

GDW

Issue Number 4

U.S. \$3.00

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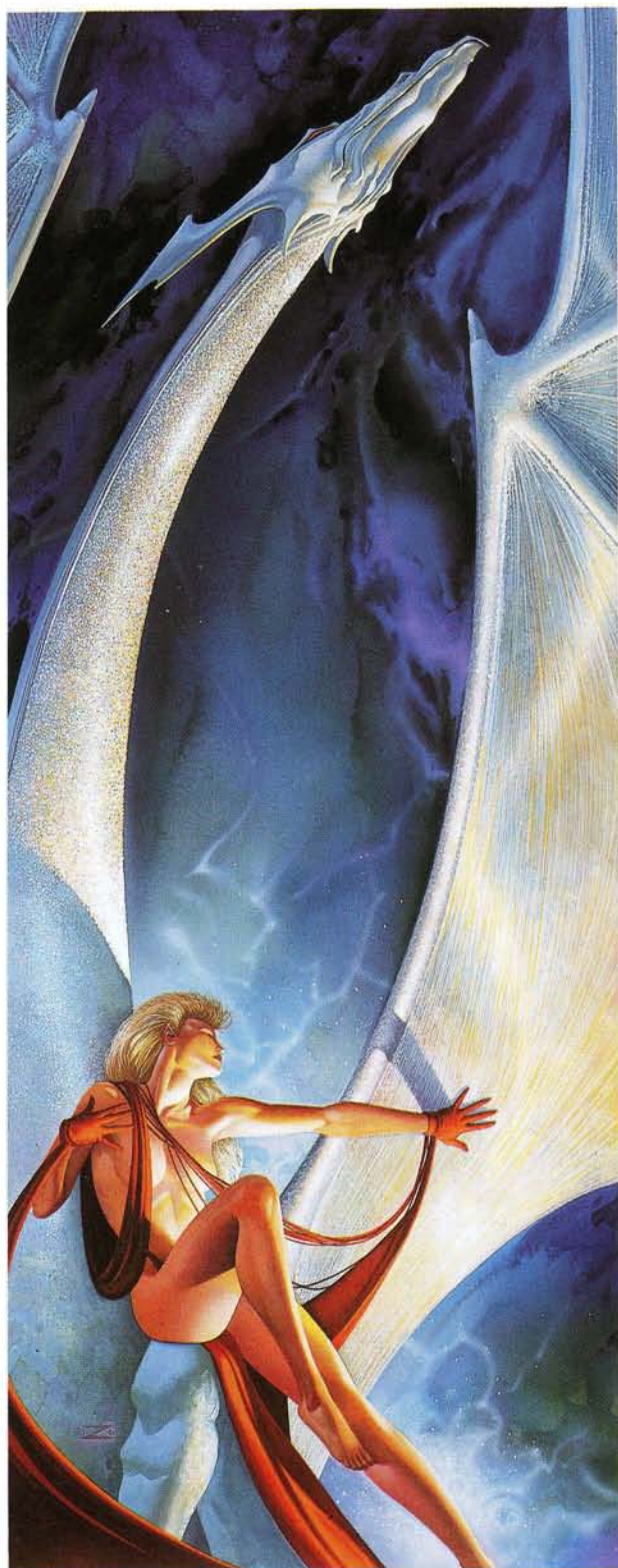
JOURNAL OF MULTIDIMENSIONAL ROLEPLAYING



MYSTICAL...

Raymond K. Fillingim
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Exclamations!

Alphabet Soup: HPs & OPs vs. PCs & NPCs.
Also, *Journeys* journal goes bimonthly, bringing you quality over quantity. Page 4

The Gamemaster's Purview

The *Dangerous Journeys* designer discusses items of especial interest for GMs.

This month:

The Grand Campaign, Part II

by Gary Gygax

Page 5

Deeds, Not Words

The PCs must foil the latest VIPER caper, with the "help" of the intrepid Foxbat, in this *Champions* adventure.

by Bruce Harlick

Page 9



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Journeys©1993 GDW, Inc. Printed in the USA. All rights reserved. ISSN 1063-729X. All editorial and general mail should be sent to *Journeys*, Editor-in-Chief, PO Box 1646, Bloomington, IL 61702-1646 USA. For ad rates, direct your request to the Marketing Director.

The issue price is \$3. Twelve issues (one year) are \$20 in the US and Canada. Foreign subscriptions (outside the US and Canada, but not to APO or FPO addresses) by surface mail are \$40 per 12 issues. Please make all payments in US funds drawn on a US bank.

Submissions: We welcome articles and illustrations for *Journeys*. Please inquire before submitting manuscripts, enclosing a stamped, self-addressed envelope. We will send submission guidelines. Address all manuscripts to the senior editor and art portfolios to the art director, c/o *Journeys*. Foreign inquiries (except APO/FPO) please include an International Reply Coupon.



The Sceptre of Amun-ka

The HPs are duped into dealing with a disguised assassin.

by Paul Arden Lidberg

Page 16

K/S STEEP Cross-Feeding and Feeding

A handy, time-saving way to keep abreast of every STEEP point there is to be had!

by Gary Gygax

Page 23

The Prancing Pony Inn

Everything is provided in this *Mythus* adventure locale to ensure your HPs' pleasant stay.

by Barry Hilton

Page 28

Conventions

Page 35



Issue 4

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In Print

A review of *Wizard of the Coast's Talislanta*, 3rd edition.

by Jimmie Pursell

Page 36

Journeyer's Guide to Ærth

How a Feudal Noble's Stronghold is Organized
Charts and information helpful in deciphering just who does what in an aristocrat's castle.

by Ernst Grumbold

Page 39

Comic: Infinity Mirror

Strike cruiser *Argento* responds to an SOS.

by Allen Nunis

Page 45

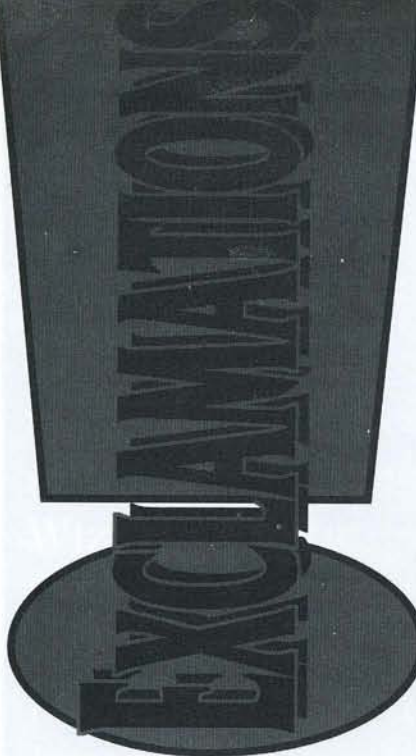
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Page 46

The Cover

An enraged Ægyptian priest-mage.

by Raymond Van Tilburg



What's in a Name?

It seems that a lot of people out there are confused by the terms used in the **Dangerous Journeys** system. One common question/comment we frequently hear is, "Why does this game use the term Heroic Persona instead of player character and Other Persona instead of nonplayer character? Every game out there uses those terms, and it's just an accepted convention that everyone follows."

Well, sometimes in order to make something better and different, you just have to throw out the "accepted" way of doing things and forge a new path. Besides, there is a major difference between a PC and an HP. In most games (*most, not all*), a PC comes

from the normal ranges of humanity or the population PCs are drawn from. They are not necessarily superior to NPCs; they actually fall into the same ranges of ability and power. Heroic Personas are head-and-shoulders above the pack. This is one of their advantages to being heroes. The players are assured and guaranteed by the **Dangerous Journeys** system that their HPs are special, important, unique and crucial to events happening in the campaign. We've heard complaints about many other fine games by gamers that they don't like the game because certain NPCs are more important and end solving all the world/universe's problems. In the **Dangerous Journeys** system, it is totally the opposite. Take the **Necropolis** scenario for example. If the HPs don't defeat the main Evil Persona, then the whole world is in serious trouble.

Another common comment is the terms used to describe the CATEGORIES and ATTRIBUTES. "Why do you use such esoteric terms like Physical Muscular Power instead of Strength or Mental Reasoning Speed for Intelligence?"

For starters, don't think of the Capacity, Speed and Power ATTRIBUTES as separate statistics. Think of them as ratings of the six CATEGORIES they contribute to. And for the CATEGORIES, they are rather accurate for describing a person(a). Terms like Dexterity and Strength are very specific and, in some ways, *too* specific. The terms Physical Muscular and Physical Neural are more encompassing to the whole range of matters they cover and, in many ways, more accurate.

Why We're Going Bimonthly

Now that we've cleared the air over the game terminology matter, we would like to move on about a more grave matter—the sagging American economy. It appears that GDW is not immune to the chronic problems the entire country is suffering through. That unfortunately means the **Journeys** journal will be going bimonthly (in between issues of **Challenge** magazine, since it too is going bimonthly). This will be a temporary setback for at least several months. As soon as things improve for us economically, **Journeys** journal will be online as a monthly magazine covering the **Dangerous Journeys** system and many other fine multi- and metagenre games.

We also want to immediately reassure subscribers that their subscriptions are still going to be valid and honored, since their subscriptions are for 12 issues. They will receive *all* of the 12 issues they paid for, guaranteed.

Some Thoughts...

Having read, and re-read (several times), the premiere issue of **Journeys**, I feel that I have to express several feelings I have toward the ship you have launched.

My first impression of **Journeys** is WOW!! Finally, coverage of many different aspects of the market from the people who made it what it is today. Since I have the hopes of eventually working on the design and development of games in the industry, I enjoyed hearing how some of the best-selling games came to be and why. The frankness of the articles was also appreciated, and I hope that the scope and depth only gets better as time goes on.

As for the artwork: I must admit that the art is what catches my eye at first, but the life of my subscription is determined by the content for the most part. This is not to say that I do not look for good artwork in the magazines that I am reading, but I would rather see a few well done pieces of artwork interspersed with the articles than a lot of pretty good pictures with less useful material in between. Contrary to what most people do, I do not purchase a magazine to let it sit upon the shelf after having read it the first time. I prefer a magazine that I can come back to time and time again to inspire me and help my campaigns along when they need a boost.

Also, I think that Frank Mentzer makes some good points in his article, "Back to Basics," which I hope you will expand into articles from those in the command chairs of the gaming industry. Subjects such as how to present the style of a game, how to change the style or modify it in the midst of a campaign to better reflect the GM's and player's preferences, how to more effectively and dramatically present the adventures, how to make players more aware of the goal of the adventure and how to further emphasize the accomplishment of each of the smaller goals on the way to that main goal so as to build to the climactic moment when the HPs will encounter that which they know to be the completion of that (and possibly several precious) adventure(s), and pointers for "winging it" when necessary and how to integrate such split-second decisions into the future of the campaign. It is subjects such as these that those with experience need to lend us their insights and wisdom on in order for each succeeding generation of gamers to keep up with the progression that has been witnessed so far.

I have no doubt that the games of the present, and that which we learn from them, will become stepping stones for the designing of better games in the future just as the ones of the past have done. Though, without the input of the elders of gaming, we will indeed become like the political system of our country with the political gamers and rules lawyers fighting among themselves while the gaming mass dredges along under their reign.

I think that **Journeys** has the potential to introduce us to the new dimensions of roleplaying as well as teaching us the techniques of specifying goals, planning adventure flow, tailoring our games, alternating the styles, building the presentation and all the other bits of experience and wisdom that went into the designing of the latest games that reflect all that the gaming industry has learned over the past 20 years.

Phil Barrett
Troy, NY

GAMEMASTERS' PURVIEW

By Gary Gygax

by Gary Gygax

Privileged information for the gamemaster! What's this? Something more disallowed to players? Not at all. This is by no means confidential, let alone secret. If I have the attention of players not otherwise prone to read this sort of article, however, I consider it a valuable step. Do read on, and if you find the information such that you believe your GMs would benefit from it, tell them so.

*The goal of this writing is to improve and enliven the many new **Dangerous Journeys** multigenre roleplaying game (MGRPG) system campaigns, and to do so it is necessary to reach the persons responsible for creating and conducting them, the gamemasters of the world. What is in this column, however, is in one sense privileged. It is assumed that the readers are all special, more knowledgeable, in some measure because they are readers. Therefore, what is contained herein will certainly benefit gamemasters, players and the latter's Heroic Personas in no small measure!*

The Grand Campaign in the Mythus™ FRPG, Part II

The fourth in a series
of **Dangerous Journeys** system articles for GMs.

In this installment we are going to consider Socio-Economic Class in relation to adventuring potentials. What is discussed herein is quite different from our earlier exposition regarding SEC, so do read on! We are about to study adventure possibilities for the HP team according to their SEC level average. With the major possibilities laid out, you, the gamemaster, can then decide how you will get Heroic Personas involved in intrigue on multiple levels, military activity, exploration, adventuring in Subterranean Ærth and so forth. When you average the SEC of your players' HPs, toss out the highest and lowest levels if the group is over five strong. In any case, ignore a social level which is very high or very low.

Say, for example, the HP team is all in the Freeman class, 4 and 5, save for an Aristocrat 8 and/or a Peasant 1. The others in the group won't be able to operate in either the high or the low end, so it is a mid-range team.

As usual, there are a couple of things to cover before launching into the main text. The first is the real SEC, in a fantasy world as opposed to this real one. In the former, the higher the level, the more directly one is involved in running the government. This applies, generally, in our world only to such extent as we are not dealing with democracies. In any monarchy, even a limited one, the royal house is at the pinnacle. In a democracy, it is not atypical to have a leader from the Middle or Lower Upper Class. The UUC doesn't want to be seen, so its members never run for office, and even the Middle range of that class tends to stay out of the political limelight. Think of it in this way: In some places, the common people would elect from amongst themselves a sort of a king-for-a-day. During that time, the elected "monarch" would indeed be treated as royalty. Thereafter, though, it was a different story. Elected officials are something like that, but not quite. Wielding power for a few years, they acquire connections and possibly fame of some sort. They become a sort of gentry or even like lesser nobility.

The Upper Middle Class has more power and prestige in the fantasy milieu, even though it lacks the ability to actually put forth its members to become the chief governing force. It is a pillar of support to the aristocracy; its members serve in all manner of capacities, employing those lower down, including the Peasant Class, to achieve what is desired. When there is credit, they accept it gladly from above. When there is blame, they have plenty of scapegoats to offer up—and that works most of the time.

In any milieu, the Middle Class position must be considered. In the fantasy one it is critical to the campaign—and the HPs' future. It is a hurdle, a stepping stone, a tool, and even a place in which to hide.

One other thing must be discussed. That is the race of Gnomes in relation to humanity. Because they are not quite human, and because they possess a good bit of wealth, the Gnomes are unpopular. In fact, on Ærth only the Phonecians treat them with true, if grudging, respect, save when something they have is needed. To associate with Gnomes is to accept their status, and personas who do are accordingly treated as two steps lower in SEC—if the opportunity to do so presents itself. Despite that, the gamemaster might well bring in Gnomes as an interesting foil, and players can indeed use this device to excel in the development of successful Heroic Personas in the fantasy milieu of the **Dangerous Journeys** game system.

Your HP team will fall into one of three general categories. We will first identify the characteristics of these three groups, and then go on to discuss the sorts of adventuring that is most likely and beneficial for that category. Remember, we are dealing in broad and general terms. Likewise, suggested adventuring potentials given are by no means exhaustive. What is offered is a sort of field survey with general sorts of potentials into which you can fit specific adventures which are appropriate.

The categories of HP teams are:

Peasant-Freeman: Average status is low, averaging 3-4 or so, and in general they will be "masterless" hirelings or low-level operatives.

Freeman: Average SECs of 4-5 allowing most of the options of group 1, and they also have potential to be a "free company" or operatives for very important guilds, petty nobles, etc.

Gentry-Aristocrat: If the team has an average SEC of 6-7 or better, then this group can do just about anything the gamemaster decides upon, and the players will find this interesting and exciting.

Now for adventure settings.

PEASANT-FREEMAN SCENARIOS

An adventure team which is of the lower SEC end of the scale is uncommon. While it has little "clout," the prospects for such a group are great. Funds and equipment will be in short supply, and skills not as high as usual for a beginning group, so the team will have to take a number of small steps to guarantee that the Heroic Personas will have the opportunity to amass the wherewithal to handle greater challenges. Because they aren't known or tied to some higher-up, such a band of bold heroes can set about making a mark for themselves in adventures of this sort:

Robbers of Robbers: In an urban setting, the Heroic Personas might do "sting" operations on local crooks, steal from the thieves, and generally raise havoc amongst the bad guys—including the vile minions of Evil bound to be found in a big city. This might not make them popular with the local authorities depending upon the corruption amongst them. However, corrupt officials are prime targets for burglary, jewel theft, and so forth a la Robin Hood and *Raffles*. In this case, any SEC rise will be through other "efforts" (such as tipping off noncorrupt authorities, display of special skills not associated with the ones actually used to fleece the crooks, spending money, etc.). SEC increases should be kept slow and low, so to speak. The team becomes a sort of "PI" group which can also take on troubleshooting assignments, even semi-espionage work.

Masterless Soldiers of Fortune: As able independents, the team moves to some locale where their talents are in demand. They can become bounty hunters tracking down beasts and bandits. They can accept work as guards and short-term mercenaries. In such activities, the group should gain abilities, find sufficient money to cover their costs, and meet quite a number of interesting people too. When sufficiently established thus, the team can probably find some employment with local organizations or gentry. This specialization leads to a role in the free company line.

Intrepid Delvers: There are many prospects for the beginning HP team in the *Shallowshadow* region of Subterranean Ærth. There they can make connections with Phæree folk, including Gnomes, of course. Prospects for financial gain are good there too. After proving themselves in this arena, the team might well take on assignments from elves, or even work for gnomish traders and factors. Also, they might well bring in something of real value or interest, so that employment of the sort mentioned above is then opened to them. The long-range prospects are generally in exploration and travel. We'll talk a little more about Gnomes later on.

The HPs might have to move from place to place and operate as suggested for some considerable time before they find themselves effectively in the next SEC category, whether from actual advancement or through repute and ability in various areas.

Thoughtful players might actually make sure that their Heroic Personas have engaged in all three general areas, and thus have some credentials for just about anything which comes along.

FREEMAN SCENARIOS

The middle-range team is probably able to adventure in any of the settings which are the forte of the lower-end teams, especially if one or two of their number are in the Peasant SEC. In fact, to some extent, the HPs should perform a bit of such "work" so as to establish their reputation. Then to the basic repertoire they add one or more of the following:

Military Service: Whether for a local noble or in the name of the state, the team enlists to serve in time of conflict. They use their high abilities to excel, and thus they gain both monetarily and in status. Here again the path tends towards the free company, but successful commanders can receive offices, even fiefs. Also, they are sometimes sent on voyages of exploration. The intermediate assignments range the gamut of what makes up an exciting campaign. By all means, steer your players away from the idea of amassing too much power, for with authority comes responsibility. Put another way, when Conan eventually became king, his son Conn took over adventuring. Of course, highly talented and sophisticated HPs might find interesting a campaign in which they were the government of a state of Ærth...

Clerical or Similar Organization Agents: The team finds a local or national temple in need of assistance and signs on to assist. The path here is one which will certainly be more clandestine than that of the military sort, even though the HPs might use arms and all in attaining their desired ends. As they progress they become something akin to secret agents. Typically, the members will retain the guise of average freemen, while actually being something quite different as time passes. The limiting factor here is geographical more than anything else.

Noble Patron: If some powerful aristocrat is in need of assistance, the HP group calls upon that individual and undertakes service there so as to right things or do what is needed. Here we get into social intrigue, vendettas, and lots of politics. Office in the noble court is likely with success, unless the team chooses to move on to some higher-ranking patron. Eventually it is almost inescapable that they will be so well-known that they must become fixed to a location or else change the thrust of their activity.

GENTRY-ARISTOCRAT SCENARIOS

When Heroic Personas are generally of the gentry and aristocracy, the team has the greatest number of options open to them. In fact, the *Mythus* game rules are slanted towards generating such groups. The avenues which the lower two sorts of teams can follow are as generally open to this group as to their lower-ranking fellows, albeit some forethought will be required so as to pick up the necessary Knowledge/Skill Areas for activity involving the criminal underworld, bandits, commoners, etc. In that regard, a fellow HP who is actually of the lower SEC is helpful and very much a key member of the group! The major advantages held by this sort of team are their financial-based resources, connections, believability, and freedom to move about without raising a lot of questions. Adventuring options of special note are:



Independent Farers to Phæree and the Subterranean Realms: With the wherewithal available to them, such a team can likely manage "calls" upon various courts on Phæree. As abilities increase, more can be done there, and a deeper penetration of the underworld's maze can be achieved too. The magnitude of adventuring in all manner of situations presented thus is high indeed. Through activity of this kind, the group is creating an unattached status which will lead them to many roads, including that of being feared by governments—rule or be ruled, so to speak. And such a team won't wish to do the former or be chained by the latter. The challenge for the team after a time is high and exacting.

Travellers on Missions of Discovery and/or Intelligence Gathering: These can be on behalf of just about any powerful sponsor. After some initial "testing," the team will be sent forth by the organization, great noble, or even an office of the crown to voyage or trek to distant places. Perhaps such a journey will be to learn and bring back valuable things; possibly it will be to discover if some rumor or legend is so.

Servers as Royal Agents and/or Troubleshooters: At the initial stage of adventuring, some lesser officer of the crown will be the "control," then an officer to whom they report will become progressively more important as the group succeeds and gains status. In the long run this course is similar to the first two Freeman scenarios.

