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Pegasus

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AN EDITORIAL by MARK S. HOLMER

Hello Faithful Readers, First of all I would like to say that the rumors of our death have been greatly exaggerated. We have made quite a few cut backs in the size of our staff but we are still alive and well.

I would like to personally thank Ed Mortimer who along with John and Diane have journeyed back to their native state of Connecticut, for a lot of help on this edition and the next two magazines. Thanks Ed.

Gateway Quadrant and Hanging Out in the City-State have been omitted from this issue but will return with Issue 10.

In this issue we have Rayguns in Fantasy Role Playing, just a part of a new T&T variant Superhero game by Ken St. Andre. Traveller Tips an article by Paul A. Denisowski gives advice to new and experienced Traveller players.

The Great Seal is an Aftermath/Morrow Project scenario from Bill Pixley which will continue as a regular column.

Our winner for the largest article of this issue is Empires in Space, a complete sector for Traveller with maps and descriptions included. This ones by Edward Kuns.

Also in this issue is Face Turned Blue by Richard Tucholka & Ree Morehead Pruehs a series of tables for zero G combat in a vacuum. General Purpose Machine Gun is an article about the most commonly used infantry support weapon in human space.

A fiction piece by Roy Cram, Pawn depicts a frustrated chess player with a burning desire to win receives a "gift" from a tall thin man that could change his life forever.

Well thats just a sampling of the many fine articles we have in this issue.

We have received many new manuscripts and articles which I will be going over in the near future, so if you have sent one in please be patient I still have a pile of letters left over that have to be answered so until next time. BY

Oh by the way I just received the list of winners from Origins 82 and I thought you might like to see who took home all the goodies.



ORIGINS, 82 WINNERS

Baltimore, Md. was the recent site of the Origins 82 eighth annual adventure gaming show which was held July 23-25. The following is a list of the catagories and their respective winners.

The H.G. Wells Awards for outstanding achievement in miniatures and role playing games.

For Best Historical Figure Series 1981:

Ral Parth's **Condotierri**.

For Best Fantasy and/or Science Fiction Figure Series 1981:

Martian Metals' **Dragonslayers and Travellers**.

For Best Vehicular Model Series 1981:

GHQ's **Micro Armor**.

For Best Miniatures Rules 1981:

Harpoon

For Best Role Playing Rules 1981:

Call of Cthulhu.

For Best Role Playing Adventure 1981:

Thieves' World.

For Best Professional Miniatures Magazine 1981:

Courier.

For Best Professional Role Playing Magazine 1981:

The Journal of the Travellers Aid Society.

For All Time Best Miniatures Rules for 20th Century Land Battles:

Tacforce.

For All Time Best Minitures Rules for Pre-20th Century Land Battles:

Ship o' The Line.

The Charles Roberts Awards for outstanding achievement in boardgaming.

For Best Pre-20th Century Boardgame 1981:

A House Divided.

For Best 20th Century Boardgame 1981:

Wings.

For Best Science Fiction Boardgame 1981:

Car Wars.

For Best Fantasy Boardgame 1981:

Barbarian Prince.

For Best Initial Boardgame release 1981:

Iron Bottom Sound.

For Best Professional Boardgaming Magazine 1981:

Fire & Movement.

For Best Adventure Game for Home Computer 1981:

Eastern Front.

For Best Amateur Adventure Gaming Magazine 1981:

Journal of WW II Wargaming.

Marc Wm. Miller was added to the Adventure Gaming Hall of Fame.

RAYGUNS IN FRP SYSTEMS

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Zzzzaaappp! The blaster shot took a chunk out of the building near my head. A second later, I jumped into the open and sprayed a beam of corruscating emerald energy through the hasturtrees. One of the assassins just had time to scream before his severed limbs dropped to the ground. I did a dive and roll to get out of the street and looked around for other foes, but no one seemed to be shooting at me any more. A good thing, too -- that was the last charge in my gun. . . .

No, I don't intend to regale you with my adventures in the Clone Wars -- I just wanted a bit of atmosphere to introduce my topic, and my topic is rayguns. These handy little (sometimes not so little) implements of destruction are one of the oldest gadgets in science fiction, and, since superhero comics are practically pure science fiction, the ever-ubiquitous raygun has been lending its flash and dazzle to that scene since 1929.

When one thinks of science fiction, two images come immediately to mind -- the rocket ship and the ray gun. When one thinks of superheroes, it's almost the same; the first thing you think of is the flashy costume, and the second is the raygun. There are now at least ten major science fiction role-playing games and about five superhero games. Do any of them make any systematic attempt to define all types of rayguns so that gamers can use or build the weapons of their choice? I think not. (I could be wrong -- I haven't read all the latest supplements to *Traveller*™ and *Space Opera*, and I haven't looked at *Universe* at all. I know that *Champions*, *Superhero 2044*, *Villains and Vigilantes*, and *Superworld* don't cover the problem.)

What I intend to do in this article is to present a gaming aid (charts and dice -- hooray!!) that will enable any gamer to create ray weapons for use in any superhero or space role-playing game. I warn you that this Raygun Matrix has been especially developed for the T&T variant superhero game on which I am currently working, but it should be easily adaptable to almost any system. To use the Raygun Matrix, you will need a 10-sided die (hereafter called D10) and some paper to record the description of the weapon. To use the Raygun Matrix, simply roll the D10 once for each column on the table. Seconds later, you will have a complete description of a new weapon. There are some 30,000 individual varieties of ray weapon that can be generated by this table; with a little imagination and window-dressing on the parts of the players who use the weapons, there should never be a duplication.

If the table seems self-explanatory, you can quit reading. For those who still have questions, stick with me a little longer while I define some symbols and lay down some definitions to explain what the table means. I'll also talk about Range and Charge, which you don't see listed on the table.

Start with column 1, Type. The asterisk symbol (*) is used to mean that this type of weapon works only against living things. Stun rays, for example, bounce harmlessly off walls and could even be stopped by as little as two or three layers of clothing. Weapons listed without an asterisk do damage to physical objects also when the ray strikes. If the weapon is of low power, the damage will not be enough to notice; if the weapon has high power, it may disintegrate

Raygun Matrix

	Type	Color	Power	Form	Output
1	Stunner *	White	1D4	Pistol	Pulse
2	Lethal *	Red	1D6	Pistol	Pulse
3	Special Effects	Orange	1D8	Rifle	Pulse
4	Heat Beam (Cutter)	Blue	1D10	Powerpack Rifle	Pulse
5	Heat Beam (Disintegrator)	Olive	1D20	Cannon	Beam
6	Imploder	Violet	1D100	Device	Beam
7	Disorienter *	Purple	10 Hits	Device	Beam
8	Electrical Shocker *!	Yellow	100 Hits	Projector	Beam
9	Heat Beam (Burner)	Emerald	1,000 Hits	Wand	Both
10	Multi-purpose	Black	X	Tripod-mounted gun	Both

doors and walls, burn up forests, etc. The exclamation point (!) indicates that the weapon will disrupt the operation of any electrical system that it strikes. (Example: A shocker is fired, and the beam strikes a computer across the room. There would be a tremendous electrical surge within the machine that would burn out some circuits and jumble the data in memory as all magnetic elements change charge.)

Now, a few words about the weapon types are in order. A stunner is a weapon that is designed to knock out living beings, especially carbon-based, oxygen-breathing life-forms such as humans. They can kill, but must deliver 10 times as much power to kill as to stun. They stun by delivering enough energy in terms of hits of damage to equal or exceed the victim's hit point rating or Constitution. Stunner damage is cumulative, but it wears off quickly if not continuously applied. On the other hand, the Lethal weapon is your basic death-ray. When a lethal weapon hits, it does crippling damage immediately. When hits from it equal or exceed the character victim's hit point rating or Constitution, the character dies.

The special effects weapon needs some explanation. It has been put on the chart especially to cover all those weapons with unusual effects such as shrinking the object struck or turning the target invisible. When this comes up, the player may be as creative as he or she wishes (only once per weapon, please). This is *carte blanche* for magic.

The Heat Beam (cutter) is the equivalent of today's modern industrial and surgical lasers. They cut very precise holes in whatever they hit within range. The Heat Beam (disintegrator) works on a different principle. They convey so much heat energy to the molecules and atoms of the object struck that the valence bonds are broken and the object literally flies into pieces, usually gaseous. The Heat Beam (burner) isn't quite as powerful. It can't cut holes and it can't explode objects, but it can rapidly raise the temperature of the struck object to its combustion point if such is below 1,000 degrees Centigrade.

The Imploder weapon strengthens the strong and weak nuclear forces acting within atoms to cause rapid and violent condensation of the object struck. I have a weak stomach and will not describe what would happen if such a ray struck human flesh, but, remember, only the part of the body actually struck by the ray would diminish in size.

The Disorienter cannot be directly fatal. It works by adding spurious input to nerve cells within the body and the brain. Under the effect of a disorienter ray, the character would have no accurate representation of reality; he might hear colors and smell pressure. It should be fun describing the effects of a disorienter to players in a game.

The electrical shocker is ideal for stopping any object that uses electrical current. That includes human and animal bodies, which use tiny electrical currents to carry nerve messages. The shocker is actually a lightning bolt projector and will require its user to be very well insulated.

Multi-purpose means just what it says. If you roll this result on the chart, you will gain a weapon that is good for more than one of the above functions. Roll twice more on the Type column. Any multipurpose roll is worth two more rolls, but, if you should get a weapon with more than 3 possible modes of application, give us a break, please, and stop with three.

The Color column should need no explanation. A roll of 4, for example, on this table, would give you a blue ray. If you don't like my colors, feel free to replace them with anything you prefer.

The Power column shows how much energy in terms of hit points the weapons can put out. Let me emphasize that this is a separate roll from the ones that produced your type of weapon and color of ray. Most of the power outputs are fairly low. This was done deliberately in order to give characters some kind of chance to survive after being hit with a ray. However, it is unlikely that anyone short of Superman or the Incredible Hulk could survive a thousand hits at a time.

The X at the bottom of the Power column indicates a multiplier. If the X comes up, roll 2D6 (doubles add and roll again) to get a multiplier. Then, roll again on the chart to determine which power is multiplied. (Example: I have created a deathray with a black beam, Rolling a 10 under Power, I note that I get a multiplier. I roll 2D6 and get a 7. Then, I roll the D10 again and get a 1. My Death Ray now has a Power of 7D4.) If the X comes up more than once in a row, just roll up a new multiplier and add it to the first one.

Most of the things in the Form column are self-explanatory. Remember that rayguns should tend to be large and garish in design unless your character has some particular need for secrecy. A Device is a raygun that is camouflaged to resemble something else, such as a pen, mask, mirror, armband, dagger, etc. A Projector is any raygun that looks like a light-projecting device such as a flashlight, searchlight, x-ray machine, etc.

Under Output, there are two basic options: pulse and beam. A pulse is a burst of energy that lasts for $\frac{1}{2}$ second or some other insignificant length of time. A beam is a continuous flow of energy for as long as desired. Damage is calculated as the initial damage done in the first second times the number of seconds under the beam. Both, of course, means that the weapon can be used in either mode, as desired.

There are two more important topics to cover: Charge and Range. Charge is the measure of how many shots the gun can put out before being exhausted. Range is the distance the ray will travel before losing enough energy to become harmless.

Every raygun will have a charge. For Pulse weapons, the charge number equals the number of shots the gun has before it needs recharging. For Beam weapons, the charge number equals the number of seconds the gun may be fired continuously before it needs recharging. To determine the charge for a gun when creating it, roll 2D6. (Doubles add and roll over.) The creator or owner of a weapon will know how to recharge it. Recharging always takes as many minutes as the charge number. Guns with a powerpack have 100 times the regular charge number. Ray cannons have 1,000 times the regular charge number but require a constant supply of new energy. Projectors need not worry about charge; the charge is inherent in the material of the projector, but the charge number will be used to determine the number of hours the projector will last in use (continuous or sporadic) until it burns out.

All rayguns have range, and that is a function of their power. Range equals the number of faces on the die (or the number of absolute hits such as 1,000) times the number of dice or other multiplier times ten in meters. For example, the deathray created earlier that had 7D4 worth of power would have an effective range of 280 meters.

If a raygun's range is exceeded, the power, in terms of hits delivered, falls off exponentially by powers of two. See table below:

Distance	Power Delivered
In Range	In Hits
0 - 1 R	1 X H
1 - 2 R	1/2 X H
2 - 3 R	1/4 X H
3 - 4 R	1/8 X H
4 - 5 R	1/16 X H
Etc.	Etc.

R = Range

H = Number of Hits rolled

Quit calculating the range of a weapon when the maximum amount of damage it could do is less than 5 points. Only the very weakest of foes and objects are going to suffer from less than 5 hits of damage.

The only topic left to cover is how to determine whether the raygun user can hit what he or she aims to hit. This is going to depend on the system being used. In a system like **Tunnels and Trolls**, the ability to hit would depend on making a Dexterity saving roll. In **Traveller tm**, it would require a base roll of 8 or higher on 2D6 after accounting for variables that might modify the shot. Players know their own system best and know how to determine when a missile weapon hits. (Rays are basically missiles, even if the missile in question is the lowly photon.)

I'd like to say a few words about how and when to use the raygun table. It has been pointed out to me that, in a consistent universe, rayguns will tend to be standardized for greater efficiency in manufacture and repair. That is, undoubtedly, true. Let us assume that police forces in the 23rd century use a multi-beam weapon that can either stun or kill. After choosing those two types of rays from the table, the Judge would go through the rest of the table and determine that the stun beam is white and has a power of 1D10, and the lethal beam is purple and has a power of 100 hits. There is no point in rolling for the form of the raygun because the pistol form is desired and no point in rolling for output because a pulse is desired. Rolling 2D6, we get a 7 for the charge of the weapon. The stun beam has an effective range of 100 meters, and the lethal beam has a range of 1,000 meters (different ranges because of different types of rays). Now, the weapon is created. Rather than go through this whole procedure every time I wish to arm a policeman, I just give them all the same weapons.

In the world of the 1980s, where microcomputers are common, there are already several hundred different varieties. There is no standardization. In the world of the 2080s, I expect the same thing to happen. There will be as many different types of rayguns as there are companies to manufacture them.

It has also been suggested that the laws of physics would determine the color of the ray. All heat ray weapons might have red beams, for example. This is, I think, a false generalization. Color in a beam of light depends on either the color of the source or the color of the last translucent object through which the beam of light passed. Thus, to produce a blue ray, all one has to do is pass that ray through a blue lens before projecting it. The same is true for every color but black, and black beams could be accounted for by imagining that the projected ray dampens all reflected light from the space through which it passes.

One might discover that the random table might produce vastly incongruous objects like a ray cannon that only does 1D4 worth of damage or a flashlight that can do 1,000 hits. If such a result comes up, the Judge and players could do one of two things: (1) accept it (the ray cannon was really a lousy design, a prototype that didn't work out too well; the flashlight was sheer genius, etc.) or (2) modify it. A ray cannon with a powerpack giving it 7,000 shots at a rate of once a second can do an awful lot of damage even at 1D4 per shot.

Remember, although the table has been set up to be used randomly, it doesn't have to be used in that fashion. The Judge wanting to design a new raygun could use the table as a guide and choose what was desired in order to design new ray weapons. By Judge fiat, they could then become standard weapons for whole gangs of supervillains or races of alien BEMs.

Now, armed with ray weapons that can either fry a butterfly or blast big holes in the universe, go forth and conquer!

--Ken St. Andre



DID YOU MISS THE PREMIER ISSUE OF NEXUS?

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If so, you missed a lot! **NEXUS #1** was a special **STAR FLEET BATTLES** issue, and included SSD's for the new Pseudo Fighters of several races, an article about adapting **STAR FLEET BATTLES** for miniatures play, new optional rules for **FEDERATION SPACE**, an all-new scenario for **STAR FLEET BATTLES**, and several other articles dealing with various aspects of the Star Fleet Universe. **NEXUS #1** also included an in-depth look at role-playing systems, by Eric Goldberg, and numerous reviews of science fiction, fantasy and historical games — and more!

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EMPIRES IN SPACE

TAGRET SECTOR

by Edward Kuns

Background

The Tagret Sector is located three sectors trailing of the Imperial Core. No systems in this sector owe direct allegiance to the Emperor although the Imperium controls one-third of the surface of the planet Preht/Arium (0601 - A867764 D) and uses it as a central base for Imperial activities within this sector. This sector derives its name from the Tagret race, which was recently embroiled in a scandal involving the Major/Minor race ideology.

Imperium Involvement

No worlds in this sector belong to the Imperium although most systems are populated with Humaniti. The Imperium's trade interests are pursued, for the most part, by free traders or subsidized traders although Imperial citizens are not allowed on all worlds or within all empires. The Imperium itself, with military power, is very active in this sector. There is a powerful naval base on Preht/Arium, and there are a few other Imperial bases within this sector, but most of the rest are on leased ground. The main Imperial objectives are to keep the Sphere of Interdiction around the Tisman Realm unpassed and to prevent the growth of the Tagret Ascendance and the UNIT. In addition, the Imperium is involved in the protection of the Ahphrae Coalition.

K'Kree Involvement

There are a few worlds in this sector that are settled by K'Kree, but they don't show allegiance to the Two-Thousand Worlds. The K'Kree are also active militarily in this subsector although it is commercially de-emphasized. K'Kree military involvements include protecting the Ahphrae Coalition, which is about half-settled by K'Kree, and keeping the Sphere of Interdiction around the Tisman Realm intact. The K'Kree also control one-third of the surface of Preht/Arium.

Vargr Involvement

There are a couple of Vargr settled worlds within this sector, but none show any allegiance to any Vargr empire, and most stay confined on their own world. There is a little Vargr military involvement in keeping the Sphere of Interdiction unpassed, but it only a trifling amount. The Vargr also control one-third of the surface of Preht/Arium.

Ahrus Domain

The Ahrus Domain is a nebulous empire within the Lesser Rift. The present ruler is weak, so the worlds usually do whatever they want. They don't have any competition for their territory because they are in the rift, so there is only a police-sized navy. This relatively peaceful empire has recently been receiving much technological help from the Imperium, so its tech level is a little above the average for this sector.

Psalmia Republic

This empire has an unconstitutional monarchy as its government; this means that the Emperor can do as he pleases. The policy in the past has been expansionist, but it has run into much conflict in its methods of gaining more territories. In one intensive siege, it totally destroyed one world, which is now used as a nuclear test ground and an example. Captured worlds are treated as conquered territory for one full century before being considered full members of the Republic, and martial law is common on such planets.

Remlik Confederation

The Remlik Confederation was once part of the Alonagra Directorate, but, after a long and costly civil war which occurred several centuries ago, it freed itself from the rest of the Directorate. Its main policy toward the Alonagra Directorate is paranoid, and, although the Alonagrans have no plans to take the Remlik Confederation back, the naval forces of the Remlik Confederation have been extensively increased.

The Tisman Realm

The Tisman Realm may be a Major Human empire. The Imperium, several Vargr empires, and the K'Kree have built up the Sphere of Interdiction, which is a spherically-shaped area with a radius of five parsecs from the capital world of Tisma, into which and out of which no ships are allowed to pass. The Tisman do not know of this "protection" yet and only have a jump capability of J-2. The IISS (Imperial Interstellar Scout Service) and its counterparts in the Two-Thousand Worlds and the Vargr empires which are participating in this action are presently conducting an intense investigation to determine whether or not the Tisman Realm is a Major or a Minor empire. As yet, no results have been disclosed. Little is known of the Tisman government and economy.

Alonagra Directorate

The Alonagra Directorate was formed by several groups of refugees fleeing the breakup of the First Imperium. At first large and powerful, a series of weak emperors lost most of its territory and allowed a large section to gain independence. Current policy is expansionist, and the Directorate is expanding Rimward with little resistance. In reabsorbing the planets that it lost centuries ago, many of which are undeveloped, the Alonagra Directorate is again growing powerful. However, the Alonagan's intentions toward other empires are friendly, and, if not allied with these other empires, the policy is to maintain a neutral stance. The only exception to this is their feelings toward the Tagret Ascendancy, which is hateful. Open warfare would have broken out long ago if it were not for the calming influence of the large naval bases on Preht/Arium, which were established to keep all disputes non-violent.

Tagret Ascendancy

The Tagret Ascendancy is populated by a minor race. There are very small minority Humaniti populations, but they are subjugated by the Tagret and may not hold any government offices. The Tagret were embroiled in a major scandal involving the Major/Minor race ideology. When the Third Imperium began to look this way, it found the Tagret Ascendancy growing rapidly from the central world. The Tagret feigned Major race status, but, after an extensive investigation, it was found that they had discovered an old scoutship from the First Imperium which had been floating through space for a millennia. The Tagret, of course, knew what they were doing, but the discovery of their fraud alienated them. As a result, they changed their official language to a parody of Standard by removing all vowels and then renamed all their worlds using this system. The Tagret also hate all members of any Major race, and all Tagret worlds are coded Amber by the Travellers' Aid Society except for the capital, which is off-limits to all non-Tagret and is, thus, coded Red. Little is known about the Tagret government or the Tagret economy.

The UNIT

The United Nobility of Inimitable Territories (UNIT) is a radical group of worlds. This is a recently-formed empire, and the government is loose, with member worlds having large amounts of power. At the present time, the UNIT is driving to expand Spinward towards the Tagret Ascendancy.

Ahphrae Coalition

The Ahphrae Coalition is named after the planet above which a war was fought. Since both sides were tied in that battle and elsewhere in space and since they had been in a stale-mate for more than twenty years, the Imperium decided to step in and stop the war. Six months later, the war was effectively ended when both sides signed a treaty that fused the two, warring empires into one larger empire. The Ahphrae Coalition was troubled with internal problems, but, with much help from the Imperium and the Two-Thousand Worlds, it is now a stable empire. Population in the Coalition is evenly divided between Humaniti, who are mostly of Solomani descent, and K'Kree.

Rammando Monarchy

The Rammando Monarchy is a constitutional monarchy, which means that the monarch is limited in his power. This empire was originally formed from a part of the Alonagra Directorate. The area around the Rammando Monarchy was gradually lost by the Alonagra Directorate and banded together under one of the major Families of the subsector, the Rammandos. Though it was more radical at first, the Rammando Monarchy is now almost violently neutral. They refuse to take part in any war and have treaties with only a few neighbors. Their neutrality is kept by placing all of the people who disagree with government policies on the planet Yorne/Argic, which is not in the empire.

CoFWoSC

The Combined Free Worlds' Safety Committee (CoFWoSC) is a political/military organization with 21 members in four subsectors. It was formed to help to protect the member worlds from the military aggression of the Tagret Ascendancy and the UNIT, and it has done its job well with a little help from the Imperium. CoFWoSC is based in the Jarnell Subsector although it rotates its meeting place from planet to planet. CoFWoSC has treaties and trade pacts with many of the empires within this sector.

Ahrus Domain	!
Psalmia Republic	%
Remlik Confederation	†
Tisman Realm	*
Alonagra Directorate	&
Tagret Ascendancy	+
The UNIT	=
Rammando Monarchy	?
Ahphrae Coalition	@
CoFWoSC	\$

Gypsy Worlds

There are six Gypsy worlds, numbered consecutively, one through six. All six worlds lie within the Sphere of Interdiction, and only one is populated. At the present time, only Gypsy Four/Vrop*Ni is population, but the entire population is currently preparing to move to Gypsy Five/Tisman. The population of the Gypsy worlds are considered members of the Tagret Realm although the worlds themselves are not. These worlds got their names from the fact that, every three generations (on the average), the entire population will move to the next Gypsy world in line. The worlds are numbered in order of settlement.

The Sphereworld of Sobregol

Around the year -2295 Imperial (2000 AD), many large groups of people from Sol took off in generation ships for parts distant. For one of these groups, the only requirement to join the crew was a minimum IQ of 150. It was this group that finally settled the Sphereworld of Sobregol. Having left Sol in the year -2297 Imperial (1998 AD) with a total crew of 200 people (100 males and 100 females), they hunted a rift in which they could settle down and remain as unknown as possible. After seven generations of ship time

(eight hundred years to the outside world), they arrived in the Tagret Sector and liked what they found in the nearby rift. By the time they arrived, their number had waxed up to around six hundred, and careful mating had further increased the average IQ to 175.

The group immediately commenced work on the Sphereworld, which was designed to absorb all of the light from the star around which they settled, thus enabling them to be further hidden. The Sphereworld was finished in the year -1185 Imperial (3110 AD) and named the Sphereworld of Sobregol after the founder of their journey. At the time that they finished their Sphereworld, they had a tech level of 17 and had been developing the use of psionics steadily for the past several centuries.

