Dr. Talbot for years. Her affections have not been returned in any way by the doctor, yet Sarah is blinded to this by her romantic notions and has often told her fellow servants that "one day he'll be able to freely admit his love for me, and then we can be married!"

When Talbot returned from Egypt, he was a changed man, preoccupied with deciphering the recovered scrolls to the exclusion of all else, and he no longer smiled or gave his customary kind word to Sarah or other members of the staff. The doctor also began receiving an increasing amount of late-night visitors who were always accompanied by "a smell like out of a charnel house!" It was during one of these visits that Sarah witnessed the event that drove her temporarily insane. Investigating a crash from her master's study, she saw two young girls strapped securely in chairs while her master stood reading from a scroll in the corner. A shadowy figure materialized and enveloped the girls, and when it departed, they were dead, their bodies reduced to emaciated husks. This proved too much for Sarah's fragile mind and she fainted away screaming. She awoke in St. Catherine's Asylum babbling about the devil loose in Cambridge and stealing souls. Her rantings were considered to be delirious until she was discovered by Lindy Monroe, who talked to her and began to piece together exactly what was occurring in the Talbot house. □



FROM THE
GM'S FORGE

The Bad,

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Ramna-Tor

Occupation: Ancient Egyptian Mage

Skills: Dark Magic

Motivation: To enslave mankind

Weakness: Weak from passage of centuries

Ramna-Tor was a mage of the first dynasty in Egypt where he served as advisor to the Pharaohs and used his magic to insure their victory in battle. Growing tired of serving those he saw as inferior, he gathered an army of both the living and the dead, and was only defeated by an alliance of wizards. He was interred with honors appropriate to his former position, but the warding spell which had kept him from this plane was broken by Talbot's 1893 expedition. Tor immediately drained the life energies of several people in the camp in order to revitalize his powers and to reanimate his mummified corpse, and would have killed Talbot too if he had not realized he would need a guide of sorts in the strange new world of the late 19th century. Using mind control techniques, he directed the Doctor to have his mummy shipped in secret to England along with several artifacts from his tomb, including the scrolls.

Tor regularly has Talbot bring victims to his home, as venturing too far from his body weakens Tor severely. Often this is not possible, and Tor must venture out into the city to hunt, appearing before his victim as some horrible nightmare creature; this is how he dispatched Professor Brighton when the Professor began to suspect Talbot. Tor has planted in Talbot's mind the idea that the scrolls brought back from Egypt contain the secrets of immortality and cosmic power, which help him maintain his hold over the Doctor. □



Lady Regina Ashton

Occupation: Titled Noblewoman

Skills: Seduction, Deceit

Motivation: Lust for power

Weakness: Overconfidence, Braggart

As a child, Lady Regina was coddled and pampered to the extent that she became quite spoiled. Seeking to somehow tame their wild offspring, Lord and Lady Ashton arranged for Regina to marry the son of a neighboring landholder. The marriage was a loveless one and ended three years later when Regina's husband was killed during a hunt, leaving his young wife to inherit his vast holdings. Scarcely two months after her husband's death she shocked her family by embarking for Africa with a man of questionable reputation for a year long trek across the continent. Her family and most of polite society turned their backs on Lady Regina, but she didn't care; her late husband's estate would support her comfortably for the rest of her life, and for companionship she gathered about herself a group of women who shared her ideals, including Lindy Monroe.

Lately, Lady Regina has been a strong advocate for equal rights for women. However, her plans do not stop with merely obtaining the right to vote; no, Lady Regina has plans for the rise of a matriarchy that would rule over the Empire. Lady Regina made the acquaintance of Dr. Talbot at the home of a friend and learned of the scrolls. She is aware that they grant their possessor great cosmic power, although at present, she is ignorant as to what the power may be. She does know that it is only a matter of time before Talbot falls under her spell enabling her to learn the scrolls' full secrets. □



Dimitri Stavros

Occupation: Dealer in Rare Antiquities

Skills: Deception, Stealth

Motivation: Desire for wealth

Weakness: Greed

Stavros runs a small, successful shop in his home village in Greece when not out working some dig, when the shop is overseen by his sister. The shop deals in rare artifacts which are eagerly snapped up by tourists. Most of the artifacts are carefully crafted forgeries designed to fool the uneducated, but the shop also has several genuine articles to sell for a premium price. Unknown to the general public is the fact that the shop also does a booming trade in fencing items stolen from museums and private collections. To protect himself, Stavros puts potential customers through a rigorous background check. Failure means that the client is turned away, or in some extreme cases, murdered. With a body toned by years of hard labor, and the looks of a classical Greek god, Stavros is a popular figure both with the ladies and with the leaders of archaeological expeditions who are impressed with his knowledge of times past. His beaming smile and jolly wit, however, hide the soul of a viper.

Recently, Stavros was approached by a group calling themselves the Black Order who desired that he obtain for them several items from the Talbot dig in Egypt, with an emphasis on the scrolls recovered. Stavros traveled to England and used contacts there to obtain a position as butler in the Talbot household, where he awaits his chance to steal the scrolls. □

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FROM THE
GM'S FORGE

And The Ugly

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The Black Order

Occupation: Mysterious Cult

Skills: Mostly unknown, but ritual murder has been hinted at.

Motivation: Unknown

Weakness: Unknown

Very little is known about this group aside from the fact that they are quite secretive about their activities, and are purported to have members all around the world. Attempts to infiltrate the group have all failed, and the whereabouts of their headquarters remains a mystery. The sign of the order; a black pentagram with a clenched fist at the center has been found at the sites of several gruesome murders which has lead authorities to believe that the group may be a cult of assassins similar to India's Thuggee.

Members of the order, when they have been seen, wear long ebony robes with hoods that obscure the wearers face. Although the group is believed to be primarily male, some women may also be members as evidenced by an encounter with Police in 1894, in London. A member of the order was briefly cornered after the murder of a Magistrate and was described as speaking in a decidedly feminine voice. The voice was also described as being very cultured, which has lead to fears that the group may have members in the aristocracy and is planning an overthrow of the Government. □



Nightwalkers

Occupation: Undead servants of Ramna-Tor

Skills: Seduction, great physical strength

Motivation: Obtain life energies for their Master

Weakness: Fire, prolonged exposure to sunlight

Realizing that he would need agents, Ramna-Tor has turned many of his victims in the city's slums into Nightwalkers. The vast majority of these are prostitutes who use their seductive skills to draw in their prey.