FAME AND RECOGNITION

A bit of consideration will make it apparent to the discerning player team that it is a very good idea to avoid publicity, remain unrecognized, and operate sub rosa, as it were. "Hiding" in the obscurity of the Middle Class is a good way of keeping a low profile, yet having sufficient freedom to act. This will enable the group to exercise more options, in general, and do so for a longer period of time. Eventually, however, no matter how careful the Heroic Personas are, their fame is bound to spread. Then they must "disappear" for a time, move to some other place at least semi-permanently, or move into roles of grander sort where there is less field activity and more in the way of administration, politics, grand intrigue, and so forth.

There is, naturally, an intermediate option available to any group at the gamemaster's discretion. That is the vile *Accursed* and those who oppose that evil. The team, once proven, can be recruited by an organization acting to counter Evil. The HPs will at first handle assignments locally, then perhaps in the Subterranean Ærth, then expand to national and continental concerns. Soon they will be operating worldwide, on Phæree, amongst the manifold planes and spheres beyond the Material one of the *Mythus* game. From that it is but a step to the multigenre campaign. Best of all for the Heroic Personas, such activity doesn't adversely affect their potential on their own world at all. In truth, they become more viable and have greater potential there—and elsewhere too!

Readers familiar with my novels based on the *Dangerous Journeys* system (and all Insightful Readers are so aware, I'm certain) will note that I have not opted for such breadth with the principal protagonist. Magister Setne Inhetep is a great noble with plenty of wealth, but he does not journey outside

his own milieu, the cosmos of Ærth. That's because he has plenty to do in the fantasy setting, of course, and I need a hero to allow a proper exposition of Ærth and its environs. Obviously, then, well-placed HPs need not ever leave their own milieu either, but then again...

In closing, let me add a few words about gnomish traders on Ærth. Their antipathy for association with humans stems from human prejudice. The Gnomes are very clever and hard working. They are, actually, rather hard, sharp, and shrewd businessfolk. If they meet humans they can deal with and maybe even outdeal them, then those men have their grudging respect. If, in addition, those humans are open-minded, unprejudiced, fair, and good-willed (in regards to the gnomish folk), then admiration and actual friendship can occur. Employment by, or dealings with, Gnomes as stated will benefit all parties. The HPs will receive all that they deserve—and that's said with malice aforethought, all you GMs. They had better be clever when associating with the gnomish folks! However, and being wholly serious, if there is a sympatico relationship built, not only will the byways of trade and the gates to Subterranean Ærth be opened to the HP team, but they will have certain entrées into Phæree in addition. Here is one place where an SEC loss of status consideration might well be set aside for a time—maybe for all time—by discerning players!

Next issue we move from the single-genre campaign into the two-or-more- "genred" one. What are the advantages and disadvantages of this? Find out by being with us same time, same place next issue!

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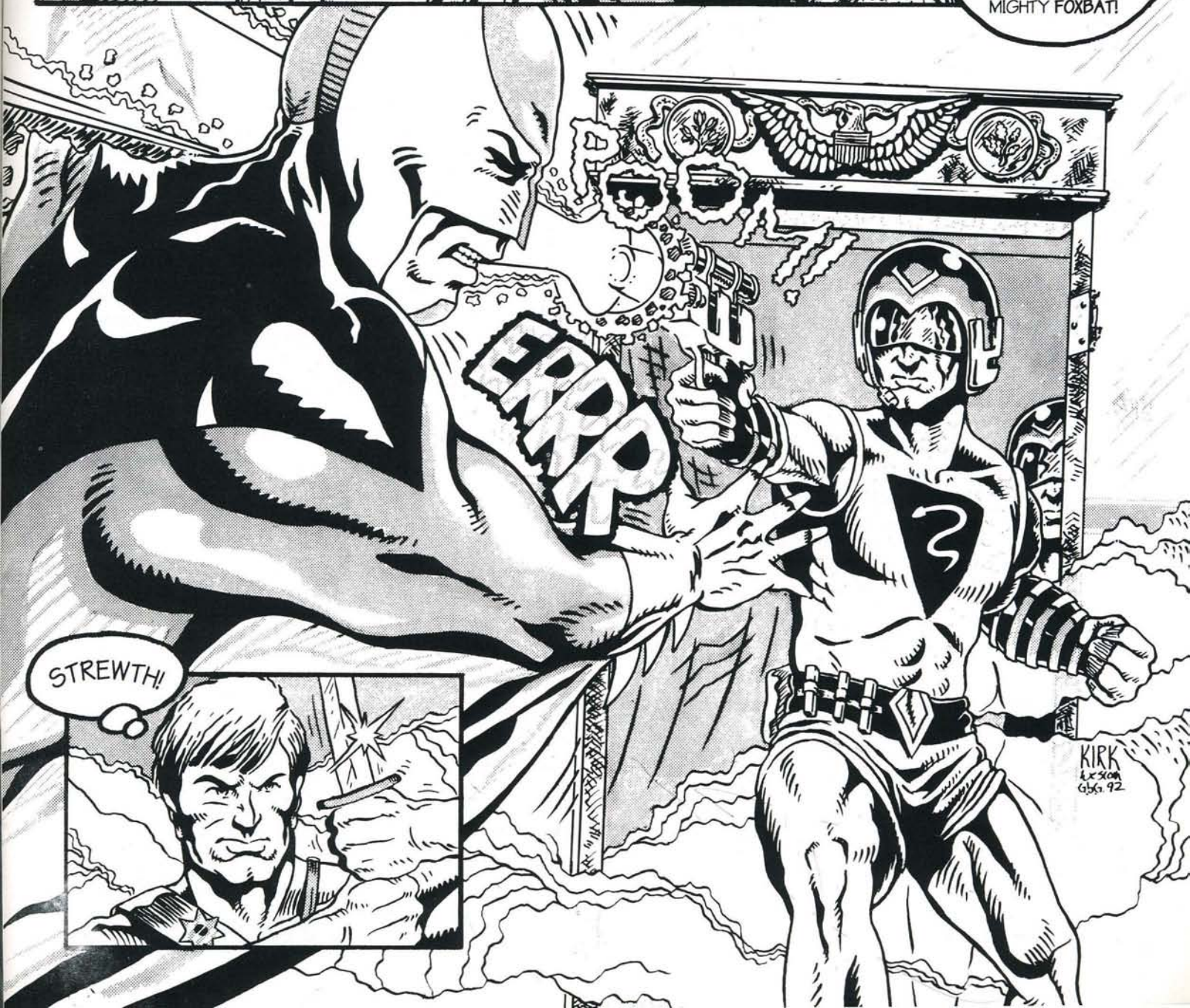
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DEEDS, NOT WORDS

NO, NO! EVERYONE
WANTS TO STOP ME,
TO GET IT FOR THEMSELVES.
WELL, MISCREANT,
MY PLAN IS UNSTOPPABLE,
UNFLAWED, UNFAZED
AND... AND... UH, AND...

PERFECT, BOSS?

YES, THAT'S IT!
PERFECT. MY PLAN IS
UNSTOPPABLE, UNFLAWED,
UNFAZED AND PERFECT!
NO ONE CAN OPPOSE
THE GENIUS OF THE
MIGHTY FOXBAT!



STRENGTH!

KIRK
LUSCOM
Gib 92

Seeker™ smiled as he approached the costumed villain. "G'day, mate. Why don't you hand over that—"

Seeker's request was rudely interrupted by a loud explosion, and the appearance of a squad of men dressed in green and yellow.

"Nobody move!" yelled one of the men. "This building is under the control of VIPER™! You over there," the man yelled, pointing at the villain. "Give that to me!"

"No. No! Everyone wants to stop me, to get it for themselves. Well, miscreant, my plan is unstoppable, unflawed, unfazed and...and...uh, and..."

"Perfect, boss?" asked the trenchcoated man next to the villain.

"Yes, that's it! Perfect. My plan is unstoppable, unflawed, unfazed and perfect! No one can oppose the genius of the Mighty Foxbat!"

Seeker sighed as he dodged a VIPER blaster bolt. It just was one of those days...

This *Champions* adventure is intended for three to eight characters with defenses between 20 and 30 and with 45-60 Active Point attacks. However, this adventure can easily be scaled to fit about any power level.

Anyone planning to play in this adventure should stop reading at this point.

VIPER has set up a new, top-secret Nest in the heroes' home city. Unfortunately for VIPER, they made one mistake. They allowed the city surveyor to record the property deed under the name of a known VIPER associate. This adventure deals with VIPER's attempts to correct that problem.

The adventure is split into three encounters. The first encounter can take place with anywhere from one to all of the heroes being on the scene. The second and third encounters are intended for full group participation.

In the first encounter, the heroes will meet up with what looks like a bit of random street violence. Several VIPER agents are mugging a man. When the heroes intervene, they will discover that the man is the city surveyor, and VIPER has left a trail to their new secret base.

In the second encounter, the heroes will go to the city clerk's office, to look for the clue to the VIPER base. There, they will encounter Foxbat, who is in the office for reasons of his own. VIPER will show up to stop the heroes and destroy the clue, and a battle will ensue. The heroes' actions will determine which side Foxbat fights on.

With the final encounter, the heroes will follow the clue to the VIPER Nest, and attack it. This encounter is not fully detailed. It is intended for the GM to flesh it out, using the information provided here and in the *Champions* sourcebook.

This adventure will work best if VIPER has been active in the heroes' area for a little while. If the heroes have scored some major defeats against VIPER, they will be going through a rebuilding phase, which is a natural lead-in to a new Nest.

If VIPER hasn't been active, and you have the time, throw in some random VIPER activity. Get the heroes familiar with VIPER and the way that organization operates.

THE SETUP

This encounter should take place in the late evening, at around 8 or 9 p.m. If some of the heroes patrol the city, they might come across the following scene. Maybe some of the heroes were out for a late dinner and are returning home when they notice the action, or perhaps one of the heroes lives in the area and is disturbed by the actions detailed below.

However the heroes get involved, they will see the following: A '91 Ford Thunderbird pulls onto the street and parks near an alley. A man gets out of the car, fumbles with his keys, and reaches in the back seat to remove a briefcase and some other items. Before he can straighten back up with his load, three VIPER undercover agents rush out from the alley and attack the man.

The VIPER agents are using melee weapons like blackjacks, tonfas, and nunchucks. Before the heroes can react, the man will be hit about the head and shoulders several times. It should be obvious that if the heroes don't intervene, the man will be beaten and robbed. Or worse.

If the heroes are living up to their names, they will quickly defeat the VIPER agents (use Covert Agents from page C 66 of the *Champions* sourcebook, 4th edition). Three undercover agents aren't the match for one hero, let alone a group. It is important that the heroes capture at least one of the VIPER agents.

The heroes will find that the "mugging" victim is Ken Wolinski, the city surveyor. He has no idea why he was attacked by VIPER. He's not carrying anything too valuable. The only thing in his briefcase is the remains of his lunch. Wolinski is groggy; he's suffering from an obvious concussion and should go to a hospital. Make the heroes aware that their intervention came at the right time. Wolinski might have died from the VIPER attack.

The heroes should question the captured VIPER agents. When they do, they will find out the following information:

- VIPER has built a new Nest in the city. Its location is secret; most of the VIPER agents don't know where it is.
- These agents are from the old Nest and have no idea where the new one is.
- VIPER allowed the city to record the property deed so that they would have uncontested claim to the land the new Nest is on. However, VIPER made one mistake. The deed is registered in the name of Harold Raskin, a known VIPER associate.
- The Nest leader ordered these agents to attack Wolinski and steal his files to help protect the secret. They were chosen, in part, because they were expendable and didn't know where the new Nest was.

Play out the interrogation scene. You can give the VIPER agent whatever kind of personality you wish. Remember, though, that undercover agents are highly trained and pretty smart. In the end, though, the heroes should get all of the above information.

A quick look through Wolinski's "files" doesn't turn up any mention of Raskin's name or property. Wolinski will let the heroes know that all of the property deeds are on file at the city clerk's office in city hall.

When the VIPER agents hear that piece of information, one of them will perk up and say, "So that's what they meant. City hall." If the heroes question the agent about his statement, he'll

eventually let them know that he heard the Nest leader planning a raid on city hall. The raid is set for sometime tomorrow afternoon.

Where to Go From Here

The heroes have two real options to pursue at this point. They can try to beat VIPER to the punch and go to city hall early. Or they can stake out the clerk's office and wait for VIPER to make a move. Anything they decide to do is fine, as long as they go to city hall and the city clerk's office.

Getting Back on Track

If the heroes don't question the VIPER agents, have Wolinski give them the information they need. Relate it to them in a kind of muttered, stream of consciousness fashion. Wolinski won't be able to provide details, due to the concussion.

If the heroes don't want to go to city hall, have them called in by the mayor to discuss the VIPER situation or some other pressing problem. If the heroes aren't on good terms with the mayor or the city, use some other excuse. Have them bail out a DNPC from jail or go to talk to the police chief or something.

WELCOME TO THE NIGHTMARE

If the heroes decide that they want to find the information on the deed, you can have some fun with them. Unless one of the heroes has Bureaucratics skill, bounce them around from place to place, line to line, frustrating their attempt to get the information. The bureaucrats in the office will *not* be impressed with the heroes, or any status they have, and will make them go through the same hoops anyone else would. Finally, the heroes should be directed over to where the deed books are kept. If someone has Bureaucratics, they'll be able to go right over there, without the runaround.

If the heroes are just laying in wait, describe the scene to them. The city clerk's office is a very large room, with people scrambling around to search deeds, get permits, pay fines, and so on. There is an aura of desperation and of slow panic. Everyone needs things done *now*, yet they must wait in long lines to accomplish anything. Take every experience you've every had at the DMV and multiply it by 10.

Every Hand Has Its Joker

While the heroes are getting the bureaucratic runaround, or—if they avoided that fate—before they can get to the deed book two men in trenchcoats and hats will enter the office. The shorter man will be muttering something to the taller man as they walk. Any hero who can make a hearing PER Roll by 3 or more will notice an odd buzzing noise from the tall man every time he takes a step.

The two men are Foxbat and his faithful sidekick, the Awesome Exo-Skeleton Man™. Foxbat, you see, has a plan. A master plan. A perfect plan. A plan so great that it will eclipse even the very stars—well, you get the idea.

It all started when Exo-Skeleton Man wanted some pizza. He was going to order out for it, but couldn't find the phone book. That got Foxbat thinking. Thinking hard. Thinking about pizza. Then, it hit him. Why, it was so obvious! It is all in the mask. Any fool, you see, can have a mask. A domino

mask. But if he were to get the Domino's Pizza mask, why, he'd be unstoppable! Unfazeable! Unflappable! And darn near perfect.

Foxbat had Leroy (Exo-Skeleton Man) stop the Amazing Foxbatmobile and ran into the nearest building, looking for a phone book. The nearest building was city hall, and the "phonebook" Foxbat found is the deed book that the heroes and VIPER are after.

If the heroes are searching out the deed, they should have about just enough time to walk over to where Foxbat is frantically flipping through the book, and ask for or demand the book. Foxbat will refuse to give it to them, of course. To do so would stop his master plan!

Enter the Clowns

Before any violence can break out, VIPER will appear on the scene. If the heroes were just staking out the office, VIPER will appear and demand the book from Foxbat, with the same results.

VIPER is serious about this attempt and is showing up in force. They will have one squad of agents for every two heroes present, rounded up. The squads are split between standard agents and VIPER Five-Teams (see page C67 of the *Champions* sourcebook for details). There should be an equal number of both. If an odd number of squads shows up, make the odd team a Five-Team.

When VIPER spots the heroes, they will begin blasting, trying to take the heroes out. If things are going well, no problem. If things are going poorly, use all of those nasty VIPER tricks. Have them grab hostages, start fires, threaten innocents. If you really want some fun, maybe the mayor was visiting the clerk's office at the time of the attack.

The city clerk's office is full of valuable documents. Some of these documents are irreplaceable. Keep track of stray energy blasts, and let the heroes know exactly what kind of damage they are doing. A good fight here could set the city's bureaucracy back decades!

What About Foxbat?

What Foxbat does depends upon the actions of the heroes. If the heroes were nice to Foxbat, he will enter the fight on their side. Foxbat will find one of the more upright heroes and become that hero's "trustworthy" sidekick. Whenever he does anything he will announce himself as "(Hero)'s Sidekick, Foxbat!" Exo-Skeleton Man will be along to help his boss out.

If there is an attractive heroine in the group, Foxbat might immediately fall in love with her. If so, he will do his best to "defend her honor." He'll try to keep her from being hurt. He may very well keep her from being effective!

If the heroes were rude to Foxbat, he'll intervene on the side of VIPER. He'll cackle and say things like "Yes, yes, it's all going according to my master plan!" Most of the VIPER agents will be confused, and some of the Mauler agents may very well attack the Cowled Crusader.

Regardless of which of the above options is chosen, Foxbat will forget about the deed book.

If the heroes had no contact with Foxbat prior to VIPER's arrival, Foxbat will fight on his own side, attacking the heroes

and VIPER as the situation dictates. He'll hold onto the deed book as if it were his life. He's convinced that VIPER and the heroes are working together to foil his master plan.

Aftermath

There are three possible outcomes to this fight. First, the heroes could win. In that case, they'll be able to locate the deed book (unless it was destroyed during the fight) and find the proper deed. They now know where the VIPER Nest is!

If VIPER wins, they'll take the book and leave. The heroes will regain consciousness, humiliated by their defeat. However, VIPER did *not* get all of the copies of the deed, and the heroes will be able to track down the Nest that way.

If Foxbat, fighting on his own side, wins, the heroes will wake up to find the VIPER agents being arrested by the police. Foxbat and Exo-Skeleton Man will be long gone, leaving the deed book behind.

TO THE NEST, MY FRIENDS!

The next step is to attack the VIPER Nest! Check out the *Champions* sourcebook, pages C40 to C53. Use that information to construct the VIPER Nest. Make it a tough, gruelling series of fights for the heroes to clean out the base. Stats on the various VIPER agents can be found on pages C66 to C68.

There is one remaining element that will help confuse things. And that's the Amazing Foxbat. Depending upon what happened in the fight in city hall, Foxbat has a number of different options.

With Friends Like These

If Foxbat was acting as someone's sidekick, or if he fell in love, he will insist on going along with the heroes to help them in their raid. After all, he is a good guy, right? Right? Exo-Skeleton Man will quietly fade into the woodwork; he wants no part of a VIPER base. Foxbat's help may not be the kind the heroes are looking for; he is erratic at best. The only way to dissuade Foxbat from coming along is to knock him out and turn him over to the authorities. If that happens, see below.

I'm Going Down...

If, under any circumstances, Foxbat was captured, then things are grim. He'll escape almost immediately from the police. Unfortunately, Foxbat doesn't take to being captured well. It does funny things to his mind. In this case, Foxbat will think that he's an Allied fighter pilot, shot down behind German lines. He knows the High Command is having a secret meeting; he has to steal the documents. Somehow, by some fluke, Foxbat stumbles across the VIPER Nest and thinks that it is the meeting place.

Play this one up. Pull out every hackneyed war movie cliché you can think of. Have Foxbat go off into long Rambo-like soliloquies. Foxbat will treat the heroes like the air force treats the army in such movies—as a bunch of bumbler who can't do anything right. Exo-Skeleton Man will stay in custody.

Your Genius is No Match for My Puny Intellect!

If Foxbat acted as a villain during the fight, either with VIPER or without them, he'll lock into master-villain mode. He needs

the VIPER Nest. Only there can he complete his master plan! He'll bring Exo-Skeleton Man along with him and invade the base. At the same time the heroes do! He'll act as his own faction in this.

Have Foxbat give a lot of bombastic, master-villain type, fractured speeches. Have Exo-Skeleton Man act as his straight man, feeding him lines and helping him out when he gets stalled. With any luck, Foxbat will confuse the VIPER agents, who he will occasionally order around as if they were *his* agents.

CONCLUSION

If all goes well, the heroes will deliver an almost-fatal blow to VIPER's operations in their city. VIPER activity will drop off for quite some time. Losing a Nest before it becomes operational really hurts VIPER.

Foxbat, however, might be around to stay. If he was acting as a good guy, he'll try to hang around the heroes. Someone might get the idea to try to rehabilitate him. Or worse, if he fell in love, the heroine could start to show him some affection. Then, there would be no stopping him.

If he was a bad guy, the heroes may keep running into him. Foxbat, when captured, will almost always escape from wherever he is confined. Some things you just can't get rid of.

Whatever happens, play Foxbat as a charming, intelligent, witty, total crazy man. He's charming, but he's fruit loops.

The first encounter is worth about 1 Experience Point, 2 if there was good roleplaying.

The second encounter is worth about 3 Experience Points, 2 if the heroes were boring and didn't roleplay.

The last encounter depends upon how tough and interesting you make it.

FOXBAT THE MAN, THE MYTH, THE LEGEND

Freddy Foswell was born into a life that Robin Leach would envy. His parents weren't just rich, they were really rich old money. Freddy was an only child who came late in his parents' lives. Consequently, he was their little darling, spoiled and indulged in every way.

Craig Foswell, Freddy's father, didn't work, of course, but kept himself busy, yachting, drinking, and playing polo. Freddy's mother, Cynthia, was the perfect wife, with a passion for tennis and bridge. So even though Freddy was the apple of their eye, he was often left alone in the care of his tutors and the servants.