They continued their isolationist policy successfully for the next several centuries by capturing all ships that observed their Sphereworld. They allowed the occupants of these captured ships to live on the Sphereworld but not to leave it. In this way, they kept their presence hidden from the rest of the population of the region and also developed an aura of danger around their area (because no ship ever returned from there) which was useful in keeping most of the curious away from them.

In their continued research, they delved into the possibility of traveling between different universes (or planes). After decades of intense experimenting, they felt that they had discovered the answers and decided to test the theory by exchanging their sector with the sector of the same position in a "nearby" universe. During the transfer, an overload fused the machinery making it impossible to transfer the sectors back to their original positions as had been planned.

Because they had kept themselves hidden, the switch

was confusing in the extreme to the local inhabitants. To them, the rest of the universe seemed to change. The Imperium they knew was different from the Imperium in this "new" universe in many ways. An added confusion was the fact that ships in jump didn't switch with their universe, so they came out of jump into a foreign sector (but the rest of the outside universe was still the same).

Though they still have the machinery to transfer small items (up to 1,000 tons) back to their original universe, because they are unknown, ships lost in the "new" universe will have no way of getting back to their original universe unless they accidentally happen upon the "changelings." If asked, the group from the Sphereworld would transfer any one back to the original universe. They are somewhat embarrassed by the whole fiasco, and this further prevents them from making their presence known even in their new universe. They are now working feverishly to fix the original machinery, but it has been estimated that it will take ten years to restore it to its original condition and send the sectors back to their proper positions.

Presently, they have a population of ten billion (A) and a tech level of 20. The stats (UPP) for the Sphereworld are AJ85A40 K (with the K standing for the tech level of 20). The J stands for the radius of 93 million miles for the Sphereworld. The area of the Sphereworld is being closely watched by the IISS (Imperial Interstellar Scout Service) and is suspected of being a pirate base. The Sphereworld lies in Hex 0404 of the Centurian Subsector of the Tagret Sector. The present position of the Tagret Sector is three sectors immediately Trailing of the Imperial Core and one sector immediately Trailing of Ley Sector. The sector that was replaced by the Tagret Sector was the Maranatha-Alkahest Sector.

Void Reaches Subsector

The Void Reaches Subsector lies totally within the Lesser Rift and is many parsecs from its boundary. As a result, a jump-drive of at least J-5 is needed to successfully navigate in this region. The subsector is twenty-three parsecs from the Imperium, and the influence this subsector gets from the Imperium is through the Free Traders that travel from planet to planet selling Imperially-produced goods. Only one empire is interested in having territory in this subsector; it is the Ahrus Domain, which only holds two systems on the Trailing side, and they have no plans to move their borders Spinwardly at the present time.

Kalis	0104	C995626	8	AG, T-Prime	G
Forth	0202	B3266A5	8	NI, Worldwide Fascist Government	G
Flonn	0309	B997333	7	NI, T-Prime	
Bari	0404	C77A456	B	NI, Waterworld	G
Orkney	0409	D979A34	7	IND, T-Prime, Colony of Flonn	G
Guadinia	0503	C7A2A6C	A	Ahrus Domain Intervened in Civil War	G
Inver I	0707	B797797	A	AG, T-Prime	
Suhl I	0803	B6959B9	B	IND, T-Prime, Scout Base Involved in Survey	G

The Void Reaches Subsector contains 8 worlds with a total population of 21.0 billion inhabitants. The highest population level is A, and Guadinia and Inver; the highest tech level is B, at Bari and Suhl.

Ahrus Subsector

The Ahrus Subsector is totally within the Lesser Rift and, as a result, a minimum jump-drive of at least J-4 is needed to successfully navigate in this subsector. The only Imperial presence is felt on the capital world of the Ahrus Domain, which is the only empire holding worlds in this subsector; there is only one free world.

Celolev !	0104	B8C6A38	C	S	Unstable Monarchy, Deadly Atmosphere		
Adel !	0208	A432976	D	B	NA, Violent Weather		G
Phen !	0401	E7C7A9F	C	N	Prison World, No Non-Military Allowed	R	G
Malmov !	0409	A388988	B	B	Only World in System		G
Regler !	0506	A9549A9	C	B	T-Prime		G
Tain !	0603	B67A776	D	B	Ahrus Domain Capital, Waterworld		G
Ratip !	0701	BAAA788	C	S	Extensive Informational Services, Waterworld		
Lenox	0710	BB77AB7	B		IND, Imperial Research Station		G
Spol !	0803	BA84869	9		R, Extensive Banking Systems		G
Tiover !	0808	A8A9696	B	B	NI, Unbreathable Atmosphere		G

The Ahrus Subsector contains 10 worlds with a total population of 41.3 billion. The highest population level is A, at Cololev, Phen, and Lenox; the highest tech level is D, at Adel and Tain.

Phoena Subsector

The Phoena Subsector lies on the edge of the Lesser Rift. There are three different empires within this subsector: the Ahrus Domain with only one world on the Spinward side, the Remlik Confederation with only two worlds in the Spinward-Rimward corner, and a large portion of the Psalmea Republic on the Trailing side. It is the Psalmea Republic which is the leading power in this subsector.

Vose !	0102	A645739	B	B	AG, T-Prime		
Tiel	0108	B798698	9	S	AG, NI, T-Prime, Exile Camp		G
Itchyesky †	0110	C566647	A	S	NI, R, Many Tropical Diseases		
Alephnum	0205	ABC0123	B		NI, Assassins' Guild Hall, Desert World		
Mayon	0208	C69A983	9		IND, Waterworld		G
Darr †	0209	A7A7772	D	N	Cheap PSY Drugs, Unbreathable Atmosphere		
Disma	0302	D778383	5		AG, NI, T-Prime, Constant Cloud Cover		G
Stralinby	0401	C666745	6		AG, T-Prime		
Fransika	0403	CA84473	7		NI, Large Amount of Natural Resources		G
Eras	0405	C975720	5		AG, T-Prime, Famous TAS Base		G
Capel %	0508	A8C8699	B	N	Major Psalmean Naval Base		G
Lobardi %	0508	A6896D3	D	N	NI, T-Prime		G
Knalik	0510	B597978	A		T-Prime, Joining the Psalmea Republic		
Essen	0601	C7A8130	9	S	NI, Psalmean Research Station		G
Darik %	0604	B970758	B	N	Desert World, No Plant Life		G
Marik %	0605	C789574	9	S	AG, NI, T-Prime		G
Loape %	0609	A754278	A		NI, T-Prime		G
Staport	0701	D557846	8		Ruins of an Ancients' Naval Base		
Powit %	0701	C667478	A		NI, T-Prime		G
Czatz %	0707	D167568	9	S	AG, NI, Ruled from Mansty		
Mansty %	0708	B000976	B		NA, IND, Asteroid Belt		G
Stromtu %	0710	C8914A7	A	N	NI, World in Ice-Age		G
Phoena %	0805	X876000	-		Unpopulated, T-Norm, Radioactive	A	G
Dreamworld %	0806	A968422	D		T-Prime, Entertainment World		G
Balth %	0808	B788799	A	S	AG, R, T-Prime		

The Phoena Subsector contains 25 worlds with a total population of 31.7 billion. The highest population level is 9, at Mayon, Knalik, and Mansty; the highest tech level is D, at Darr, Lobardi, and Dreamworld.

Mandal Subsector

The Mandal Subsector contains a large portion of the Psalmea Republic. The only Imperial presence felt in this subsector is the Imperial consul at Centra. Psalmean expansion into this area is at a leisurely pace because no other empire challenges their presence. As a result, many worlds are undeveloped or even unpopulated. Agaro Elz is an unpopulated world which was once a world resisting the growing Psalmea Republic. In the aftermath of a nuclear war, Agaro Elz was decimated, and all life was either killed outright or died from radiation poisoning. Now, the Psalmeans use it as an example to other worlds which might consider resisting the annexation of their areas into the Psalmea Republic. Agaro Elz is also used as a nuclear test site. Fantastica is a cult world which was settled about two centuries ago by a number of radical groups after expulsion from the Psalmea Republic. It is now called "Georgetown" by many, although the reason for this is unknown.

Dispopula	0101	D432958	8	NA, P, Previously Named Kaloora		G
Harzt %	0105	A442695	A N	NI, Exports Oil for Low Tech Systems		G
Centra %	0107	A875A43	D B	IND, T-Norm, Psalmea Republic Capital		G
Agaro Elz %	0204	X4A0000	-	Unpopulated Desert world, Radioactive	R	
Lithiol %	0206	B898484	9 N	NI, T-Prime		G
Standa %	0207	B768797	B	T-Prime, Business Center		G
Drulkap %	0208	D474232	8	NI, Merchants' Guild Hall		
Aprac-Culle %	0210	C577720	9 S	AG, T-Norm		G
Nextilin	0302	X969000	-	Unpopulated, T-Prime		G
Guagim %	0303	C849466	A S	NI, Large Quantities of Ammonia		
Miracle %	0305	B1A0459	7	NI, Desert World, Obviously Misnamed		
Eyslo	0403	A348979	C B	IND, Fears Psalmean Invasion		G
Idoe %	0404	A666110	B N	NI, T-Prime, Ready for Invasion		G
Fallorue %	0406	D894370	5	NI, T-Prime		G
Seflin %	0407	C9B7769	A N	Geologically Unstable		G
Maroque %	0408	A615579	C B	Atmosphere Freezing		
Dobol %	0409	E757676	6	AG, NI, T-Prime		G
Noma	0502	X000000	-	Unpopulated Asteroid Belt		G
Marijol	0505	X698000	-	Unpopulated, T-Prime		G
Spaolre %	0507	B44576A	A N	AG, Recently Captured, Internal Resistance	A	
Gorjiak	0510	C9C7515	6 S	NI, Imperial Scout Base		G
076-789	0701	X663000	-	Unpopulated, T-Prime		G
Illopsis	0704	E342468	9 S	NI, P		G
Tresde Deyde	0708	B877756	B B	AG, T-Norm, Centaur Settlement		G
Runnepty	0803	X000000	-	Unpopulated Asteroid Belt		
Goosgrek	0805	X29A000	-	Unpopulated Waterworld, Planetary Swamp	A	G
Fantastica	0807	D8894A7	6	Cult Planet	A	

The Mandal Subsector contains 27 planets with a total population of 13.0 billion, but 7 worlds are unpopulated. The highest population level is A, at Harzt; the highest tech level is D, at Centra.

Centurian Subsector

The Centurian Subsector is totally contained by the Lesser Rift and lies approximately ten parsecs from its accepted border. As a result, a jump drive of at least J-5 is needed to successfully navigate this region. It is seven parsecs from the Imperium and has no worlds that are claimed by empires. This subsector is under close watch by the IISS (Imperial Interstellar Scout Service), and there are three fully-equipped Scout Bases and one Imperial Research Station in the area. No official reasons are given for the intense observation, but it is rumored that there is a pirate base in the hex 0404 because no ship has ever been known to return from that hex. This subsector is named after the first ship lost in that area of space, a prototype for the Centurian Class Merchant ship. This subsector has nothing to offer the average traveler but danger.

Shard	0103	B7C4204	C S	NI, Imperial Scout Base		G
Elvuil	0109	D455676	6	AG, NI, Isolated		
-	0404	???????	?	Rumored Pirate Base	A	?
Skilok	0410	A457419	B	NI, Large Mining Facility		G
057-943	0502	C996204	C S	NI, T-Prime, Imperial Scout Base		G
Darvo Nett	0606	X004600	- S	Unique Life Form in Asteroid Belt, Imperial Scout Base (B---204-B), Imperial Research Station		G
Wilkorv	0704	X737000	-	Unpopulated, Ammonia Glaciers, Ice Age		G
Deatra	0806	X000000	-	Unpopulated Asteroid Belt		
Sig-Natrea Prime	0808	B679684	A	AG, NI, Colony of Adringas/Remlak (0109)		G

The Centurian Subsector has 8 known planets with a total population of 3.01 million known inhabitants. The highest known population level is 6 at Elvuil, Darve Nett, and Sig-Natrea Prime; the highest known tech level is C, at Shard and 057-943.

Remlik Subsector

The Remlik Subsector contains the edge of the Lesser Rift, but star density is high enough to make it possible to reach most systems with only a J-2. There are two different empires in this subsector; on the Rimward side is a section of the Alonagra Directorate, and on the Trailing edge is about half of the Remlik Confederation. Most people in the Remlik Confederation consider the Alonagra Directorate an unwelcome nuisance, and they would drive them out of this subsector with their smaller but technologically superior navy if it weren't for the Imperial presence on the world of Preht/Arium (0601).

Sait-Non	0105	A79A989	C	N	IND, Vargr Settlement, Waterworld	G
Adringas	0109	A885944	B	B	T-Prime, Settled Sig-Natrea Prime/Centurian	G
Comlinart	0207	E9BA558	1		NI, Waterworld, Travelers Treated as Gods	G
Wertmuit †	0302	C739776	A	N	Active Volcanoes	G
Nightterm	0306	D659769	6		T-Prime	
Equinox †	0403	CA5A589	C	B	Waterworld, NI, Same Side Always Faces the Sun	G
Miluop †	0405	B8A6A99	C	N	Atmosphere Composition Unknown	
Mindwarp &	0408	B568457	A	B	Alonagran Outpost	
Iremp &	0409	A888888	A	B	R, T-Prime, Preparing for Defense	G
Westpoint †	0502	A7754B0	A	N	NI, T-Prime, Naval Training Base	G
Boughre †	0601	BACA9D9	B		Waterworld, Locals Hate Offworlders	A
Scorch †	0605	B6907A0	7		Desert World, All Inhabitants Mutants	A
Chran Ho †	0702	C001652	C	S	NA, NI, Asteroid Belt Mining	G
Belevui †	0706	C474789	9		AG, Merchants' Academy	G
Walkinor †	0707	A867683	B	N	AG, NI, R, T-Norm	G
Naritmor †	0709	D656899	8		T-Prime, Strict Caste System	G
Wapilmar †	0710	A3808B0	B	N	Large Naval Buildup Recently	G
Fravily †	0804	B004897	A		Asteroid Belt, Rich Platinum Deposits	
Marscov †	0806	A977A88	C	B	AG, T-Norm, Remlik Confederation Capital	G
Graille †	0807	C677675	B	B	AG, NI, T-Prime, Holy Planet	G

The Remlik Subsector contains 20 planets with a total population of 24.4 billion. The highest population level is A, at Miluop and Marscov; the highest tech level is C, at Sait-Non, Equinox, Miluop, Chran Ho, and Marscov.

Star Path Subsector

The Star Path Subsector gets its name from the line of stars that crosses it diagonally from 0101 to 0810 and then bends back to 0109. It is believed that the Ancients made this path; ruins have been found on many worlds in this "path." There are three different empires in this subsector. On the Spinward side, there is the Remlik Confederation; in the Trailing-Coreward corner, there are two worlds from the Psalmea Republic, and, in the Trailing-Rimward corner, there are two worlds from the Sphere of Interdiction around the Tisman Realm. The only empire interested in this subsector at the present time is the Remlik Confederation, which is actively dominating many worlds to bring them under its rule. The only Imperial presence is felt at the bases on the world 076-800.

Feloare †	0101	B639424	9	B	NI, Trade Route to Phoena Subsector	
T'Rukk †	0103	B426155	9	N	NI, World Still Under Survey	
Nagolle †	0105	A956999	A	S	T-Prime, Rich in Raw Materials	G
Dariella †	0107	E000676	A		Asteroid Belt, NI, NA	G
Jotomak †	0109	D623589	7		NI, NA, P, Recovering From Nuclear War	
Fallaola †	0201	C543A89	B	B	IND, Important Industrial World	G
Urrghent †	0203	C3067A9	8		Vacuum World, Moon of Gas Giant	G
Lontin †	0204	A120877	C	N	Desert World, Only Planet in System	G
Alreay †	0207	D150444	4		Desert World, NI, P	G
Blackjack †	0208	A558890	B	N	Gambling World	G
Reesione +	0301	A000732	C	B	Asteroid Belt, NA, Backup Naval Base	G
Magnolia †	0303	A356873	A	N	R, Tourist Resort, Tropical Climate	G
Fate's World †	0304	C667885	B		R, T-Prime, Same Side Always Faces the Sun	G
Aweala †	0309	C428526	7	S	NI, Recovering From Asteroid Hit on World	G
Swaughty	0401	A999468	B	B	NI, T-Prime, Exile Camp	G
Vincsed	0402	C000899	A		Asteroid Belt, NA	
Weldde	0404	C485578	8		AG, NI, High Metal Content	G
Faathier	0405	C534579	9		NI, Unusually Light Gravity	G
Quoprot	0409	D130442	4		NI, P, Desert World, Frequent Dust Storms	G
Inderzzizt	0503	C485400	6		NI, Planet in State of Civil War	R
Mucissy	0506	X485000	-		Unpopulated	
067-800	0507	A567320	D	B	NI, Imperial Scout and Naval Bases	G
Faylmul	0509	E8BAAA9	A		Waterworld	G

Knolle	0605	D213232	9		NI, Nitrogen Atmosphere			G
Thorn	0607	X527000	-	N	Unpopulated, Ruins of Ancients' Naval Base			G
Lost Turnn	0609	E533134	4		NI, P, Ancients' Ruins	R		G
Psopsa %	0701	B3469B9	B	B	IND, Psalmea Republic Outpost			G
Sterioip	0703	X629000	-		Unpopulated, Very Eccentric Orbit			
Nutt-Darr	0708	X7937B9	5		T-Prime, World War IV Starting		R	G
Worry	0709	X649000	-		Unpopulated, Arsenic Tainted Atmosphere			G
Tonn'Gr-Zyff %	0801	A86A964	B	B	Waterworld, Large Population of Centaurs			
Tosh	0804	X677000	-		Unpopulated, T-Prime			G
Tirade *	0809	X222000	-		Unpopulated	R		G
Fork's Orb *	0810	X564000	-		Unpopulated	R		G

The Star Path Subsector contains 34 worlds, two of which lie in the Sphere of Interdiction around the growing Tisman Realm and another 5 that are unpopulated. These worlds have a total population of 23.6 billion. The highest population level is A, at Fallaola and Faylmul; the highest tech level is D, at 076-800.

Tisman Subsector

The Tisman Subsector contains two empires. In the Spinward-Coreward corner, there is one world from the Psalmea Republic, and, in the Rimward half, there is the Sphere of Interdiction around the Tisman Realm. The Sphere of Interdiction is maintained by three different major races: the Vargr, Humans (from the Imperium), and Centaurs, from a base on the world Gyre-Naa in this subsector. The Sphere of Interdiction has a radius of five parsecs from the Tisman homeworld and capital of Tisma. On the world, Eassy, the Imperials are working hard to eradicate traces of the forced evacuation of its population. At the present time, the Tismans have only J-2 capability. In this subsector, the symbol (*) is used for all planets within the Sphere of Interdiction whether or not they are populated, and the symbol (**) is used to signify those planets that the Tisman consider to be a member of their empire.

Reoke	0102	B66A355	9	S	Waterworld, NI, Psalmean Outpost			G
Eassy *	0106	X588000	-		Remains of Evacuation, Unpopulated		R	G
Shool *	0109	X305000	-		Unpopulated, Vacuum World	R		G
Cumbrel %	0201	B113333	A	B	P, Member of the Psalmea Republic			G
Avertte	0202	D5AA440	5		NI, Waterworld, Red Tainted Atmosphere			G
Laffgha	0203	E345578	8		AG, NI, Populace Violently Anti-War			G
Gyre-Naa	0204	A401370	C	B	Imperial, Vargr, and Centaur Bases			
Gypsy Five *	0207	X484000	-		Unpopulated	R		G
Gypsy One *	0305	X486000	-		Unpopulated	R		G
Jebb's Shard *	0307	X140000	-		Unpopulated Desert World		R	G
Tellier *	0308	X697000	-		Unpopulated, Nitrogen Atmosphere		R	
Giwom **	0309	B868577	A	B	AG, NI, T-Prime	R		G
Sweele	0401	A265AB9	B	B	Autocratic Monarch			
067-803 *	0404	X989000	-		Unpopulated	R		G
Alpha Zydor **	0408	A99A889	A	B	Waterworld	R		G
Bellev'l **	0409	B100534	A	B	Desert World, Vacuum World, NI		R	G
Eassra **	0507	B9BA889	A	B	Waterworld, Halogen Atmosphere		R	G
Delpffy **	0508	A9B57A9	A	B	First World Colonized	R		G
Tisma **	0508	A977A86	A	B	IND, T-Norm, Tisman Realm Capital		R	G
067-976	0601	X797000	-		Unpopulated, T-Prime			
Jazron *	0606	X424000	-		Unpopulated	R		G
Bulkizz **	0609	B58A753	A	B	R, Waterworld	R		
Matoogashin	0703	E382A87	6		High Occurrence of Nightmares			
Knamu	0704	X675000	-		Unpopulated, T-Prime			G
Rallmare **	0708	B001266	A	B	Asteroid Belt, NI	R		G
Knox **	0709	B897888	A	B	IND, T-Prime, Large Banking Industry		R	G
Yealwa **	0710	A734584	A	B	NI, Tisman Merchants' Academy		R	G
Gypsy Six *	0805	X488000	-		Unpopulated	R		G
Gypsy Two *	0809	X484000	-		Unpopulated	R		G

The Tisman Subsector contains 29 worlds including four of the Gypsy Worlds and 16 other worlds within the Sphere of Interdiction around the Tisman Realm. The total population is 30.3 billion, but 12 worlds are unpopulated. The highest population level is A, at Sweele, Tisma, and Matoogashin; the highest tech level is C, at Gyre-Naa, although all populated worlds within the Sphere of Interdiction have a tech level of A.

Rimward Extents Subsector

The Rimward Extents Subsector is named for the fact that it is in this subsector that the Lesser Rift gets the farthest Rimward before it ends. This rift enters the Sydymic Empire Subsector from here and goes Coreward. The only empire in this subsector is the Alonagra Directorate, and the only empire that has any chance of giving this empire any trouble in its "home" subsector is the Sydymic Empire, which is only two parsecs away.

Loighte	0103	D642200	8	NI, Unusual Natives	G
Specra	0106	X787000	-	Unpopulated, Nitric Acid in Large Amounts	
067-203	0208	A978303	C B	NI, T-Prime, Imperial Bases, Research Station	G
Hohnn &	0309	C535201	B S	NI, Scout Headquarters	G
Ranmy	0402	X343000	-	Unpopulated	
Poale &	0405	C487345	7 S	High Security Exile Camp	G
Loasra &	0406	B888566	B S	NI, Extensive Underground Buildings	G
Raven &	0407	D385938	8	Major Producer of Fruits	
Paared &	0605	B878797	B	AG, Unusually Large World	G
Zeapre &	0606	E444431	7 S	NI, Alonagan Research Station	G
Dea &	0607	D9688B9	B	T-Prime, Ruins Predating 1 Imperial	
Yarbor &	0610	B737200	8	NI, Wilderness World	G
Ottearn	0702	X785000	-	Unpopulated, T-Norm	G
Maarpe &	0704	B6A6687	6 S	NI, World Extensively Mined	G
Tear &	0707	A87A899	B	IND, Waterworld	G
Alongar &	0709	A675658	C B	AG, NI, T-Prime, Alonagan Capital	G
Yett *Zil *Erp &	0806	B232930	9	NI, Settlement of Centaurs	
Quigg &	0810	C322487	9	NI, Backwards World	G

The Rimward Extents Subsector contains 18 worlds with a total population of 2.21 billion. The highest population level is 9, at Raven and Yett *Zil *Erp; the highest tech level is C, at 067-203 and Alongar.

Arium Subsector

The Arium Subsector contains three different empires. On the Spinward side and covering more than half of the subsector is the Alonagra Directorate. In the Trailing-Coreward corner is one world from the Remlik Confederation, Sosal, which is heavily fortified against a feared attack from either of the two other empires in this subsector. Also in this subsector is about half of the notorious Tagret Ascendence, which is known by various other "names" by people who have to deal with them. There is also one free world in this subsector that is occupied by Imperial, Centaur, and Vargr forces to watch this explosive area for possible warfare.