Nightwalkers resemble normal living humans save for very pale skin tone and vacant staring eyes. Their minds are almost completely gone, taken over by the power of their Dark Master. Despite this, they can be made to recognize former friends and relations if Tor so desires, as well as interact with others as if still alive. Intensive questioning will reveal the deception, and the creature will attempt to kill its victim quickly, then escape. A Nightwalker will first gain the trust of its victim before striking, usually in a secluded place. It will then absorb the life energies of the victim into itself to be transferred later to Tor. Some of the energy is retained after this transfer in order to sustain the Nightwalker's "life." The victim either dies, or is turned into another Nightwalker.

Nightwalkers are also endowed with great strength in order to defend themselves. Due to their undead state, Nightwalkers are immune to most weapons, but can be destroyed by exposure to fire. Likewise, they must hide from the daylight as the sun can burn them after prolonged exposure. If a Nightwalker is "killed" while still retaining energies from a recent victim, this energy will be dissipated in an explosive manner. □



Hell Rats

Occupation: Animal Minions of Ramna-Tor

Skills: Stealth, speed, poisonous bite

Motivation: To gather intelligence for their master, kill his enemies

Weakness: Fire, most human weapons

Hell Rats resemble normal rats except that they are 25% larger and come from an alternate dimension. Ramna-Tor uses them as his "Eyes and Ears" to canvass the whole of the City of London as well as other areas he is interested in, such as Cambridge, where he uses them primarily to keep tabs on Dr. Talbot while he is engaged elsewhere. The rats either communicate back to Tor what they observe via telepathy or, in some cases, link their minds with his so that he sees what they see, hear what they hear.

Their bite contains a venom extremely poisonous to humans that kills within several minutes if not treated quickly. They attack either singly or in overwhelming swarms. In most cases, they will choose escape over confrontation if the intelligence they carry is in jeopardy. Their speed and stealth makes them extremely difficult to catch, but they can be killed using conventional means with the exception of poisons and baited traps. (They're too smart for that!) □

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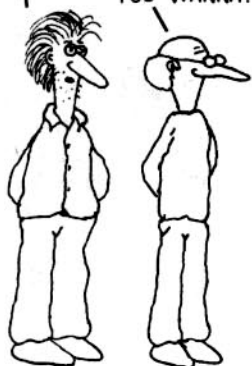
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New Perspectives

Silent Death: the Next Millennium



By Ken Carpenter © 1995 ♦ Map by Matt Staroscik

Illustrations from *Silent Death: The Next Millennium* courtesy of I.C.E. and used with permission.

Silent Death: The Next Millennium Deluxe Edition

Published by Iron Crown Enterprises

Design: Kevin Barrett/Matt Forbeck

#7200 ♦ \$50.00

Presentation: 9 ♦ Playability: 9 ♦ Value: 10

So, you've been waiting as long as I have and now you're wondering if it was worth the wait. When you go to see a movie for the first time, and all of your friends have been raving about it for the past two weeks, you are often let down because your expectations are so high. Well, my expectations were high for *Silent Death: The Next Millennium*...and I wasn't disappointed.

The central mechanics haven't changed that much — the critical hits are now based on multiple dice so the devastating crits don't turn up as often, missiles do bet-

ter damage, and the point system has been changed so that a ship building system could be added. There are also hordes of cool optional rules that just beg to be used.

In *Silent Death*, fighter class (and gunboat class) space ships dart about in dizzying maneuvers, attempting to stay one step ahead of their enemy while trying to acquire a target for their own deadly hail of fire. It is fast paced and wonderfully strategic. The hit/damage system is elegant in its approach and ease of use.

The rulebook, which is available separately as stock number 7201, has all the rules, a bunch of ship record sheets, and a number of advanced scenarios which can be played as stand alone games or used with the mini-campaign system.

In addition to the rules, the Deluxe Edition comes with 48 plastic ships (and they are nice!), a bunch of missile, torpedo, and asteroid counters, a booklet of introductory scenarios, and a booklet with ship record sheets and easy references. Nowadays, you'd expect to pay \$50 for the figures and counters, so I guess the game is FREE!?

Okay, given! — I'm a miniatures fanatic who even gets some perverse enjoyment out of *Critter Command*, but this is a set I'd recommend to even my most serious gaming friends (and some of them are much too serious). Surgeon General's Warning — Does not cause cancer, but is way too addictive to be consumed by the general public. Not for sale to non-gamers!

Colos Knives

by Ken Carpenter

Radison "Rad" Starbender checked the readings on his spatial positioning system and ran a cross-check against the star-nav equipment. They both positioned his House Colos Pharsi II about 20 minutes out from the Luches Utopia base. Through his cockpit glass, Rad could barely make out his wing-man's green running lights just 100 meters to the port and riding at about ten o'clock.

The usual chatter and bravado that preceded a strike mission was missing — orders were for strict communications silence. Even the internal comm-links between Rad and his two gunners, "Hype" and "Bullseye", were silent. There was an eerie feeling about this one that none of his crew could shake.



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For one thing, this was the first time they had gone in without some sort of escort. The Pharsii was a heavy hitter, but couldn't maneuver as well as the smaller, light fighter craft that it often found itself up against.

This mission was different in a few other aspects as well. The two Pharsii were to fly through enemy space on their approach to what the Utopians claimed to be a non-military outpost at the very edge of Colos-claimed territory. They were to destroy it and whatever else they could find, then flee back into Colos territory. Because House Colos was not willing to fight an all-out war for this little-used, worthless area of space, the strike was to be done without warning — hence the surprise attack from “friendly” territory. The base was to be prevented from calling for help until the attack had begun. By then it would be too late to save the base, and the Colos leaders doubted Utopian resolve to risk large numbers of troops and ships in order to build a replacement.

The Pharsii were already in enemy space and on their final approach to the base. Rad keyed the internal comm-link and checked the gunners' readiness. Weapons powered up and Rad's energy usage readout spiked. In another few moments the base appeared on the heads-up display — there were also four Utopian ships in the immediate area.