Freddy was a nice child, considerate of the servants and all, but he was a bit odd, some said. He developed some strange passions early in life. Some of these were quite typical, like Freddy's obsession with comic books, but others were more odd, and certainly not worthy of a Foswell's attention. Young Master Freddy exhibited a fascination with gymnastics and acrobatics at the age of 8. Normally, such interests would have been discouraged. After all, it wouldn't do for a Foswell to leap and tumble like some common...some common...some common gardener or something. But the senior Fossells were often away. And one of the servants, a gardener of all things, was a former Olympic gymnast. The gardener, Alex Hampton, saw Freddy's great potential, and encouraged his passion as he taught and trained him.

Like all of Freddy's interests, acrobatics became an obsession, a way of life for him. It was the same when Freddy became involved in kung-fu, and when he became interested in electronics, computers, robotics, when he became fascinated with *Gilligan's Island*. Alex was there with Freddy for all of his passions, teaching him, helping him, and making sure that none of his teachers took advantage of him. Freddy's parents were concerned that their darling boy might do something that would embarrass them, like enter trade. But they saw what a good job Alex was doing with Freddy, and promoted the gardener to companion for their odd boy.

For all of his esoteric interests, Freddy led a very sheltered life, seeing only his parents, his tutors, the servants, and, of course, Alex. Oh, there was the occasional party or social function, but they were uncommon, and Master Freddy was often too caught up with his latest passion to attend.

When Freddy was 17, his parents were killed in a freak boating accident. Freddy was the sole heir, but since he was underage, one of his father's old chums, Jonathan Quarter, was appointed Freddy's trustee. Freddy went on with his life, much as before, until further tragedy struck. Quarter was caught systematically looting the Foswell trusts and arrested. The jury found Quarter guilty, but he never made it to jail. He was found dead the next morning, his old service pistol having provided him with the final escape.

In his suicide note, he begged young Freddy to forgive him. Power beyond his control, he wrote, had led him to his evil deeds: *"There are things that no man can escape, young Freddy, things which have ultimate control over a man and his destiny. I did not start down this path of crime on my own accord. Find it in your heart to forgive me, and pray for the damnation of those who lead me to betray you."* A devastated Freddy was turned out into the cruel world, destitute, his fortune spent and ruined by the man his father had called "friend."

Freddy seized upon the wording of Quarter's note, and became convinced that there had been some conspiracy aimed at the poor man. Later, Freddy became convinced that the same conspirators were after him. Freddy turned his efforts to unraveling the conspiracy, but to no avail. Only through the antics of Gilligan and the crew and passengers of the *Minnow* were things made clear. One day, during a commercial break, Freddy Foswell resolved that further steps were necessary.

Freddy sunk his paltry resources (the \$3 million trust that has been left untouched) into his next venture. This was the catalyst that his latent genius needed. Never had a Foswell trained so hard, worked so diligently, or invented with such inspiration. For two years Freddy worked, swearing to uncover that vile conspiracy, and to clear an innocent man's name!

By this point Freddy was far gone into the lands of delusion and paranoia. Even Alex couldn't keep Freddy on track and stable. An exhausted Freddy was working late one night, perfecting the last of the devices that he would need in his quest. At last he was finished! He lacked only one thing—a name. Something caught his eye, then, and he looked up, out the window. A foxbat quickly fluttered by the moon, and then vanished, gone into the night. Yes! That was it! He'd be Foxbatman, and strike fear into the hearts of those who

would doom innocent men. Freddy yelled for his faithful companion to come and witness his baptism.

By the time Alex made it upstairs, Freddy had dropped the final "man" and named himself Foxbat. The time had come to strike! Foxbat donned his costume, armed himself with his inventions, and went to seek justice.

Things didn't quite work out. The judge Foxbat was convinced was a key part of the conspiracy wouldn't talk. Worse yet, the judge had the gall to call the police, who shot at the masked defender of truth and justice! The ultimate blow came the next day, when the local papers labeled him a criminal.

And so it went. There was no conspiracy to unmask, and Foxbat made a bigger and bigger mess for himself. Freddy soon became so caught up in the role the media had created for him that he lost sight of his original goal, and became the master villain he was thought. Freddy played the role to the hilt, creating and executing the most insane master plans the world had ever seen. Soon, he vowed, soon the world would know the awesome power of the man called...Foxbat!

Personality: Foxbat is one of the most harmless villains the heroes will ever encounter. He's not mean or vicious, and he doesn't seek to rule the world. He'll go out of his way to avoid hurting people, or to save innocents if they're in danger. He's annoying that way.

The key to Foxbat is to remember he's an obsessive with the attention span of a 3-year-old. He'll come up with the most ludicrous master plans, generally multi-staged ones, and, in the midst of the most important job, forget what's he's doing and start hitting on one of the heroines. Or he'll embark on his second master plan, completely forgetting he had to complete his first one. It is vital to keep in mind that Foxbat is an utter loon.

For all that he's totally crazed, Foxbat has an aura of charisma around him that coaxes devotion and loyalty from his followers. He's a very pleasant man, and the heroes should feel sorry about beating him and locking him away in some asylum.

Foxbat will often fixate on some superhero and want to be his sidekick. He'll give interviews, describing himself as "(Hero's Name)'s Pal, Foxbat" and generally make a nuisance of himself. If attacked, he'll lose the fixation and trash (or try to trash) the hero.

It's even more annoying when he falls in love, which he does at the drop of a hat. If he does fall for one of the heroines, it will be love of the most romantic kind. The heroine can count on battles being interrupted by Foxbat inviting her to dinner, on have huge bouquets of flowers delivered to her at the most inconvenient times, the works. If she attacks the lovesick Foxbat, he'll be convinced it's a sign of her feelings for him, and things will get worse.

Identifying Quotes: "Now, face the wrath of my incredible Ping Pong Ball Gun!"

"Hahahahahahahahaha!"

"That's a nice suit. Where'd you g(oof)!"

"Now stand in awe of the awesome Centipedmobile! (Pause) Why are you laughing!?"

"Excuse me, ma'am, can I carry those groceries to your car for you?"

"Quick, Exo-Skeleton Man, to the Foxbatmobile!"

Powers/Tactics: Foxbat is a very talented normal who depends upon his gadgets for his firepower and defense. He's really quite unpredictable, and will often custom tailor his entire array of gadgets for a specific job. When pressed, he will defend himself with his command of the martial arts.

Foxbat is crazy, and his tactics represent this. He'll often stop fighting to do something strange, like help an old lady across the street. Or, if he spots an episode of *Gilligan's Island* on a nearby TV, he'll sit down and watch. He also very impressed with the fact he can fly (even though he can't—he can only glide.) If the battle is going well and he's gliding around, shooting people, he'll often start to glide as fast as he can, in the tightest circles he can, cackling and laughing to himself.

Campaign Use: Foxbat is perfect for encounters that need a light touch, or as comic relief. He also is a nice subplot to spring on the poor heroes. If he gets fixated in his pal mode, or if he falls in love with one of the heroines, he'll show up a lot. He may even be helpful. Deep down, there's a good person in Foxbat, and some heroes might see him as salvageable. He's especially fun to spring on those redeemer types.

Foxbat is also good to use as a dupe. Nothing muddies the waters better than having Foxy appear, boasting about one of his hairball master plans. It works as a wonderful red herring, distracting the heroes from the plans of the *real* master villain. Of course, if Foxbat finds out that he's being used as a dupe, he'll want revenge and may even team up with the heroes to get it.

Classic Foxbat Gadgets

Here are some of Foxbat's typical gadgets. If he's not equipped for some special job, he'll be carrying the following:

The Dread Ping-Pong Ball Gun

- 30 Multipower - 60 pt. Reserve*
- 3 6D6 Entangle (16 Charges)
- 3 12D6 EB - Physical (16 Charges)
- 12 6D6 NND - Life Support in 3"r (4 Charges)
- 3 3D6 Flash in 3"r (16 Charges)
- *OAF - Ping Pong Ball Gun

Armor

- 16 +8 PD, +8 ED Armor*
- 13 +10 PD, +10 ED²
- *OIF - Armored Costume

Jet-Glider Wings

- 13 20" Gliding*
- 15 30" Flight* (4 Charges, Only usable for gaining altitude, Act. 14 or less)
- *OIF - JetGlider Wings

EXO-SKELETON MAN

Leroy Brown grew up on the back streets of Ocean City with only the best of intentions. He was involved early in several youth groups (the Warhawks, and later on the Raiders), which led to an association with Ocean City's juvenile court system. This association lasted until his 18th birthday. One year later (after getting out of the state penitentiary, where he was doing time for armed robbery), Leroy came into contact with yet another fraternal organization: VIPER. Leroy joined VIPER, and in four years quickly stayed at the rank of agent. Not exactly a stratospheric rise through the ranks, but at least they gave him a cool uniform to wear and nifty equipment to carry.

On Leroy's 23rd birthday, he was captured by UNTIL. Happy birthday, Leroy! In the van ride to the UNTIL base, Leroy reflected on his criminal career. It hadn't gone as he planned. Sure, he made some quick money and had some laughs, but it seemed he was always getting beat up. What kind of life was that? Now, he was headed for the big fall. If only he had linked up with someone who had a plan, or vision. If only...

Enroute to the UNTIL base, the van was attacked by none other than the amazing Foxbat! (Foxbat was under the assumption that the van was carrying secret UNTIL weapons. He was so absorbed in being a safe driver, he didn't notice he had followed the wrong van.) Leroy escaped during the battle, and followed Foxbat back to his secret hideout.

Leroy found Foxbat as our poor hero (or villain—take your pick) was going over the ruins of his master plan. Obviously, none of the screw-ups would have happened if Foxbat had only had a driver. He resolved to hire one, immediately. Foxbat looked up and saw Leroy standing in the doorway of his most secret hideout. He had only one question: "Can you drive?" Leroy answered "Yes" and became Foxbat's first agent.

Leroy proved to be a valuable assistant to Foxbat, always there to drive the Foxbatmobile, to hold Foxbat's cape, and to go out for pizza. Thus it was only logical that when Foxbat procured the prototype powered exo-skeleton that he give it to Leroy. After much practice, the awesome Exo-Skeleton Man was born!

Personality: Leroy is a street tough who's made the big time. A supervillain. He's very impressed with that, and very impressed with his equipment. He sees himself as a "maximum cool cat, totally equipped and ready to rock." Loosely translated, that means Leroy is overly impressed with his exo-skeleton. He believes that there is nothing it can't do.

Exo-Skeleton Man is also devoted to his main man, Foxbat. It was Foxbat who turned his life around and who made him what he is. He worships the ground the man walks on. Of all of Foxbat's minions, Leroy is the most enthusiastic.

Identifying Quote: "You in trouble now, chump. Ain't nothin' that can stand the power of *Exo-Skeleton Man!*"

Powers/Tactics: Leroy loves to mix it up physically with his opponents. He'll jump up close to his target, and let loose some punishing punches or kicks. If he can't reach his foe, he'll open up with his wrist blaster. Leroy still has enough of the VIPER agent in him to use his find weakness first.

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Foxbat and Exo-Skeleton Man are the property of Bruce Harlick ©1992.

Foxbat

Val	Char	Cost	100	+ Disadvantages	Cost	Powers	END
20	STR	10	15	Secret Identity	120	Power Pool-120 Points	
23	DEX	39	20	2xSTUN/Fire Attacks	30	Control Cost (Must have Focus (+1/4), only change between adventures (+1/2), all powers must be on charges, END Reserve, or be at 0 END Cost (+1/4))	
20	CON	20	30	2xSTUN/Energy Killing Attacks		2 overall levels	
15	BODY	10	20	Hunted by Hero Group	20	Acrobatics, Breakfall	
23	INT	13	25	Hunted by UNTIL 11 or less	6	Scientist, Inventor 17 or less	
11	EGO	2	20	Code vs. Killing (15+5)	12	Criminology, Stealth	
20	PRE	10	25	Mad as a Hatter (15+10)	6	Computer Programming, Electronics	
20	COM	5	20	Obsessive (15+5)	6	Security Systems, Mechanics	
8	PD	4	20	Falls in Love with Anything			
8	ED	4		Female (15+5)			
6	SPD	27	21	Villain Bonus			
10	REC	4	100	Experience			
40	END	0	5	KS: Comic Books, KS: Robotics			
50	STUN	15	2	KS: Automotive Engineering			
OCV: 8 DCV: 8 ECV: 4				Phases: 2, 4, 6, 8, 10, 12			
Cost	Char	Pow	Total	Disad	Base		
	163	+253	=416	-316	=100		

Exo-Skeleton Man

Val	Char	Cost	100	+ Disadvantages	Cost	Powers	END
35	STR	17	15	Secret Identity	11	0 END-STR 35	
20	DEX	20	20	1 1/2xBODY/Electricity	7	Power Defense-10 pts.	
23	CON	18	10	2xSTUN/Electricity	7	STR 35 Clinging	
10	BODY	10	30	Hunted by VIPER 11 or less	22	30" Superleap, x4 NCM	
11	INT	1	20	Worships Foxbat (15+5)	18	+12 PD, +12 ED Armor (Act. 14<)	
10	EGO	0	15	Impressed with Own Equipment	4	+3" Running	
15	PRE	5	57	Villain Bonus	8	+20 PRE (for defense only)	
10	COM	0	10	2D6 Unluck	3	IR Vision	
19+	PD	8	3	Flash Defense (5 pts.) to sight			
19+	ED	10		All Power and Physical	7	HR Radio Hearing	
4	SPD	7		Stats are OIF-Powered	7	Self-Contained, Need not Breathe	
15	REC	4		Exo-Skeleton. Out of his	7	Security Systems at Range 13 or less	
46	END	0		armor, Leroy has stats	32	8D6 EB (Blaster) Autofire, 64 cha. (Jam 15 or greater)	
40	STUN	0		and equipment like a normal VIPER agent.		Skills	
OCV: 7 DCV: 7 ECV: 3				Phases: 3, 4, 9, 12			
Cost	Char	Pow	Total	Disad	Base		
	100	+177	=277	-177	=100		

12

6D6 NND-Life Support in 3"r (4 Charges)

3

3D6 Flash in 3'r (16 Charges)

1 OAF - Ping Pong Ball Gun

GM's Notes

This adventure is intended to be a beginning scenario, as opposed to a more complex adventure that will require more familiarity with the rules. The adventure takes place in northern Francia, but it can be adapted to take place in any part of Aëropa or wherever the GM pleases.

Introduction

"You have just arrived in the small farming village of Krevan. After a long day on the road, you decide to spend a little time at the local tavern/inn, la Grenouille Bleu (the Blue Frog). After a couple of hours, and several rounds of drinks, you are approached by a young lady.

"A young lady, approximately 17 or 18 years old, walks over. Her raven-black hair accents her attractive features, and when she looks at each member of your group, her jade-green eyes flash. Her demure style of clothing suggests a girl born to some substance, but definitely not nobility. She appears very cautious.

"Strangers, I need your help. Certain people wish to do me harm, and I cannot escape them on my own. They have already killed my husband, Gregor. Won't you please help me?"

"At this point, just as you are about to ask questions, four nasty-looking ruffians enter the tavern. The girl panics and flees through the side door. The HPs are the only people between her and the ruffians."

At this point, the HPs have a quick decision to make. Will they help the girl or not? If they decide to intervene, stats for the ruffians (see Starfire Guild Thugs) are located in the OPs section at the end of this adventure. The thugs are overconfident and will pick a fight with the HPs but will quickly flee when the confrontation goes against them. They tell the HPs that they have more "friends" in this village as they leave the tavern.

If the HPs refuse to aid the girl or hesitate too long to make any difference, she will flee out a side entrance and two thugs will pursue. The remaining two thugs will tell the HPs to mind their own business or else they will hurt them. The HPs can still intercept the thugs and the fight will yield the same results as above.

Move on to the "Kaspar's Offer" section of the scenario for HPs who continue to do nothing about the situation.

Aftermath of the Brawl

The owner of the tavern, Nigel, will throw the HPs out for fighting, but if they give him a "cleaning fee" of at least 50 BUCs, he lets them remain as long as they like.

Kaspar's Offer

When the HPs decide to leave (or get expelled for fighting) the tavern, a Phoenician merchant named Kaspar will approach them. He is a civil person, and he has eight mercenaries accompanying him. The mercenaries also wear similar attire to the ruffians previously encountered. Kaspar's party will quietly "escort" the HPs off the street and into a convenient alleyway or somewhere out of the public eye. Each of the men is armed with a variety of weapons—long swords, daggers, and hand crossbows.

Kaspar will be very blunt with the HPs and will offer them a small sum for "it." When the group professes ignorance, Kaspar will not accept that for an answer. He will continue interrogating the HPs and suggest that an arrangement can be made; bring him the girl, and he will let them leave the village alive. After making his offer, Kaspar and his men will leave.

Where's That Girl?

No amount of searching the village will reveal the girl's whereabouts, although several in town have seen her around.

Kill the Blasphemers!

That night, after a lot of wandering around, the group will most likely return to the tavern, go to the inn, or camp outside town. While they are sleeping, some of Kaman-Non's men will attack (their number will be equal to the number in the party plus two). They will be searching for the "sceptre," and they will not be very quiet about it. They will fight if they must, and they have no qualms about killing people who "blaspheme the gods." Stats on Kaman-Non's men are found in the OPs section.

After the late night attack, the HPs will be (or should be) on edge. Early in the morning, Katherine—the young lady from the previous night—will appear where they are staying. She will express concern and again ask the HPs for help and protection. If she is pressed about the "item" that everyone wants, she will reveal the following:

"The item of which they speak is the Sceptre of Amun-Ra. It is a magickal item, filled with much Heka energy. My husband, Gregor, received it by accident. We were on our way to return it when a group of highwaymen came to take it away from us.

'The sceptre is the source of tremendous energy. We couldn't allow these common criminals to get it—it would place many in danger. Can you help me return it to its rightful owner?'"

When questioned as to who that might be, she is very vague. She seems like she is hiding something, but she won't give out more information. Any HP who tries to read her Aura or find the truth magickally will get "fuzzy" readings (mainly grayish colors for her Aura). If they take her up on her pleas and offer her protection, she will lead the group to the hiding place of the sceptre.

The Sceptre

Katherine leads the HP group five miles out of town and into the nearby forest. They come to a clearing into the forest where she hid the Sceptre of Amun-Ra under a tree stump.

The Sceptre of Amun-Ra is about three feet long and two inches in diameter with the head of a bird on the top. Any HP examining it with detection Castings or other means of revealing its true nature will discover that the sceptre is nothing really special. At best, the sceptre could be a Heka Reservoir but it has no Powers that are required to make this a true magickal device.

Katherine begins to get nervous. She exclaims that they have to meet the "rightful owner" in an hour so she is open to any suggestions at this point. When asked as to who this "rightful owner" is, she will tell the HPs it's an Egyptian priest named Kaman-Non (he made a higher bid than Kaspar).



The Scepter Ann-R

Mythos / FFF
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The Deal

The HPs and Katherine arrive at the clearing where Kaman-Non and 12 of his followers are waiting. Kaman greets everyone and asks Katherine to get down to business—he wants the Sceptre of Amun-Ra. Just as Kaman's men and Katherine exchange the sceptre for the money she was promised, Kaspar and 12 of his mercenaries appear in the distance. Kaman immediately suspects a double-cross from Katherine and orders his men to attack everyone. Kaspar just wants the sceptre so he's already ordered his men to attack everyone, but he wants Katherine alive for her punishment.

Katherine knows that she and the HPs are in deep trouble now, so she will try to save her own skin first. But before she flees, she will attempt to hold onto the sceptre (at the GM's discretion though) if that is feasible. Otherwise, Katherine will flee into the

forest with two of Kaman and two of Kaspar's men in pursuit.

Both or either side will flee if the battle fares badly against them. If Kaspar's side wins, the HPs will be taken prisoner, interrogated by Kaspar, and set free without weapons or money. A victory for Kaman-Non will result in him healing the HPs, interrogating them and setting them free. If they seem worthy individuals—e.g., they fought his men with mercy—he will recruit them in his cause to recover his temple's treasures. But an adventure dealing with those matters is up to the gamemaster to flesh out.

AP/G Awards

Extra AP/Gs and other types of APs should be awarded at the gamemaster's discretion. The base award for this adventure is 3-4 AP/Gs, since this is more of a red herring scenario.

Katherine

Vocation: Assassin SEC: 4 (2)
Move (yds/BT): 100 Initiative Modifier: Human standard
Outstanding-Important K/S Areas-Sub-Areas & STEEP

(Assassin Vocation K/S bundle plus)

Deception: 35 (60)†

Toxicology: 50

Combat, HTH, Lethal: 40

Combat, Hand Weapons: 42

Combat, Hand Weapons, Missile: 40

Legerdemain: 33

†See *Commentary & Description* for explanation

Joss (Anti-Joss) Factors: 2 Attractiveness: 16 (IU 2)

Quirks: Nil

Average Armor Protection: Nil

Dodging: 1 Avoidance: Base 14/16/12

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Dagger	5	2	1.5	P	2D6	+3	47	M	5/20
Dagger, Thrown	2	2	4	P	2D6	+2	42	M	5/20
Short Sword	6	3	1.5	P	3D6	+3	48	M	5/20

Statistical Detail:

M: 92, EL: 74	P: 100, WL: 75, CL: 90	S: 77, EL: 62
MR: 48 MM: 44	PM: 47 PN: 53	SM: 41 SP: 36
MRCap: 17 MMCap: 16	PMCap: 17 PNCap: 19	SMCap: 16 SPCap: 12
MRPow: 16 MMPow: 14	PMPow: 15 PNPow: 17	SMPow: 12 SPPow: 12
MRSpd: 15 MMSpd: 14	PMSpd: 15 PNSpd: 17	SMSpd: 13 SPSpd: 12

Commentary & Description: Katherine is a professional killer on the run from the assassins' guild in Camelough (the capital of Lyonesse). She and her former partner, Gregor, stumbled across the Sceptre of Amun-Ra during a routine mugging several towns away. Seeing an opportunity to keep all the profit to herself, she quickly "eliminated" Gregor. She figures the sceptre will provide enough money to buy her a passage to the Vargaardian colonies.