Benna &	0102	C869377	8	NI, T-Prime, Unusual Plant Life	G
Wolfg &	0104	BA99436	A S	NI, recently Settled	G
Tipwa &	0109	D9B9500	A	NI, Many Acids	G
Yllion &	0201	B303847	C B	NA, P, Vacuum World	G
Forh &	0203	A328747	B N	Supply Depot	G
Parthe &	0204	C883233	8 S	NI, T-Prime	G
Edsyll &	0207	B439345	A	Absolutely No Metals	
Usnavie &	0209	A000364	C	Artificial Space Station	
Kialle &	0302	A411520	B B	NI, Naval Backup to Iremp/Remlik	G
Jheller &	0306	B69A754	A	Waterworld	
Leayr &	0310	B5A7672	B S	NI, Large Amounts of Argon in Atmosphere	G
Loyghers &	0403	A424987	C B	IN, Large Naval Base	
Bangke &	0404	A100500	A N	NA, NI, Desert World, Vacuum World	G
Contige &	0406	A7A68B9	B N	Naval Depot, Restricted Access	G
Whyrjua &	0409	B698665	8	AG, NI, T-Prime	G
Niel-Tresne &	0503	A776435	B B	NI, T-Norm	G
Felde's Treasure &	0510	D921205	A	NI, P, Named After Eccentric Discoverer, Has Valuable Mineral Resources	
Preht	0601	A867764	D B	AG, R, T-Norm, Occupied	G
Replaz &	0602	A300697	A N	NA, NI, Desert World, Vacuum World	G
Zggs *Prtz-Ds +	0606	A66465F	A B	AG, NI, R	G
Tvbmnr +	0704	A73645F	A B	NI, Last World Settled by Tagret	G
Jpsght +	0705	A59655F	B B	NI, Low Visibility	G
Ttrssgm +	0708	A55365F	B B	NI, Naval Depot	G
Sosal t	0801	A46556A	C N	AG, NI, R, Powerful Naval Base	G

Wklcxtl +	0806	A00075F	C	B	NA, Asteroid Belt	A	G
Gwkbxzp +	0808	A66975F	C	B	R, T-Prime	A	G
Tlqpdr +	0809	A8BA75F	B	B	Waterworld, Halogen Atmosphere	A	G

The Arium Subsector contains 27 worlds with a total population of 1.27 billion. The highest population level is 9, at Loyghers; the highest tech level is D, at Preht, which is occupied by the Imperium, the Two-Thousand Worlds, and the Vargr Forces. The highest non-Major empire tech level is C, at Yllion, Usnavie, Loyghers, Sosal, Wklcxtl, and Gwbxzp.

Jarnell Subsector

The Jarnell Subsector contains three different empires. In the Spinward-Coreward corner are two worlds from the Remlik Confederation. On the Trailing side is a portion of the UNIT (United Nobility of Inimitable Territories) which is now driving to expand its territories Spinward toward the Tagret Ascendancy, the other empire in this subsector. There is one other political organization that exists within this subsector, CoFWoSC (Combined Free Worlds Safety Committee), which is centered in this subsector and also has member worlds in three other subsectors.

Hallfan †	0101	A234999	A	B	Heavily Defended Against Tagret Attack		G
Xzplw +	0103	A00075F	A	B	Asteroid Belt, NA	A	G
Rstvwxbz +	0107	???????	D	B	Capital of the Tagret Ascendancy, No Non-Tagret Allowed, Stats Unknown	R	G
		(A875A5F)					
Hwlpszj +	0109	A51595F	C	B	IN, Research Station	A	G
Tfvbglxq +	0203	A10075F	B	B	NA, Desert World, Vacuum World	A	G
Jdlkpps +	0205	A68865F	C	B	AG, NI, T-Prime, Supplies Food	A	G
Tpknbzdrq +	0209	A6AA85F	B	B	Waterworld, Unbreathable Atmosphere	A	G
Dangelp \$	0210	E697966	8		IND, T-Prime, Fearful of Tagret Attack		G
Requine †	0301	A567735	B	B	AG, Heavy Defenses		G
Vttrwz +	0305	A56495F	B	B	Mountainous World	A	G
007-986	0307	X3C0000	-		Unpopulated, Desert World, Radioactive		
Roslei \$	0308	B455675	C	B	AG, NI, Mining		
Pterano	0406	A322546	9	N	NI, P, Navy Only Covers Solar System		G
Queski	0409	X58579A	0		AG, NI, Primitive Human Civilization	R	G
Loki \$	0501	A966833	C	B	R, T-Norm, Unpredictable Weather, Spices		G
Phillidan \$	0505	CA8AAA8	A		Waterworld, Population Lives on Islands		G
Yuillo \$	0507	A966520	B	N	AG, NI Belongs to Rosette of Four Worlds Believed to Have Been Made by the Ancients, T-Prime		G
Kel Koine \$	0507	A975855	B	N	Belongs to Rosette of Four Worlds Believed to Have Been Made by the Ancients, T-Prime		
Ghenny \$	0507	A897986	B	S	IND, Belongs to Rosette of Four Worlds Believed to Have Been Made by the Ancients, T-Prime		
Voewest \$	0507	A795975	A	N	IND, Belongs to Rosette of Four Worlds Believed to Have Been Made by the Ancients, T-Prime		
Cutthra \$	0603	C528447	8		NI, Recently Joined CoFWoSC		G
Nuile \$	0608	CA9A78A	A		Waterworld		G
Lewwen	0610	E352615	9		NI, P, World Exploited by Business		G
Storse \$	0702	B896453	B	B	NI, T-Prime, Colonized Yeplon (0803)		
Fodmii \$	0705	B537775	A		Extremely Unwarlike Culture		
Foltimar =	0708	B646459	A	N	NI, T-Prime		
Meklor =	0709	C55348A	A		NI, R, Starport Upgrade Soon		G
Heltor =	0710	B666110	8	N	NI, T-Prime		G
Catcha	0802	E200000	-		Unpopulated, Desert World, Vacuum World		G
Yeplon \$	0803	D100673	B		Desert World, Vacuum World, Colony		
Skiern =	0806	B649835	A	N	T-Prime, Only One Land Mass		G
Haftan =	0808	C574375	C		NI, Exports Handcrafted Weapons		G
Ninnit =	0809	B646322	8	N	NI, T-Prime, Orbit is Decaying		G
Tattren =	0810	C9AA400	A		Waterworld, Unbreathable Atmosphere		G

The Jarnell Subsector contains 31 systems with 34 planets. The total population is 26.5 billion. The highest population level is A, at Phillidan and Rstvwxbz; the highest tech level is D, at Rstvwxbz.

Vrop*Ni Subsector

The Vrop*Ni Subsector contains three different empires. In the Coreward fourth of the subsector, there is a portion of the Tisman Realm and the Sphere of Interdiction. In the Trailing-Rimward corner are three worlds from the Ahphrae Coalition, and on the Spinward side is a large portion of the UNIT (United Nobility of Inimitable Territories). The UNIT has not attacked the free worlds in this subsector because its member worlds fear Imperial or Centaur interference if they endanger the life of the Ahphrae Coalition or if they breach the Sphere of Interdiction. There are Imperial and Centaur military bases at Dable and K'Lil'Jha, respectively, that are watching the UNIT very closely. The worlds within the Ahphrae Coalition have large populations of Centaurs.

Quantree =	0105	A8957BA	B	N	AG, T-Prime, Agriculture Based Economy		G
Slear =	0108	D532986	9		NA, P, Deep Depression		
Horwan **	0202	X501A66	6		NA, IND, Explored by Tisman	R	G
Loobrea =	0209	E5338C9	A		NA, P, Type-C Starport Being Built		
Fewwett =	0210	B989310	B	N	NI, T-Prime, Population Mostly in Base		G
Quanta **	0301	B362545	A	B	NI, Most Water in Ice Caps	R	G
456-732 *	0303	X444000	-		Unpopulated	R	G
Wanderer	0305	X638000	-		Unpopulated, Unstable Orbit		G
Infaete =	0306	B002975	C	N	Asteroid Belt, NA, IND		G
Roltor =	0307	C86A664	A		Waterworld, NI, R, UNIT Retirement Area		G
UNIT Central =	0309	A967997	C	N	T-Norm, AG, Center of the UNIT Government	A	G
Tyloona **	0402	A445957	A	B	IND, Famous Business School (Tisman)	R	G
Kiond =	0405	E414510	9		NI, Recently Joined UNIT (1103)		G
Ediil =	0408	B89A999	B	N	IND, Waterworld, Ammonia Oceans		G
Laggon	0410	X340000	-		Unpopulated Desert World		G
Uollim **	0502	A797160	A	S	NI, T-Prime, All People Retired Scouts	R	
Vilton **	0503	B965324	A	B	NI, T-Prime		R
Headgam =	0507	C365675	B		AG, Military Planners for UNIT		
Dable	0509	A524566	D	B	NI, Imperial Bases		G
Retyel **	0601	A102111	A		NA, NI, Vacuum World	R	G
Gypsy Three *	0602	X486000	-		Unpopulated	R	G
847-248	0604	X659000	-		Unpopulated		G
K'Lil'Jha	0607	A786983	D	B	IND, T-Prime, Centaur Bases		G
Salvim **	0702	X672000	-		Unpopulated	R	G
Shakkah	0707	X226600	0		NI, Natives Have Low Intelligence	R	G
W'Ka'Kill @	0709	B969534	C	B	IND, T-Prime		G
Gypsy Four *	0802	A487772	A		AG, R, Ready to Move to Gypsy Five	R	G
Flarve	0805	X372000	-		Unpopulated		
Zanklor @	0808	B355512	A	N	AG, NI, Population 80% Centaur		G
Lastonne @	0810	C75A310	9		Waterworld, NI		G

The Vrop*Ni Subsector contains 30 worlds with a total population of 16.1 billion, although 7 worlds are unpopulated. The highest population level is A, at Horwan; the highest tech level is D, at Dable and K'Lil'Jha, the Imperial and Centaur Bases. The highest non-Major empire tech level is C, at Infaete, UNIT Central, and W'Ka'Kill.

Knifepoint Subsector

The Knifepoint Subsector only contains one empire, the Alonagra Directorate, which takes up more than one-fourth of this subsector. Their expansion into this subsector is leisurely because there is no one to challenge except (only recently) Sphere Fenix, which is six parsecs away. As a result, many of the worlds in this subsector are undeveloped or even unpopulated. There is little Imperial influence in this subsector.

Hallifaxe	0104	X746000	-		Unpopulated, T-Prime		G
904-113	0109	X445000	-		Unpopulated		G
Lonely IV	0202	E301200	A		NI, Vacuum World, Mineral Finds		
Reality	0207	XA98000	-		Unpopulated, Gravity of 7 G's		G
Allight	0210	D655321	B		NI, T-Prime, Explored by Sphere Fenix		
Legass &	0401	C9A7665	8		NI, Type-C Starport Being Built		G
Evrrant &	0404	C541763	A	S	Scout Base Recently Built		G
Delta Knoxx	0405	E545210	A		NI, Extensive Robot Mining		G
Kayleff	0408	X287000	-		Unpopulated		
Mintonn &	0502	A422645	B	S	NA, NI, P, Ruled From Fijort		G
New Durra &	0504	C5C2556	9		NI, Colony is Underground		G

Anniuk	0506	X000000	-	Unpopulated Asteroid Belt	G
Ptonik &	0602	B742549	A	NI, Large Amounts of Iodine	G
Gofrat &	0604	A340674	C B	Desert World, NI, P	G
Hylean Jedd	0610	E776360	A	T-Norm, NI, Explored by Sphere Fenix	
Yando &	0701	B300654	C	Desert World, NA, NI	G
Fijort &	0703	C898897	C S	T-Prime, Major Scout Base	G
Venda Tau	0706	X553000	-	Unpopulated	
904-112	0707	X457000	-	Unpopulated	G
Tylo	0710	E488464	A	NI, Explored by Sphere Fenix	G
Androk &	0801	C49199A	9	IND, Mean Temperature: -200 Degrees Fahrenheit	G
Ninte &	0802	E85A310	B	Waterworld, NI	G
Poelopen &	0803	C342320	6	NI, P, Recently Entered the Directorate	G
Renditor &	0804	B985846	9	R, T-Prime	G
Lesdin	0808	X778000	-	Unpopulated, T-Prime	
New Fenix	0810	E7B6100	B	NI, Explored by Sphere Fenix	

The Knifeport Subsector contains 26 worlds with a total population of 1.21 billion, although 8 worlds are unpopulated. The highest population level is 9, at Androk; the highest tech level is C, at Gofrat, Yando, and Fijort.

Zaffra Subsector

The Zaffra Subsector contains two empires. The Coreward-Trailing corner is a portion of the Alonagra Directorate, and on the Trailing side is a section of the Rammando Monarchy. There is also one member of CoFWoSC (Combined Free Worlds Safety Committee), Snorek. Alonagan excursions into this subsector have occurred within the last couple of centuries, while the Rammandos haven't moved their borders Spinward in that length of time. One world, Trantus, has recently petitioned to join the Rammando Monarchy, but no decision has been made so far concerning it.

Grrenge &	0101	B54666A	9	NI, AG, Famous School of Arts	G
Wyrion &	0104	D425377	7	NI, Known for its Wines	G
Base One &	0106	A160797	B S	Desert World, Major Scout Base	
Ionis &	0201	C4636A5	A	NI, Colorful Aurora Borealis	
Uion &	0203	B8BA789	B N	Sulfuric Acid Oceans	
Quyon	0208	X896000	-	Unpopulated, T-Prime	G
Jandot	0210	E778100	B	T-Norm, Explored by Sphere Fenix	G
Lierd &	0302	B844673	A	AG, NI, T-Prime, Major Food Exporter	G
639-729	0307	X574000	-	Unpopulated	G
Outrock &	0403	B504655	C S	NI, Vacuum World, Base for Exploring Parties	G
Respite	0404	E112220	A	NI, Recently Explored	G
Trantus	0407	C415745	9	World Has Petitioned to Join Rammandos	G
Belite	0409	X666000	-	Unpopulated	G
Xendda &	0502	A736868	C N	Naval Base Watching Tagret Ascendance	G
Hiolt	0506	X224000	-	Unpopulated	
Tennodran ?	0508	B94A872	A	Waterworld, Last World to Join Rammandos	G
Yergion	0602	C330487	6	Desert World, Imperially Inderdicted	R G
Burnnon ?	0606	A223898	B	NA, P, Binary Star System	G
Charni ?	0608	A5A4663	C	NI, Inert Atmosphere	G
Azteilik ?	0609	C464663	9	AG, NI, R, Common Tourist Site	G
Snorek \$	0701	A988787	C N	AG, R, T-Prime, Member of CoFWoSC	
Horgh ?	0705	B9C9886	8	Merchants' Guild Hall	G
Porlot ?	0707	C666898	A	R, T-Prime, Large Quantities of Uranium	G
Rammando ?	0709	A776934	C	IND, T-Prime, Capital of Rammando Monarchy	G
Requendo ?	0710	A764941	A	T-Prime, Strange Animal Life	
Tzando ?	0802	C676976	8 N	IND, T-Prime, Defensive Naval Base	G
Llierr ?	0803	A858743	B	AG, R, T-Prime	G
Scupe ?	0805	C555786	9	AG, Reported Mineral Wealth	G
Fwille ?	0808	C498653	A	AG, NI, Famous University	G

The Zaffra Subsector has 29 planets with a total population of 3.57 billion, although 4 worlds are unpopulated. The highest population level is 9, at Rammando, Requendo, and Tzando; the highest tech level is C, at Outrock, Xendda, Charni, and Rammando.

Argic Subsector

The Argic Subsector only contains one empire, the Rammando Monarchy, but there is also another political organization, CoFWoSC (the Combined Free Worlds Safety Committee), which has four member worlds within this subsector. There is little Imperial presence felt in this subsector. The UNIT makes its presence felt around the Coreward-Trailing corner of this subsector, and the Tagret Ascendance makes occasional raids into the Malis system, which is one of three Rammando naval bases. Sorrow, which was previously named Statnor, is recovering from a planet-wide cataclysm which decimated civilization and destroyed most of the population. Yorne is a settlement of Radicals from the Rammando Monarchy.

Malis ?	0101	A885976	C	N	T-Prime, Heavily Fortified	G
Gendek ?	0103	E474897	9		Backwater World, Natives Hate Offworlders	
Herrena ?	0105	C653599	A		NI, T-Prime	
Poone ?	0108	B220657	B		Desert World, NA, NI, P	G
Nighe ?	0110	A338798	C		Perpetual Cloud Cover	
Warnet ?	0202	A4658A9	B	N	R, Last Rammando Naval Base Built	G
Euilein ?	0205	C000754	B		Asteroid Belt, NA	G
Tiohe ?	0207	B303968	A		NA, IND, Moon of a Gas Giant	G
Resnorb ?	0209	D200666	8		Desert World, Vacuum World, NA, NI	
Gorpnov ?	0305	C588665	A		AG, NI, R, Exports Rare Herb	G
Tyvnor ?	0307	B352794	B		P, Natives Eat No Meat	G
Suicene ?	0309	A645957	C		IND, Famous Mental Institution	G
Yorne	0403	C965120	A		NI, T-Norm, Settlement of Radicals	G
Eynor ?	0404	B6607DA	B		Desert World, No Native Life	G
Minoor ?	0407	C894676	A		AG, NI, T-Prime	
Sorrow ?	0408	E8C1420	6		NI, T-Norm Once, Numerous Mutants	G
Aulondon ?	0410	C100640	B		Desert World, NA, NI	G
Illeste \$	0502	B386779	A	N	AG, R, Occasionally Attacked by UNIT	G
Boundis ?	0507	A104965	B		IND, Manufactures Electronics	G
Danzhat ?	0509	B86A720	A		Waterworld, Oceans Receding	G
Forthane \$	0601	B445520	B	N	AG, NI, Many Natives have Psionics	G
Opule \$	0602	A240542	C	N	Desert World, NI, P	
Eabendil	0604	X668000	-		Unpopulated	G
Xanila ?	0609	A776769	B		AG, R, T-Norm, Gravity of 4 G's	G
Rendock	0702	X621000	-		Unpopulated, Destroyed in UNIT Siege	G
Wooylyn	0706	X134000	-		Unpopulated	G
Quorov	0707	D471974	8		IND, Starting to Settle System	G
Ghoht \$	0803	A576674	B		AG, NI, Booming Economy	
Kkirka	0804	X867531	6		AG, NI, T-Norm	G
Nichet	0808	XA5A000	-		Unpopulated Waterworld	G

The Argic Subsector contains 30 worlds with a total population of 5.28 billion, although 4 worlds are unpopulated. The highest population level is 9, at Kalis, Tiohe, Suicene, Boundis, and Quorov; the highest tech level is C, at Kalis, Nighe, Suicene, and Opule.

Istda Subsector

The Istda Subsector contains two different empires. In the Spinward-Coreward corner are three worlds from the UNIT, and in the Trailing-Coreward corner is a portion of the Ahphrae Coalition, which is named for the world Ahphrae where this union was officially formed. Population in the Ahphrae Coalition is evenly balanced between humans of mostly Solomani descent and Centaurs. The UNIT is afraid to attack the Ahphrae Coalition because it is under the protection of both the Imperials and the Centaurs. There are also three worlds from the political organization CoFWoSC (Combined Free Worlds Safety Committee) in this subsector.

Healti =	0101	C887999	A	N	T-Prime	
Roleon \$	0103	C3416A5	9		NI, New Member of CoFWoSC	
Wyinn \$	0104	A110589	C	N	Desert World, NI, Moon of Gas Giant	G
Greater Loss	0107	XAAA000	-		Unpopulated Waterworld	G
Yakne =	0202	B66479A	B	N	AG, R, T-Prime, Large Naval Base	G
T'Tior'Ke \$	0204	D5356AA	9		NI, Petitioned to Join Ahphrae Coalition	G
Ferran	0209	B225301	A		NI, P	G
Lanthe =	0301	B542535	9		NI, Five Moons	
Indorsty	0305	B789300	B		NI, T-Prime, Peaceful Population	G
Pitkrlmet	0308	C000522	A		Asteroid Belt, NI	G

Beale @	0403	A480545	C	Desert World, NI, Best Doctors	G
Wailnor @	0501	B769978	A N	T-Prime, Binary Star System	G
Mieten @	0505	CAB6421	9 S	NI, Recovering From Revolution	G
Orvenk	0506	D678643	8	AG, NI, T-Prime	
Verily	0509	C674796	9	AG, T-Prime	G
Chunet @	0602	A966568	B N	AG, NI, T-Prime	
Reols	0607	C326412	A	NI, Extensive Coal Deposits	
Tehopol	0608	X545000	-	Unpopulated	G
Lonok @	0701	C000755	B N	Asteroid Belt, NA	G
Borrpo @	0704	B203551	B	Vacuum World, NI, P	G
Torkan @	0706	C000568	A S	Asteroid Belt, NI	G
Abarte	0707	D684768	7	AG, R, T-Prime	G
Pletion	0710	XACA000	-	Unpopulated Waterworld, Unstable World	A G
Ratiol @	0802	A421677	C	NA, NI, P	G
Melica @	0804	A246633	B	AG, NI, Named After First Queen	G
Ahphrae @	0806	B613687	9	NA, NI, P	G
Dhur	0808	E997453	6	NI, T-Prime	G

The Istda Subsector contains 27 worlds with a total population of 2.05 billion, although 3 worlds are unpopulated. The highest population level is 9, at Healti and Wailnor; the highest tech level is C, at Wyinn, Beale, and Ratiol.