Computer-generated ship diagrams flashed across Rad's ID screen, searching for a match on the enemy ships. Finally the four diagrams locked in and Rad knew what they were up against — two Shryak Shuttles, a Sorenson III, and a Teal Hawk.

Rad felt slightly relieved, knowing that his Pharsii was too quick for the main armaments of the Sorenson and Teal Hawk to be effective against him, but he also knew that the eight torpedoes between them could more than even the score.

At a signal from Rad, both Pharsii accelerated to top speed and headed straight for the base. Half a dozen torpedoes left the Soren-

son, streaking for the invading Pharsii IIs as the Shryak shuttles tried to get to missile range. Rad said a little prayer and launched his own torpedoes.

This scenario for **Silent Death: The Next Millennium** sends two heavy fighters from House Colos against a numerically superior but lighter Luches Utopia fighting force in order to destroy an uncomfortably close “non-military” base. The optional rules for Decoys and Point-Defense should be used, but other optional rules must be agreed upon by both players.

Use the standard scenario map set-up, meaning long-edge to long-edge. The Utopian base is in one corner of the map, taking one hex. Ships may pass through the hex but may not end their turn in the same hex as the base. The asteroid field should be set up so that no two asteroids are adjacent — there should be at least one hex of open space between any two asteroids.

House Colos player:

Those slime-eating Utopians built a base right at the edge of Colos space, thus threatening Colos sovereignty of the area, and it's your job to teach those mealy-mouthed dung heap maggots a thing or two about interspatial etiquette!

Your forces consist of: Two (2) Pharsii heavy fighters.

Your mission is to destroy the base and escape by the end of turn 12. You can destroy the base by inflicting all 30 boxes of damage to the Utopian base or by inflicting the critical damage. If you destroy the base and exit one Pharsii off of the shaded edge of the map, you achieve a Marginal Victory. If you can withdraw both of your Pharsii after destroying the base, you achieve a Decisive Victory. Intelligence operatives have forwarded the information that your torpedoes are useless against the base.

Luches Utopia player:

If space weren't polluted by the likes of those Colos Neanderthals it wouldn't be necessary to build all of those “defensive” bases all along adjoining areas of space.

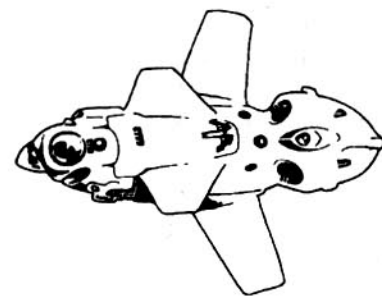
Your forces consist of: one (1) Sorenson III, one (1) Teal Hawk, and two (2) Shryak Shuttles, plus the base.

You are to preserve your base if at all possible. If not, then you are to punish the Colos dogs for destroying it. If the base is still operational at the end of Turn 12, you achieve a Decisive Victory. If the base is destroyed but both Pharsii are either destroyed or still on the map at the end of Turn 12 (when reinforcements would arrive to destroy them), you achieve a Marginal Victory.

The Base

This is, in fact, a military base. As such, it has a number of special and defensive equipment built in. For one thing, the ECM equipment at the base is so effective that Torpedoes directed at the base automatically detonate at a harmless distance, though torpedoes may target ships in hexes that are adjacent to the base. Also, there are two (2) missile systems, each with 20 missiles, mounted on independent 360° turrets (top and bottom). The base computer system operates the missile systems with an effective gunnery of 7.

The base has two Decoys, a Point Defense of 1-5 (2), Drive 0, Defensive



Value 13, Damage Reduction 4, and thirty (30) damage boxes with a critical hit at #16 (roughly halfway through). When the critical box is reached, the attacker rolls 3d8: if the attacker rolls 14 or more the base blows up as a result of fire and ammo explosions, but if the roll is less than 14 the critical has no effect on the base. Damage to the base does not reduce its Defensive Value of Damage Reduction, since pieces blown away from the base will just become a cloud of debris protecting it from future attacks. □

***HOUSE COLOS ENTRY AREA**

***ASTEROID BELT**

***UTOPIA SET-UP AREA**



***UTOPIA BASE**

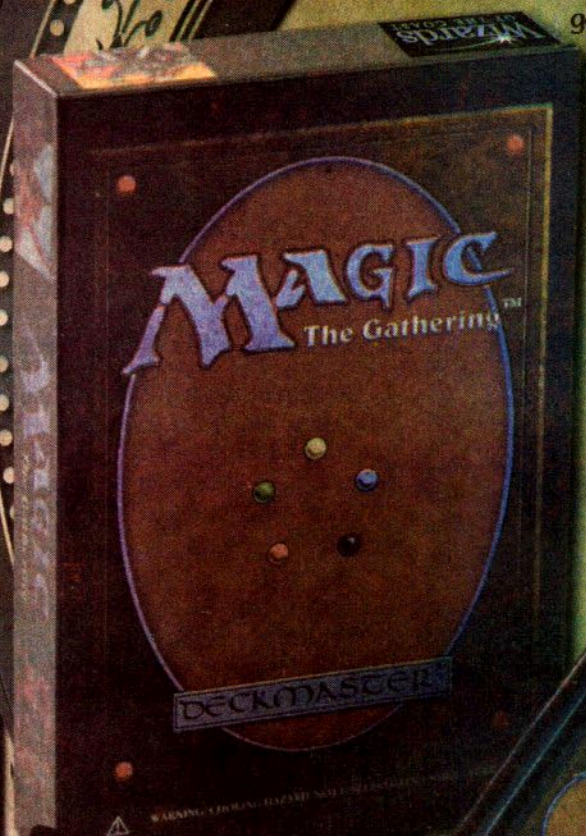
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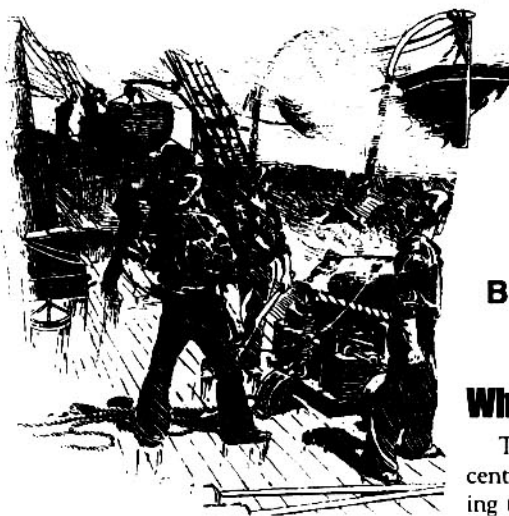
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The Flag Bridge

Sailing the Waters of Play-By-Mail Games

By Joey Browning, U.S. Editor, Flagship Magazine © 1995

What, another space PBM?