Shortly after the sceptre had come into her possession, Kaman-Non and his followers started pursuing her. It appears that Katherine and Gregor mugged the courier who was delivering it to Kaman-Non and now the priest and his devotees are willing to go to great efforts to get it back. Katherine is too desperate and broke to give the sceptre up until she has received a decent amount of money for it. Thus, she decided to recruit the aid of some gullible and kind-hearted volunteers (enter the HPs). She figures the HPs will keep Kaman-Non busy while she finishes her deal with the Phoenician merchant, Kaspar. She considers the HPs to be disposable, and if anyone suspects her, she will use her exceptional *Deception* K/S to keep the person off guard. Anybody who exposes Katherine for what she really is or what she really is doing will be promised a percentage of the money expected from the sceptre—something she will not follow through on.

Katherine has long black hair and brown eyes, and she appears to be 17 or 18 years old—she is actually 26. She stands five feet tall, weighs 100 pounds, and wears a dark-blue blouse, dark-brown trousers, black-leather boots with a dark-brown riding cloak. Her weapons are concealed beneath her cloak. To aid her with her profession, she wears a pair of Earrings of Deception. These earrings look like cheap, junk jewelry, but when they are worn together they bestow a +25 STEEP bonus to the wearer's *Deception* K/S Area (or they give the wearer a 25 STEEP in the *Deception* K/S Area if he or she lacks that K/S). They also hide the wearer's Aura for 1 AT, three times per day—see the *Hide Aura* Spell Casting on page 143 of the *Mythus Magick* book for details, or just describe her Aura as unreadable or fuzzy.

Kaspar

Vocation: Merchant SEC: 5
 Move (yds/BT): 77 Initiative Modifier: Human standard
 Outstanding-Important K/S Areas-Sub-Areas & STEEP
 (Merchant Vocation K/S bundle plus)
 Appraisal: 75
 Deception: 53
 Influence: 38
 Combat, Hand Weapons: 27
 Joss (Anti-Joss) Factors: 1 Attractiveness: 12 (IU 3)
 Quirks: Very stubborn, +1 DR harder when using the *Persuasion* K/S Sub-Area on him (or the *Influence* K/S Area if not using Sub-Areas).
 Average Armor Protection: 12
 Worn: Chain Shirt under his clothes—equal to Half Chain
 Heka-Engendered: Yes, it only has a SF Penalty of 2
 Dodging: Nil Avoidance: Base 17/13/15

Weapons

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Dagger	5	2	1	P	2D6	—	32	M	5/30

Averaged Armor Detail:

A armor	Avg	Pierce	Cutting	Blunt	Fire	Chem	Stun	Pty
Half Chain	12	12	21	14	6	7	14	2

Statistical Detail:

M: 102; EL: 82 P: 77; WL: 58, CL: 69 S: 94; EL: 75
 MR: 52 MM: 50 PM: 39 PN: 38 SM: 47 SP: 47
 MRCap: 18 MMCap: 17 PMCap: 13 PNCap: 14 SMCap: 16 SPCap: 16
 MRPow: 17 MMPow: 16 PMPow: 13 PNPow: 10 SMPow: 16 SPPow: 16
 MRSpd: 17 MMSpd: 17 PMSpd: 13 PNSpd: 14 SMSpd: 15 SPSPd: 15

Commentary & Description: Kaspar is the Starfire Guild's agent-at-large in this part of northern Francia. He uses the cover of being a legitimate Phoenician merchant representing a shipping company based in Tripolis.

He recently heard about the Sceptre of Amun-Ra being in the area and decided to acquire it to further his own ends in the Starfire Guild. Kaspar will go to great lengths to get it too—including murder.

He already made a deal with Katherine to purchase the sceptre, but at the time of adventure's beginning, he has found out that she has also cut a deal to sell it to the Egyptian priest Kaman-Non. Now he intends to get the sceptre for free and enslave Katherine into the services of the guild.

Kaspar has very dark brown hair, brown eyes, and the olive complexion that is common among the Phoenicians of Semitic origin—the descendents of the Phoenicians who originally lived where Shamash and Yarbay are today. He appears to be in his mid-forties and is slightly under five feet in height. Besides being short, he is also somewhat overweight, weighing roughly 160 pounds. Kaspar wears clothes that are typical of a merchant in Aëropa; shirt, jacket, shoes, pants, boots, cloak, and a hat. Underneath his shirt, he wears a Heka-engendered chain mail shirt (equal to Half Chain for purposes of armor) that only has a Speed Factor Penalty of 2.

Kaman-Non

Vocation: Priest, Full Practitioner SEC: 5
 Move (yds/BT): 90 Initiative Modifier: Human standard
 Outstanding-Important K/S Areas-Sub-Areas & STEEP
 (Priest Vocation, Ethos of Moonlight K/S bundle plus)
 Priestcraft*: 60
 Religion*: 60
 Combat, Hand Weapons: 30
 Pantheology*: 55
 Exorcism*: 40
 Metaphysics*: 40
 Demonology*: 38
 Divination*: 39
 Joss (Anti-Joss) Factors: 2 Attractiveness: 14
 Quirks: Nil
 Average Armor Protection: Depends upon Castings in use
 Worn: Nil

Heka Available: 1142

Castings:

Priestcraft, Basic: Max CG of VI
Priestcraft, Tutelary: Max CG of VI
Priestcraft, Moonlight: Max CG of VI
Exorcism: Max CG of III
Divination: Max CG of II

Dodging: Nil

Avoidance: Base 10/15/16

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Khopesh	4	7	1	C	3D6	+3	34	M	5/20

Statistical Detail:

M: 70; EL: 56 P: 90; WL: 68, CL: 81 S: 103; EL: 82
 MR: 37 MM: 33 PM: 45 PN: 45 SM: 54 SP: 49
 MRCap: 14 MMCap: 11 PMCap: 15 PNCap: 15 SMCap: 19 SPCap: 17
 MRPow: 13 MMPow: 11 PMPow: 15 PNPow: 15 SMPow: 18 SPPow: 16
 MRSpd: 10 MMSpd: 11 PMSpd: 15 PNSpd: 15 SMSpd: 17 SPSPd: 16

Commentary & Description: Kaman-Non is an ambitious priest of Thoth who wanders around Aëropa searching for the treasures of his temple. Several years ago, Kaman's temple was plundered and burned to the ground while he was in Memphis paying homage to Pharaoh.

His followers are rather fanatical, but he is more reasonable, preferring to purchase his treasures back before resorting to violence. He worked out a deal with Katherine for the Sceptre of Amun-Ra (with a little magical help). Kaman knows the true nature of the sceptre; he wants it back because it belongs to his temple.

Kaman is a large, black man who stands six feet tall and weighs 210 pounds. He wears light blue robes with a belt that holds his khopesh and a dark blue fez on his shaved head.

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K/S STEEP CROSS-FEEDING AND FEEDING
A Complete Listing with New Additions to Boost Persona Ability Scores
in the *Mythus™* Game

by Gary Gygax

This article is aimed at assisting you in regards to the Knowledge/Skill Area and Sub-Area cross-application or one-way addition to STEEP process (from page 137 of the *Mythus* book) by cutting down the amount of effort required. Yes, Discerning Reader, I do know how annoying the process is. However, from the player's standpoint, each and every point of STEEP which can be garnered is more precious than rubies, so to speak. Rather than do away with the concept, I have proposed *expanding* it! In fact, the expansions, whether entire or simply adding to existing cross-applications, are indicated in italic type, as you will see below. Hereafter is an exhaustive list of the K/S Areas which add to other abilities. It makes preparation of the final STEEP of the HP in the K/S Areas and Sub-Areas far easier. Please note the following:

- Unless otherwise indicated, 10% of the STEEP in the named K/S Area is applied.
- "—" means that there is a cross-application between the K/S Areas indicated. For example, *Acupuncture* and *Medicine, Oriental* cross-apply to each other. Thus, 10% of the HP's *Acupuncture* STEEP is added to his or her *Medicine, Oriental* STEEP and vice versa.
- ">" means that the K/S feeds the other but is not in turn fed. For example, *Apotropaism* cross-applies 10% of its STEEP to *Exorcism*, but *Exorcism* does not cross-apply any STEEP to *Apotropaism*.
- "<" means that the K/S is fed by the other but does not feed it in return. For example, *Agriculture* receives 10% of the *Biology* K/S Area's STEEP, yet it does not cross-apply any STEEP to *Biology*.

Cross-Application Table

Acupuncture: – *Medicine, Oriental*
Acrobatics/Gymnastics: – Juggling, < Yoga
Agriculture®: < *Biology*
Alchemy: < *Chemistry*
Animal Handling®: – *Zoology*
Apotropaism: > *Exorcism*
Appraisal: – *Gemology*, – *Rarities*
Arms & Armor: < *Smithing & Welding*
Architecture: – *Fortification & Siegecraft*
Astronomy: > *Navigation*
Biography/Genealogy: < *Current Events*
Biology: > *Agriculture*
Boating: < *Seamanship*
Botany: > *Herbalism*

Charismaticism[§]

Chemistry: > Alchemy, > Toxicology

Combat, Hand-to-Hand, Lethal[†]

Combat, Hand-to-Hand, Non-Lethal[†]: – Games, Physical at 20%, – Sports (Individual Violent)

Combat, Hand Weapons[†]: – Hunting & Tracking (spear use only); – Sports (Team)

Combat, Hand Weapons, Missile[†]: – Hunting & Tracking (with missile use only) – Sports (Individual Non-Violent)

Conjuration: > Sorcery (if the former is gained thereafter, one time only)

Construction: – Construction Naval, – Construction, Transport

Construction, Naval: – Construction, – Construction, Transport

Construction, Transport: – Construction, – Construction Naval

Criminal Activities, Mental*: – Criminology, > Espionage, > Surveillance/Security

Criminal Activities, Physical*[†]: > Espionage, – Police Work, > Surveillance/Security

Criminal Activities, Physical: STEEP in Stealth Sub-Area = Hunting & Tracking if higher

Criminology: – Criminal Activities, Mental, < Logic

Cryptography: – Mathematics

Cultured Palate: – Domestic Arts & Sciences

Current Events: > Biography/Genealogy

Demonology: > Conjuration (once, if acquired after it), Exorcism

Domestic Arts & Sciences: – Cultured Palate

Disguise*: – Impersonation, < Thespianism

Endurance: < Yoga

Engineering: < Mines & Mining

Engineering, Military: – Fortification & Siegecraft

Escape*: – Legerdemain

Espionage*[§]: < Criminal Activities, Mental, < Criminal Activities, Physical

Etiquette/Social Graces: < Literature, < Poetry/Lyrics•

Ecology/Nature Science[@]: – Nature Attunement

Exorcism: < Apotropaism, < Demonology

Foreign Language: < Linguistics

Fortification & Siegecraft: – Architecture, – Engineering, Military, < Surveying/Topography, < Weapons, Military, All Other

Games, Physical: – Combat, Hand-to-Hand, Non-Lethal by 20%, > Mountain Climbing

Gemology: – Appraisal, – Gemsmith/Lapidary, > Rarities

Gemsmith/Lapidary: – Gemology

Geography/Foreign Lands: – History, – Travel

Geology/Mineralogy[@]: > Mines & Mining

Herbalism[@]: < Botany, > Toxicology

History: – Geography/Foreign Lands

Hunting & Tracking[@]: STEEP = use of Criminal Activities, Physical (Stealth Sub-Area), if higher

Hunting & Tracking[@]: – Combat, Hand Weapons (Spear Sub-Area only), Combat, Hand Weapons, Missile (Missile weapons only)

Hunting & Tracking[@]: > Botany, > Ecology/Natural Science, > Survival, – Zoology

Hypnotism[§]: < Yoga

Impersonation: – Disguise, < Thespianism

Influence[§]: > Leadership, < Philosophy, < Writing, Creative

Jack-Of-All-Trades: – Jury Rigging, – Mechanics

Juggling[†]: – Acrobatics/Gymnastics

Jury-Rigging: – Jack-Of-All-Trades

Law*

Leadership[§]: < Influence

Legerdemain*: – Escape

Literature: > Etiquette/Social Graces

Linguistics: > Foreign Language, > Native Tongue, > Trade Phonecian

Logic: > Criminology

Mathematics: – Cryptography

Mechanics: – Jack-Of-All-Trades

Medicine, Oriental: – Acupuncture

Mediumship[§]

Metaphysics: – Pantheology

Military Science*: > Fortification & Siegecraft, > Weapons, Military, All Other

Mines/Mining: > Engineering (Mining S-A); < Geology/Mineralogy

Mountain Climbing: < Games, Physical

Mysticism: < Yoga

Nature Attunement[®]: – Ecology/Nature Science, < Yoga

Native Tongue: < Linguistics

Navigation: > Seamanship

Pantheology: – Metaphysics

Perception, Mental: < Yoga

Perception, Physical: < Yoga

Phæree Flora & Fauna[®]

Philosophy: > Influence

Poetry/Lyrics*: > Etiquette/Social Graces (even outside culture area)

Police Work*: – Criminal Activities, Physical

Political Science*: < Public Administration

Public Administration: > Political Science

Riding: – Sports (Mounted Team and Mounted Individual)

Rarities: – Appraisal, < Gemology

Seamanship: < Navigation

Smithing & Welding: > Arms & Armor

Sorcery: < Conjuration (if the latter is gained thereafter, one time only)

Sports (Individual Non-Violent): – Combat, Hand Weapons, Missile

Sports (Individual Violent): – Combat, Hand-to-Hand, Non-Lethal

Sports (Mounted Individual and Mounted Team): – Riding

Sport (Team): Combat, Hand Weapons

Subterranean Ærth[®]

Surveillance & Security: < Criminal Activities, Mental, < Criminal Activities, Physical

Surveying/Topography: > Fortification & Siegecraft

Survival[®]: < Hunting & Tracking, Nature Attunement (Personal Relationship)

Thespianism[§]: > Disguise, > Impersonation

Toxicology: < Chemistry, < Herbalism

Trade Phonecian: < Linguistics

Travel: – Geography/Foreign Lands

Weapons, Military, All Other: > Fortification & Siegecraft, < Military Science

Writing, Creative: > Influence

Yoga: > Acrobatics/Gymnastics, > Endurance, > Hypnotism, > Mysticism, > Nature Attunement,
> Perception, Mental, > Perception, Physical

Zoology: – Animal Handling, – Hunting & Tracking

§Charismaticism use with a successful roll against STEEP = $2 \times$ STEEP in:

Espionage
Hypnotism
Influence
Leadership
Mediumship
Thespianism

*Deception use with a successful roll against STEEP = $2 \times$ STEEP in:

Criminal Activities, Mental
Criminal Activities, Physical
Disguise
Escape
Espionage
Law
Legerdemain
Military Science
Police Work
Political Science

†Juggling adds 10% STEEP to one of the following at player's choice:

Combat, Hand-to-Hand, Lethal
Combat, Hand-to-Hand, Non-Lethal
Combat, Hand Weapons
Combat, Hand Weapons, Missile
Criminal Activities, Physical

@Nature Attunement adds to the following according to Sub-Area:

Animal Relationship: > Animal Handling
Exotic Places: > Phæree Flora & Fauna, > Subterranean Ærth
Growing Things: > Agriculture, > Herbalism
Natural Cycles: > Ecology/Nature Science, > Geology/Mineralogy
Personal Relationship: > Hunting & Tracking, > Survival

•Each STEEP point applies even outside the culture area of the persona,

Be sure to write in the HP's STEEP in pencil from now on! With all of this cross-feeding and application interaction between K/S Areas and Sub-Areas, personas are going to be even more realistic. In life, one doesn't learn most things in separate, compartmentalized fields. It's a lot more like that now in the **Dangerous Journeys** system too.

By the way, if you decide that all this bookkeeping work is too much for your players, then you can take the easy way out. Use nothing but the base STEEP but give a few extra AP/Gs from time to time and be sure they are applied in various K/S Areas not necessarily related to the persona's main ones. However, this isn't very realistic. I urge you to use the cross-feeding instead.⚡

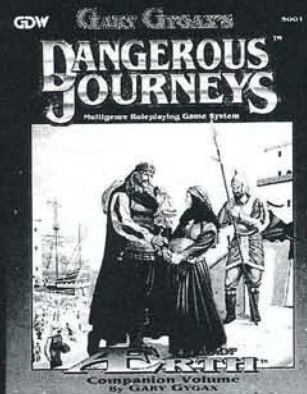
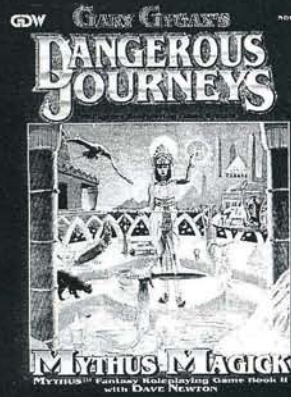
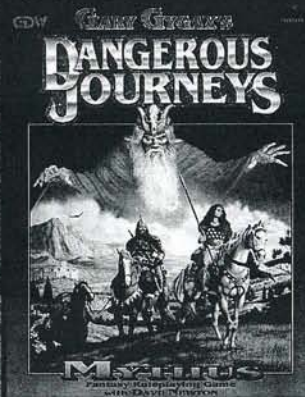
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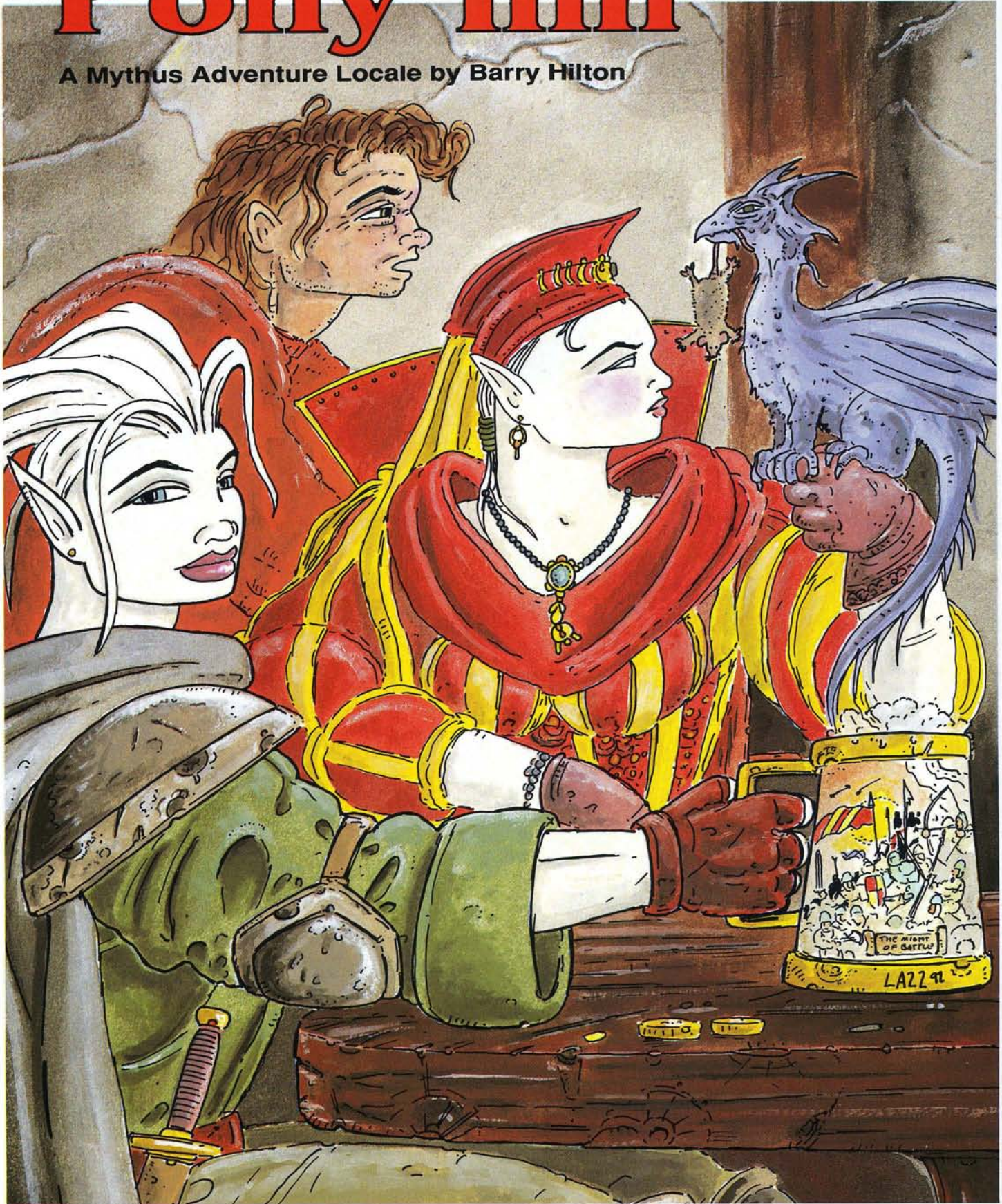
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The Prancing Pony Inn

A Mythus Adventure Locale by Barry Hilton



The Prancing Pony Inn is a very detailed location GMs can use for their **Mythus** game campaigns, whether they are based on **Aerth** or their own world. The inn is also an ideal location for a group of Heroic Personas to use as a base for "R&R" and/or hearing new rumors.