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Gypsy Three Vrop*Ni
Gypsy Two Tisman
Gyre-Nea Tisman

H

Haftan Jarnell
Hallfan Jarnall
Hallifaxe Knifepoint
Harzt Mandal
Headgam Vrop*Ni
Healti Istda
Heltor Jarnell
Herrena Argic
Hiolt Zaffra
Hohnn Rimward Extants
Horgh Zaffra
Horwan Vrop*Ni
Hwlpszj Jarnell
Hylean Jedd Knifepoint

I

Idoe Mandal
Illests Argic
Illopsis Mandal
Inderzzizt Star Path
Indorsty Istda
Infaete Vrop*Ni
Inver Void Reaches
Ionis Zaffra
Iremp Remlik
Itchyesky Phoena

J

Jandot Zaffra
Jazron Tisman
Jdlkpps Jarnell
Jebb's Shard Tisman
Jheller Arium
Jotomak Star Path
Jpsght Arium

K

Kalis Void Reaches
Kayleff Knifepoint
Kel Koine Jarnell
Kialle Arium
Kiond Vrop*Ni
Kkirka Argic
K'Lil'Jha Vrop*Ni
Knalik Phoena
Knamu Tisman
Knolle Star Path
Knox Tisman

L

Laffgha Tisman
Laggon Vrop*Ni
Lanthet Istda
Lastonne Vrop*Ni
Leayr Arium
Legass Knifepoint
Lenox Ahrus
Lesdin Knifepoint
Lewwen Jarnell
Lierd Zaffra
Lithiol Mandal
Llierr Zaffra
Loape Phoena
Loasra Rimward Extants
Lobardi Phoena
Loighte Rimward Extants
Loki Jarnell
Lonely IV Knifepoint
Lonok Istda
Lontin Star Path
Loobrea Vrop*Ni
Lost Turnn Star Path
Layghers Arium

M

Maarpe Rimward Extants
Magnolia Star Path
Malis Argic
Malmov Ahrus
Mansty Phoena
Marijol Mandal
Marik Phoena
Maroque Mandal
Marscov Remlik
Matoogashin Tisman
Mayon Phoena
Maklor Jarnell
Melica Istda
Mieten Istda
Miluop Remlik
Mindwarp Remlik
Minoor Argic
Mintonn Knifepoint
Miracle Mandal
Mucissy Star Path

N

Nagolle Star Path
Naritmor Remlik
New Durra Knifepoint
New Fenix Knifepoint
Nextilin Mandal
Nichet Argic
Niel-Tresne Arium
Nighe Argic
Nightterm Remlik
Ninnit Jarnell
Ninte Knifepoint
Noma Mandal
Nuile Jarnell
Nutt-Darr Star Path

O

Opule Argic
Orkney Void Reaches
Orvenk Istda
Ottearn Ralmar
Outrock Zaffra

P

Paared Rimward Extants
Parthe Arium
Phen Ahrus
Phillidan Jarnell
Pheona Phoena
Pitkrlmet Istda
Poale Rimward Extants
Poelopen Knifepoint
Poone Argic
Porlot Zaffra
Powit Phoena
Pletion Istda
Preht Arium
Psopsa Star Path
Pterano Jarnell
Ptonik Knifepoint

Q

Quanta Vrop*Ni
Quantree Vrop*Ni
Queski Jarnell
Quigg Rimward Extants
Quoprot Star Path
Quorov Argic
Quyong Zaffra

R

Rallmare	Tisman
Rammando	Zaffra
Ranmy	Rimward Extants
Ratiol	Istda
Ratip	Ahrus
Raven	Rimward Extants
Reality	Knifepoint
Reesione	Star Path
Regler	Ahrus
Renditor	Knifepoint
Rendock	Argic
Reoke	Tisman
Reols	Istda
Replaz	Arium
Requendo	Zaffra
Reguine	Jarnell
Resnorb	Argic
Respite	Zaffra
Retyel	Vrop*Ni
Roleon	Istda
Roltor	Vrop*Ni
Roslei	Jarnell
Rstvwxbz	Jarnell
Runnepty	Mandal

S

Sait-Non	Remlik
Salvim	Vrop*Ni
Scorch	Remlik
Scuip	Zaffra
Seflin	Mandal
Shakkah	Vrop*Ni
Shard	Centurian
Shool	Tisman
Sig-Natrea Prime	Centurian
Skjern	Jarnell
Skilok	Centurian
Slear	Vrop*Ni
Snorek	Zaffra
Sorrow	Argic
Sosal	Arium
Spaolre	Mandal
Specra	Rimward Extants
Spol	Ahrus
Standa	Mandal
Staport	Phoena
Steriop	Star Path
Storse	Jarnell
Stralinby	Phoena
Stromtu	Phoena
Suhl	Void Reaches
Suicene	Argic
Swaughty	Star Path
Sweele	Tisman

T

Tain	Ahrus
Tattren	Jarnell
Tear	Rimward Extants
Tellier	Tisman
Tennodran	Zaffra
Tfvglnxq	Jarnell
Theopol	Istda
Thorn	Star Path
Tiel	Phoena
Tiohe	Argic
Tiover	Ahrus
Tipwa	Arium
Tirade	Tisman
Tisma	Tisman
Tlqpd	Arium
Tonn'Gr-Zyff	Star Path
Torkan	Istda
Tosh	Star Path
Tpknbszdrq	Jarnell
Trantus	Zaffra
Tresde Deyde	Mandal
T'Rukk	Star Path
T'Tior'Ke	Istda
Ttrsgm	Arium
Tvbmwnrr	Arium
Tylo	Knifepoint
Tyloona	Vrop*Ni
Tyvnar	Argic
Tzando	Zaffra

U

Uinon	Zaffra
UNIT Central	Vrop*Ni
Uollim	Vrop*Ni
Urrghent	Star Path
Usnavie	Arium

V

Venda Tau	Knifepoint
Verily	Istda
Vilton	Vrop*Ni
Vicsed	Star Path
Vocwest	Jarnell
Vose	Phoena
Vttrwz	Jarnell

W

Wailnor	Istda
Walkinor	Remlik
Wanderer	Vrop*Ni
Waopilmar	Remlik
Warnet	Argic
Weldde	Star Path
Wertmuit	Remlik

Westpoint	Remlik
Whyrjua	Arium
Wilkorv	Centurian
W'Ka'Kill	Vrop*Ni
Wklcxtl	Arium
Woljg	Arium
Wooklyn	Argic
Worry	Star Path
Wyinn	Istda
Wyrion	Zaffra

X

Xanilla	Argic
Xendda	Zaffra
Xzplw	Jarnell

Y

Yakne	Istda
Yando	Knifepoint
Yarbor	Rimward Extants
Yealwa	Tisman
Yeplon	Jarnell
Yergion	Zaffra
Yett*Zill*Erp	Rimward Extants
Yllion	Arium
Yorne	Argic
Yuillo	Jarnell

Z

Zanklor	Vrop*Ni
Zeapre	Rimward Extants
Zggs*Prtz-Ds	Arium

Numbers

007-986	Jarnell
057-943	Centurian
067-203	Rimward Extants
067-803	Tisman
067-976	Tisman
076-798	Mandal
076-800	Star Path
456-732	Vrop*Ni
639-729	Zaffra
847-284	Vrop*Ni
904-112	Knifepoint
904-113	Knifepoint

The map is a hexagonal grid with labels for various locations and a dashed line representing the AHRUS river. The locations are marked with black dots and labeled as follows:

- FORTHE** (at grid 0202)
- KALIS** (at grid 0104)
- BARI** (at grid 0404)
- GUADINIA** (at grid 0503)
- FLONN** (at grid 0309)
- ORKNEY** (at grid 0408)
- SUHL** (at grid 0803)
- INVER** (at grid 0707)

The AHRUS river is represented by a dashed line running from the top right towards the bottom right. The word **AHRUS** is written vertically on the right side of the map. The word **CENTURIAN** is written horizontally at the bottom of the map.

VOID MARCHES

PHOENA

REMLAK

PHOENA

MANDEL

AHRUS

MANDAL

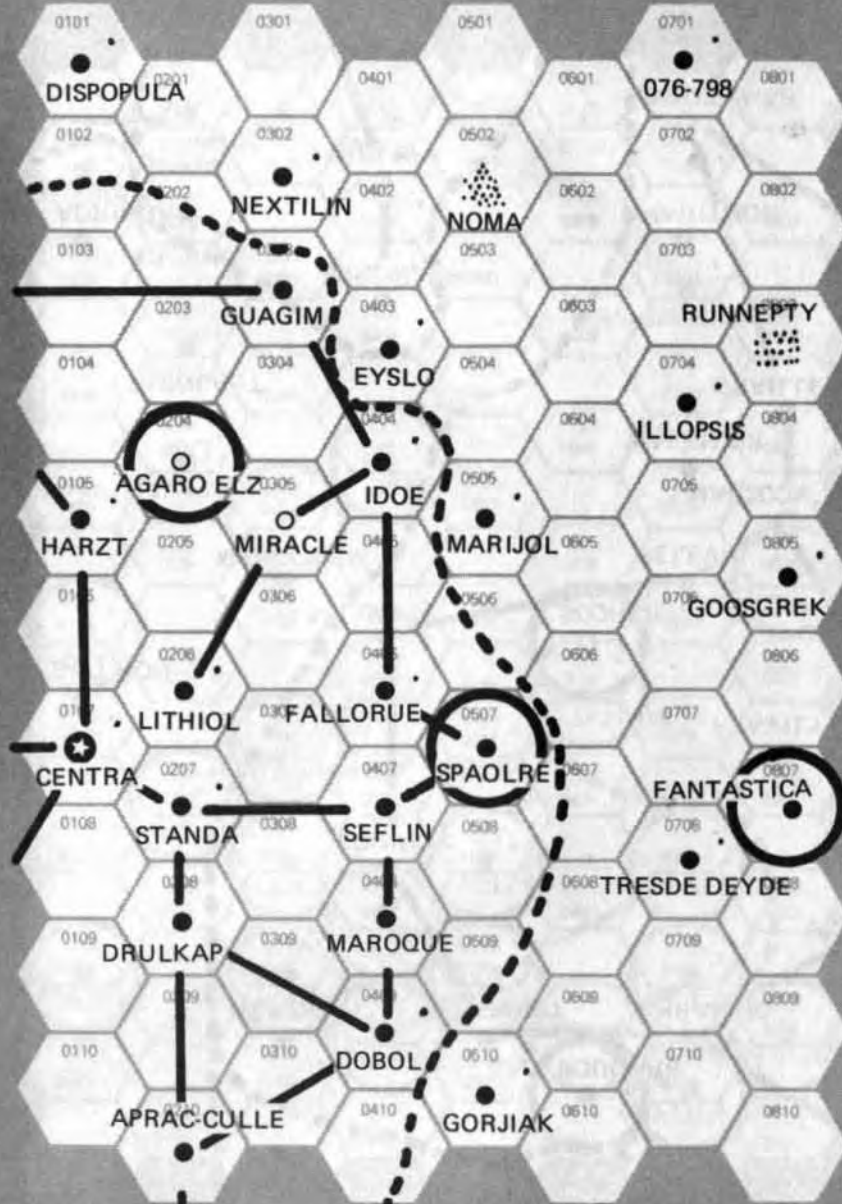
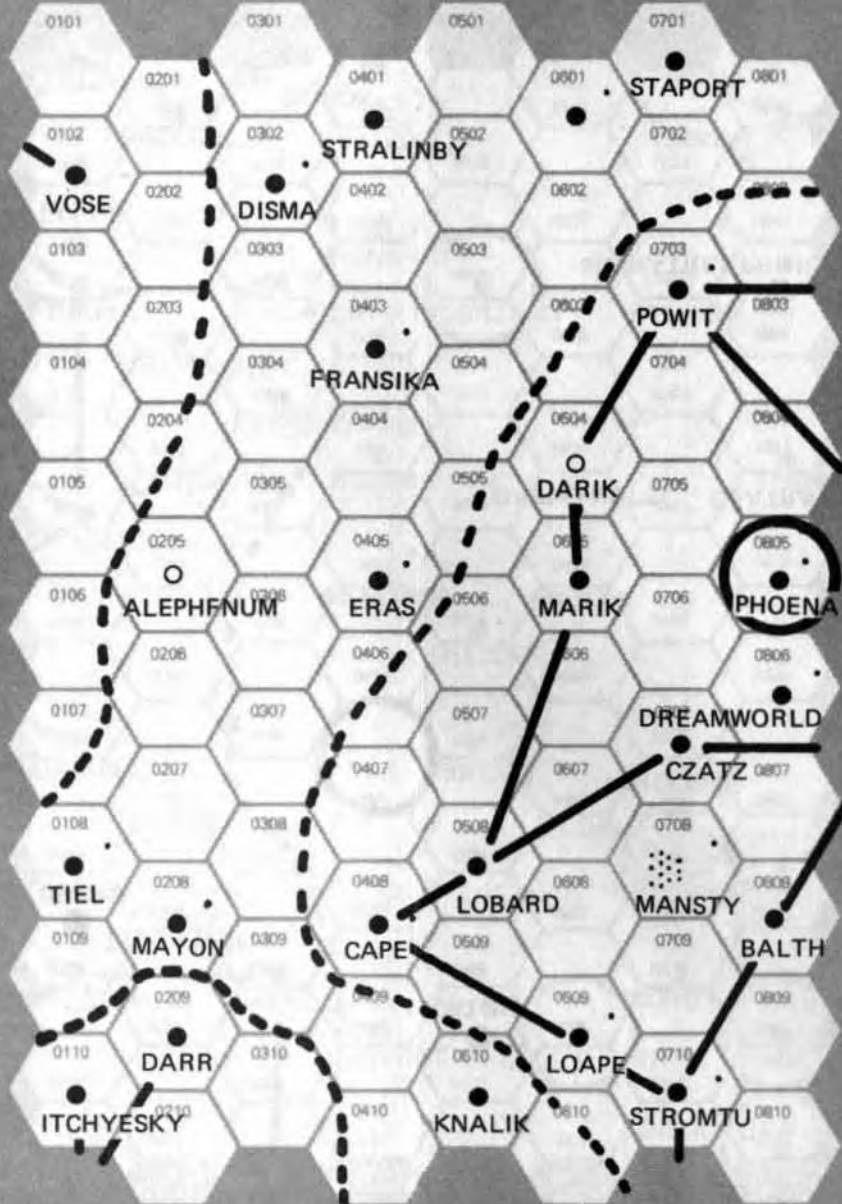
PHOENA

STAR PATH

TISMAN

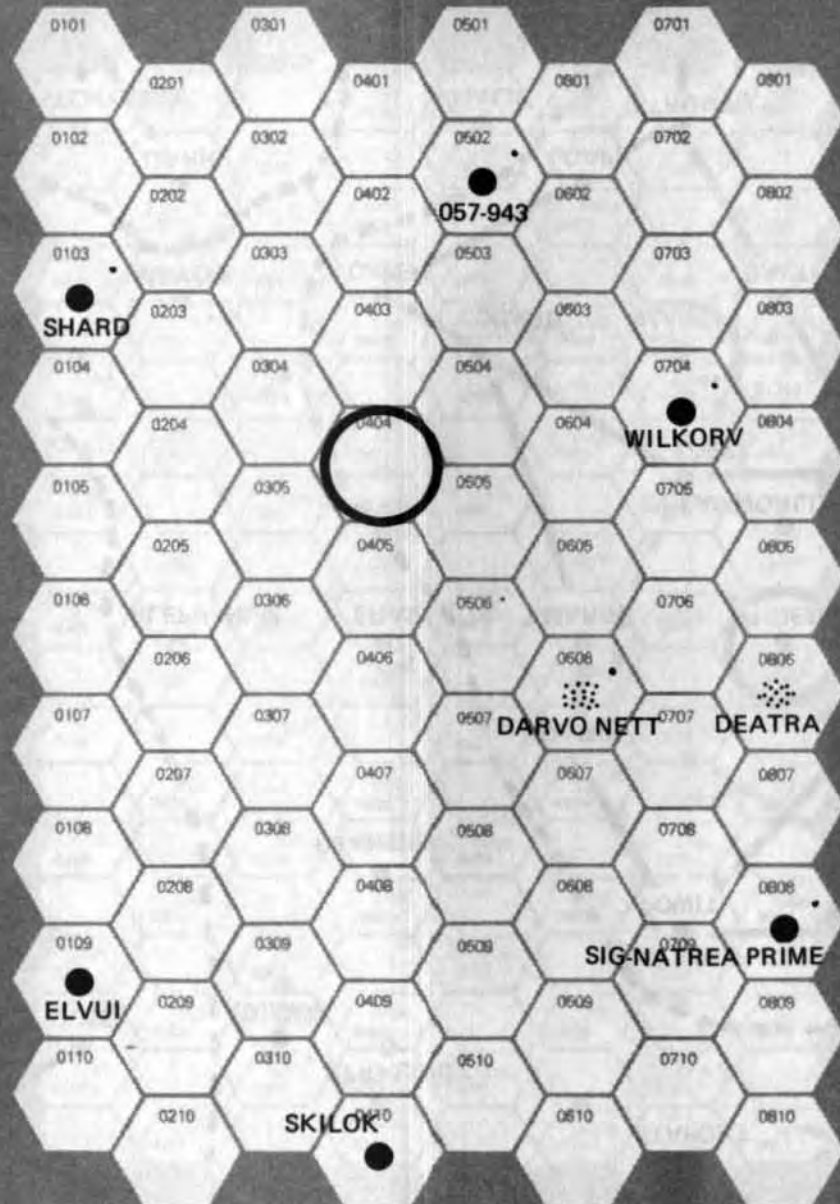
CENTRUM

WENTZ



CENTURIAN

VOID MARCHES



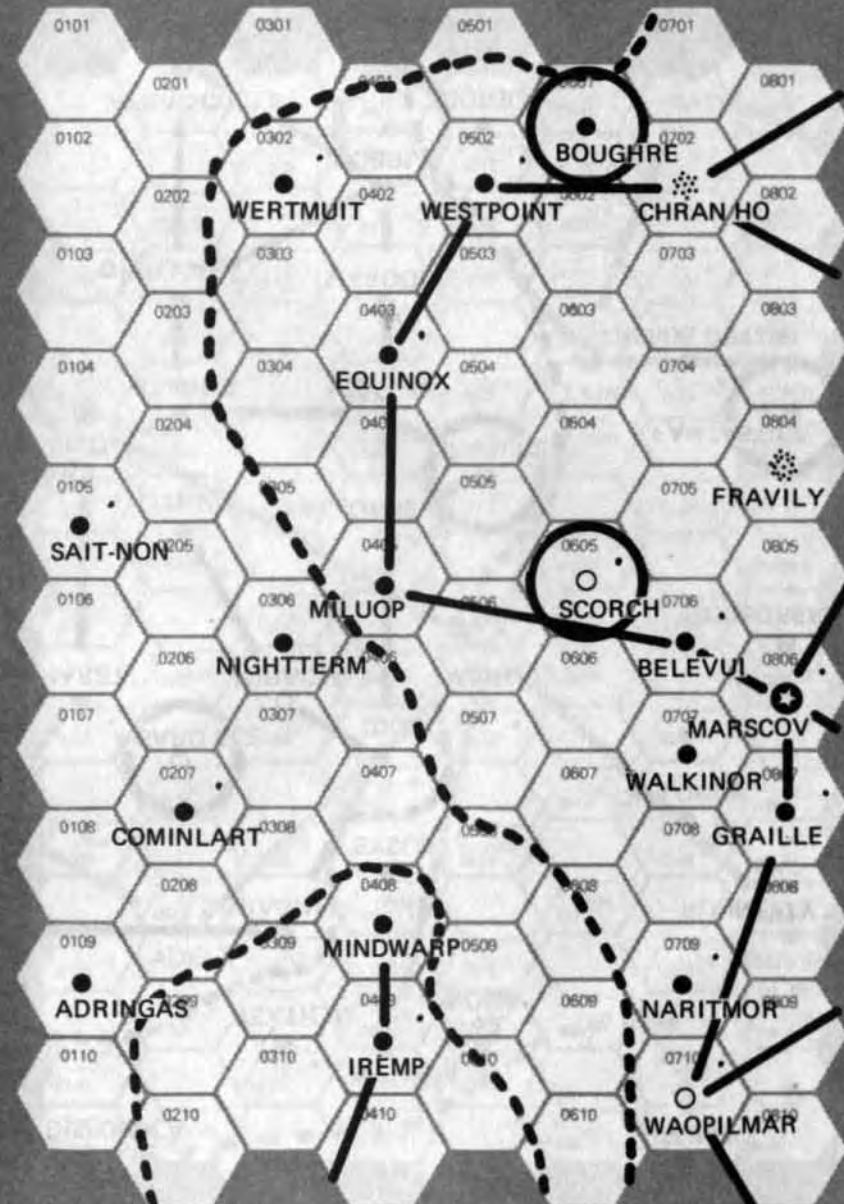
RIMWARD EXTENTS

REMLAK

CENTURAIN

REMLAK

AHRUS



ARIUM

STAR PATH

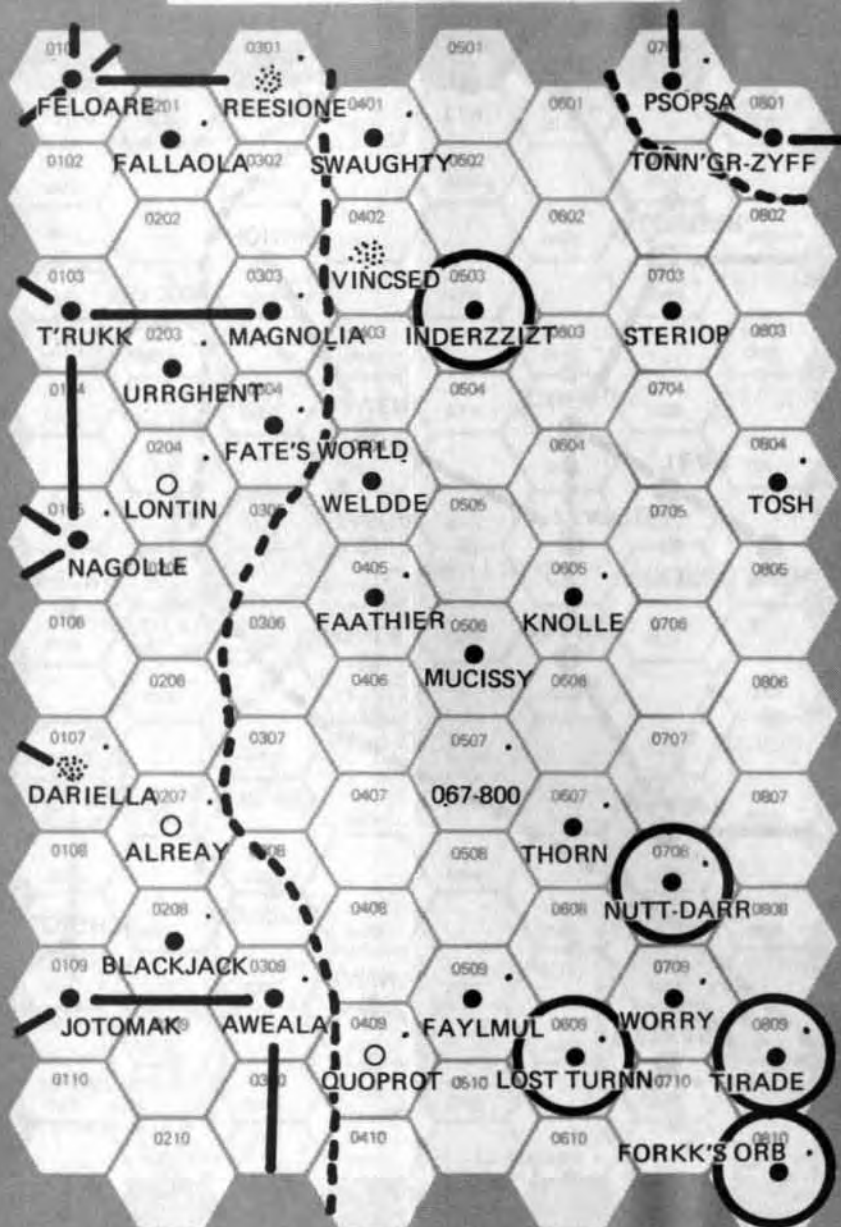
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PHOENA