That's what I imagine that a hefty percentage of you experienced gamers are saying to yourself. 'Tis true that the "galactic empires at war" theme has had more than its share of the PBM market, and it's also true that such games have come and gone across the years. What, then, makes *Continuum* any different from the others, and why should you risk your hard-earned dollars on this game? Read on — I'll cover what makes *Continuum* unique, and what its good and bad points are. Whether you risk you money is, as always, up to you.

The Basics

The basic premise behind *Continuum* is similar to that behind dozens of other space empire designs — each player begins with a single star system, and strives to eliminate his or her competition in order to fulfill their rightful destiny as ruler of the known galaxy. That established, we turn to what is in one's setup packet: a slim 30-page rulebook (5" x 8.5"), a four-page color hex-grid map of the playing area, information on the player's starting system and know technologies, a listing of other players in the game, and the initial fill-in-the-box turn sheets. All of this is surprisingly complete, even with the brief rules. *Continuum* isn't a horribly complicated game in terms of rules, but is rather deep in terms of strategies, as we'll go into later.

Each game is played on a 40x40 hex grid (2-dimensional) that contains 160 different star systems, over which up to 20 players (fewer at the discretion of the GM, but usually not less than 15) vie for total control. The map printout is split into 4 quadrants, one per page, and depict each star system color-coded by spectral type — important for production purposes. Players are allowed to choose from a list of colorful "icons" that will identify their systems and

fleets on a first come, first served basis. These will serve to indicate ownership and fleet dispositions of all one's own holdings, as well as any enemy units within scanning range. This is very neatly done, and the map is one of *Continuum*'s nicer points — each turn you can get a good perspective on what is happening just by looking at the "known" area of the map. Once the game gets goings, players will receive reports on leading empires, technology advancements, fleet and ship dispositions, and known ship designs in a fairly easy to read format. The fleet and ship listings do tend to get a bit cluttered at times, due to the large number of each that a player can have. Otherwise, it is a model of clarity.

The basic space PBM theme of "produce, research, expand, negotiate and conquer" holds true here as in other games. *Continuum* does have its own angle on each of these things, however, so I'll address each separately.

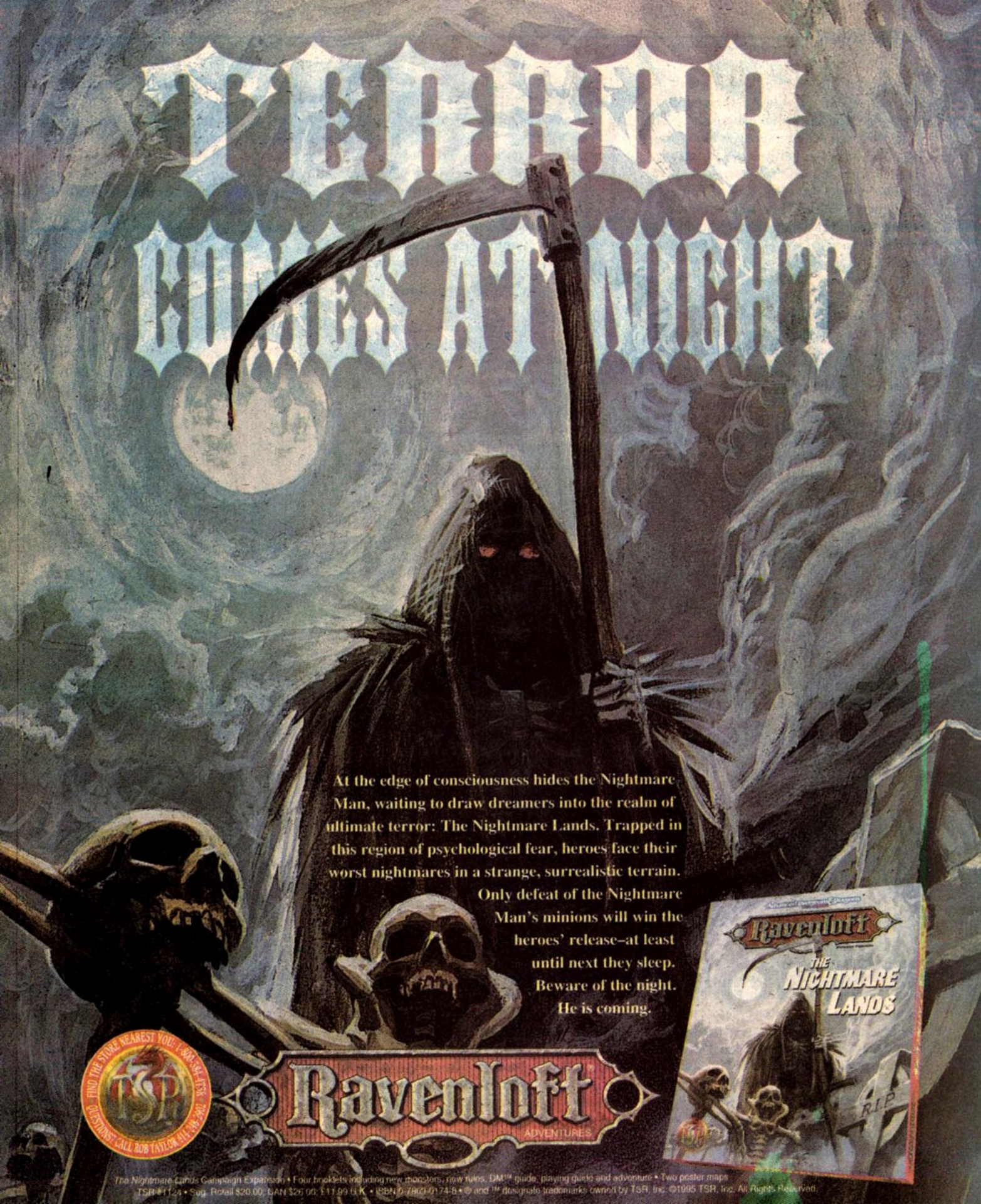
Building for a Better Future - Production