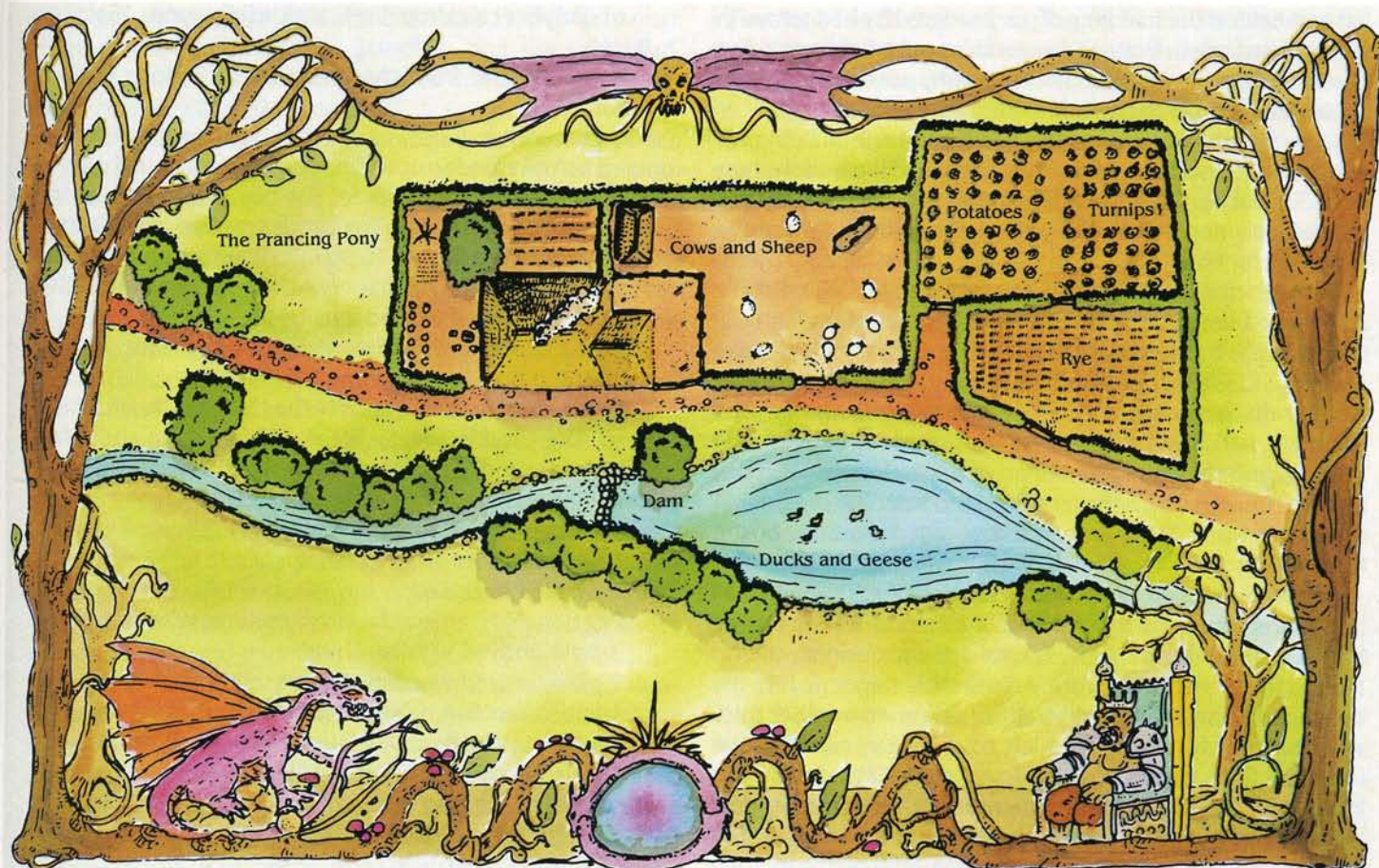
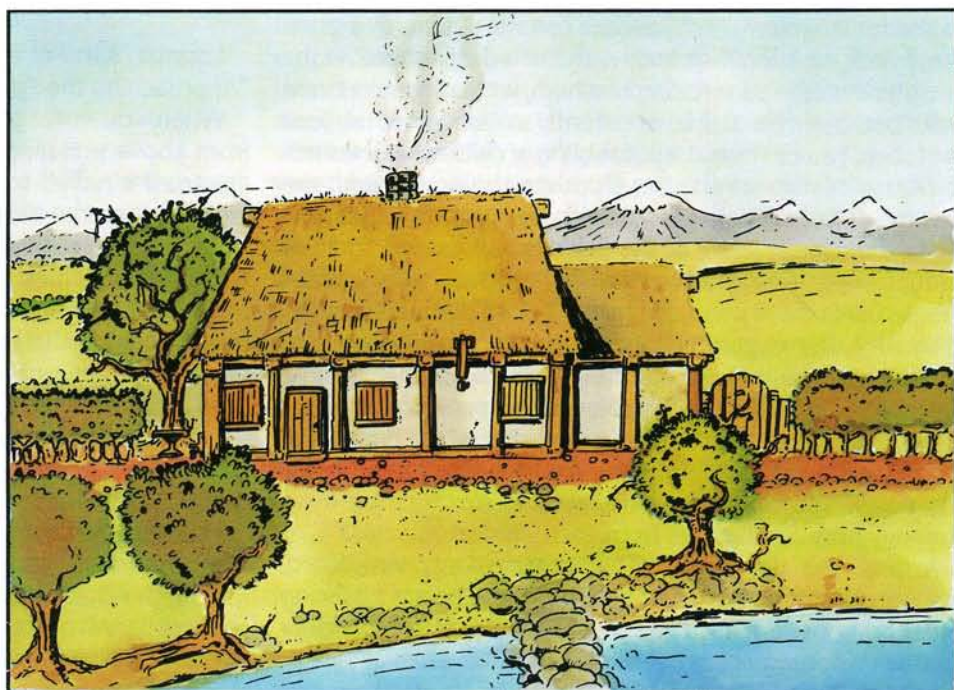
Most of the text is written in a descriptive manner and many of the passages can be read aloud by the GMs to their players to help build the setting and mood of the inn.

APPROACHING THE PRANCING PONY INN

First Sighting: The furrowed track winds down into the valley following the twists and turns of the small stream flowing below. Bordering the stream are numerous willow trees intermingled with dense bramble patches, gorse and hawthorn. The steep sides of the valley are carpeted in a multitude of heathers and coarse grass.

In the distance, a small area of cultivated land on the right bank of the river surrounds what looks like a thatched farm cottage or small holding, sheltered by the valley sides from the chill wind that blows higher up on the moor.

Nearing the Inn: As you near the cottage, the three fields become clearer. In the first field, nearest the path and closest to you, grows a grain crop of



struggling rye. With the crop suffering from the adverse conditions prevailing on the moor, the field looks as if it will likely produce enough grain for the small holding to be self-sufficient but little to sell on the open market. The field above the rye contains a mixture of potatoes and turnips; they look healthy and set to produce a good harvest. Farther down the track another grass field adjoins the cottage. Three cows graze contentedly, sharing their meal with half a dozen sheep. In the field's far corner is a small thatched barn, with a fine shire horse looks out from his stable, apparently unconcerned at your approach. You can hear the squabbling of chickens in the small courtyard by the farmhouse. Opposite the grassy field, the stream has been dammed to provide a pool for the attendant ducks and geese. Each of the fields is surrounded by thick hedgerow protecting the crops and livestock from the worst of the elements.

Nearing the inn, you can see an outbuilding has been added to the cottage within the past few years. The outhouse looks like a small stable, thatched with large heavy oak double doors providing an entrance. A small sign hangs over the door at the far end of the cob building, though you are too distant to tell any detail. The central chimney stack is mounted by three chimney pots. Smoke rises from each.

Arrival: The sign reads, "The Prancing Pony Inn, board, lodging and stables available" and shows a picture of a dancing circus pony performing tricks. A smaller sign above the door reads, "This premises has been licensed for the sale of alcoholic beverages."

Reaching the Prancing Pony, you can see a garden running left and behind the building, again bordered by hedgerow. In the garden, various fruits and vegetables can be seen growing: gooseberries, strawberries, black currants, peas and a stunted apple tree all grow in harmony.

There are three windows on this side of the building, all about two feet wide and three feet high, and louvred shutters lie folded back against the walls. There are two windows then a stout oak door, then the last of the windows near the building's far end.

Through the first window can be seen a large double bedroom. A fireplace can be seen in the center of the left wall. Opposite this is an unmade double bed apparently with a straw mattress. On either side of the bed stands a 2x2x3 foot cupboard; the corner of a bench can be seen running along the front wall. In the far left corner stands a small cot between the fireplace and the door alcove. Part of a thick woollen rug can be seen running down the far side of the bed near the door in the far left corner. There are two torch holders mounted on the right wall near the cupboards, each holding an unlit torch.

Both windows, on either side of the door, look in on a small bar. A fireplace joins the right wall; a bucket stands on the hearth on the near side. A low seat runs down the right wall and around the corner to the front. An oak table stands next to the bench, and beyond it are two stools sitting on another thick wool rug which runs right to left covering the center of the flagstone floor. In the near left-hand corner stands a round table, with five stools clustered around it. Another window looks out on the gardens from the center of the left wall. The bar runs out perpendicular to the far side of the garden window. Behind the bar are two shelves containing clay bottles

and leather tankards; each bottle has a hand-written label though you cannot make out what they say. Slightly to the right of the shelves is another door leading to the back of the inn; the door is closed. Spaced around the room are seven torches, all unlit.

INSIDE THE INN

Lounge/Bar: For the main description, please see the text "Approaching the Prancing Pony Inn," above.

When you enter through the heavy door, a bell chimes from above signaling your entry to the establishment. The chimes are nailed to the top of the door, the opening of which rattles the chimes. Beyond the fireplace are a small iron shovel, a rake and two toasting forks hung on nails next to the grate. Behind the door to the left are four coat hooks nailed to the wall, all of which are currently empty. The shelves behind the bar contain:

- 10 leather tankards
- 3 copper mugs
- 3 clay bottles marked "Strawberry Liquor"
- 2 clay bottles marked "Gooseberry Wine"
- 1 clay bottle marked "Applewood Wine, Sweet"
- 1 clay bottle marked "Applewood Wine, Dry"
- 1 clay bottle marked "Blackberry Wine"
- 1 clay bottle marked "Honey Mead 968"

Three barrels protrude from the underside of the bar towards the back wall. The barrels contain:

- A light ale from the Stamford breweries, "Stamford Light"
- A heady beer also from the Stamford breweries, "Soldier's Brew"
- A strong cider from the breweries at Barton, "Miller's Cider"

A small cupboard behind the bar next to the left wall contains a small wooden open box containing a pouch with 10 pennies (0.01 BUCs each) inside. The box is used to keep the takings safe during the day. The box is emptied at the end of each day, however a float of 10 pennies is always on hand. The door at the back of the bar has no lock and is kept shut with a piece of twine looped around a nail.

Master Bedroom: For main description, please see text "Approaching the Prancing Pony Inn," above.

There is a chest located opposite the door on the left side of the bed. The chest is 3 feet wide, 1 1/2 feet deep and 2 feet high; it is of a rounded construction. A 1-inch keyhole lies in the center of the lid front. The chest is not locked, its key lost long ago. The chest contains an assortment of clothing:

- 1 folded leather cape, green in color
- 1 woollen tweed cap
- 2 cotton skirts, emerald and ruby colored with a floral trim
- 3 plain undyed woollen shirts
- 2 plain undyed woollen trousers
- 1 folded woollen heavy duty blanket
- 2 white cotton blouses, with lace floral trimming
- 1 coiled leather medium sized belt with a brass buckle

The left hand cupboard contains:

- 1 pair of soft leather ladies shoes
- 1 bone comb
- 3 2" needles

- 1 ball of cotton thread, (20')
- 1 ball of twine, (23')
- 1 wax candle and brass holder
- 1 brass candle snuffer

The right hand cupboard contains:

- 1 pair of stout walking boots, leather
- 1 smoking pipe
- 1 8oz. pouch of tobacco, golden
- 1 quill
- 1 2oz. ceramic bottle of writing ink
- 2 rolled sheets of parchment

Passage: The door opens into a 3 feet wide by 20 feet long corridor. To your right, at the end of the corridor is an oak door. The door is hinged on the left and bears no sign of a lock. Similar doors stand on the opposite side of the passage, one slightly offset to your right, the other two to the left. All are hinged on the left and have no sign of locks. At the far right end of the passage, set into the floor, is a 2 foot square wooden trapdoor. The trapdoor is hinged on the left and is held shut with a bolt latch fixed in the center of its right edge.

Children's Bedroom: Upon opening the door, you can see a straw mattress serving as a bed directly in front in the left hand corner against the wall. On the far side of the room is another mattress, again in the corner against the right wall. In the center of the room lies a thick wool rug taking up an area approximately 6 feet by 5 feet. The rug is a plain gray color and has no pattern. A tin bucket stands against the front wall and is empty. In the far right bottom corner is a large chest some 3 feet by 1 1/2 feet by 1 1/2 feet. The chest has a curved lid, there is no keyhole and no lock mechanism visible. The chest has two handles, one on each end, mounted on its sides, and is fashioned in a simple uncomplicated manor. The chest contains:

- A small leather bag containing eight 1" diameter wooden balls
- 3 horseshoes
- A well worn rag doll 9" tall
- A reed whistle
- A skipping rope 6' long
- 2 folded linen shirts
- 2 pairs of tweed trousers, one smaller than the other
- 2 pairs of leather sandals
- 1 coiled leather belt with an iron buckle
- 1 large black and white striped feather in a rather tattered condition

A thick wool scarf and a pair of mittens

There are two torch holders, equally spaced on the near wall. In the center of the far wall is a 2 feet by 3 feet shuttered window. The window looks out on the back of the garden. Numerous vegetables can be seen growing, including carrots, onions, lettuce and parsnips.

Guest Room 1: Opening the door, you look in on a straw mattress bed facing you in the far left corner running down the left wall. Next to the door to the right are three wooden coat pegs fastened to the wall. In the far bottom right corner is a wooden stool, similar to those in the bar area. Adjacent to the stool against the right wall is a small functional table some 2 inches long and a foot wide. The table stands about 2 1/2 feet high. Carved into the table surface are the names:

Aelfric
Mynyddog
Hengest
Lorette

In the far right corner is a small chest. The chest lid is rounded and in its center is a 1 1/2 inch keyhole. In the chest is an iron key which looks as if it will fit the lock; otherwise, the chest is empty. Next to the chest, in between the table and under a torch holder, is an iron bucket. In the center of the room is a woollen rug approximately 4 feet by 2 feet. Visible through the window in the far wall's center is the back garden and vegetable plot. Growing in the plot is a variety of vegetables including carrots, lettuce, onions and parsnips. The door has a slide bolt to enable the occupant to lock the door from the inside; the window shutters also have a bolt attached.

Guest Room 2: Facing you as you open the door is a straw mattress in the far right corner running down the right wall. Behind the door to your left are three wooden cloak pegs fastened to the wall. Below the coat hooks is a thin bucket. Standing in the bottom left corner is a small table some 2 feet long, 1 foot wide and 2 1/2 feet high. Carved into the table are:

Ebondark mages live in sties
Kellts stay home
Bellias slept here

This establishment is only fit for pigs—Morial, Eliot of Banford is a bastard

Next to the table is a small wooden stool. In the far corner is a wooden trunk, the lid of which is curved. In the center of the lid is a 1 1/2 inch keyhole; protruding from the keyhole is its iron key. The chest is empty. There is a torch holder in the far wall between the bed and chest. The door has a bolt latch to enable the occupant to secure the door from the inside. A 2 feet by 4 feet wool rug lies under the window in the left wall. Through the 2 feet by 3 feet window, you can see the inn's garden, to the left a patch of gooseberries, to right strawberries, peas, black currants and the stunted apple tree. The window shutters too have a latch bolt that you may use to secure them.

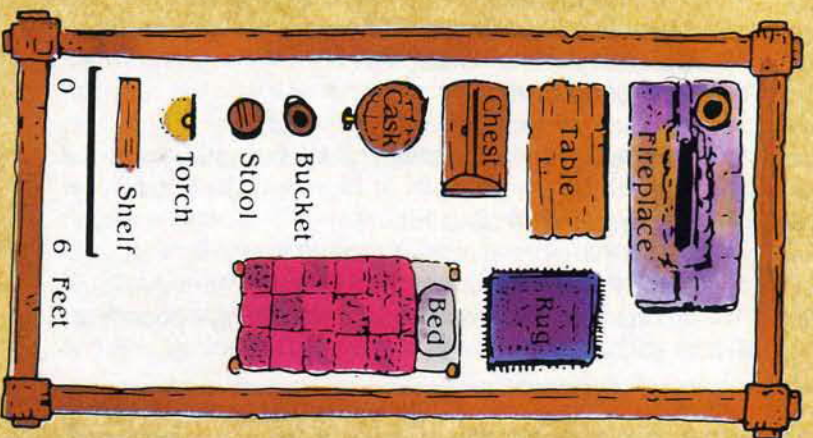
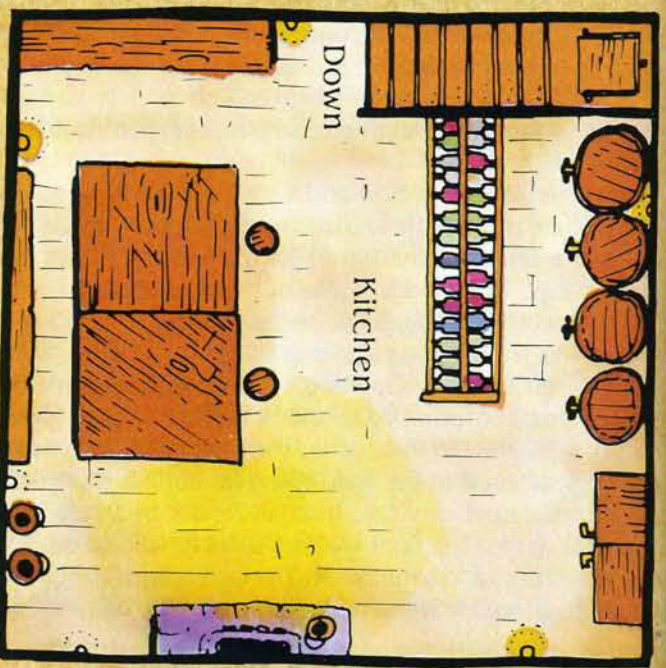
Kitchen and Wine Cellar: Opening the trapdoor, you can see a flight of stone steps leading downward into the basement some 10 feet ahead. At the far end of the room opposite the stairs is a 7 feet long, 1 1/2 feet wide, 2 1/2 feet high stout wooden bench. The bench is heavily marked and stained in the preparation of meats and vegetables. In the center of the far wall hang three shelves, each 8 feet in length and 6 inches wide. The top shelf contains:

- 1 mortar and pestle
- 1 whetstone
- 8 wooden turned bowls 6" diameter
- 8 pewter plates 8" in diameter
- 4 pewter goblets
- 2 pottery decanters
- 2 18" oval pewter trays with raised decorative lips
- 1 tinderbox

The middle shelf contains:

- 1 large pottery pot marked "Salt (2 lbs.)"
- 2 pottery jars containing 1 pint of lard
- 4 pottery jars with cork stoppers containing 4 pounds of flour each

The Prancing Pony Inn

A small wooden lidless box containing eight sets of pewter cutlery including spoons, forks and knives

The bottom shelf houses 15 assorted jars of mixed herbs, peppers, tarragon, vinegar, garlic cloves, saffron, nutmeg, thyme, basil, dates, olives, walnuts, pickled onions, honey and pickled eggs. All the jars are pottery and have cork stoppers, and each is labeled by hand. Next to the shelves on the floor are two tin buckets. Opposite the shelves in the center of the basement is a large table some 8 feet by 4 feet made in two halves. The table is also used to prepare foods. Under the table are two wooden stools. In the far wall is a 5-foot fireplace. A spit hangs above the large grate. To the right of the fireplace, hanging on hooks, are a shovel, a rake, two pokers and a toasting fork. On the opposite side sits another tin bucket. A whole array of cooking pots and pans, knives, forks, cleavers, skewers, and tins hang on hooks in the wall. There are about 40 utensils here of every conceivable sort. In the far left corner is a double cupboard 4 feet by 18 inches and 3 feet high. The cupboard contains:

- 2 10-pound bags of potatoes
- 1 two tray wooden box holding 48 apples
- 1 cloth bag containing 12 onions

Between the stairs and the cupboards are four barrels:

- "Stamford Light Ale 989, Stamford Breweries"
- "Soldier's Brew 989, Stamford Breweries"
- "Miller's Cider, Barton Brewers"

The fourth contains water

Perpendicular to the steps, screening the barrels is a nine foot wine rack, the rack contains the following clay bottles:

- 14 bottles marked "Strawberry Liquor"
- 35 bottles marked "Gooseberry Wine"
- 5 bottles marked "Appleweed Wine, Dry"
- 6 bottles marked "Appleweed Wine, Sweet"
- 10 bottles marked "Blackberry Wine"
- 2 bottles marked "Elderberry Wine"
- 1 bottle marked "Rum"
- 12 bottles marked "Honey Mead"

In a discrete recess under the wine rack in the stone stairs is a wooden box. The box has a tiny keyhole in its front and is locked. The box contains:

- 45 bronze commons (1 BUC each)
- 6 copper quids (5 BUCs each)
- 1 silver crown (25 BUCs each)

All the coinage is bagged separately in leather purses. Equally spaced around the kitchen are seven torches providing ample light.