REMLAK

TISMAN

JARNELL

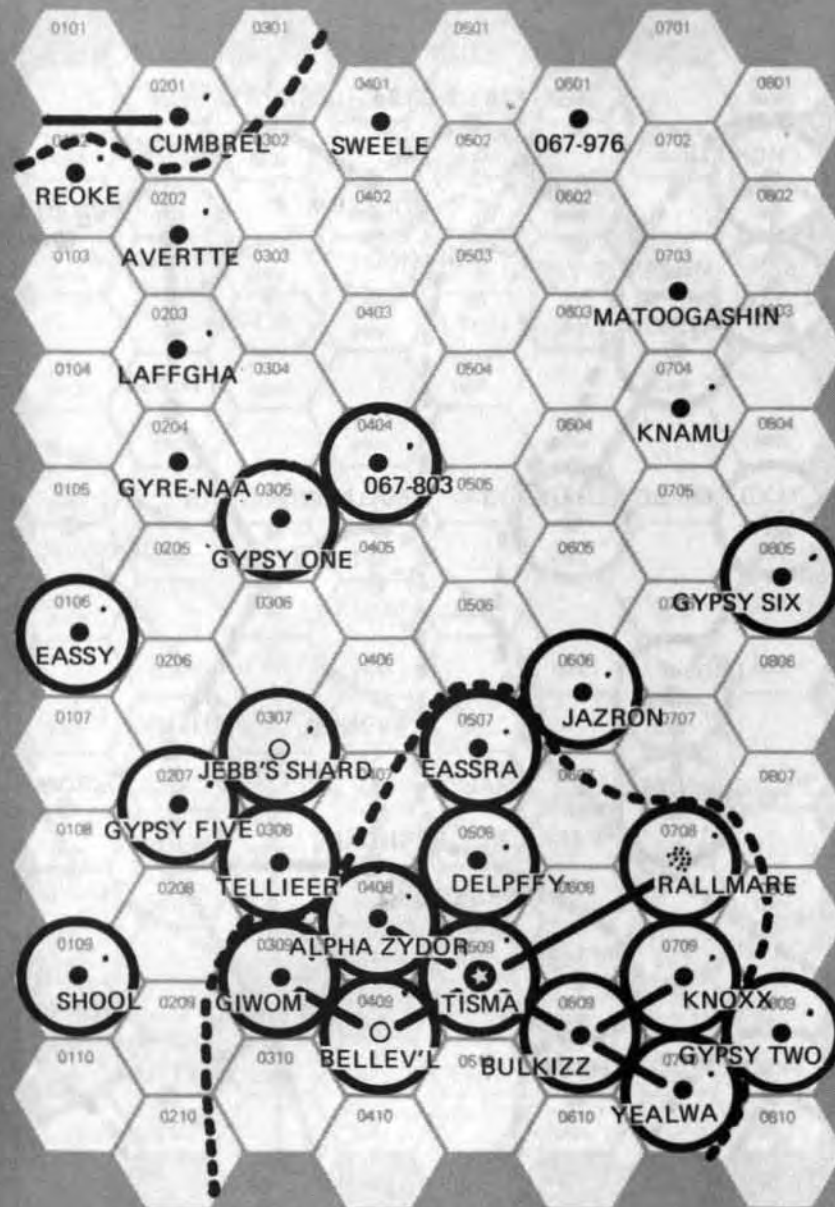


TISMAM

MANDAL

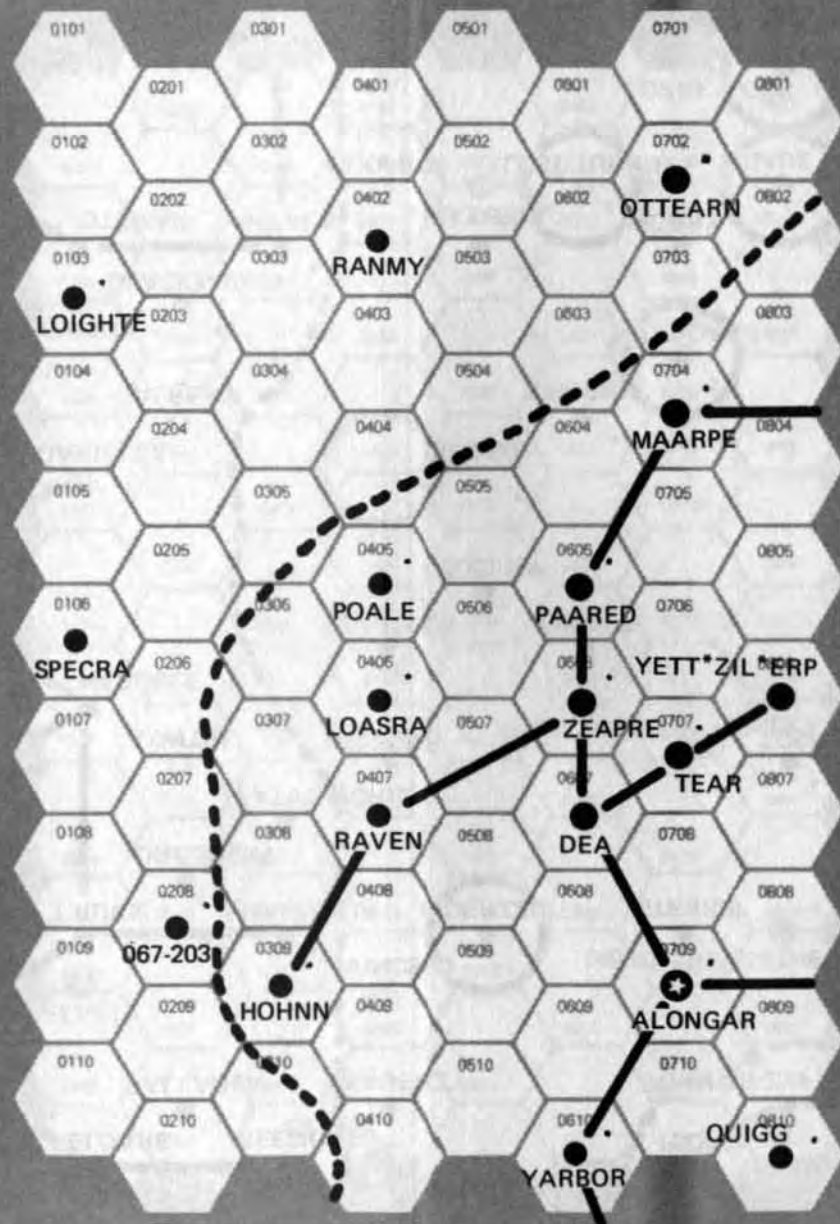
STAR PATH

VROP*NI



RIMWARD EXTENTS

CENTURIAN

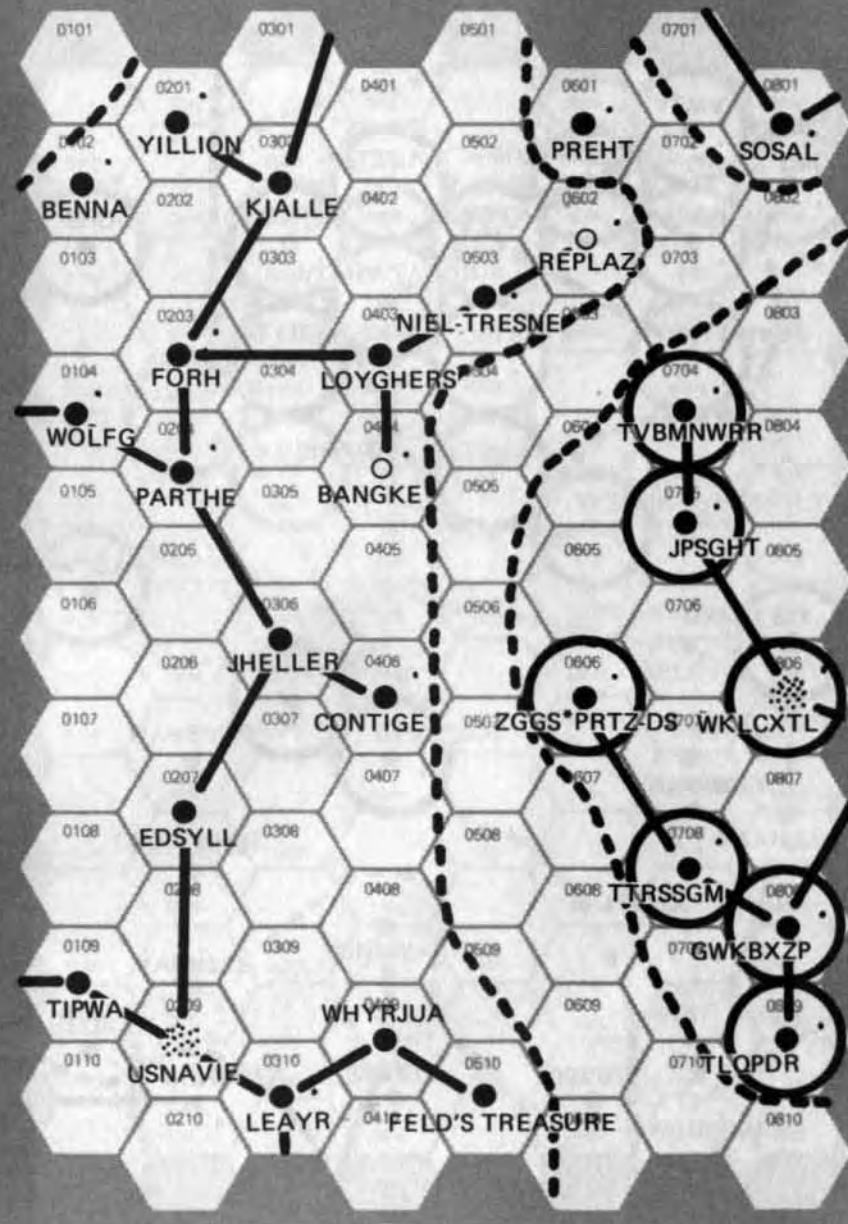


KNIFEPOINT

ARIUM

ARIUM

REMAK

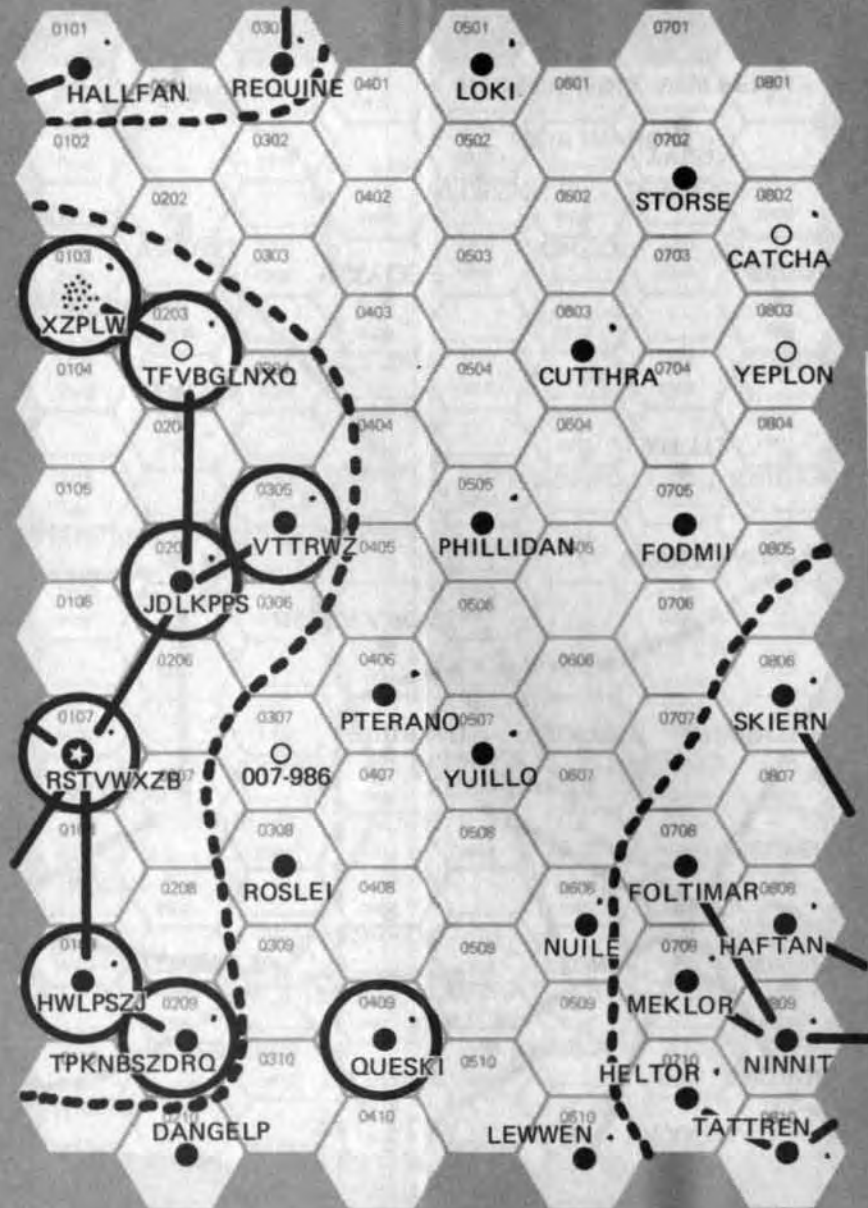


ZAFFRE

JARNELL

JARNEL

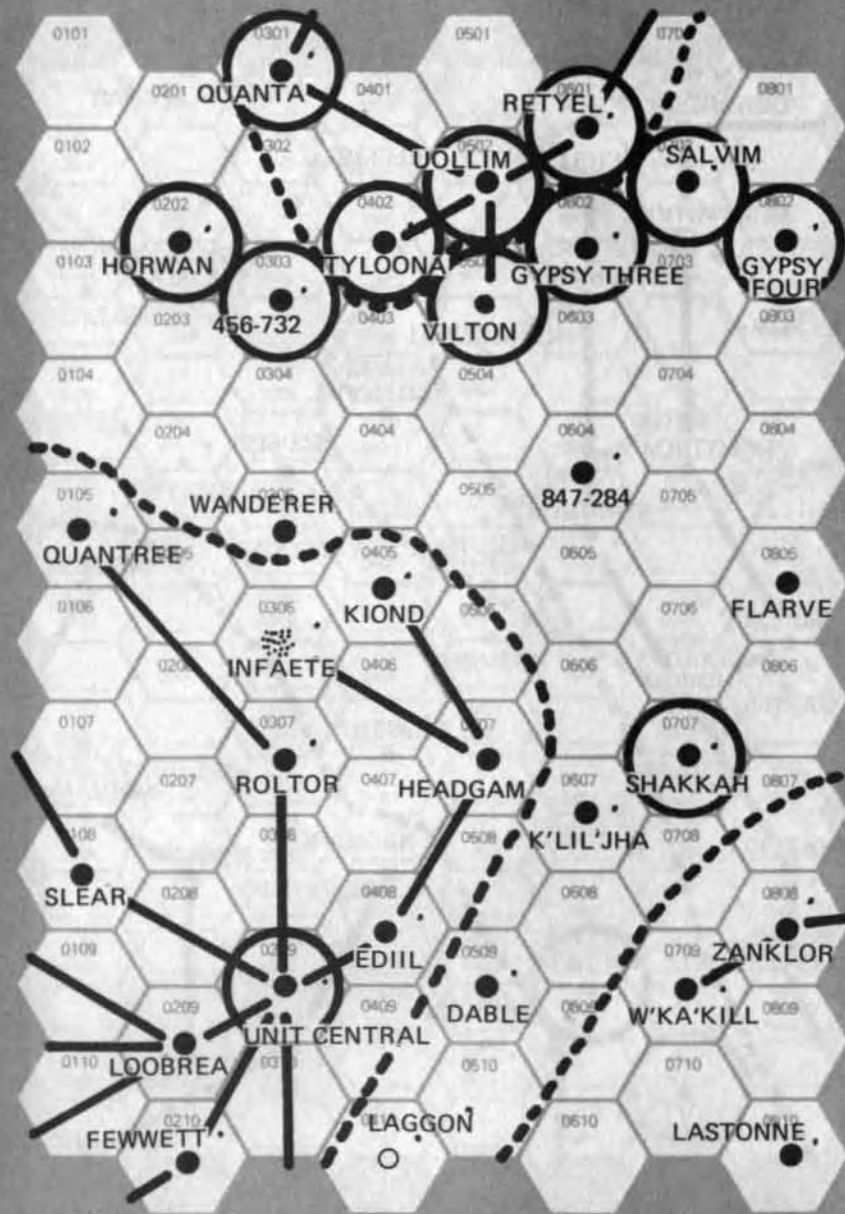
STAR PATH



ARGIC

VROP'NI

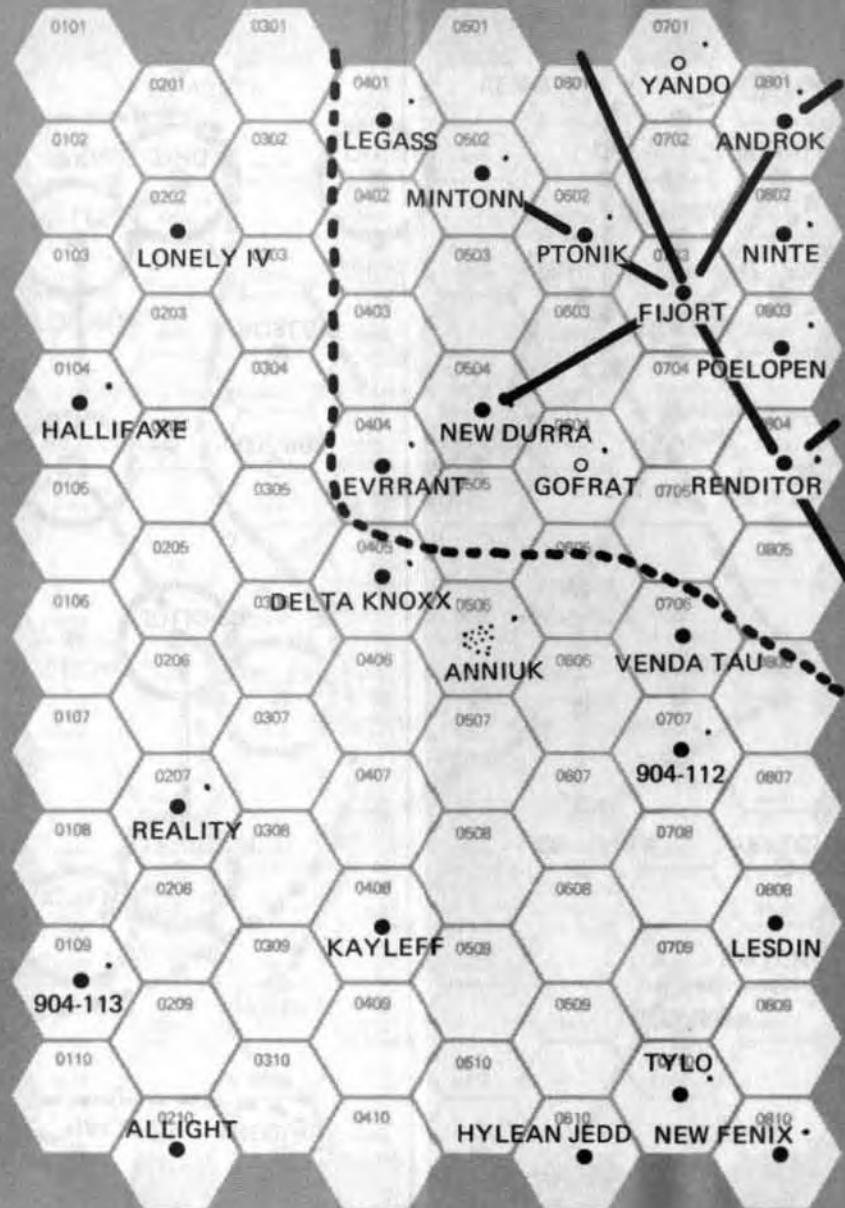
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ISTDA

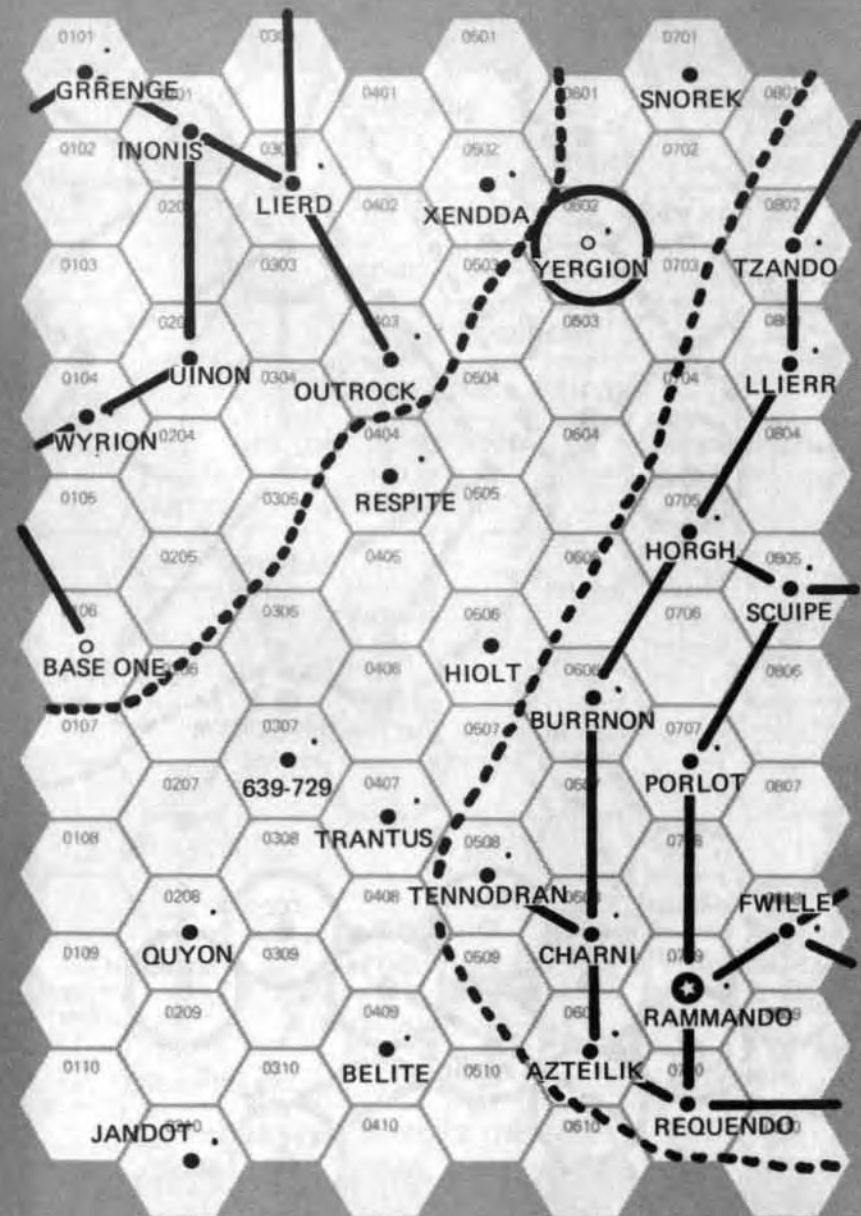
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RIMWARD EXTENTS



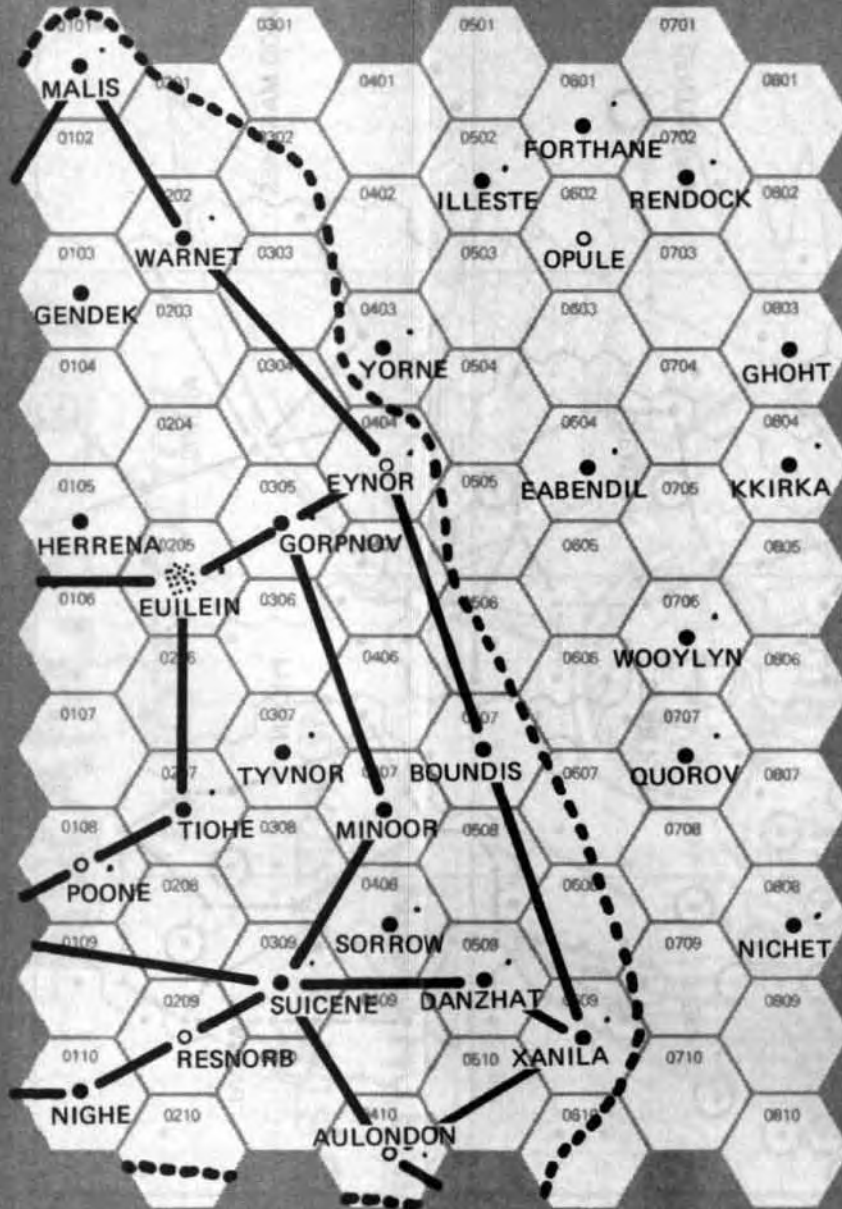
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ARIUM