The economic system in *Continuum* is very simple, and is kept that way on purpose. The designer wants the players to focus on ship design and combat, not niggling accounting details of taxation, population, raw materials, and the like. As a result, it's quite simple to keep track of the economy of empire. Each star system owned produces number of generic resource points, which is used for all economic activity: ship production, system investment, research and developments, and ship repairs. Home systems will typically have a RP value of 200, regardless of spectral type. Other systems will have a random amount of RP production depending on stellar class: White stars will usually have the lowest income, followed by Red, Blue, Green, Orange, and the coveted Yellow stars, some of which rival homeworlds

Big news all around this issue. As you've no doubt read already, SHADIS is going monthly, and with precious little warning to some of the loyal columnists (that's me, among others). As a result, I was caught short with nothing on hand...so I've shamelessly dug up a previous review I did for *Flagship*. Apologies to those who get both, but there ought not be too many of you who get both *and* remember this review.

Speaking of *Flagship*, there's some pretty big news there as well. As many of you know, I functioned as US Editor for that publication and as the PBM Editor here as well. Naturally, such an ordered environment had to bow to the forces of entropy. The US edition of *Flagship* has recently been sold, and will be renamed *American Flagship*. The new owner (and editor) is Bob McLain, a regular columnist and long time veteran of the PBM wars. I'll still be affiliated with *Flagship*, doing some sort of article, review, or column for each issue, and I'll continue to handle the duties here as well. For now, those desiring to get in touch with *American Flagship* by snail mail can still contact me - a new address will be forthcoming. You can contact us at flagship@tightbeam.com if you have e-mail.

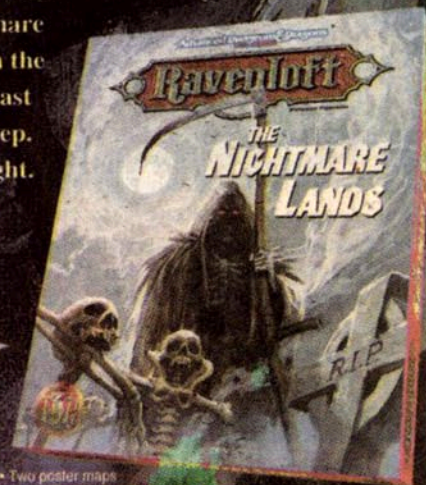
Ok, enough housekeeping. Forthwith, I present to you a review of *Continuum* by Zephyr Games, a low- to mid-complexity game of galactic conquest.



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in potential. The budding emperor will do well to keep an eye toward spectral class when planning his initial expansion! Normally, RPs can only be spent at the system where they were generated. However, transfers can be made to other systems or to other players - at a small cost. Any RPs transferred will spend one turn "in transit", during which time they are unavailable for use by anyone. This isn't a significant penalty, but it does encourage good planning. Otherwise, RPs can be used to build ships that will appear at the end of the turn in a "Holding Fleet" — a fleet that can neither move nor fight, and that will be instantly destroyed if engaged by enemy ships. Only after the ships are transferred to an active fleet (and thereby equipped with crew and fuel) on a subsequent turn can these vessels be used. This also forces advanced planning, as building a large fleet this turn to counter a surprise enemy thrust is worthless — you'll have to have the ships already assigned for them to act as defenders. On the other hand, system reinvestment and technology research is immediate — those RPs are applied at once. System reinvestment allows a player to increase the RP production of a system by 1 RP for every 7 RP spent. This is a pretty low return on investment, and should only really be used by a player who is forced into a pure defensive position — and even then, R&D is usually a better choice. Otherwise, RPs are used to repair damaged ships, at 50% of the cost of building new replacement systems. Note that some ships may be equipped with devices that will attempt self-repair, at no cost in RPs at all. Such systems tend to be both slow and expensive, however. Finally, if you desire to do nothing else, you can just accumulate the RPs from turn to turn at the system, to be spent later *en masse* for that really expensive ship design, or that massive transfer of aid to a needy ally...

Scientists and Naval Architects - Research

The heart of *Continuum* is ship design — assembling a listing of different components into a workable warship, and using those designs to eliminate your enemies. There are six technology areas that may be researched: Hulls, Weapons, Defenses, Warp Drives, Sensors, and Miscellaneous Modules. Each player begins at TL 1 in all areas, and research is conducted independently in each — it is quite possible to be,

say, TL 3 in Scanner tech, but still TL 1 in all others. Note that *all* research is related to ship construction, with the single exception of Scanner Technology. In other words, there is no way to increase your RP output via R&D, nor are there planetary based defenses. The only things a system contains are a scanner of the very latest TL, an RP production value, and an RP stockpile. Everything else is contained in the various fleets in orbit about the planet.

Every player begins with a listing of the common TL 1 components — ship hulls ranging from the tiny size 4 Scout to the mid-sized size 16 Light Cruiser, as well as a variety of non-mobile "System Defense" platforms, from size 1 to size 50. Upon these hulls can be assembled Warp Drives, Thrusters, Pulse Lasers, Anti-Missiles, Repair Pods, and a plethora of other items — a beginning list of 13 different units. Each subsequent TL breakthrough will bring the ability to construct new modules: better weapons, longer range scanners, bigger hulls. It is in these design considerations that you will decide the style of your battle fleets. Will you rely on small, swift, expendable ships? Huge armored leviathans, sturdy but slow? General purpose jack-of-all-trades vessels? The choice is yours.