Stables: Opening the heavy double doors, you can see a stable of four separate compartments, each with its own half door. Each stable is three feet wide, the floor carpeted in a thick layer of clean straw. All the doors have bolt latches and are hinged on the left. To your left, an archway leads into a separate storeroom. To the left are hooks for the horses' tackles and space for their saddles. A hay fork lies on the floor in to opposite corner. In the far corner is an ample pile of clean straw piled up to 5 feet high in the corner. To the right, next to the stable wall, are four tin buckets. Between the hay and the pitchfork is a large 20-pound sack of grain. Outside the stable in a muslin-covered cool box mounted on the right wall are:

- 1 flask of milk (2 pints)

2 one pound blocks of mild cheese

1 pint of thick cream

A pewter 8" diameter plate containing six 7" filleted fresh fish



BELLIAS THE INNKEEPER

Vocation: Innkeeper/Farmer **SEC:** 5

Move (yds/BT): 101

Initiative Modifier: Human standard

Outstanding-Important K/S Areas-Sub-Areas & STEEP

(Poet/Musician Vocation K/S bundle plus)

E/S Graces: 35

Native Tongue (Keltic): 45

Trade Phoneyan: 35

Foreign Language, Brythokeltic: 30

Foreign Language, Latin: 28

Riding: 55

Animal Handling: 49

Acrobatics/Gymnastics: 35

Sports: 39

Agriculture: 20

Business Administration: 25

Games, Physical: 20

Games, Mental: 25

Current Events: 25

Joss (Anti-Joss) Factors: 2

Attractiveness: 13

Quirks: Nil

Average Armor Protection: Nil

Dodging: 3

Avoidance: Base 10/17/12

Statistical Detail:

M:63, **EL:**50

P:101, **WL:**75, **CL:**90

S:75, **EL:**60

MR:31

MM:32

PM:42

PN:59

SM:38

SP:37

MRCap:12

MMCap:11

PMCap:15

PNCap:20

SMCap:14

SPCap:13

MRPow:10

MMPow:10

PMPow:13

PNPow:19

SMPow:12

SPPow:12

MRSpd:9

MMSpd:11

PMSpd:14

PNSpd:20

SMSpd:12

SPSpd:12

Commentary & Description: Coming from a travelling circus background, Bellias and his wife were part of a trick

riding troop that worked alongside the fair. The fair travelled around Lyonesse stopping at small towns and villages to entertain the crowds between Durham in the north and Hereford in the south. Bellias is familiar with the training and husbandry of horses and ponies, having some minor skill in veterinary care. Bellias left the circus, tired of the travelling life, to settle down with the inn which he renamed "The Prancing Pony" in respect to his former occupation. The inn was formally named "The Homestead" and was built some 50 years earlier. The stables were added by Bellias two years ago when he took over the establishment. Bellias is now in his third year as innkeeper of the Prancing Pony. He still keeps in contact with his circus friends when they pass during their travels. Indeed the whole family can often be seen attending the local fair. Being a travelling man for most of his life—his parents were also members of the circus—he is always interested in the gossip and tales of the wayfarers who take rooms in the inn. Bellias knows many of the local rumors and legends in the area and is happy to swap stories over a drink. Often in the summer months, Bellias works long hours in his fields tending to the crops and livestock, relying on his wife, Elaine, to look after the inn.

Bellias is a fun-loving and jovial man who enjoys life to the full and shares his enthusiasm for living with all those who meet him, however short a time that may be. His stature, though diminutive, is lithe and muscular belying his age. His complexion is of a ruddy, tanned color, a sign of the long hours spent toiling in the fields. Bellias is clean-shaven, the sharp features of his nose and chin offset by deep chocolate eyes and his shoulder-length mousy locks. Bellias is 47 years old, stands 5'2" in height and weighs some 140 pounds. He wears simple functional clothing, generally natural wool or linen. Occasionally, he wears fine cotton shirts, though that is a rarity.



ELAINE, WIFE OF BELLIAS

Vocation: Innkeeper/Farmer SEC: 5
Move (yds/BT): 76 Initiative Modifier: Human standard

Outstanding-Important K/S Areas-Sub-Areas & STEEP (Thief, Physical Vocation K/S bundle plus)

E/S Graces: 40
Native Tongue (Brythokeltic): 35
Trade Phonician: 25
Foreign Language, Keltic: 30
Riding: 47
Animal Handling: 32
Acrobatics/Gymnastics: 40
Business Administration: 23
Games, Mental: 25
Current Events: 15
Domestic Arts and Sciences: 35
Medicine, Veterinary: 36
First Aid: 25

Joss (Anti-Joss) Factors: 2 Attractiveness: 14

Quirks: Nil

Average Armor Protection: Nil

Dodging: Nil Avoidance: Base 11/12/9

Statistical Detail:

M:71, EL:56	P:76, WL:57, CL:68	S:58, EL:46
MR:36 MM:35	PM:35 PN:41	SM:31 SP:27
MRCap:13 MMCap:12	PMCap:15 PNCap:15	SMCap:12 SPCap:9
MRPow:11 MMPow:12	PMPow:10 PNPow:12	SMPow:10 SPPow:9
MRSpd:12 MMSpd:11	PMSpd:10 PNSpd:14	SMSpd:9 SPSpd:9

Commentary & Description: Elaine joined the circus when she ran away from home with her younger brother at the age of 14. Her parents were living London at that time, her father unable to find employment as a soldier in the city guard. Taking his frustration out on his family, they were often subjected to severe beatings. Elaine ran away with her brother and joined the passing circus troop. Looked after by Bellias, both Elaine and her brother learned the circus way of life and were trained by Bellias in the arts of horsemanship. Ten years ago, Elaine married her fun-loving tutor and semi-retired from the circus act to look after the horses and their newborn child, Alein. Four years passed before their second child, Alice, was born. Bellias and Elaine decided to settle down to give their children a better, more stable existence. The couple bought the Homestead Inn three years ago and have fitted into the lifestyle well. Four months ago, a third child was born in the comfortable surroundings of the inn. They named the newborn Hemison, after Bellias' uncle. Elaine runs the culinary side of the business, providing fine meals for their guests. A particular speciality of hers is blackberry and apple pie, for which the inn is noted. Elaine also brews their homemade wines, and though she strongly disapproves of excessive drinking, she has been known to indulge in a mug or two.

Elaine is 37 years old, about 5'4", 123 pounds, and is of a medium build. She wears her auburn hair in a long platt tied with a white ribbon. Her face is pleasantly rounded, full lips and smiling eyes match her ruddy complexion. Elaine wears heavily embroidered cotton skirts and blouses, often in deep rich colors, red being her favorite. ♂

CONVENTIONS

Tropicon XI, Jan. 8-10, 1993, at the Palm Beach Airport Holiday Inn, Palm Beach, FL. Please contact Tropicon XI, Box 70143, Ft. Lauderdale, FL 33140.

Winter Fantasy Convention, Jan. 8-10. For information, contact Winter Fantasy, RPGANetwork, PO Box 515, Lake Geneva, WI 53147.

Arisia '93, Jan. 15-17 at the Boston Park Plaza Hotel and Towers.

Winter Gamefest '93, Jan. 22-24 at the South Towne Mall Community Center in Sandy, UT. Contact IGC, PO Box 512, Roy, UT 84067-0512.

Warpcn III, Jan. 28-31 at the University College Cork, Ireland.

Warcon® '93, Feb. 5-7 in the Memorial Student Center, Texas A&M University, College Station, TX. Please contact MSC NOVA, Box J1, Memorial Student Center, Texas A&M, College Station, TX 77844.

Life, the Universe and Everything XI, Feb. 10-13 at Brigham Young University, Provo, UT. Contact 1993 Symposium, 3163 JKH, Brigham Young University, Provo, UT 84602.

Genghis Con XIV, Feb. 12-14 at the Marriott Southeast in Denver, CO. Contact the Denver Gamers Association, PO Box 440058, Aurora, CO 80044.

Orcon 16, Feb. 12-15 at the LA Airport Hyatt Hotel. Contact Strategicon, PO Box 3849, Torrance, CA 90510-3849.

DunDraCon XVII, Feb. 12-15 at the San Ramon Marriott, just off I-680, at the Bollinger Canyon exit, three miles north of the I-580/I-680 interchange. Please contact DunDraCon, 1125 Nielson St., Albany, CA 94706.

SheVaCon '93, Feb. 19-21 at the Ingleside Resort Hotel, Verona, VA. Contact SheVaCon, c/o Dave Davies, 300 Harrison St., Lynchburg, VA 24504.

HurriCon, Feb. 26-28 at the Holiday Inn, Fort Walton Beach, FL. Contact Steven Earl Yoder, c/o Bards Tales Book Shoppe, 109 D Racetrack Road, Fort Walton Beach, FL 32547.

Jaxcon '93, Feb. 26-28 at the Radisson Inn at the Jacksonville International Airport in Jacksonville, FL. Please write to Jaxcon, PO Box 4423, Jacksonville, FL 32201.

Total Convusion VII, Feb. 26-28 at the Best Western Royal Plaza Hotel, 181 Boston Post Road, Marlborough, MA 01752. Contact

The Total Convusion Convention, PO Box 1463, Worcester, MA 01607.

Continuity II, Feb. 27-28 in Donahue Hall, Wheeling Jesuit College, Wheeling, WV. Contact Bryan M. Sims, Box 144MC, 316 Washington Ave., Wheeling, WV 26003.

World Horror Convention No. 3, March 4-7 at the Sheraton Stamford Hotel in Stamford, CT.

CrackerCon 2, March 19-20 at the Holiday Inn Baymeadows, FL. Please contact CrackerCon, Box 8356, Jacksonville, FL 32239-8356.

ConnCon '93, March 26-28 at the Danbury Hilton and Towers in Danbury, CT. Contact ConnCon, PO Box 444, Sherman, CT 06784-0444.

Magnum Opus Con-8, April 1-4 at the Hyatt Regency in Greenville, SC. Write to MOC-8, PO Box 6585, Athens, GA 30604.

Coastcon XVI, April 2-4 at the Holiday Inn Express (next to the Holiday Inn Beachfront). Contact Coastcon XVI, PO Box 1423, Biloxi, MS 39533-1423.

Pointcon XVI, April 23-25 at the United States Military Academy in West Point, NY. Contact USMA Wargames Committee, Attn: Pointcon XVI, PO Box 62, West Point, NY 10997.

Gamex '93, May 28-31 at the LA Airport Hyatt Hotel. For more information, contact Strategicon, PO Box 3849, Torrance, CA 90510-3849.

D-Cubed 1993, June 5-6 at the Pensacola Civic Center, Pensacola, FL. Please contact AGI, Inc., PO Box 37186, Pensacola, FL 32526-0186.

Origins '93, July 1-4 at the Tarrant County Convention Center in Ft. Worth, TX. Write to GEMCO, PO Box 609, Randallstown, MD 21133.

CowCon, July 2-5 at Sheraton Denver Tech Center, CO. Write to CowCon/Westercon 46 Bid, 7735 Osceola St., Westminster, CO 80030.

Archon 17, July 9-11 in St. Louis, MO. Contact Archon 17, PO Box 50125, Clayton, MO 63105.

GenCon '93, Aug. 19-22 in Milwaukee, WI. Send a SASE to 1993 GenCon Game Fair, PO Box 756, Lake Geneva, WI 53147.

Gateway '93, Sept. 3-6 at the LA Airport Hyatt Hotel. Contact Strategicon, PO Box 3849, Torrance, CA 90510-3849.

Convention announcements cannot be included unless received a minimum of four months in advance of the event. Journeys is not responsible for errors in convention announcements. Write to Journeys Conventions, Editor-in-Chief, PO Box 1646, Bloomington, IL 61702-1646 USA.

IN PRINT

Talislanta (3rd Ed.)

Wizards of the Coast. \$20
342-page guidebook.
Designed by Stephan
Michael Sechi and Jonathan Tweet
Review by Jimmie W.
Pursell Jr.

In the mood for something a bit different? The third edition of *Talislanta*, from Wizards of the Coast, fits the bill. *Talislanta* is a world like no other. The new edition, expanded to 342 pages, is the best so far.

Talislanta is set upon the continent of Talislan, lo-

cated on Archaeus, a world of two suns and seven moons.

The continent is populated by an *extremely* diverse group of races, few of which could be called human. The races are unique to this gaming world and none of the "typical" fantasy races exist; you'll find no elves, dwarfs, trolls, or orcs on Talislan. The variety of sentient peoples include such original races as the avian Aeriad, complete with feathers and wings; the Thrall, bred for combat and covered with multicolored tattoos; and the Ariane, a mystical, nonviolent race with onyx-black skin and white hair. Many other colorful races co-exist on Talislan, too many to name and describe in the space of this column. Each of these races fits together in a logical overall geopolitical environment. This is not to say the environment is peaceful; conflict and strife ravage the continent, providing an excellent source of adventure for the bold.

Page upon page of additional source material is added to the third edition. In the two previous editions, each item, race and culture was described, but the reader had to infer many of the intricacies of their interrelations and functions. Not so in the new edition; nearly everything one needs to know is spelled out. An interesting note for second edition players: Twenty years have passed, and many things have changed. For instance, the Kang, once subservient to the Quan, now rule their kingdom, retaining the Quan nobility as administrators.

The game system, too, has evolved since the second edition. As seems to be the trend with new editions lately, few substantive changes have occurred, but much refining and smoothing out of the rough spots has taken place.

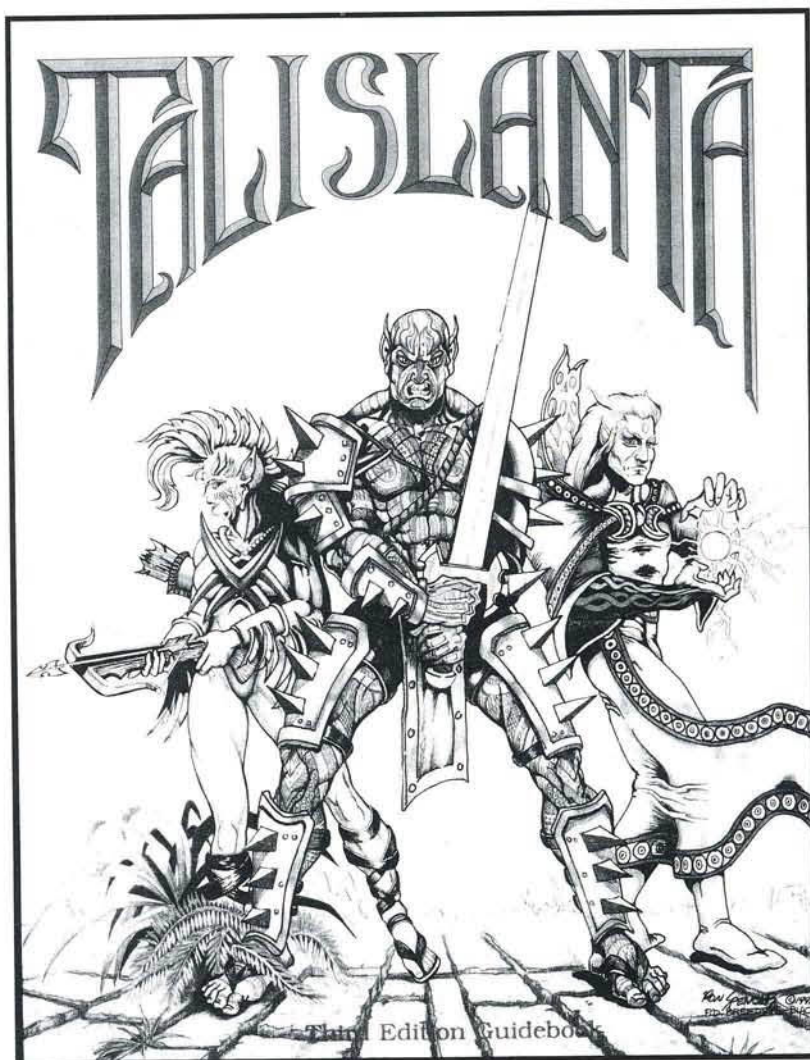
Character Generation and Skills

Character generation, like the rest of the system, is quick and simple. The player picks one of the 118 archetypes and modifies it to suit his tastes. These archetypes have predetermined stats and primary skills, though the player has some latitude in choosing nonprofession-related skills. Attributes include Intelligence, Perception, Willpower, Charisma, Strength, Dexterity, Constitution, and Speed. All use 0 as the mythical "average" being, and are given ratings with a plus or minus, representing above and below average. There are no absolute maximums or minimums for attributes, but +3 is pretty good and -3 is pretty bad.

Skills are based on the governing attribute, with the beginning rating equal to the attribute +1. For instance, combat is governed by Dex. A character with a Dex of +3 would begin with a combat skill of +4.

Talislanta is a level-based system, and skill progression is governed likewise. A character has each of his skills designated as primary, secondary, or rudimentary. Primary skills gain one point per level; secondary skills gain 1 point per two levels; and rudimentary skills start at +1 and remain there unless experience points are applied *specifically* toward raising it.

Though combat is rated as above, each character has a



number of weapon proficiencies. The combat rating is used for those weapons, and if the character lacks proficiency with a weapon, then it is used with a penalty. Magic is similarly broken down into 23 fields, each of which is learned separately.

Skill use is resolved by a D20 roll. The respective skill rating is added to the die result. The total is compared to the success chart, with results ranging from mishap to critical success.

Combat is resolved by rolling a D20 as above and adding the attacker's combat score. The defender's combat score is subtracted from the total, and the result is compared to the success chart. Combat results, like the rest of the skill results, range from mishap to critical success. A mishap is GM's discretion, but generally represents a dropped weapon or something similar. A critical success usually doubles the damage. Damage rolls are based on weapon type; armor protection is subtracted from the total; and the net is applied as a reduction in hit points.

Many combat modifiers have been added since the second edition, but the basic framework remains unchanged. The parry has been retained as a tactical option, though the rules on shields have been explained much better than in previous editions. To parry, combatants must forfeit their next combat action and make a D20 combat roll generating a greater total than their opponent. Only the Zandir swordsman, a swashbuckling fencer, may attack and parry in the same round.

Magic System

The magic system is nearly identical to the combat system, though the variety of spells provides the magic-using combatant with greater tactical flexibility than his mundane counterpart. Success is determined by a roll on the success chart, adding the character's magic skill and subtracting the spell's level, which is chosen by the caster. Most magical arts have some variation of three basic types of combat spells: Auras, Bolts, and Barriers. Bolt spells, as the name implies, cast bolts of the appropriate type of energy at the target. They do damage based on the level of the spell. Both Auras and Barriers create a magical field of energy which resists damage. An Aura protects the caster, and a Barrier forms a static structure of limited duration which protects everyone behind it. Of course, the magic system also provides unique spells for each school of magic. These spells follow the particular motif of the field, such as Communicate with Plants, which is practiced by Botanomancers.