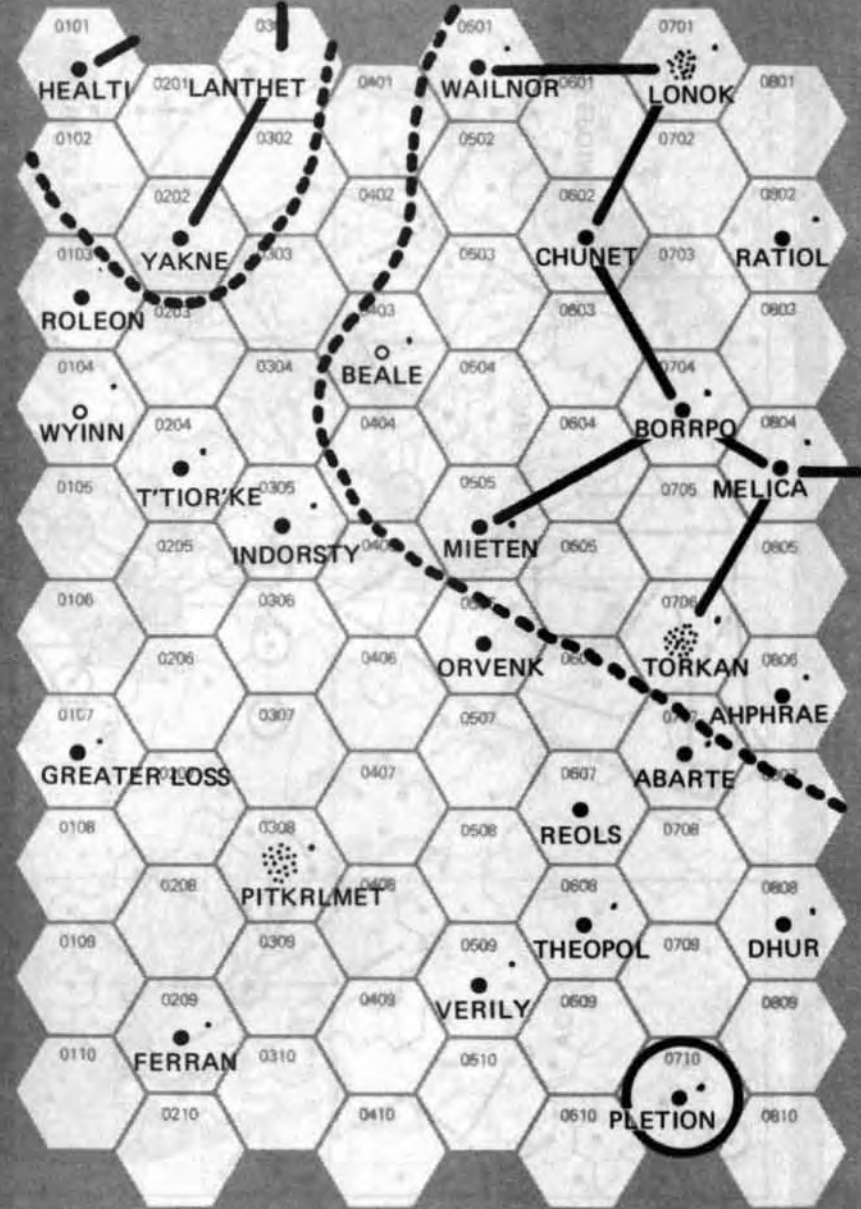
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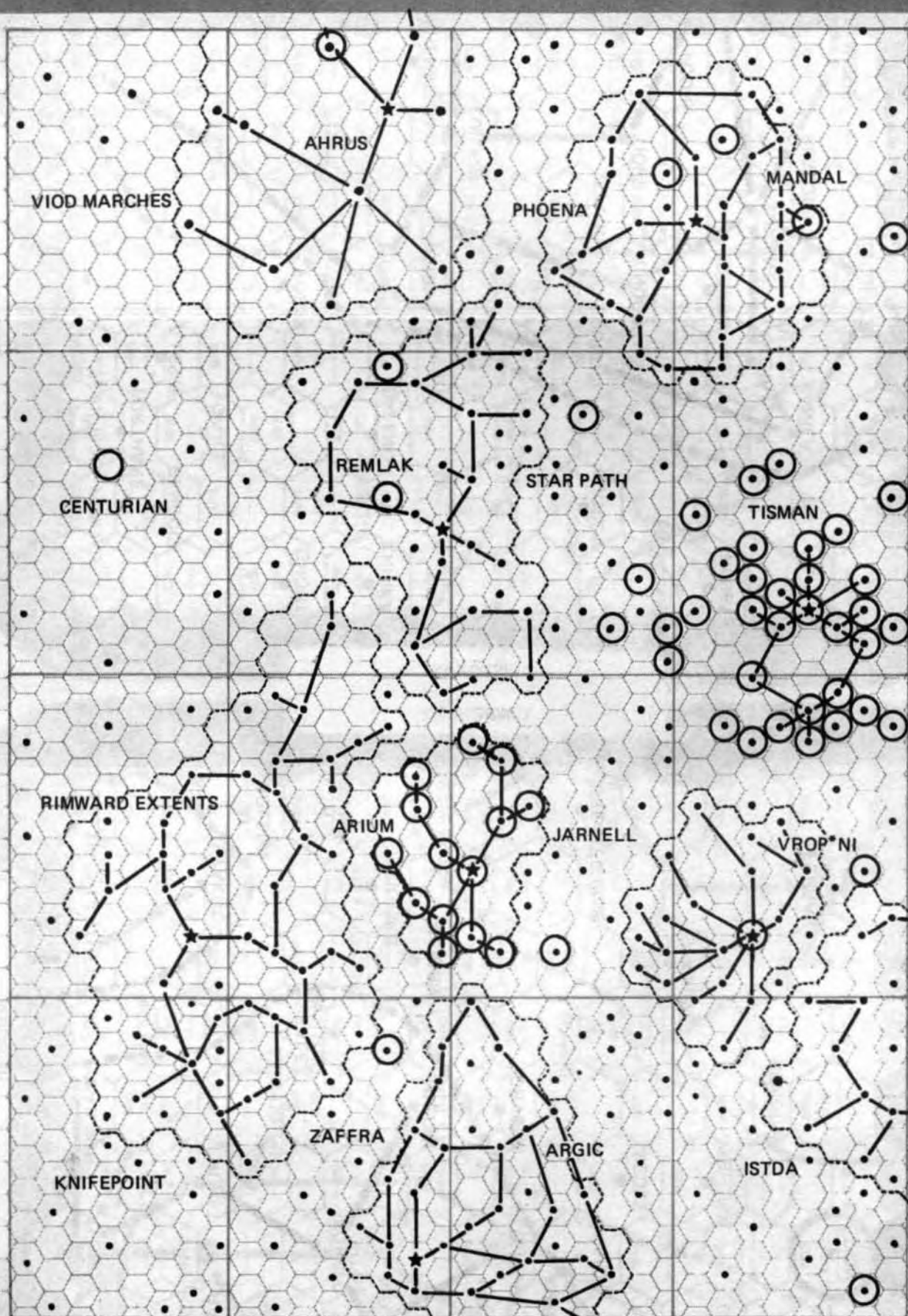
JARNELL



ISTDA

VROP*NI





NIRANG'S KEEP

by SCOTT FULTON

CITY STATE CAMPAIGN
INSTALLMENT



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Designed by Scott Fulton
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 Layout by Mark S. Holmer
 Interior Art by Ken Simpson
 Composing by Debye Pruitt



This Adventure
 Belongs To: _____



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Nirang's Keep

About five miles southeast of the village of Chim (Hex No. 2727, Campaign Map 11), a Dwarven market town, is a small castle owned by Nirang, a Cleric. Nirang was born 44 years ago to an unmarried peasant girl. To avoid embarrassment to the family, the child was sent to a monastery almost immediately. There, he learned the ways of a Cleric, and, from there, he went forth seeking adventure when he was twenty years old.

The man who returned five years later to the monastery was wiser and more experienced than the boy who left, as well as being a seasoned warrior. He intended to settle down in the monastery and spend the rest of his life there, but his superiors had other plans for him. He was chosen as a missionary; he was instructed to find a wild area in the south, civilize it, and convert the inhabitants to the "true faith." Therefore, 14 years ago, Nirang came to this area, built the small castle, and began working to civilize and convert the residents of the area around him. He has been only slightly successful on the first count and totally unsuccessful on the second. Nonetheless, he has made many friends in Chim and is content to live out his life here.

A group from Nirang's Keep generally comes about twice a week to trade at Chim. When the players arrive at Chim, they will find that a group of locals has gathered with the purpose of discovering why the party from Nirang's Keep has failed to arrive as usual for two full weeks. Foul play is feared, and the group of villagers will entreat the players to accompany them, saying that there is safety in numbers.

Judge's Note: A band of Orcs from the Screaming Hyena Jungle have captured the castle as the first move in a campaign to destroy Chim. These Orcs recently decided that they can no longer tolerate the presence of a whole village of nasty Dwarves on their flank.

As the party approaches the castle, they will hear shouting and yelling and see that the front gate of the castle is opened. They are likely to be able to approach the castle undetected because the Orcs have posted no guards, and, if they do, the following sight will meet their eyes. There are a total of 145 Orcs in the castle (rather more than most parties will be able to handle). If the party pulls back, however, there is a 90% chance that the Orcs will be ready for a fight when they return. For the sake of simplicity, all of the Orcs in this band are assumed to have 9 HTK except for the Leaders and assistants, who have 18 HTK. The Chief and his bodyguard are HIT 003, armored as though in Chainmail, and have 27 HTK.

A. Courtyard (130' x 100')

This large, open area has a floor of dirt. Wooden sidewalks line the perimeter of the area, and the area just beyond the gate is paved with stone. This stone extends to the inner edge of the storage rooms. The gates here are large, wooden affairs 8' thick, 12' tall, and about 7½' wide. They originally operated on metal pins in the tops and bottoms. They now lie shattered and somewhat charred on the stone-paved entrance to the courtyard.

If the party manages to sneak up on the castle, they will hear yelling and laughter, and there is a 10% chance that a round object will come bouncing through the gate followed by an Orc who, if he does not see the party, will pick up the round object and run back through the gate with it. The Orc will spot the party on a 1 or 2 on 1D20. Upon peering through the open gate or otherwise inspecting the courtyard, the party will see a mass of Orcs playing a game similar to soccer. There are, in fact, 50 Orcs involved (CLS FTR, ALN LEA, ARM 040, AGL 117, HTK 009, WPN 000), and their "ball" is a severed head. The courtyard is a sea of mud, and the head will be unrecognizable. The Orcs may also be unrecognizable, at first, for they are covered with mud and are slipping and sliding as they run. None of these Orcs are carrying weapons; their weapons are stacked on the sidewalk. Also on the sidewalk are the rest of the Orc band (6 - 36), watching, and yelling advice. This gives the party an excellent chance for attacking by surprise, quickly causing great damage to the Orc group. If the party does attack, the Orcs will be scrambling about trying to retrieve their weapons and, since there is no cover, will probably start making an undisciplined charge quite quickly. Their morale will be greatly lowered by their situation, and, if they start taking casualties or their Leader is killed, they are likely to fall apart as a fighting unit and surrender. If this surrender is not accepted, they will take up the fight again but, this time, at +1 due to desperation. In a siege situation, this area will be deserted. However, there will still be a pile of 31 Longswords, 48 Hand Axes, and 9 Shortswords in a corner of the courtyard.

B. Great Hall (110' x 50')

This large room has an arched and buttressed ceiling which slants to the level of the parapets on its back wall. Inside, along the exterior wall, are seven 20' long tables, each 5' wide and flanked by benches to provide seating. There are bedrolls everywhere because this room now serves as sleeping quarters for 60 Orcs, 2 Orcish officers, and 6 Orcish subalterns. These Leaders and Subleaders are normal in most respects, but all have HP 008 and are larger and stronger than the rest of their group. Much of the north wall of the room has been painted brownish-red, and a skull has been drawn on it in black. The red, of course, is blood, and the black is charcoal. This black skull on a background of dried blood is a motif that is repeated in many places in the castle now and represents the banner of the Orcs, who are called the Black Skull Tribe.

C. Kitchen (50' x 50')

Another 30 Orcs live here along with an officer and three assistants. Once again, bedrolls are strewn all over the floor. Lying atop a table is a small box. This is a Dwarven Jack-in-the-Box which was picked up by one of the Orcs during a raid. The poor fellow is still trying to figure it out. It is just as well that he has not succeeded as yet because, if he had, he would surely have smashed it to bits when the Jack jumped out at him. The room also still contains its pots, pans, and kitchen utensils including Knives. One of the tables has been set on end, and a target has been crudely carved into it. Most of the kitchen Knives are stuck in this table as though it had been used for some sort of Knife-throwing contest. Although the Knives are in the table, few of them are actually in the target. In fact, three lie broken beside the table, and marks in the wall behind the table indicate where the poorly-thrown Knives struck. There is also a Cleaver stuck on a ceiling beam near the center of the room.

D. Stable (30' x 30')

This is a relatively small area intended to hold only a few horses. The only horse occupying it at present lies dead and butchered near the entrance. The stalls and tackroom are all stacked with bodies, both of Orcs and of Humans. All of the bodies have been stripped of money and weapons, but some still wear armor. Needless to say, the room smells putrid; the weather is warm, and the bodies have lain there for at least three days. Due to the fact that the door has been left closed, there are only a few flies, but anyone trying to do anything with the bodies will have to contend with a flock of rats and mice as well as the inevitable horde of maggots.

The tackroom contains the complete equipment for three horses, as well as grooming equipment, besides its contingent of corpses. There is also a box in the room which contains 3 sets of horse shoes, 27 horseshoe nails, and a hammer.

E. Barrack (100' x 30')

This long, narrow room contains 23 sets of bunk beds in which part of the garrison slept. It has been commandeered by a group of 30 Orcs with a leader and his three assistants. One of these Orcs lies across the bed where he died after he choked on a bone. Since their stay was only meant to be temporary, his fellows did not bother to move the body. One of the sets of bunk beds lies where it collapsed after 20 Orcs climbed on it in a fight over property rights. There is blood on the mattress atop the pile of broken pieces of bed. A trapdoor in the roof leads to the parapets.

F. Storage (70' x 30')

This room was intended for storage of food for use in a siege. The floor is now covered with a soggy amalgam of wine and flour. Most of the boxes and barrels have been smashed. Most of the food was eaten, however, and not wasted. The soggy mess represents the spillage. Mice and rats are feasting in this room.

G. Storage (70' x 30')

Items stored here were intended for everyday use. They include bolts of cloth and tanned hides, tools for making chainmail, a small spool of wire, several hundred wooden pegs, a barrel of vegetable oil, a barrel of animal fat, three new barrels filled with water, and other such paraphernalia. Some of this is thrown about, but it has generally been ignored by the Orcs.

H. Barrack (100' x 30')

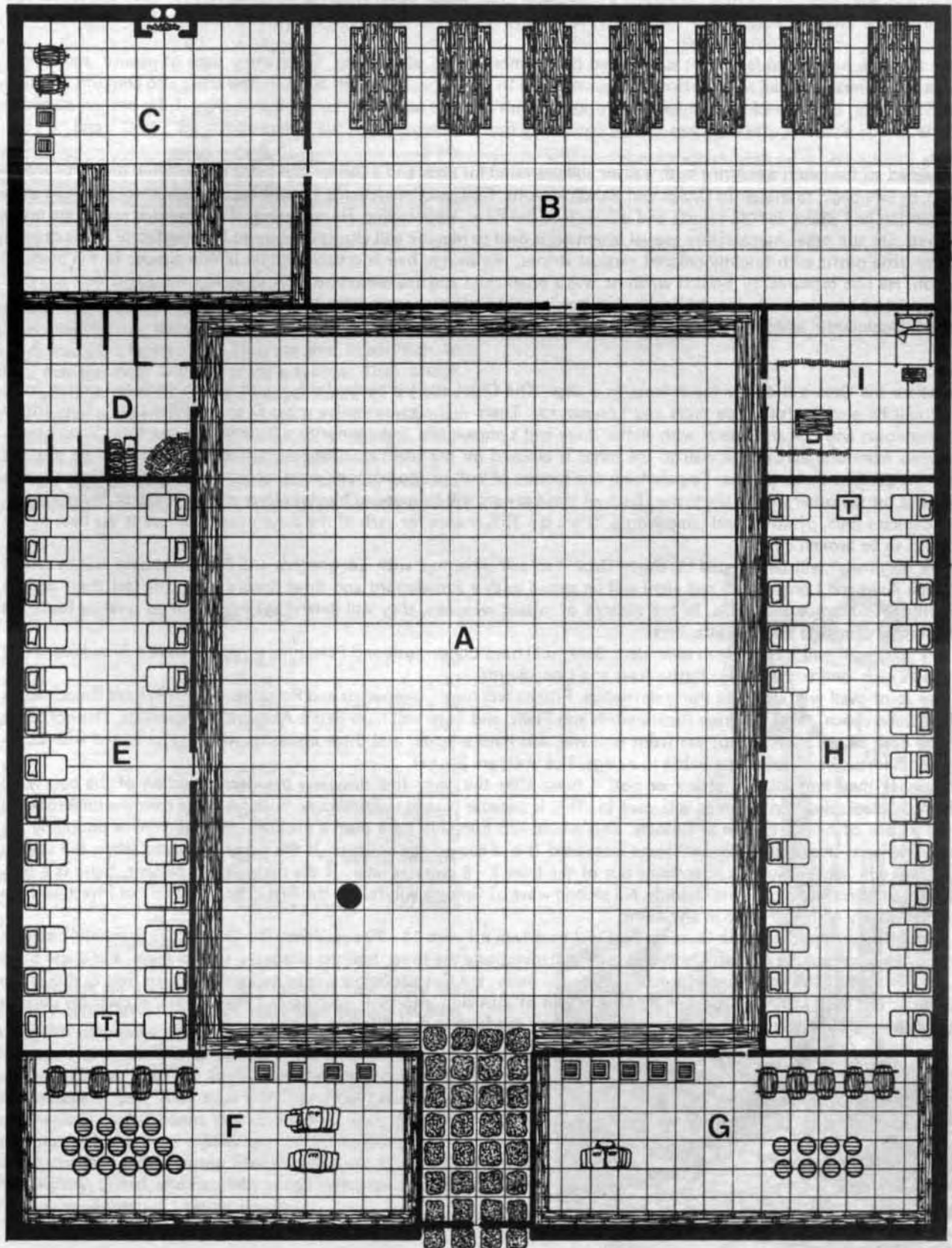
In layout, this room is similar to Room E, having 23 bunks and a trapdoor in the ceiling. It presently serves as a prison for 38 men, 8 women, and 18 children. Most of the men are wounded, some quite badly, and the women are doing their best to comfort them as well as the children. The young ones sit sobbing and shivering and will cringe from any Orc who enters as well as from anyone with a Charisma of less than 8. When first incarcerated here, they were crying loudly and, in consequence, were badly beaten by the Orcs. The adults, of course, remonstrated, and many of the prisoners, including the women, bear the marks of that altercation. In fact, several women and children were killed along with their males. Their bodies lie in the corner where the Orcs threw them. All of the prisoners are bound hand and foot, and those who managed to free themselves have been discovered in frequent checks, beaten, and tied even more tightly. None of the prisoners have been fed in three days.

One of the prisoners is Nirang, who is grievously injured and near death. He lies on a bunk beneath a blanket, unconscious and feverish. The only reason that he is still alive is that the Orcs do not realize that he is the commander. Nirang is 5' 6" tall and weighs 197 lbs. He has red hair and a red moustache that is so long that its ends droop below his chin. His skin is deeply tanned from his years of adventuring, and his eyes are blue. He has a moon-shaped birthmark on the back of his left hand, which is an hereditary mark shared by all the males of his family. He was told this by his Abbot; therefore, on first meeting any man, he carefully examines the back of the individual's left hand. He is not always as unobtrusive about this scrutiny as he thinks.

The weapon Nirang uses in battle is a Hercules Club; it is a wooden Club with an iron-shod, knobbed head. It is nearly 4' long and can be used either one-handed, doing 1 - 10 points of damage, or 2-handed, doing 1 - 12 points of damage. This is quite useful to Nirang; he is ambidextrous, so opponents never know from where his next attack will come.

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	NGA	051	025	DMC	083	139	105	120	136	097	122	146	135	115	111	119	IHC

NIRANG'S KEEP



1 Square = 5 feet

I. Nirang's Quarters (30' x 30')

This room has been taken over by Budich, the Orcish chief, and his 12 bodyguards. They also guard the banner which is hung on one of the walls. The four-poster bed is now badly scarred from having been used as the "opponent" in sword practice, and the finely-carved chair that stood behind the desk has been smashed for kindling. The inkwell has been tipped over, and the ink has spilled over the papers on the desk, including a *Protection From Magic* scroll which is now unreadable. The ink has also run down the side of the desk and stained the woven rug below. An inky handprint is on the desk, and the bedsheets also hold inkstains.

At the base of the bed is a chest surrounded by a jumbled mass of clothing. These show signs of misuse, and several pieces are torn. The chest itself is not locked and contains 7,414 CP and a gem worth 300 GP. The chest also contains a Potion of Fire Resistance, a Potion of Clairvoyance, a Potion of Fish Control, and a Potion of Invisibility. If, by chance, someone knows the Orcish alphabet, the markings on the containers can be recognized as the letters "FR", "C", "FC", and "I", respectively.

Chained to the bed is a Halfling with a silver collar around his neck and a copper cup in his hand. When the party enters the room, he will begin to chatter in Orcish and do somersaults, flips, and handstands. He will become disconsolate if not soon given attention and praise for his efforts and will sink to the floor, whimpering. He will cringe if any sudden moves are made toward him. On the other hand, if any special attention is paid to him, he will cling piteously to his benefactor. He is dressed in a grimy little outfit with brightly-colored vertical stripes. His stringy hair is greasy, and he is thin almost to the point of emaciation. He was captured by Budich when he was a small child and has been raised almost as an animal and kept as a pet. He has picked up a basic vocabulary of Orcish, but has learned little else aside from his several tricks. He knows no Halfling. His name is Huckmudir, which means "happy" in Orcish.

Parapets

This is where the Orcs will gather for defense in a siege. The Chief and his twelve bodyguards will be stationed on the front wall. All will be armed with Battle Axes and Longswords. There will also be twelve other Orcs with the Chief, four armed with Longswords and Polearms, four with Battle Axes and Longswords, and four with a Broadsword and three Spears each.

Access from one part of the wall to the other is blocked by the towers, which are reached by an enclosed set of stairs up from the parapet on both sides. To pass from one section of wall to another, one must ascend one of these flights of stairs and descend on the other side of the tower. Each of these towers will be manned by eight Orcs who have either Shortbows or Light Crossbows (50% of either) and Longswords. There is a 35% chance for each of the stout wooden doors at the base of the tower stairs to be broken down.

The north wall will be manned by thirty Orcs. Ten will be armed with Longswords and Polearms; nine will be armed with Battle Axes and Longswords, and eight will be armed with a Broadsword and three Spears each. The last three will be armed with Broadwords and Flails. In the absence of missile weapons, they will defend against assault by levering loose the wall stones and dropping them on attackers.

The west wall will have sixteen defenders. Seven will have Longswords and Polearms; seven will have a Broadsword and three Spears each, and two will have Battle Axes and Longswords.

The south wall will also have thirty defenders. Fifteen will have Longswords and Polearms, eight will have Broadwords and three Spears each, three will have Broadwords and Flails, and three will have Battle Axes and Longswords. The northeast tower and each of the walls except the front wall will also have a leader and three assistants who will be armed with Longswords and Shortbows directing the battle in a siege. The walls are 20' tall.

Whether they immediately attack or not, 1 hour after the party first discovers the Orcs, a section of the courtyard marked by a black circle on the map will cave in. This is because Nirang unknowingly built his Keep over the underground home of a race of beings known as Guloids. This would not normally have been a problem, but the violent pounding the ground underwent during the "soccer" game weakened it and caused the collapse. If the party is present when the cave-in occurs, they will see 17 Guloids scrambling out of the hole 1 - 6 minutes later. If the party is not present, there is a 90% chance that the Orcs will defeat the Guloids. No second wave of Guloids will follow the first. The Orcs will not investigate the hole, but the party is free to do so in any event.

If the Orcs do not defeat the Guloids, they will be driven off with 11 - 30 casualties. The Guloids are then 90% likely to return to their underground domain. Otherwise, they will investigate the Keep, find the prisoners, release them, and chase them away. In any case, if the hole is later investigated by the party, the Guloids below will be going about their lives as though no cave-in occurred. They will react aggressively to any sign of intrusion into their caverns, but they are not excessively curious about the above-ground world and will not seek to explore any further than Nirang's Keep.

Orcs

NAP: 1 - 20	NIL: 20 - 200
HIT: 001	HTK: 1D6
NOA: 001	DPA: 1 - 4
SPD: 90'	AGL: 165
FOD: Anything	SIZ: 6'
ALN: LEX	ARM: 040
PF%: 20	PY%: 10
INT: 082	GES: 7 months
GRP: Band	CLS: FTR
PSY: 092	MRT: 15%
SPA: None	WPN: Any
RAD: 25%	POR: 25%
LIF: 60 yrs.	TEI: Any

Orcs are a thoroughly nasty type of humanoid that generally seems to hate all other life forms. They appear to be built for fighting because they are naturally armored as though wearing a leather jack. They are able, in addition, to inflict damage even without made weapons. They attack once each turn with each taloned hand, doing 1 - 4 points of damage with each. If both arm strikes hit, they may also attempt to bite for a further 1 - 4 points of damage. They can move 90' in a minute and average about 5' in height. They are capable of wearing armor and carrying weapons, and, although not very bright, can be quite sly and crafty.