Investment in technology is straightforward. Each system can contribute a percentage of its total RP stockpile toward a particular area. Depending on the amount spent, you will then have a chance on subsequent turns of attaining a breakthrough to a new level, at which point spending drops to zero and the cycle continues. For example, let's say you elect to spend 50 RP from your home system on Scanner Tech on turn 1. This will give you x% chance of attaining Scanner TL 2 (the actual chance is not revealed, but you do get a "pie chart" showing the rough chance each turn). Assuming you are unlucky, you will still have an x% chance on the next turn of attaining a breakthrough, even if you spend no RPs on that particular area. Thus, while it is possible to spend enough quickly to get a 100% chance of a breakthrough, it is more economical to spend small amounts each turn, and gain the breakthroughs a bit slower. Make sure that you always have a small amount in each TL area, even if it's not critical to you; the chance of "hitting the jackpot", however small, is worth it.

Manifest (Stellar) Destiny - Expansion

This is the quick grab of surrounding neutral star systems, and is vital to a player's continued success. Note the word "quick" — virtually every one of the 160 systems will be owned by the end of turn 3! Hesitating during this phase is fatal in the long run, but so may be overreaching yourself. For this reason, small ships are the rule of thumb early. However, under no circumstances should you build an unarmed design, as it will automatically retreat when encountering a hostile vessel, losing what ever you may have gained. The preferred explorer ship with the starting equipment is either a size-4 Scout with a TL-1 scanner, a fission missile launcher, and 2 TL-1 warp engines or (preferably) a size-6 Police Ship with a TL-1 scanner, a fission missile launcher, and 4 TL-1 warp engines. The next larger ship, the size-8 Escort, is twice the mass of these two, and so would require twice as many TL-1 warp engines to attain the same speed: not worth it at all! Build as many of these small ships as you can, and stake your claim to all surrounding systems, following them with a second wave of similar or larger ships.

Being the first to take a neutral system has two advantages: first, there is a small stockpile of RPs on each system in addition to the normal production. Second, and more important, there is a small chance that a new technology of a random type will be discovered on a new system — a wrecked alien ship with TL-2 scanners, for example. Once a system has been taken, fortify it heavily with defense platforms, or ship designs with few warp engines and lots of weapons and defenses. After the first 3 or so turns of frantic expansion, the game momentum swings heavily to the defense, as non-mobile designs are more cost effective than fast ships. This is the time to build yourself up, assemble your fleet, and contact your neighbors...

The Silver Tongue - Negotiation

Now comes the ticklish part. You have seized all available galactic real estate, and have a combination of map edges (the map does not wrap around) and potentially hostile neighbors in all directions. While you experiment with ship designs and drive your scientists feverishly onward, you need to contact some of those faceless icons out

there. In a curious twist, cooperation between fleets in *Continuum* is impossible; battle will *always* occur between fleets belonging to different empires. You can, however, negotiate borders with certain of your neighbors, and even send RPs back and forth — assuming you have that much trust! In the initial setup, you can choose how much contact information you wish to disclose: none, name and address, or name, address, and telephone number (work, home, or both). Watch out for those “anonymous” players, as they are usually the most ruthless of the warmongers.

The Iron Fist - Conquest

If you are lucky enough (or skilled enough a diplomat), you can pick your own time in which to attack; otherwise, you'll be defending yourself against enemy fleets sweeping in toward your worlds. This is where your ship designs come into play: just how effective are your missile-carrying destroyers against the enemy's heavily shielded frigate squadrons? Combat is the heart of the system, and it is well-explained in the rules. There are a few twists due to ship and fleet initiatives and

retreat levels, but these will become apparent after your first couple of skirmishes. Remember: weapons and defenses aren't the only measure of a ship's combat ability! Advanced warp drives and high-tech scanners will give any fleet a big edge in the grand strategy.

The Tactics of Empire - Beginning Tips

A few rules of thumb for the novice player:

1. Expand as quickly as possible — or faster. See the above commentary
2. Invest early and often in R&D.
3. The most important technologies early are Scanners and Warp, not Weapons and Defenses.
4. Don't forget that ships built this turn are sitting ducks for an attacker, if their cover fleet is forced to retreat.
5. The defender has the advantage early, but this will disappear if you get too complacent. You must spread your defend-

ing ships about, while the attacker can concentrate his forces.

6. Even obsolete designs can absorb enemy fire in a pinch.

So, is it any good? - Conclusions

The answer is a qualified yes. If you're not afraid to play “yet another space game”, *Continuum* can be a lot of fun. Due to the number of ships involved, filling out the turns can be a bit tedious, but it's not very onerous, and there's no tricky codes to remember — just ship IDs or even names (the GM is very flexible). Turn-around is one turn every 3 weeks, and this is adhered to, most of the time. The GM is quite accommodating if you have problems or late turns, and is reachable by phone at (206) 727-2677. He'll even set up a fax on that number by prior arrangement for those desperately late turns. If you're looking for a moderately deep game with simple rules and an emphasis on naval combat, this is a good one to try. Contact them at Zephyr Enterprises, PO Box 178, Citrus Heights, CA 95611-0178.