The World of Talislanta

Now a word about the setting. As I said earlier, the setting of *Talislanta* is unique in the gaming industry. Most conventions of the fantasy genre can be thrown out the window when you pick up *Talislanta*. You'll find no "Dark Lord" threatening all of humanity; there are no cutesy wood elves, or grim dwarves. No knights in shining armor will ride upon a fiery steed to rescue the fair maiden. Wrong game. What you will find is an exotic world where *nothing* is conventional or normal. The Za hordes, once fragmented, are now being banded together by a mysterious religious leader known as the Tirshata. These hordes, once a nuisance to caravans and small villages, may now shake the civilized world. But no one worries much about them. Yet. In the west, the Aamanian Inquisition is gradually worsening, and the Inquisitors are becoming more feared. The world is becoming a more

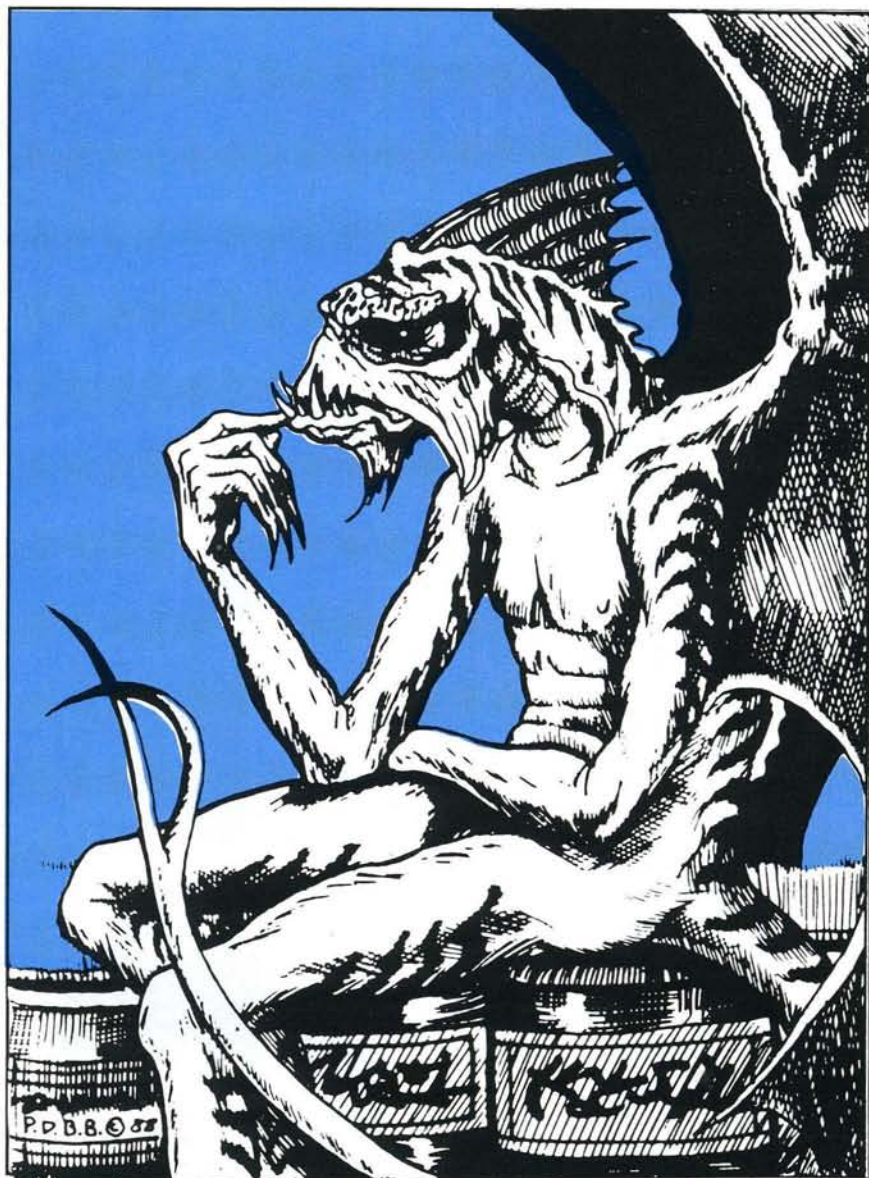
dangerous place. All of these situations provide ample opportunity for adventure and roleplaying. The new *Talisanta* gamemaster may be somewhat overwhelmed by the diversity of adventure choices, but picking a small area in which to begin and confining the players to that region works well for a start. My personal favorite is the eternal struggle of the Mirin Tundra Scouts against the northern Ice Giants.

One aspect of *Talisanta* that frequently turns off new players is the idea of the archetypes. Most players enjoy designing a character from scratch, picking race and profession, as well as determining attributes. These options do not exist in *Talisanta*. But I urge you to examine the reasons behind the archetypes. The diversity of the setting does not lend itself to player-styled characters. A person unfamiliar with *Talisanta* could not begin to create a character which would be consistent with the world. A Mirin Tundra Scout is more than picking the Mirin race and the ranger profession, then applying racial modifiers to randomly rolled attributes. There is an essence about the character that is lost when generated in that manner. Similarly, the Thrall Warrior is more than a race/class combination. In addition, many races have special professions unique to their culture, like crystalmancer, inquisitor, revenant, etc. These would lose much of their flavor if shoehorned into a conventional character class. Players still not convinced should remember that there are 118 archetypes to choose from, so finding a suitable one should be relatively simple.

The Problems

So why doesn't everyone run out and buy *Talisanta*? Because it's not perfect. While the world is unique and the characters diverse, the game system itself is very simplistic. Only the one chart is required for all actions. Once the concept of skill resolution is mastered, which should take only a minute or two, a player or GM can do almost any required system mechanic. The magic system is workable and interesting, but the combat system seems to fall short.

The first problem with combat is the initiative and parry rules. To parry, both attacker and defender roll a D20 and add their combat ratings. If the defender scores higher, the attack is parried. If two opponents are of equal skill and neither uses a shield, the defender has only a 50% chance to parry. With the exception of Zandir Swordsman, a character loses his attack if he parries. This means the option would normally only be used by the side losing initiative. As initiative is only rolled once per combat, this is a bit one-sided. Still, this problem would not be so great were it not for the skill chart itself. With 0 skill on an unopposed roll, a 6 or better is a partial success, and an 11 or better is a full



success. On a D20, 6 or better comes up 75% of the time. Discounting partial successes, a full hit will result 50% of the time. This doesn't sound too bad, except that combat with equal opponents will be just such rolls, the respective skills cancelling each other out, leaving a net result of 0. To put it simply, two master swordsmen will stand toe to toe and slug it out until one runs out of hit points. I had hoped we had evolved beyond this in the gaming world.

Evaluation

Taken as a whole, *Talisanta* is a decent game. The world is quite original, and the setting is fresh. A talented gamemaster and players can have loads of fun. However, the game may be too much for beginning players to tackle. The system works, but it is extremely simplistic. As with any game, a good gamemaster can overcome the minor problems with the mechanics. A creative gamemaster may even be able to lift the combat system out of the "slugfest" rut and make it enjoyable. The game is not for everyone, and certainly not for beginners or the weak of heart, but it's worth a look, especially if you're tired of the same old fantasy games.ð

Although we were not expecting the good Mr. Grumbold to submit any further articles, it somehow came as no surprise to us when we actually found another one of his manuscripts amongst the other mail. There was no need to consult with Gary Gyax about the author or his material. As we are now all familiar with Ernst Grumbold's credentials in regards to *Ærth*, nothing more needs to be said. However, we do wish to alert you to the special nature of this piece. The detailed organization charts which Mr. Grumbold included with his brief manuscript are most enlightening and useful for students of *Ærth* and for all enthusiasts of fantasy gaming as well.

A Journeyer's Guide to *Ærth*

How a Feudal Noble's Stronghold is Organized: The Structure of Authority and Responsibility, Showing Offices and Positions, Along with Such Commentary as is Helpful to the Reader

Until I actually visited *Æropa* and personally observed the operation of an aristocratic stronghold, I was somewhat ignorant and quite confused as to who did what in a chateau and what "such-and-such" title in castle parlance actually meant. A friend of my guide, M. Marcelus François, was kind enough to allow me to spend a fortnight at his chateau west of Paris. There the Sieur deVal soon enlightened me regarding the whole matter. Because such information is so poorly presented in texts found here on Earth, I thought it would be beneficial for me to extract the whole of what I had learned, and with as brief a text as possible, illustrate the matter by organizational chart, thus providing readers of this journal with clear and concise data.

Why should this interest readers? Simply put—because there are castles everywhere in *Æropa* (and elsewhere too) where a feudal or quasi-feudal government rules. Such places are needful for many reasons too complex to detail here. Suffice it to say that should you travel anywhere in the lands mentioned, you will be sure to encounter strongholds of this type in all corners of the land. That said, let us move on.

First, let me make it clear that what follows is a generalization based on the knowledge obtained thanks to the generosity of the Sieur deVal. In many cases, the size of the stronghold and associated land holdings will be smaller, so there will be fewer officers and staff. In some other cases these will be greater, and an increase proportionate to that larger scale must be interpreted.

Next, allow me to point out to the reader that here I am addressing those fortified residences which are built, maintained, and inhabited by aristocrats. There are state and even noble fortifications, which are only incidentally something other than military strongholds. These exist for purely military reasons, and guards are the only residents the vast majority of the time. These are not at all castles in real terms—they are forts or fortresses. Whether moat house, chateau, or some other appellation, castles are the first and foremost residences of their owners, even if for only a portion of the year. On Earth we often see the castle depicted as a fortress, and fictional literature adds to this inaccuracy.

So, then, a castle is the domicile of its noble lord or lady, the residence of his or her liegemen, retainers, and servants. It is the headquarters for the administration, finance, and management of all the lands and the manors which belong to it. It is the seat of local, or low, justice for those dwelling on those lands—the Hallmote held monthly for the peasants, the Greatcourt for freemen who have made their View of Frankpledge to the lord of the castle. It is a place of safety in time of war. The castle is a staging point for military operations, an impediment to invaders, a point of resistance too, unless overcome somehow.

Those readers who have delved into historical treatments of castles certainly comprehend all that and more. To make the functions of the castle, its organization, hierarchy, and bureaus plainly understandable to all, there are a series of schematics drawn hereafter to give a visual representation of them. By identifying titles and the like, we delineate offices and oversight responsibilities clearly. Of course, there always exists a problem when it comes to precedence of office or station, for titles are not fixed. Thus, in some places a title might correspond to a somewhat different office, possibly altering rank and duties to some extent. Nevertheless, this effort is by no means vain, for what

is set forth in the exposition holds generally true throughout all *Æropa* and those other lands which model their feudal structure after one of the states of that continent.

The organizational charts which follow are presented in a progressive fashion. That is, the very first one depicts the schematic of the highest authority and those immediately beneath that authority. In the case of the Sieur deVal, enfeoffment is directly from King François, so there is no authority interposing between him, as lord of Chateau Lune-Noire, and the throne. Where a greater noble stands between the king and the holder of a castle, it is helpful to refer to such a position as that of a vice-lord, thus indicating that enfeoffment is from one owning fealty to a suzerain. Following each chart is commentary explaining the illustration. As we progress, sub-charts were needed to expand upon certain areas. These charts are clearly indicated as belonging to the main one in question by the addition of a suffix capital letter after the chart number, thus: III A.

As stated initially, in order to make a full exposition, the whole assumes a rather substantial castle and a noble with substantial lands and income. Larger organizations are a simple matter, for retainer and staff numbers are simply greater, with only rare and specific offices to be added, i.e., jester, astrologer, Mage, wizard, privy counsellor, justiciar, etc.

It becomes less clear when smaller households are considered. In general, begin by omitting servants indicated in the least positions, one at a time. Double up related responsibilities. Eliminate offices entirely. Reduce the number of guards. A very small castle might have but one, all-purpose officer, a seneschal serving directly under its lord, no knights, one or two esquires, and but a score of servants and guards. A minor knight, for example, might have only a few servants and a half-dozen men-at-arms. As an aside, note that a royal castle, in this case a fort or fortress, will have as its head a castellan or chatelain, possibly a sub-officer, and then soldiers and some necessary servants only.

Lord & Immediate Officers & Retainers

Noble Lord: This might well be a lady, and in most cases actually assumes the lord and lady as a unit. Where lord and lady are concerned, the lord directly oversees the actions of the steward and the constable; the lady assists by giving his direction to the seneschal chancellor. Lord and lady command all within the castle

A JOURNEYER'S GUIDE



by Ernst Grumbold



Rick HARRIS '92

and on its lands. All boxed positions shown on this chart are very important. Each officeholder concerned will be a member of the noble lord's/lady's council—grand council if the noble vassals are in attendance.

Chancellor (also Chaplain): A priest or monk always holds this office, unless it is broken into two portions, chancellor and chaplain, in which case the former may be held by one of the laity who is a Heka-user able to employ some forms of divinatory and healing Castings. He or she is directly responsible to the lord/lady for these duties and activities:

- Keeping the lord's/lady's seal(s) (chancellor)
- Treasurer* (chancellor)
- General accounting (chancellor)
- Intelligence (chancellor)
- Secretarial functions (either, principally chaplain)
- Personal errands and communications (either, principally chaplain)
- Religious observances (chaplain)
- Charity (chaplain)
- Healing (chaplain)

*Our charts show the office of cofferer being in charge of the lord's/lady's monies and like wealth. Note that in this case, however, the chancellery oversees to some extent the cofferer. See Chart IV.

It is possible that an apotropaist and/or exorcist is attached to this office if a great noble is the lord of the castle.

Almoner: The almoner is in charge of distributing charity to the poor and needy on the lord's lands.

Secretaries: These positions are often held by monks or scribe-like clerks. Clerks otherwise generally need to be only semi-literate but highly numerate.

The office will work closely with that of the Heka counselor at all times, of course, as their combined abilities are needed in regard to Heka-warding of the castle. The two will also assist the steward in regards to weather, and crop and animal welfare within the lands of their lord or lady.

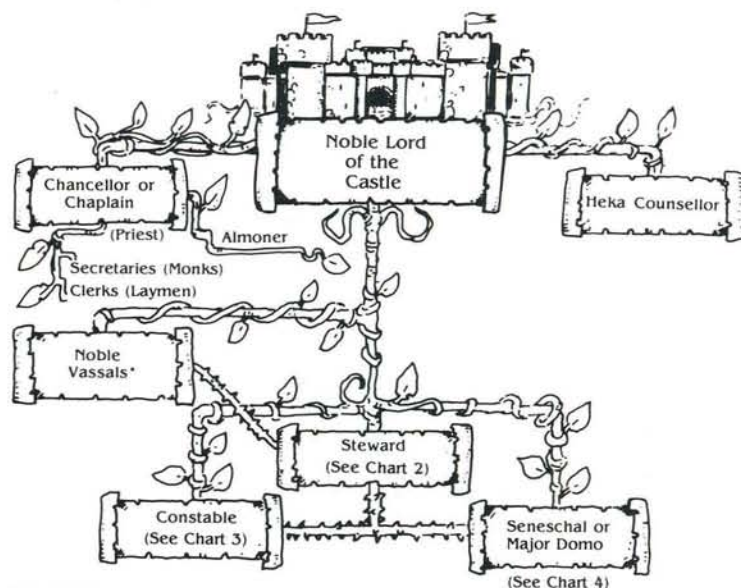
Heka Counselor: This office is one of Heka practice. That is, the holder will be able in the use of Castings which foretell and also have some magical skill. In most cases this means the individual is a magician with knowledge of astrology and divination. However, any number of variations can and do exist. The duties are of an *advisory* nature, assisting in the *protection* and *defense* of the castle, and *healing* secondarily, all through the employment of Heka. In the case of a very great noble, the Heka counselor might be only an advisor in regards to foretelling and the like, and the steward, as we will see, may be the one detailed to defensive and offensive Castings.

In most cases, there will be some form of apprentice serving the officeholder. In large castles there will be one or more sub-offices attached to it: *alchemist, astrologer, conjurer, Heka-forger, spellsinger, wisewoman* or *wiseman*.

Note that on Earth in Medieval times this general position on the organizational chart would be occupied by these names: doctor (maker/prescriber of medicine), barber (blood-letter), surgeon (medical operation performer), dentist (care of teeth). They are very much secondary positions which might be filled by a single individual, two, or even none.

Noble Vassals: Observe, if you please, the box. The thorny vines indicate that the position is not actually attendant to the castle. These noble vassals, with a few exceptions which will be noted, reside on their own fiefs within or adjacent to the lord's/lady's lands. Being vassals, they owe their holdings to the noble lord in question. They will have lesser titles, possibly being only knights. Note also the thorny vine running diagonally to the office of steward. When the lord/lady is not present, then the steward stands in his or her place, and the noble vassals must indeed obey the steward as if he were the lord or lady of the castle. The principal duties of such noble

CHART 1



* See Regarder Office

vassals are *payment of service in regards to keeping order and warfare*, whether offensive or defensive.

In a similar fashion, another of the duties of the noble vassals is to serve under the steward as inspectors (see Chart II, Office of Regarder). Whenever the lord/lady visits, noble vassals must house and care for their overlord(s) and attendants, of course, and do so in grand fashion.

Steward: This is the office of vice-lord of the castle. Next to the lord/lady, the steward is the highest-ranking person there. They will be at least knights, often minor nobles if the castle is one of a great noble. Sometimes an aristocratic Mage, wizard, or the like will hold this office. In the absence of the lord/lady, the steward commands all. The basic duties of the office pertain to the *oversight* of the lands of his lord/lady outside the castle. He or she is also in charge of *legal* matters, and in the case of a great noble, the steward might have the office of the justiciar reporting to his own, that office being just below the parallel line between constable and seneschal.

In the event that the office of steward is held by a very able Heka practitioner, the responsibilities for *magical security and defense* will also be vested here, such matters being fulfilled in close consultation with the office of constable.

See Chart II for other details of duties and the many positions directly overseen by this office.

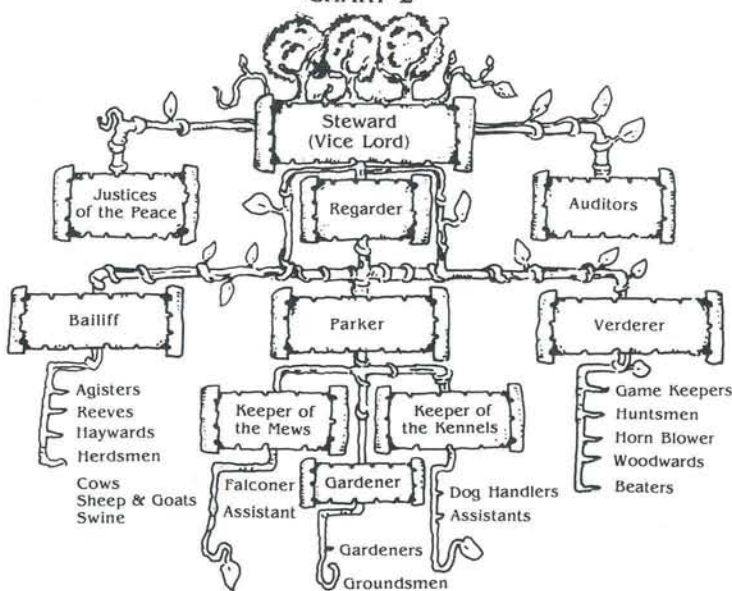
Constable: This office is principally charged with the duties of *policing the lord's lands and military matters*. This responsibility begins in the castle and extends to the borders of the noble lord's lands. In the absence of the lord/lady and the steward, the constable is commander of all.

See Chart III for the many positions directly overseen by this office.

Seneschal (also Major Domo): This office is principally accountable for the place of residence and working places of the lord/lady and their chief retainers in the castle. That is, the seneschal has *oversight of the dwelling and working place, internal security thereof, household finances, and all domestic matters relating to the castle and immediate grounds*. In the event of a great noble and extensive (palatial) castle, there might be a major domo office reporting to the seneschal office. The former position would be charged with household finances and domestic matters, with the seneschal directly managing oversight and security.

See Chart IV for the many positions directly overseen by this office.

CHART 2



With the most important offices detailed, the titles, authority, and duties understood, we move on to details of the various sub-offices and positions appended to the three chief officers of the noble lord.

In addition to being the deputy of the noble lord, the office of steward has charge of the *general administration of the lord's/lady's holdings*. Justice, revenues and auditing, and the maintenance of all lands and property of the noble lord are overseen by the steward. The position might well be likened to that of a general manager.

Justices of the Peace: Note that if a justiciar office was under the steward, that position would be in place of this one, and the office of justices of the peace depend from it. Justices of the peace have duties regarding local justice. They preside over the monthly Hall Mote, and in addition, they might travel around the noble lord's lands, if such are extensive, so as to administer like justice in remote places. In the latter case, they will likely be in company with a bailiff and a few men-at-arms.

Auditors: This position serves to check on all offices' accounts. The auditors examine the records of income and expenditures as well as see that all rents, taxes, tariffs, and other revenues have been properly collected and accounted for. Not only money is kept track of thus, but supplies and equipment are seen to as well.

Bailiff: This is a relatively minor office but one which is vested with quite important responsibilities. There might be a single individual in charge of this office if there are many bailiffs; in such case he will bear the title of chief bailiff. There is a bailiff for every four manors and separate small communities within the noble lord's land holdings. Each is visited one week in every month. Crimes and infractions seen by or reported to the local bailiff (by the reeve, for instance) are brought to the attention of the steward for action, probably before the monthly Hall Mote court. The following are the titles and duties of the sub-officers of the bailiff, reporting to the local bailiff:

- **Agisters:** Collect rents and fees such as paid by cotters and crofters.

- **Reeves:** Local headmen of manors or small communities who are given office by the lord or lady and at all times see to their noble lord's interests there.

- **Haywards:** See to the crop lands of the noble lord, the fencing thereof, and the crops harvested therefrom.

- **Herdsmen (Coward, Shepherd, Swineherd):** Care for the noble lord's ordinary livestock.

Parker: This is another minor sub-office which is highly regarded by the noble lord because of the responsibilities which it holds. Its charge is the oversight of the castle grounds and the lands immediately surrounding the stronghold. The offices below the parker's are:

- **Keeper of the Mews:** The office of chief falconer. Acquisition, training, feeding, and care of hunting birds such as falcons and hawks are its duties. In a large mews, individual falconers and workers report to this office. In addition, this office will have charge of the *dovecot* and the *roost* (for homing pigeons) if the latter are possessed by the castle's lord.

- **Keeper of the Kennels:** The office of head dog trainer and handler. Acquisition, training, feeding, and care of guard and hunting dogs are its duties. In large kennels, individual dog handlers and assistants report to this office.

- **Gardener:** The office is responsible for vegetable gardens, flower gardens, landscaping, orchards, trees and shrubs, and lawns. Where there are extensive gardens and lawns, there will be specific gardeners, possibly a grover in charge of orchards, and groundsmen to do common labor required.

Verderer: Yet another minor office dear to the noble lord's heart, for it is responsible for the hunting lands game thereon, and the hunt itself. The verderer oversees the forests and wildlands within the noble lord's holdings. Thus, there are the following under-officers reporting to the verderer's office.

- **Gamekeeper (Warden):** The officer seeing to the wild game and the prevention of poaching.