Guloids

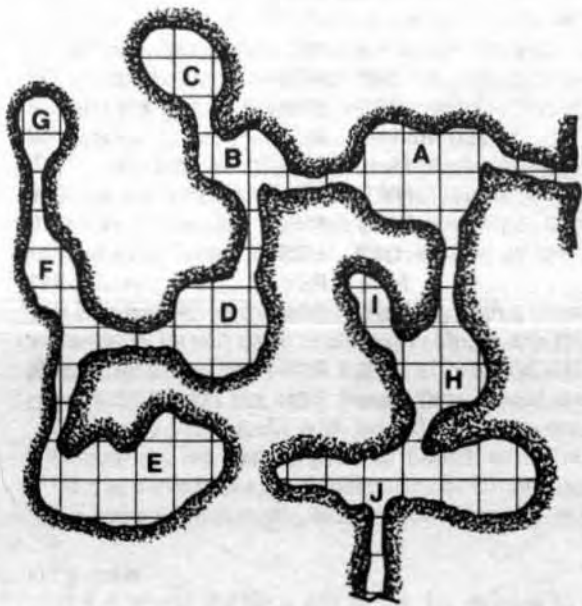
NAP: 1 - 4	NIL: 1 - 100
HIT: 005	HTK: 12D6
NOA: 003	DPA: 1 - 8/1 - 8/1 - 12
SPD: 150'	AGL: 146
FOD: Meat	SIZ: 5'
ALN: NXA	ARM: 020
PF%: 040	PY%: 020
INT: 101	GES: 11 months
GRP: Pack	PSY: 113
MRT: 15%	SPA: +2 due to ferocity
WPN: Claws & Teeth	RAD: 20%
POR: 20%	LIF: 200 years
TEI: Forests, Underground	

Guloids are a very rare, very reclusive race. They are generally considered to be little more than legends because those who encounter them often don't live to tell the tale. They are also known as Wolverine Men, and the name is very appropriate. They are furry, with claws and fangs, and they average 5' tall. They have 5 HIT and fight with a +2 (non-magical) to hit bonus due to ferocity. They are very bad tempered and have a 90% chance of attacking under normal circumstances. Young Guloids will have 1 - 4 HIT. Their Agility, Speed, and naturally tough hide protect them as if they were wearing Leather armor.

Wolverine

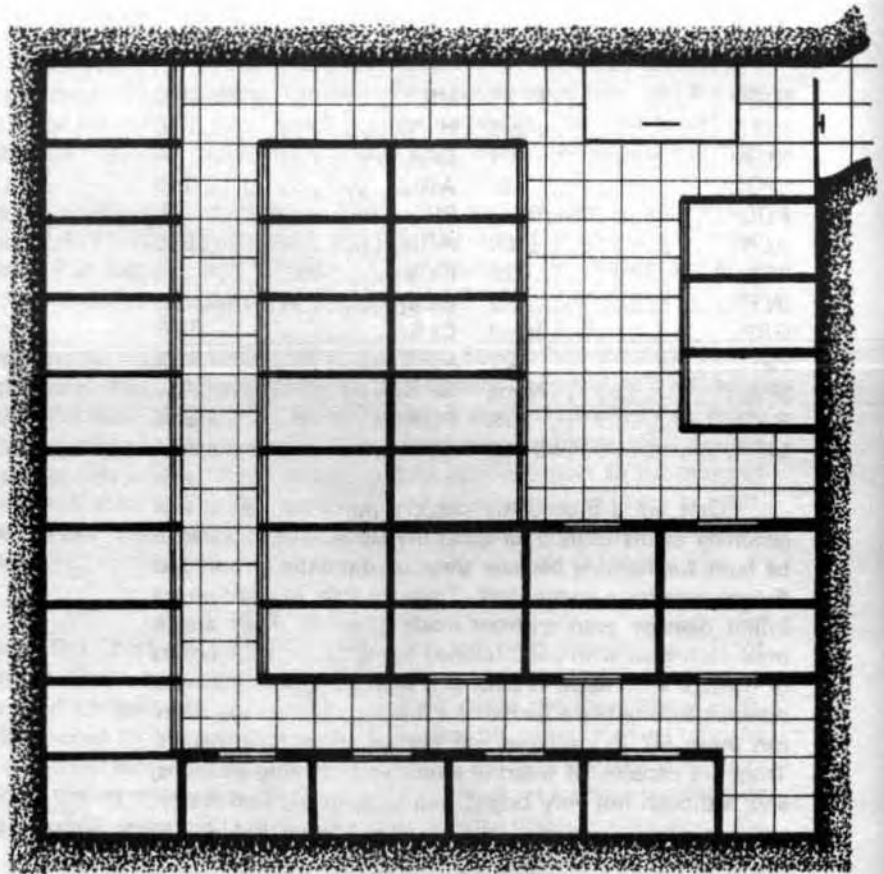
NAP: 1 - 3	NIL: 1 - 10
HIT: 002	HTK: 2D6
NOA: 003	DPA: 1 - 4/1 - 4/1 - 6
SPD: 150'/minute	AGL: 168
FOD: Meat	SIZ: 2'
ALN: NXX	ARM: 050
PF%: 45	PY%: 10
INT: 042	GES: 3 months
GRP: Pack	PSY: 041
MRT: 25%	SPA: Fights as 3 HIT creature
WPN: Teeth	
RAD: 30%	POR: 30%
LIF: 80 years	TEI: Forests





UPPER LEVEL

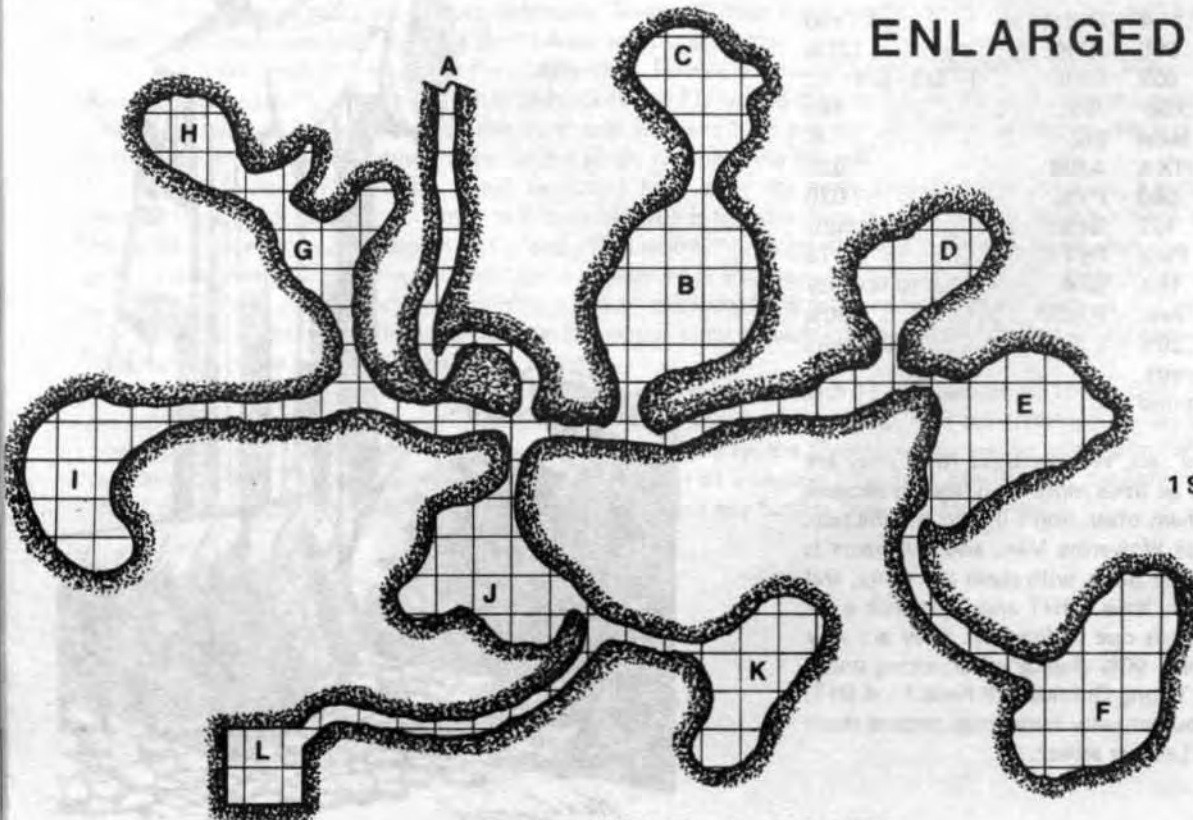
1 Square = 20 feet



ROOM L

1 Square = 2 feet

ENLARGED VIEW



1 Square = 20 feet

LOWER LEVEL

Guloid Caverns

A. Guardroom

This room was formerly the only possible way to get to the rest of the cavern complex. Now, of course, this is no longer true, but the Guloids have not stopped to think about that yet. Like all of the rooms in the complex, this one has dirt floors and is irregularly shaped. It is approximately 40' NS by 60' EW, with openings leading east, west, and south. There are 9 Guloids in the room. Six of them are male and are armed with iron-headed Spears. They are ALN NXA, HIT 005, ARM 030, AGL 146, HTK 30, 27, 24, 18, 16, 12, NOA 003, DPA 1 - 8/1 - 8/1 - 12. There are also 2 females with 23 and 11 HTK and a young male with 1 HIT and 6 HTK. All are protected by their tough hides as with Leather armor.

Three of the males are on their knees playing a dice game while another sits with his back to the wall, fast asleep. The other two males stand arguing with the two females. One of the females holds the young male who is struggling to get down so he can go explore.

The passage heading east is the entrance tunnel to the complex. It is quite long and exits in a protected spot on the other side of a hill from Nirang's Keep.

B.

This room is about 20' NS by 40' EW and is occupied by two Guloids. They live mainly in the northeast corner of the room because much of the rest of the area is a thoroughfare for the other Guloids going about their business. The pair living here are a male and a female, ALN NXA, HIT 005, ARM 020, AGL 146, HTK 023, 026, NOA 003, DPA 1 - 8/1 - 8/1 - 12. The female is napping while the male absorbs himself in playing with a pile of 9 rocks of no evident value. He is able to throw them quite accurately. Both male and female are protected as by Leather armor with their tough hides.

C.

This room is about 40' in diameter and is home to two male Guloids, ALN NXA, HIT 005, ARM 020, AGL 146, HTK 023, 022, NOA 003, DPA 1 - 8/1 - 8/1 - 12. Its occupants are presently in a loud discussion which seems to be over the possession of a Bipennis, a double-bladed Axe. A Bipennis is 2' 7" long (0.8 meters) and weighs 6 lbs. 3 oz. (2.8 kg). It does 2 - 18 points of damage.

One of the Guloids wears a makeshift Helm consisting of the top of a deer skull tied by bands of deerhide to his head. Upon sighting the party, the Guloids will attack; the one with the deerskull Helm will seek to butt with the antlers still attached to his Helm. If they hit, they will do 1 - 6 points of damage. The other Guloid will attack with the Bipennis. Both are protected as if they wore Leather armor by their tough hides.

D.

This is another living area, but it is empty and with good reason. Along one side of this 40' square room is a large pile of dirt and stones leading up to the roof. This, of course, is the cave-in leading down from the courtyard of Nirang's Keep. The hole in the ceiling is about 10' wide and 15' above the player's heads.

E.

This room is also currently uninhabited by Guloids and is used as a storage room. In it are the carcasses of three deer, a bear, a moose, and a badger. They are not preserved and smell putrid. The only living thing of visible size in the room is a Wolverine which is busily tearing into one of the deer carcasses. Wolverines have only two HIT but fight as though they had three. They move 150' per minute and attack once per round, doing 1 - 8 points of damage. This Wolverine has 8 HTK. Its size and speed protect it as though it wore Chainmail.

F.

This room is about 40' NS by 20' EW and has a very narrow opening at its north end. It is inhabited by two male Guloids and two females. They are ALN NXA, HIT 005, ARM 020, AGL 146, HTK 018, 017, 024, 017, NOA 003, DPA 1 - 8/1 - 8/1 - 12. One of the males lies on the floor nursing a fine set of claw marks on his nose while the other growls at him. The females are between them as though trying to prevent a fight. All are protected by their tough hides as though they wore Leather armor.

G.

This little, 20' diameter room is presently unoccupied although the presence of a large pile of dried plant matter indicates that it serves as living quarters for at least one Guloid.

H. (40' x 40')

There are seven Guloids in this room, three males and four females. They are ALN NXA, HIT 005, ARM 020, AGL 146, HTK 027, 020, 019, 029, 020, 018, 014, NOA 003, DPA 1 - 8/1 - 8/1 - 12. Two of the males are involved in a semi-friendly wrestling match while three of the females look on and jeer at their every fumble. The other male and female are involved in a more serious fight on the other side of the room. Note that, although neither of the fights is likely to result in more than minor injuries, to a non-Guloid, they would appear to be the culmination of an age-old blood feud. The Guloids are not likely to be hurt because of their tough, leather-like hides.

I.

Two male Guloids, ALN NXA, HIT 005, ARM 020, AGL 146, HTK 030, 019, NOA 003, DPA 1 - 8/1 - 8/1 - 12, will emerge from this room at approximately the same time that the party makes a move to enter. Because their encounter with the party is precipitous, it will appear to be an all-out attack upon the party, but, in fact, they simply want to join the wrestling match. The room from which the Guloids emerge is about 20' NS by 10' EW. It contains two piles of dried grass. One pile has the splintered bones of a squirrel lying nearby, and the other has a crude wooden club protruding from the middle of it.

J.

This room offers a rare sight: two Guloids working peacefully and harmoniously together. They are ALN NXA, HIT 005, ARM 020, AGL 146, HTK 021, 010, NOA 003, DPA 1 - 8/1 - 8/1 - 12. For reasons known only to themselves, they are attempting to dig a stone out of the west wall of the room. The end of the rock on which they are digging is about 3' square. The room is about 20' NS by 80' EW. In the center of the south wall is a tunnel which slants sharply down and curves sharply to the east. This leads to the second level of the caverns.

Second Level

A.

This tunnel leads down from the first level. It is about 120' long and has an average slope of 15%. Immediately after the first curve, the walls become solid rock. The rock walls are very smooth, but there is no evidence that they are anything but natural. There are certainly no chisel marks to be seen.

B.

This is probably the biggest room in the complex at 80' in diameter. On the east side of the room is a raised spot on the floor which appears quite out of place. The rest of the floor is relatively flat, and this raised section protrudes abruptly from the surface of the floor and is quite flat on top. However, there is no indication that the stone has been artificially worked. The room is presently occupied by two male Guloids, two female Guloids, and a HIT 004 male child with HTK 016. The adults are ALN NXA, HIT 005, ARM 020, AGL 146, HTK 028, 023, 027, 024. The two males are playing catch with a rock and are stationed about 30' apart. They are throwing the rock with great speed and are growling at one another. Generally, the rock is caught, but missing it or even getting smacked in the face with it does not seem to bother the contestants much; they simply retrieve the rock and hurl it back.

The two females, in the meantime, are showing the younger male some tricks of fighting, and he is looking rather battered; Guloids are not gentle teachers. Their teaching consists of attacking him, bowling him over, and then stopping just as they are in position to disembowel him or rip out his throat. Like all of the rooms on this level, the ceiling is 12' high. There are also three Wolverines in the room. They are ALN NXX, HIT 002, ARM 050, AGL 168, HTK 012, 011, 010, NOA 003, DPA 1 - 4/1 - 4/1 - 6.

C.

This room contains three males and two females. All five are asleep in one huddled mass on a pile of dried grass in the center of the approximately 60' NS by 40' EW room. They are ALN NXA, HIT 005, ARM 020, AGL 146, HTK 024, 019, 016, 030, 018, NOA 003, DPA 1 - 8/1 - 8/1 - 12.

D.

This room is 80' long from northeast to southwest, 35' wide, and is positioned diagonally on the compass. Nearest the party, a female, ALN NNX, HIT 005, ARM 020, AGL 146, HTK 022, NOA 003, DPA 1 - 8/1 - 8/1 - 12, tries to get a young male, HIT 002, HTK 005, DPA 1 - 4/1 - 4/1 - 6, to eat a piece of meat torn from a nearby deer haunch. In the back of the room, another female, HTK 020, and an adult male, HTK 024, sit with their backs to each other, growling.

E. (40' x 75')

This large room has a living area in the east end. A male Guloid, ALN NXX, HIT 005, ARM 020, AGL 146, HTK 025, NOA 003, DPA 1 - 8/1 - 8/1 - 12, is engaged in a wrestling match with a younger male Guloid, ALN NXX, HIT 004, ARM 020, AGL 146, HTK 021, NOA 003, DPA 1 - 8/1 - 8/1 - 12. They are approximately in the center of the room. Three females, HTK 027, 022, 014, are sitting on the ground on the east side, gossiping.

F. (120' x 50')

In this diagonally-positioned room are piles of bones and refuse which fill half the room. The bones are picked clean, and many have been broken open to remove the marrow inside. A male and female Guloid, ALN NXA, HIT 005, ARM 020, AGL 146, HTK 012, 029, NOA 003, DPA 1 - 8/1 - 8/1 - 12, are rummaging through the bones. Occasionally, the male will experimentally swing a larger bone as though it were a club. If he attacks, he will use such a club. The female carries a sleeping Guloid child on her back.

G.

This room is about 40' square with a 20' square alcove to the northeast. In the alcove, fast asleep, is a male Guloid, ALN NXA, HIT 005, ARM 020, AGL 146, HTK 024, NOA 003, DPA 1 - 8/1 - 8/1 - 12. He will awaken on a 1 on 1D6.

H.

This room is about 40' square, and, by the back wall, a male Guloid, ALN NXA, HIT 005, ARM 020, AGL 146, HTK 028, NOA 003, DPA 1 - 8/1 - 8/1 - 12, sits rocking a female child who is crying vociferously. Beside the male Guloid is a 5' long Wolverine chewing on an animal bone. The Wolverine is ALN NXX, HIT 002, ARM 050, AGL 168, HTK 010, NOA 003, DPA 1 - 4/1 - 4/1 - 6.

I.

This room serves as the Guloid community hospital which, of course, means little more in this case than a place to put sick Guloids. Included among the sick are two male Guloids, ALN NXA, HIT 005, ARM 020, AGL 146, HTK 018, 029, DPA 1 - 8/1 - 8/1 - 12, and 3 females which have HTK 021, 021, and 014. **Judge's Note:** The HTK amounts given are what the creatures would normally have. While ill, the creatures fight as though Hit Dice and Hits to Kill were halved (round down).

Also in the room are a male Guloid, ALN NXA, HIT 005, ARM 020, AGL 146, HTK 018, NOA 003, DPA 1 - 8/1 - 8/1 - 12, and a female with HTK 021 who serve as the hospital staff. They know a little herb lore but really cannot do much more than to try to keep the sick as comfortable as possible and to help them to eat.

J.

This room is very irregularly shaped, but its main portion is about 50' NE to SW and 80' SE to NW. In the room are three male Guloids, ALN NXA, HIT 005, ARM 020, AGL 146, HTK 040, 040, 040, NOA 003, DPA 1 - 8/1 - 8/1 - 12, and seven females with 030, 023, 021, 020, 018, 014, and 016 HTK. Two of the females care for two male children. The males are the Chief's bodyguards and lieutenants. They protect and obey him, and the other Guloids obey them. Also in the room are four Wolverines, ALN NXX, HIT 002, ARM 050, AGL 168, HTK 012, 011, 008, 007, NOA 003, DPA 1 - 4/1 - 4/1 - 6.

K.

This is the Chief's chamber. It is about 100' from NE to SW and 35' from SE to NW. The only male inhabitant is the Chief of the Guloids, ALN NXA, HIT 006, ARM 020, AGL 146, HTK 036, NOA 003, DPA 1 - 8/1 - 8/1 - 12. Around his neck is a chain made of an unidentifiable metal from which hangs a thin rectangle about 2½" wide and 4" long. It appears completely smooth and featureless and is made of the same unidentifiable metal as the chain. The amulet will flex quite easily and, unless bent almost in half, will spring back into shape when released. If it is bent excessively, it has a 30% chance of breaking and a 60% chance of becoming permanently bent.

There are also six female Guloids in the room. They are ALN NXA, HIT 005, ARM 020, AGL 146, HTK 030, 025, 020, 020, 017, 014, NOA 003, DPA 1 - 8/1 - 8/1 - 12. Two male Guloid youths, HIT 004, HTK 021, 017, are playing with a small toy which resembles a Wolverine. Six Wolverines, ALN NXX, HIT 002, ARM 050, AGL 168, HTK 011, 010, 009, 008, 006, 004, are fighting over a bone which was tossed to them by one of the youths.

I.

After going down a long, narrow, winding passageway, the players will find themselves confronted by a shining silver door. It is 6' square with a 2' diameter wheel protruding from the center of it and a 2½" long slot above it. Anyone touching the door or the wheel will take 1 - 6 points of shock damage. This is negated if the Chief's amulet is placed in the slot. The amulet, of course, will not work if bent or broken. On the other hand, the slot looks just the right size in which to slide a Dagger or similar instrument. Anyone doing so will take 3 - 18 points of shock damage, but the door will then be deactivated. The door may then be opened by turning the wheel to the right 1½ times and pulling on it. Note that even a person immune to shock could not open the door before it is deactivated.

Beyond the door is a 40' square room which will be instantly recognizable as a crypt. The bodies laid here are on stone shelves stacked two high. The shelves and supports are made of 3' thick stone slabs of the same type of stone as that found in the caverns outside. The walls, floor, and ceiling, however, are of the same metal as the door. There are holes and scars in the floor that indicate that heavy objects were once bolted down in this room but have since been removed. All together, there are 100 bodies in the room. Almost all of them are adult Guloids, but there are some children.

5' from the door on the west wall is a block of the shiny, metallic material protruding into the room. It is 4' wide by 8' long and 4' tall and is actually an extension of the wall. It is featureless except for a slot in its outward face which is similar to the one in the door. If the Chief's amulet is inserted in the slot, the top will slide back. If a Dagger is put into the slot, the holder will take 1 - 6 points of shock damage. There will seem to be no other effect, but the lid can now be forced back into the wall.

Inside this box are 1,424 PP, 3,061 GP, 8,068 SP, a large Moonstone worth 550 GP, a giant piece of Rock Crystal worth 11 GP, a large Jacinth worth 1,000 GP, a Jasper worth 50 GP, a small Smoky Blue Quartz worth 45 GP, and a small red and brown Spinel worth 95 GP. Also in the box are an engraved gold goblet worth 1,500 GP, a silver goblet with four Topaz settings worth 300 GP, a silver armband with a single large Sapphire setting worth 500 GP, and an ivory statuette.

The statuette is about 6" tall and has yellowed with age. It shows a Guloid in what appears to be a full suit of Chainmail with heavy, hobnail boots, a backpack with a Javelin protruding from it, and a full visored Helm under one arm. It has had some type of black ink or paint rubbed on it. It is worth 500 GP.

Just beyond the box is a stack of copper ingots. These are 3" thick, 5" wide, and 12" long. There are 100 of them, each weighing 20 pounds and worth 1 GP. Atop the stack of copper ingots is a type of Mace known as a Pernet. This is 31" long and weighs 41 lbs. 6 oz. Such a weapon normally does 1 - 8 points of damage. This weapon, however, is magical and adds 3 points to the user's STR while he holds its handle and gives a +2 bonus to hit and a +1 bonus to damage. Additionally, each time an opponent is hit by it, he must roll CON or less on 1D20 or lose one Charisma point permanently.