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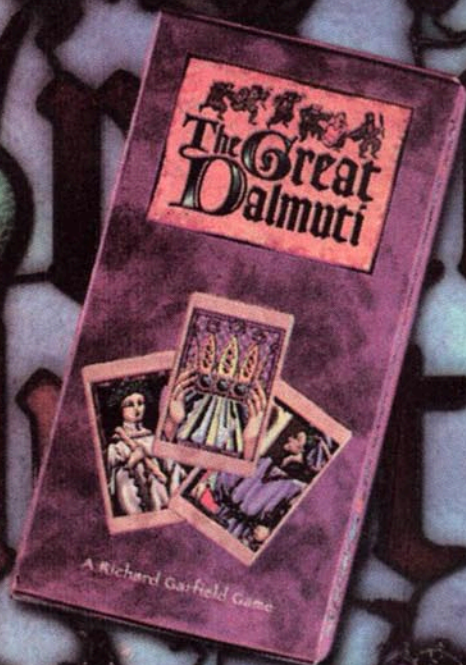
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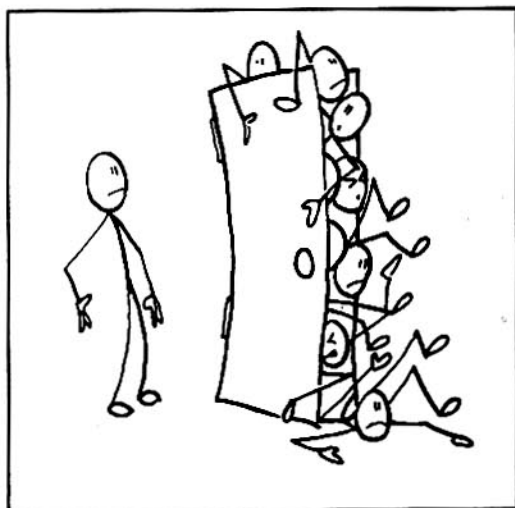
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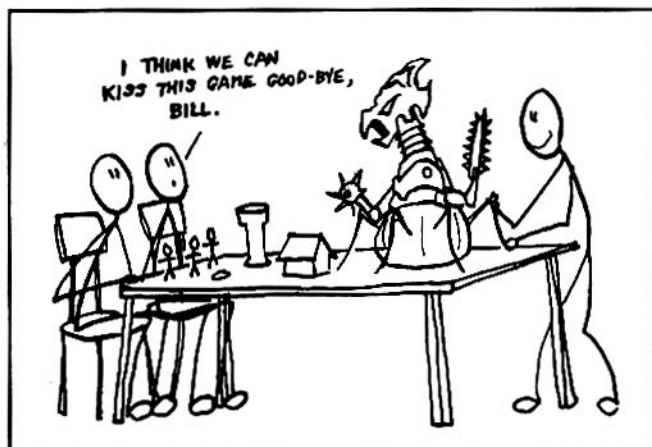
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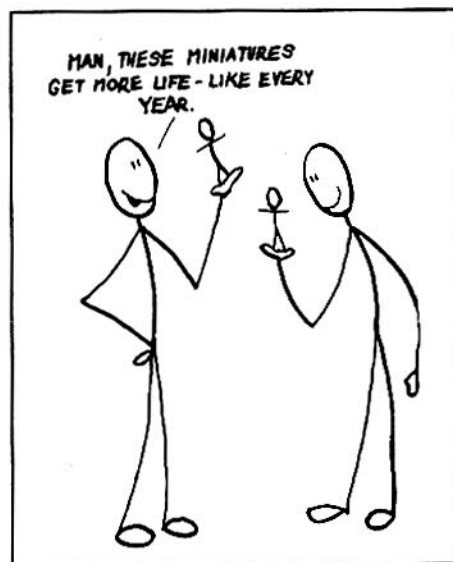
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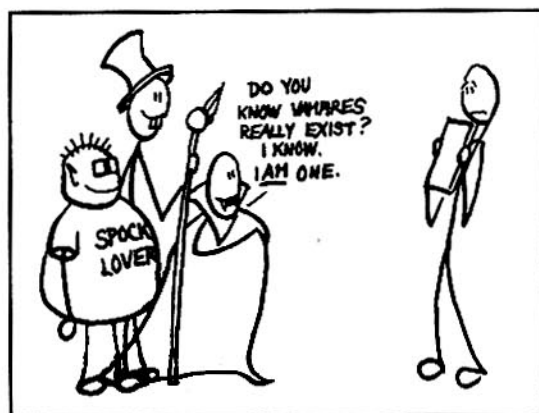
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2. Have miniatures battles with people whose style of play may be radically different from your own.



3. See new miniatures designs.

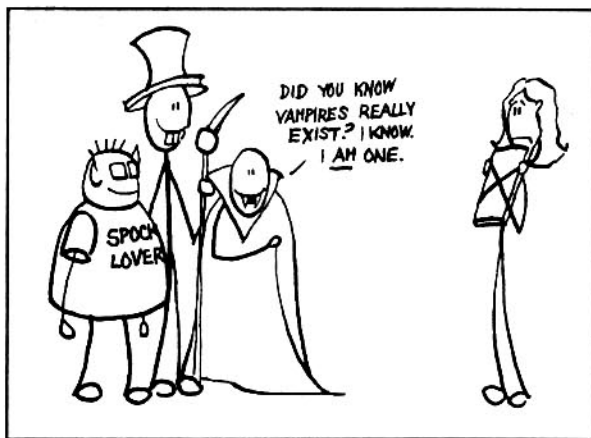


4. Meet new friends.

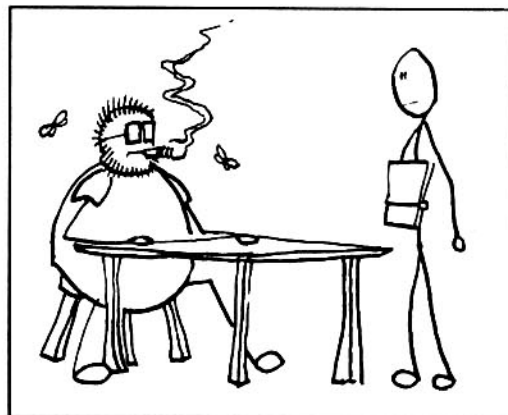


5. Pick up some more dice for your collection.

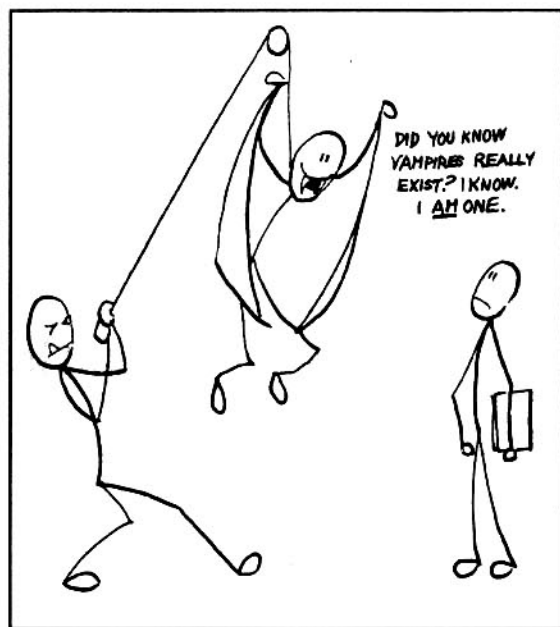
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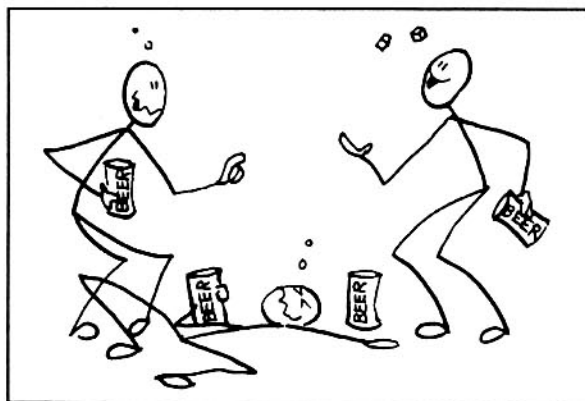
6. Meet chicks.