- **Huntsman:** Guide hunting parties, keep down excess numbers of predators or prey animals.

- **Horn Blower:** Sounds the horn to direct hunters and dogs to the quarry.

- **Woodward:** Polices the forest land to see that no persons encroach thereon by clearing and farming, felling of trees, or herding swine.

- **Beaters:** Those who drive game in a desired direction by beating the underbrush and making noise. When not so employed, beaters will generally assist the gamekeeper or woodward as needed.

Constable's Office, Sub-Offices & Positions Thereunder

The office of constable is always held by a knighted individual. The constable is the captain of all forces, second in military command only to the noble lord/lady. As already noted, the position has considerable responsibilities, duties of critical nature. In this regard there are normal, everyday functions and extraordinary, wartime ones.

Organization of the castle's military force, general repair of castle fortifications, transportation, and communications are the ordinary concerns of the constable. This charge covers riding and draft animals, vehicles for transport (coaches, carriages, wagons, and carts), and the movement of personnel and goods to and from the castle. Associated with that responsibility are purchase, maintenance, repair, care, and feeding of animals including obtaining feed not grown on the noble lord's lands. Attendant to these is the *security of the portals of the castle*. All of the castle's main gates and lesser points of entry are the responsibility of the constable.

Extraordinary duties of the office are the *military force's deployment and operations in attack and defense, the additional fortifications of the castle, siege engines therein, supply, and transport when at war*. In many instances, the constable will have direct leadership of other noble vassals of the lord of the castle, especially if the office is held by a titled noble. In such case, the constable will not be just a field commander, but one of mixed units, a general officer.

Various messengers and clerks serve the office directly.

Marshal: This sub-office is that of the principal military commander as regards to cavalry and infantry, the lieutenant of the

constable in all cases. The marshal is further detailed in and under Chart III A, and the reader is directed there for additional information.

Artillerists, Armorers, etc.: These positions directly under the constable's authority are self-explanatory.

Porter: This office is responsible for the operation, guarding, and watch of all exterior entrances to the castle, the games and smaller portals. He orders the opening and closing of gates, which might include the lowering/raising of a drawbridge, portcullis, grille, etc. For example, a herald calling upon the castle will typically be greeted and answered by the castle's porter.

•**Watchmen:** These are specially retained men-at-arms maintained for night duty guarding the castle portals.

•**Sentries Tenant:** These are local men serving as nighttime sentries at portals and associated walls, doing this service as part of their vassalage payment

Marshal's Office, Sub-Offices & Positions Thereunder

Marshal: As with the office of constable, that of the marshal is always held by a knight of repute in regard to his ability and skill at arms. **Training** is the ordinary responsibility of the marshal and **warfare** the extraordinary duty. The marshal is responsible for the **recruitment of soldiers and the hiring of mercenaries**. In time of warfare, armorers, artillerists, and the like might be assigned directly to the marshal's office by the constable. The marshal will be in command of the castle's regular troops, and in some instances some or even all of the noble vassals' forces might serve under him or her. Vassals and their knights and esquires, however, will typically form their own contingents and accept orders only from their liegeland, the steward, or possibly the constable. Of course, where a very great noble is concerned, or royalty, this rule might be altered to some extent.

Messengers and clerks serve the office to enable its proper functioning.

Knights Banneret: Only greater nobles will have within their castles such knights. A knight banneret is an exceptional one commanding a troop (usually of 20 "lances") of other knights, esquires, armigners, scutifers, and mounted serjeants. In such case, however, the knight banneret will be cavalry company sub-commander under the marshal, or in the case of knights banneret present, each will command a squadron of the cavalry company fielded by the noble lord.

Knights: These are the principal front-line warriors and defenders of the castle and its lord/lady. They command *esquires* (knight trainees), *armigners* (assistants who care for the armor and assist in its donning, esquire trainees, in effect), and *scutifers* (lesser assistants who carry the knight's shield, arminger trainees, in effect). Note that *trainee* doesn't necessarily apply to skill at horsemanship or arms, but more to the overall code of chivalry, with its attendant etiquette and the like. In general, all those attending the knight are able warriors. Also, some armigners and scutifers will be of low station and so unless raised in rank for battlefield performance cannot hope to rise above their position.

A knight serving in a castle will usually have one or two esquires in training, and no further entourage. A landed and renowned knight might have two esquires, an arminger, a scutifer, and several mounted serjeants as well.

Serjeants: It is usual that serjeants serve as cavalry. They are veteran warriors of a social station below that of the gentry, sometimes of the peasant class originally. They are well mounted, have good armor and their own weapons—lance, sword, etc. In general they are medium-heavy cavalry (able to perform as heavy cavalry), almost equal to (sometimes as good as) knights and esquires. They are paid accordingly for all they bring. There are *foot serjeants* as well, and by this I do not mean simply dismounted serjeants fighting on foot; the foot serjeants receive less pay

CHART 3

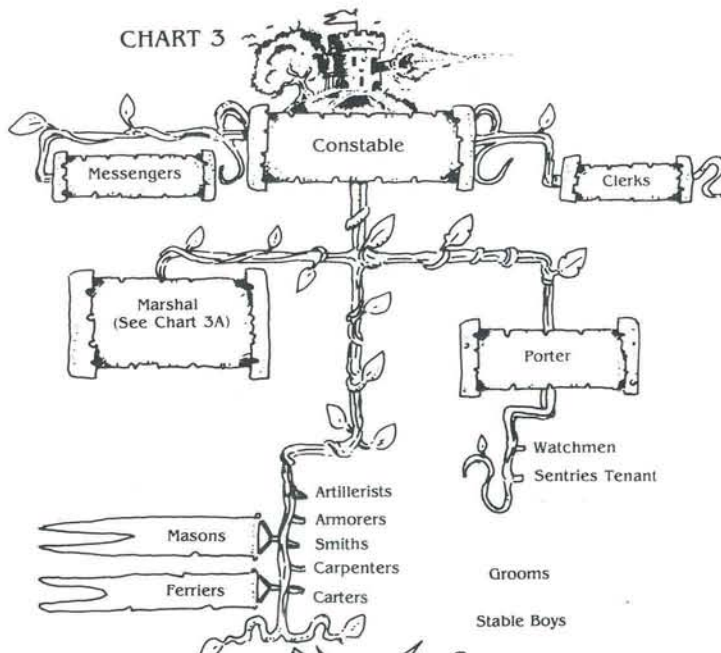
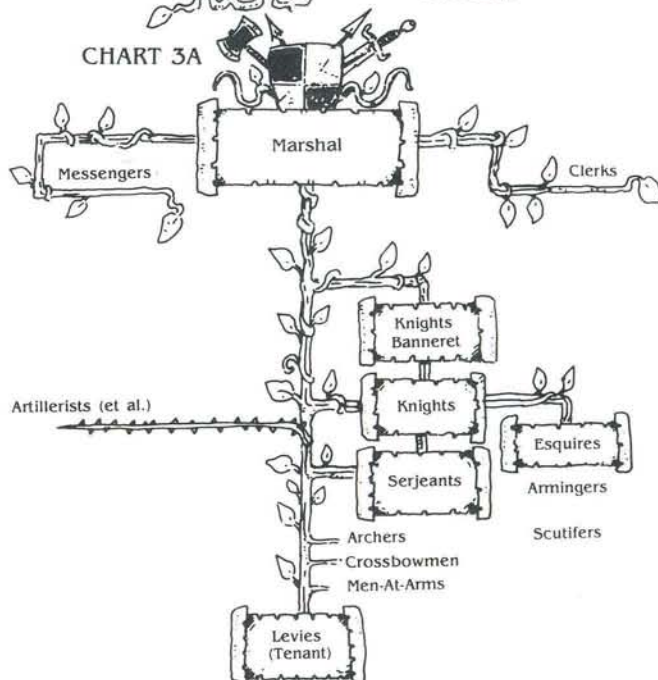


CHART 3A



because they lack mounts and the skills necessary to fight as cavalry.

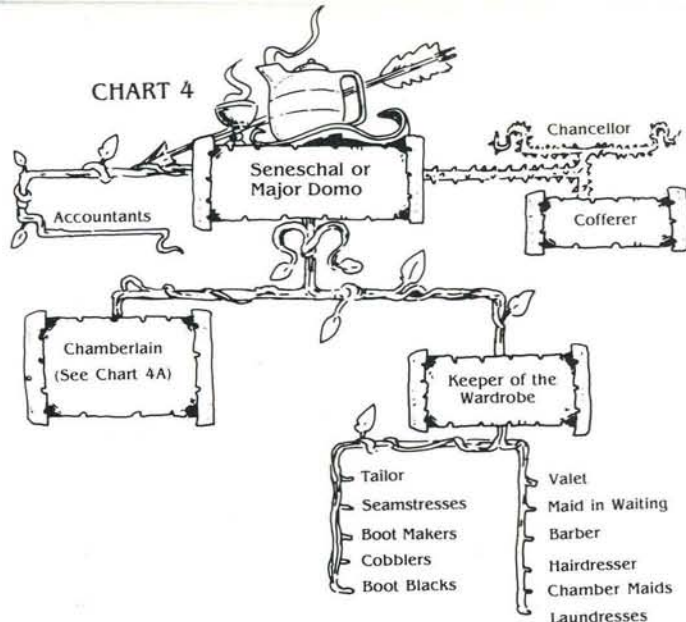
Turcoples: Although not shown on the chart, such light cavalry might be present in a castle. These are light horsemen typically only moderately armored and usually armed with light lances, light crossbows, and various hand weapons besides. If their principle missile weapons are javelins, the troops are called *gentours*. In any case such cavalry serve as scouts and harassing forces. In the lands to the east, turcoples might be armed with short composite bows.

Archers, Crossbowmen and Men-at-Arms: *Archers* rank above all other infantry save foot serjeants and receive pay accordingly. *Crossbowmen* rank next in status and pay. Regular *men-at-arms* are what we would call ordinary soldiers.

Levies: The tenants owing military service as payment for their vassalage are referred to as levies. Such troops will form up at the castle to assist in defense or attack when called forth by the noble lord, or when an invader is present.

Militia: This category is not shown on the chart either. It refers to the peasants on the noble lord's lands. In time of great need the able men of this sort will be pressed into service. They are ill-trained, ill-equipped, and generally useless unless their lord has indeed seen

CHART 4



money belonging to the lord/lady belonging to this office might be under the purview of the chancellor/chaplain office. In such case the cofferer has responsibility only for the silver food service, and he would then appear under, and report to, the office of the chamberlain.

Chamberlain: This office is responsible for the *great hall and all its adjacent communal places*. The private quarters of the lord/lady, guests, etc., do not come under the purview of the chamberlain. See Chart IV A for details of this office and its subordinates.

Keeper of the Wardrobe: This office is responsible for *all areas of the greater domicile not overseen by the office of the seneschal or the chamberlain*. In general, this means care for the persons and clothing of the lord/lady and their guests, as well as the private rooms which they occupy. The various positions reporting to this office are self-evident.

Chamberlain's Office, Sub-Offices & Positions Thereunder

Chamberlain: Responsible for the great hall and environs, all functions which take place within these rooms, the office of the chamberlain must then manage such matters as meetings, audiences, court days, regularly served meals, feasts, celebrations, revels, and the like. Note that if the cofferer has charge only of silver service, then that office will be directly under this one.

Various entertainers are allowed into the castle from time to time as the lord/lady or seneschal directs or the chamberlain sees fit. Only very large castles will have permanently retained entertainers such as musicians.

Usher: The office is charged with security within the great hall or any room in which an official function is taking place. This includes the admittance and announcement of the titles and names of visitors, their placement or seating, and order within the area in question. Also, communications from outside the area or going outside from it are the responsibility of this office. To enable the carrying out of his duties, the usher has command of one or more serjeants-at-arms and pages. The service staff might be permanently assigned to this office or lent to it by the office of the butler.

Butler: Originally only charged with care of the buttry, that place where butts of alcoholic beverages were stored, the office of butler in the contemporary Aeopian castle is vastly expanded. *Oversight of alcoholic beverages is secondary now to the duties attendant upon seeing to the meals and drink of the lord/lady and such other diners and guests as they desire to share food and refreshment with them or separately.*

•**Pantler:** The office in charge of the pantry; *not only bread but all attendant to its ingredient and in general all stores of food staples and dry food in the domicile.*

•**Brewer/Vintner:** If there is such a position, there will be a cooper amongst the carpenters in the constable's office

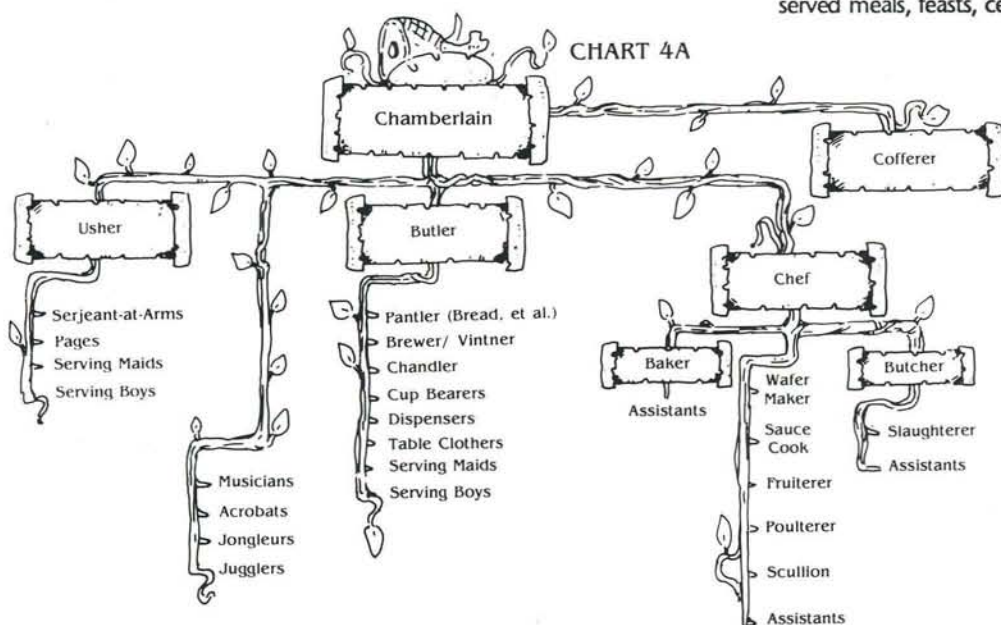
•**Chandler:** This position sees to all matters of lighting in the entire castle, including the provision of candles in the greater domicile.

•**Cupbearers and Dispensers:** These are servitors caring for drink.

•**Table Clothers:** These are servitors who set and clear tables, and see to the tablecloths and napkins before, during, and after their use.

Chef: This office is the *head of the kitchen, the chief cook, and the overseer of all food preparation*. In general, the large staff and the duties of each position shown are quite evident. In regards to the wafer maker, though, one bit of additional information needs to be given. The actual duties involved concern the making of most fancy pastries and desserts, and in many castles, this is an assistant chef position. ☺

CHART 4A



fit to have ordered that they were given attention in regards to military maneuvers and weapon use, and were supplied from his arsenal with armor and arms. Even in such case, these troops are of questionable value, although assisting in the defense of the castle might be within their capacity to manage.

Seneschal's Office, Sub-Offices & Positions Thereunder

Seneschal (or Major Domo): Responsible for the entire domicile of the noble lord and appertnant structures utilized for domestic purposes, this office is a very busy one indeed when the lord/lady are in residence in the castle. In addition to that, the seneschal might be the *personal assistant to the noble lord/lady in all domestic regards, and responsible for the care of noble guests staying at the castle*. The office is ultimately responsible for the comfort and security of all within the domicile buildings in the castle, and in particular the great or main hall, where there is considerable traffic of persons from outside the castle seeking admittance and audience. The accountants attached to this office serve in self-explanatory manner.

Cofferer: This office is directly responsible to the seneschal with at least a reporting obligation to that of the chancellor. Thus, the cofferer has charge not only of the *silver food service pieces* and the like but *also the money of the noble lord*. However, as previously noted, the charge of the

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Part 4

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ONE OF THESE DERELICTS.

CLEAR US A PATH, CAPTAIN.
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OUT WHAT HAPPENED TO THEIR LAST
THREE FREIGHTERS.

FOUND IT. ALIEN
CRUISER OFF THE BOW.

AND ALL WE HAVE TO GO ON IS
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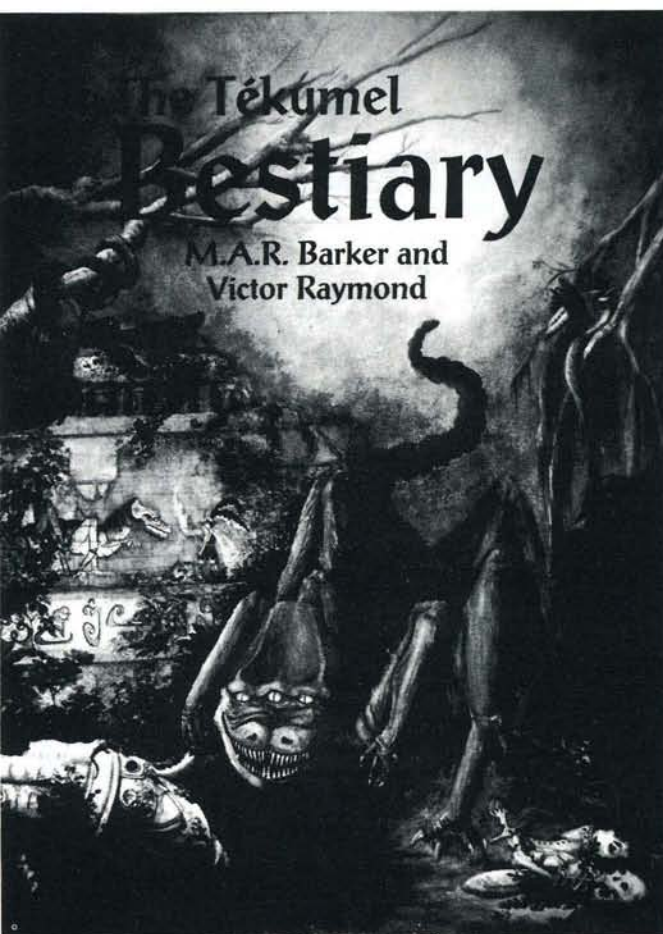
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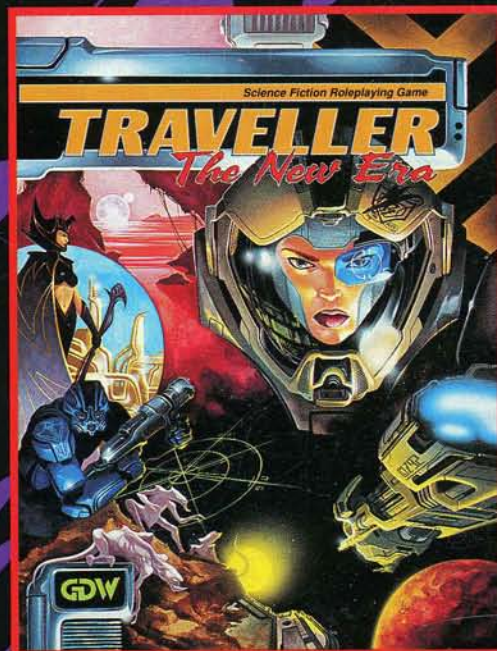
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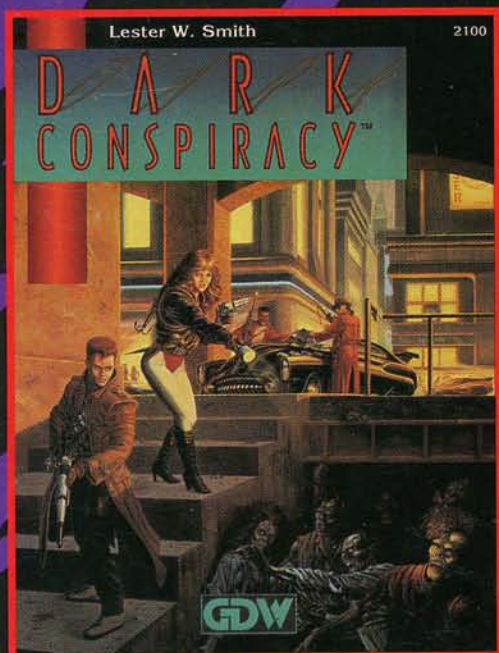
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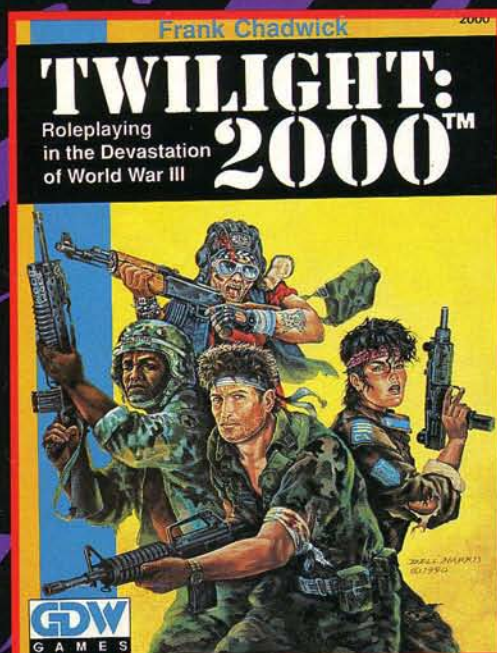
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