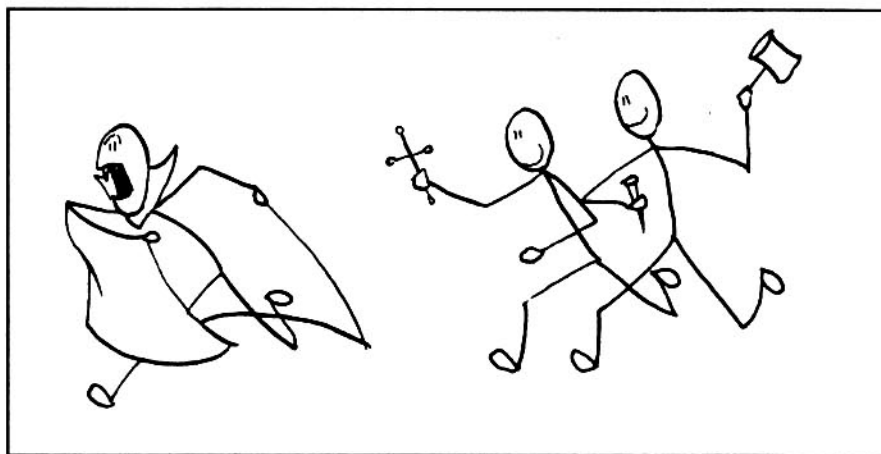
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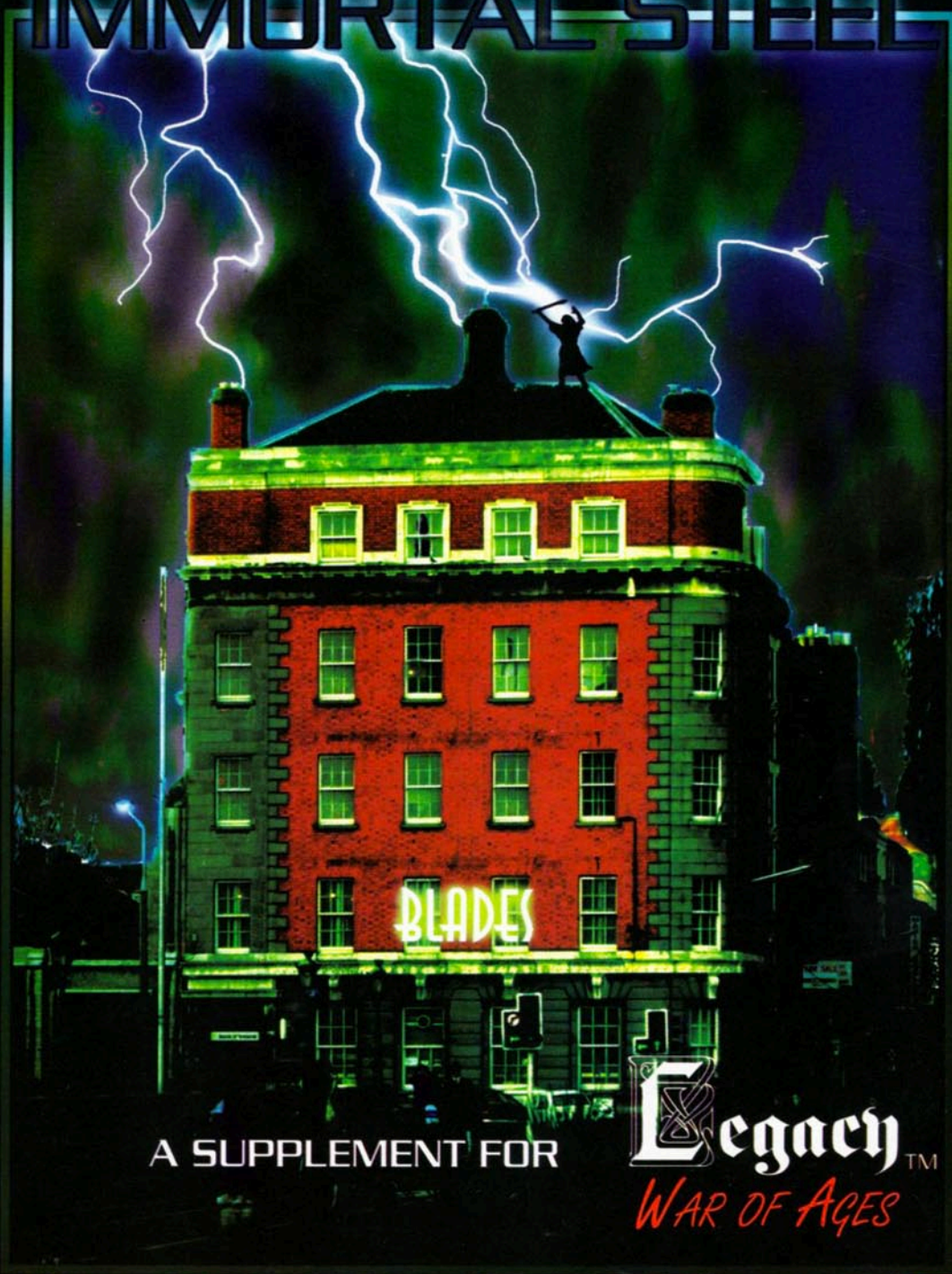
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