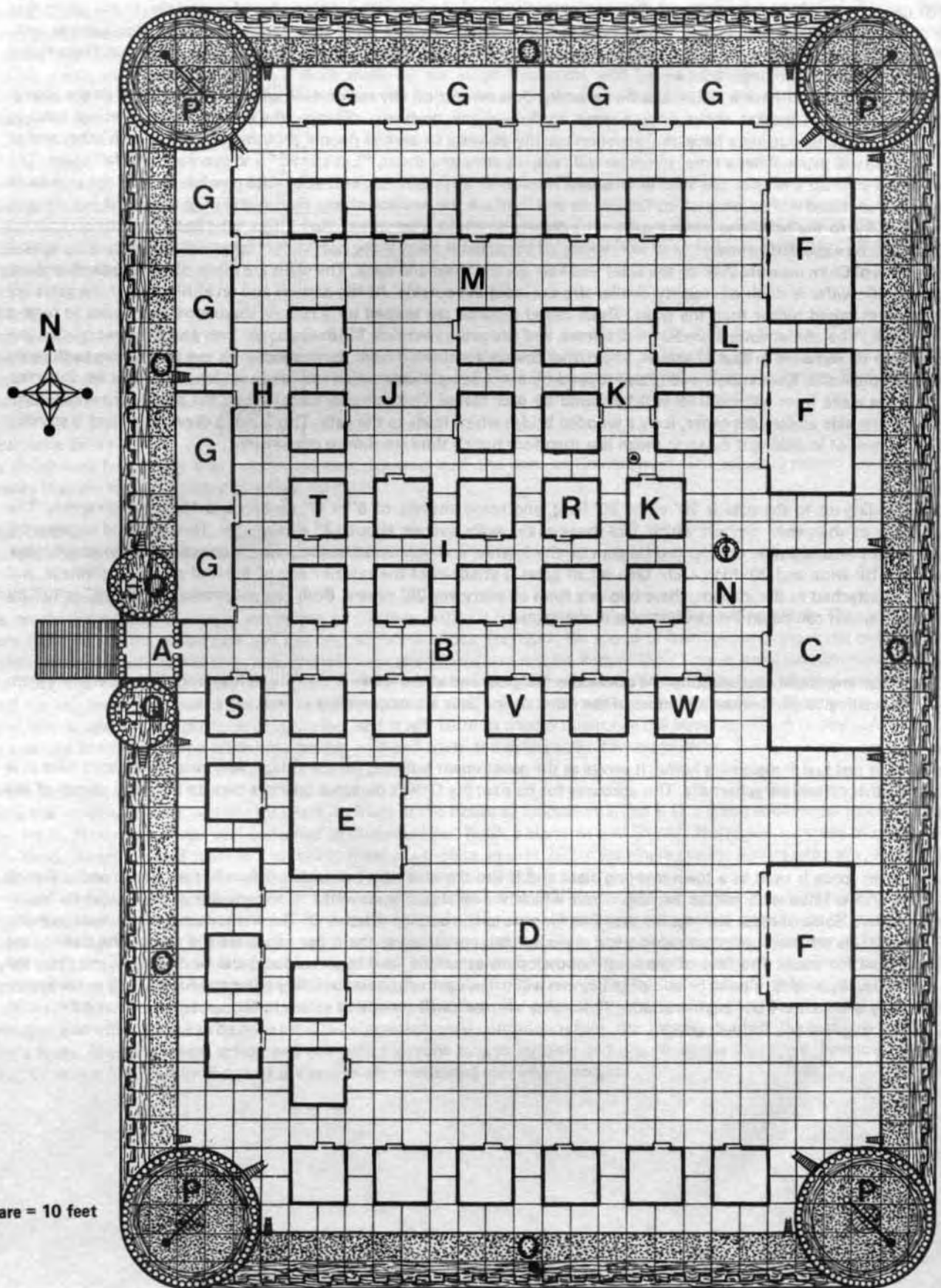
It cannot be seen because of the stone backs on the niches in which the bodies are placed, but there is something hidden behind the bodies on the south and east walls. Each vertical pair of niches on these walls is separate and can be moved out, but this will take 40 STR points. Behind the stone niches are other niches built into the walls. These are covered with what must be fire-hardened glass for, although it is fully transparent, it will resist a blow struck by the strongest person without any apparent damage. Repeated blows, however, will damage and eventually destroy the glass. In the niches are more Guloids who appear to be quite normal except that they are all over 6' tall and wear strange, metallic-looking clothing. It would be possible for a Human to wear this clothing, and, if one were to do so, it would give protection equal in every way to Ringmail although no more cumbersome than woolen garb. These larger Guloids also wear high-quality, hard-soled boots.

Above each glass-covered niche are two gems, one red and one green. There is only a 10% chance of prying one of these gems out of the wall, and, if this were done, it would be worth, at most, 5 GP as a novelty. An odd thing about these gems is that they seem to have copper roots which extend into the walls.

On the last 4' of the eastern wall is a panel which is covered with buttons, knobs, and levers as well as more of the strange gems in red, blue, yellow, and green. Exactly in the center of the panel is a large red button with a ring of red around it. If this button is pressed, every "gem" in the room will briefly flash and a bolt of lightning will come out of the ceiling above the panel and strike whoever pressed the button for 4D6 points of damage. The victim must also roll less than CON on 1D20 or die of shock. **Judge's Note:** This will happen only once; after that, nothing in the room will deliver a shock or be affected by the amulet.

Lying on the 3" wide ledge at the bottom of the panel is a light wand. This device is about 1" in diameter and 1' long. Its handle is made of metal, and the upper end is made of some kind of white jewel. When a lever on its side is slid upward, it glows with a greenish-white light which is obviously magical. It gives off light roughly equal to that of one torch and lasts for 10 - 100 hours. It glows quite steadily until it has only 10 hours of operation left; then it will begin to slowly dim. During its final two hours of operation, it flickers and gets steadily dimmer.

VILLAGE OF CHIM



1 Square = 10 feet

The Village of Chim

The coming of the Dwarves to Chim is a story lost even to legend. Most assume that they came by ship although the people of Chim are not known as seafarers. Others feel that they migrated by land, citing tales of mountains to the south that are part of the local folklore as evidence. Whatever their origins, Chim is now a fairly secure little enclave with an earthen wall, a relatively large militia to man it, and a market where merchants from far away lands come to buy coal from Dantell and furs, fruits, and spices from jungle tribesmen.

The people of Chim have a Chief, but he generally does not act on any major issue without the approval of the townsmen. They meet in the market about once a week to discuss any problems affecting the village. These meetings tend to resemble free-for-alls to outsiders because discussion usually consists of several people shouting at once at each other and at anyone else who will listen. After a time, someone will raise his arms and shout, "Let's vote!" and everyone will fall silent. The Chief will then step up and take the vote in whatever manner strikes his fancy. It is also quite possible that, in the middle of the discussion, someone will raise his hands for silence and then ask the opinion of any visitor who might be watching. All will listen respectfully to the reply and then return to the discussion without comment. Any visitor who has expressed an opinion on a matter will be expected to vote.

The walls of Chim measure 290' on the sides and 450' on the front and back. The walls are made of packed earth and are 15' high and 20' wide. A ditch of roughly similar size encircles the outside. At the corners and on either side of the gates are mounds of earth raised higher than the walls. These raised mounds are topped by a ring of sharpened tree trunks to form a palisaded tower. The corner towers are 50' in diameter, and the gate towers are 25' in diameter. Entry to the towers is by ladders which can be removed in case of attack. The corner towers are entered from the ground level, but the ladders to the gate towers are on the walls. The earthen wall is also topped by a wooden palisade which includes a walkway suitable for Dwarves. Steps up to the walls from ground level will be found by each tower. The only way to get across the ditch, other than clambering down one side and up the other, is by a wooden bridge which leads to the gate. This is not a drawbridge and is sturdily built. The chances of knocking it down in much less than four hour's time are slim to nonexistent.

A. Gates

The bridge leading up to the gate is 20' wide, 30' long, and made entirely of 6" x 6" timbers and 12' long iron spikes. The gates are made of sharpened timbers which, like those of the walls, average about 12" in diameter. They are held together by 6" square beams fastened near the top and bottom on the interior and connected to the walls by complicated wooden hinges. The gates are 10' wide and 20' high each. One set of gates is attached to the exterior side of the wall around the village, and another set is attached to the interior; these two sets form an entryway 20' square. Both sets are provided with a 6" x 12" by 15' long plank which can be set into iron staples in the gates.

B. Main Way

This is the most important road in Chim. At one end is the gate, and at the other is the Chief's house. Halfway between them is an opening leading to the market, and most of the other main roads intersect with it as well.

C. Chief's House

This building is not just Funglamir's home; it serves as the government building for the village. Any records are kept here as is treasure and other official paraphernalia. This accounts for its size; the Chief's personal quarters take up only one corner of the structure.

D. Market

This wide, open space is used as a town meeting place and is also the area where outsiders generally transact business. During the day, the area is filled with canvas awnings under which the locals sell their wares to one another and, at a slightly higher price, to outsiders. Some of these awnings are available for rent to the outside merchants. These merchants often come in pairs, and, while one sets up shop under an awning and waits for buyers to come, the other canvasses the rest of the stalls to see what is available for trade. The first of the local booths opens at sunrise, and business continues until dark. Even then, the square is not usually empty; a band or two of tribesmen will often camp out here, building a fire and luxuriating in the knowledge that they are secure from animal attack. There may also be small groups of sailors loitering here as well as others who have remained to guard any leftover goods.

E. The Golden Anvil Inn

Because it is almost the only place within 20 miles in any direction that sells food and drink and provides lodgings, the Golden Anvil could charge nearly any price for its goods and services and get it, but Smech, the proprietor, knows that, if he tried this with the locals, they would cheerfully lynch him. Thus, the prices he charges the locals are reasonable, and those for outsiders are not overly high. The food and drink are of good quality. The sea merchants make sure of this; they bring most of it in and are aware that they will probably have to eat it. Smech, of course, has no trouble affording it. For a slightly higher price, one can have a mug of Cobra milk. This is a drink made by the jungle tribesmen, who have a crude distillation apparatus. Cobra milk is also useful for removing corrosion from metal. This is the only two-story building in town and has sleeping quarters upstairs.

F. Warehouses

There are three of these buildings. Each is 50' long and 30' wide with two 5' wooden doors in the center of the long wall. The buildings are made of mud and wattle construction like the rest of the buildings in town. They are completely open like a barn on the inside and are available for rent to anyone in need of storage space. They are usually rented by outside merchants for the storage of their goods for a short while, but some space is occupied by goods belonging to local merchants. Rental is 2 SP per square foot monthly.

G. Barracks

These buildings are 20' wide and 40' long with a door at either end and abutting the city wall on the rear. They are located along the north wall and the northern half of the west wall. They were intended as quarters for a standing army, but the "army" of Chim is a militia, and most of them are married, so the buildings serve more as bachelors' quarters. Each barrack is built to house ten men, but, in practice, only an average of four or five men occupy any one building.

H. Barracks Street

This street runs from Main Way northward near the west wall and ends at Court Street. The street is named for the row of barracks that are nearly the only buildings facing it.

I. Wall Street

This roadway runs from Barracks Street to Well Square.

J. Forgers' Square

It is nearly impossible to have a settlement of Dwarves without having some blacksmithing taking place. This open area is where the local smiths congregate. All day and sometimes into the night, the sound of hammers striking metal can be heard. As they work, the smiths will sing, talk, and compare techniques and results. Part of their time is spent on common items like nails, pots, and buckles, but they also find time to work on weapons. There is a 10% chance that any desired weapon can be found for sale here. The chance for finding weapons usable by Dwarves, such as Axes, Shortswords, or Spearheads, is 30%. Of course, any weapon can be made on commission, and it will be of as good a quality as the buyer is willing to pay for. There are also a couple of jewellers who work here casting gold and silver and doing other fine metalwork.

K. Holy Square

This is the religious center of the city. Here, in front of the house of Ghouti (marked K1) is a statue of Hexainaber, the local deity. He is, of course, a Dwarf and is clothed in Chainmail and holds a Hammer and Shield. The statue is carved of granite and is life-sized. Where it came from is a mystery; there is no place in over 200 miles where granite occurs naturally, and no one remembers a time when the statue did not stand in its present location.

The myths depict Hexainaber as a fairly easygoing fellow who will accept almost anything as sacrifice and does not demand extreme devotion or self-denial. He is rather chauvinistic and will not generally accept the service of non-Dwarves. Religious services are held once a week, but the average citizen attends them only once a month. Of course, private prayers may be said at any time. There is a bowl in front of the idol into which the seeker is supposed to drop an offering. If anything is removed from the bowl by anyone except Ghouti, the responsible person will be hit by a bolt of lightning for one point of damage each round until that person returns to the bowl more than was originally removed. This damage will occur despite any protection and will continue to be done until the aforementioned condition is met, the Thief is dead, or the statue is destroyed.

Judge's Note: This is a divine action and will affect anyone except another god despite magic resistance, immunity to electricity, or even a full *Wish* until one of the previously mentioned conditions occurs.

L. Market Street

This street runs from the market nearly to the north wall and connects it with the two warehouses on the other side of the Chief's quarters.

M. Square Street

This street runs on the north side of the village and extends from Barracks Street to Market Street.

N. Well Square

This area is directly in front of the Chief's house and to its right. The reason it is so named is obvious; the communal well is located here. This is a popular meeting place for the females of the village, and there is usually a group of 2 - 12 of them here. It is especially popular among the unmarried girls who like to get together here to discuss passing males and flirt outrageously from the safety of a group. The well itself is about 8' in diameter with a 2' thick and 3' high stone wall around it. A pair of hinged doors have been designed to cover it, and there is a small hole in the center to accommodate the rope. The surface of the water is about 40' below the ground, and no one remembers how much deeper the well descends. There is evidence that, at one time, the water was at least 10' higher than it is now, but no one remembers the well ever being short of water. The shaft of the crank is 6" in diameter and has about 100' of rope on it. At the end of the rope is an oaken bucket which holds about 1 gallon of water. There is a dipper tied to one of the braces of the crank. This can be used for getting a drink after pulling up a bucket of water.

O. Walls

These are the walls of the city. For details, see the introduction to the Village of Chim.

P. Corner Towers

The size and construction of these structures is mentioned in the introduction. Like the main walls, the towers have walkways near the top which allow the Dwarves to fight over them. In the center of the tower, set so it can be turned to face any direction, is a Catapult. The rocks to be used as ammunition are piled around the edge of the tower. Each of these Catapults requires at least three people to operate it. If the Catapult breaks or is otherwise unusable, the stones can be dropped on attackers attempting to scale the walls. In fact, this is recommended any time the walls are being assaulted because the Ballista has a blind spot close to the wall. The area below the platform is reached by a trapdoor and ladder. In it are stored more stones for the Catapult as well as two Bows and 1,000 Arrows. Arrow slits are provided to the outer walls to allow defensive fire. There is also provision for blocking these if so desired.

Q. Gate Towers

These towers not only have walkways, they also each have a full wooden platform on which is stationed a Ballista. Two men are required for its operation, and ten Bolts are stored on the platform for use in it. The machine is wheeled to the wall, fired, and wheeled back out of sight for reloading. There is a trapdoor in the platform which leads down to the enclosed area below. There are Arrow slits in this area which look out on the entry space between the gates. A Bow and 100 Arrows are stored in each of these lower areas along with extra ammunition for the Ballistae.



Funclamir, Chief of Chim

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXA	032	011	050	150	134	110	103	122	117	106	143	129	136	134	139	DGS

Funclamir is not particularly pleased about being Chief. It is a job that was forced upon him by the former Chief, who chose Funclamir as his successor, and his six loyal Dwarven bodyguards, CLS FTR, ALN LGX, LVL 022, ARM 050, AGL 126, HTK 012, 011, 011, 009, 008, 006, WPN IFM, make sure that he keeps the job. Another thing that keeps Funclamir in office is the fact that no one really wants to throw him out. He is the best possible type of ruler. He doesn't make unnecessary laws; he makes only those laws requested by the citizens at a town meeting. On the other hand, if an emergency occurs, he is able to take command and get things organized to handle the problems.

Before being chosen as Chief, Funclamir worked as an armorer and reached fifth level in that class. In fact, both his Mail coat and his Shortsword are of his own fabrication and, together, represent the best of his work. Both have magical +1 enhancement. Predictably enough, he spends 30% of his time in Forger's Square.

Although he is 101 years old, Funclamir's flaming red hair has only begun to be dimmed by grey. He is 4' 10" tall, weighs 187 pounds, has brown eyes, and is right handed.

Smech, Proprietor of the Golden Anvil

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXE	022	009	030	075	108	077	106	146	141	137	147	179	160	155	091	ILS

Inns are always popular places, and, due to its uniqueness in the area, the Golden Anvil gets plenty of business. As a result, Smech is one of the most wealthy people in town. He is not one of the smartest. He generally makes fairly sound snap decisions, but he often changes his mind after thinking it over for a while. Usually, his subsequent decisions are for the worse. He is fully aware of his bad record and strives mightily to do better. Unfortunately, this effort takes the form of thinking carefully before making a decision, and, with his fuzzy thought processes, this just makes matters worse. The only thing that has kept him going is the aid of his wife, Yetaveth. She is bigger than his 4' 3" and 116 lbs. despite the fact that she is nine years his junior at 45. She frequently tells him, "Do what you think best and talk to me about it as soon as you can." She has been taking care of him since the days they spent adventuring together. Smech has black hair and eyes and a black beard down to his waist. His skin is unusually pale for a Dwarf, but he is not in ill health. He is right handed. Before he retired, he had reached second level as a Thief.

Yetaveth, Wife of Smech

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	LNE	031	009	030	043	102	121	154	127	104	093	085	109	098	117	130	IDG

Although no one in town knows it, Yetaveth is the real owner of the Golden Anvil. Even Smech has forgotten that, when it came time to settle down, he was broke, having squandered most of his money and been bilked out of the rest. Yetaveth, on the other hand, had saved her money and amassed a small fortune. She spent most of it to buy the Inn and get it in business. Yetaveth is not upset that Smech claims ownership of the Inn even though it is her property. She has quietly been siphoning off a bit of the profits to pay herself back. She does not consider this unscrupulous because, as owner of the Inn, she could claim all of the profits. She keeps a strict account of her withdrawals. She has 1,574 GP which are buried under a keg in the basement. Yetaveth is not as popular as her husband, who is a great conversationalist and storyteller, but she is liked well enough to suit her. She is actually rather striking with her bright red hair. When something requires doing, she does not take kindly to much resistance, and people have learned not to cross her when her normally brown eyes turn green with anger. She is a very good-sized Dwarf at 4' 6" tall and 163 lbs, and, when she stands with arms akimbo, face crimson with anger, flashing green eyes, and flaming red hair, she is enough to make the stoutest Dwarf quake in his boots. She is much more pleasant-looking when her face is its normal, healthy pink rather than crimson with anger, and her eyes are a pleasant brown. She carries a concealed Dagger within easy reach of her right hand, and she has had plenty of practice with it. She was a Thief in her younger days, but, now, never uses her old talents. (Well, almost never!)

Ghouti, High Priest of Chim, Cleric of Hexainaber

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	CNL	061	011	040	073	155	140	168	161	097	161	174	094	144	137	141	IWM

This may be the most un-Dwarflike looking Dwarf you'll ever see. He is completely bald; the only hair he has above his lower lip is a pair of shaggy black eyebrows that hang over his green eyes. His beard is also very black and full. His pate is a gleaming nut brown because he spends his days outside tending to the image of Hexainaber and talking to those who come to worship. Ghouti never wears a hat, even in battle. Another of his incongruities is that he is small at 3' 11" and 104 pounds. His face is bronzed and fairly unlined; he is only 67 years old which is not at all old for a Dwarf. He is right handed. Ghouti is a sympathetic listener, and people seem to naturally confide in him. The people have learned that his advice is usually good, and even those who are not particularly religious often bring their problems to him.

Jumping Jushe, Wood Carver

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	021	015	040	053	143	094	107	121	120	070	125	133	083	065	095	SBA

This is another short Dwarf; he is even shorter than Ghouti at 3' 10" and weighs only 102 lbs. He is referred to as Jumping Jushe because he often has to jump up to see over or on top of things. He is 83 years old and has a light complexion, black hair hanging to his shoulders, and a brown beard which he keeps cut short so it will not get in his way while he works. His wife, Oshag, is convinced that he works too much; he often sits up late into the night carving decorations into a chair or table. Jushe feels that a customer must get his money's worth and that as quickly as possible. Oshag is in the habit of holding his left hand as they walk down the street together to prevent him from using it to make something. It also prevents him from running into things; when he is on a project, he is unlikely even to notice rain.

Oshag, Wife of Jushe, Priestess of Hexainaber

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	NGE	011	014	070	023	086	100	127	126	055	131	110	061	120	167	084	IFM

The home of Jushe and Oshag is next to that of Ghouti and close to Forger's Square (R). As a result, Jushe gets many requests for Spear shafts and scabbards. Oshag has become interested in the worship of Hexainaber and helps out with the weekly services. She is an eager pupil but has not yet learned much. She is 73 years old and has brown hair and brown eyes. She is 4' 6½" tall, weighs 134 lbs. and is right handed.

Fekkri of the Far-Travels, Retired Mariner

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ASN	NEX	061	017	030	053	129	117	086	127	129	077	144	125	077	125	104	VGS

There is an exception to every rule, according to an old proverb, and Fekkri is certainly one of the exceptions. Not only is he a sailor, which is almost unheard of in Chim, but he is an expert navigator. He tired of the sea, however, and finally succumbed to his native Dwarvish longing for solid ground. He actually gets the best of both worlds because he has memorized the locations of off-shore shoals and acts as a pilot for the merchant ships that enter the harbor. He has a house near the main gate (see S on the map) where he lives alone, preferring privacy to the company of other bachelors housed in the Barracks. He spends most of his day sitting on a bench in front of his house, leaning against the wall, smoking a pipe, and watching the traders go past him. Every night, he comes into the Golden Anvil, takes the grog which Smech pours for him, and drinks it slowly, taking about an hour. He spends that hour watching the activity at the Inn and saying little. Then he leaves his payment behind in his mug and returns home to bed. He is 107 years old with iron-gray hair and beard hanging to his waist. He is 4' 3" tall, weighs 128 lbs., and is blue-eyed and right-handed. He has 336 GP hidden in his locked seachest. The secret of his past life at sea, working as a hired killer, Fekkri keeps from his friends and neighbors in Chim.

Shubcu the Tailor

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NXE	051	011	030	033	090	135	130	125	165	071	104	138	112	113	151	ILS

Despite his Dwarven heritage, Shubcu does not have a beard. This is not natural; he shaves it. When he was young, a kettle of boiling liquid accidentally spilled on part of his face. He was badly scarred, and, when he became older, most of his face would not grow whiskers. Therefore, rather than have half of a beard, he shaves. Of course, this makes him look especially ugly to other Dwarves, and many of them are uncomfortable around him because of his scarred face. However, he does not have any trouble getting business because the quality of his clothing is very good. Shubcu spends his evenings at the Golden Anvil. He has found that outsiders are not so revulsed by the sight of his unbearded, scarred face, and he is a compulsive gambler. Fortunately for him, he is also quite a good gambler and has relieved many an outsider of a fat purse by his luck at the dice or at cards. He is also not above relieving drunken outsiders of their purses without the necessity of playing at stakes for them. His penchant for gambling is understood, but many townspeople feel a little guilty that he has to go to outsiders for companionship. He has been very careful with his thieving and only picks the pockets of those who are extremely drunk under the guise of helping them to rise or to get to their rooms. He will then pay for their room for the night. This is not as generous as it sounds since he is using the money garnered from his victim to pay the tab. Between his three sources of income, he has managed to lay aside 482 GP which are sewn up inside one of his old cloaks. He is 68 and has black hair hanging to his shoulders. He is 4' 3" tall, weighs 132 lbs., has green eyes, and is right handed.

Olfustaw, Dog Handler

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXL	011	014	030	066	115	135	136	118	152	164	132	131	134	143	162	IGS

This gentleman not only trains dogs, he also breeds them. As a result, there is always a tangle of 3 - 18 dogs in and around his house (see T on the map). These dogs are all either friendly or tied up, so they present no real problem to a visitor. Olfustaw is 107 years old with black hair and a short, brown beard. He is blue-eyed, left-handed, and 4' tall. He weighs 119 lbs. He charges 6 GP for a 6-week training course for a dog. His prices to purchase dogs run from 1 - 8 GP, depending on whether or not the dog has been trained.

Echeck, Waggoner

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CNG	011	014	010	033	090	107	121	087	130	128	075	175	141	113	114	BDG

This young man would stand out in almost any crowd; he is an albino. It is quite a shock to some to see this light-skinned, white-haired youth among a group of dark and, usually, black-haired Dwarves. The lack of pigment in his eyes makes him unable to see well at a distance, so he never learned any of the adventurous trades. He makes his living by driving a wagon from the coast to the docks and back, carrying freight. He stables his horses outside the village. He is 4' 1" tall, weighs 112 lbs., and is 43 years old.

Zacketh, Hunter and Animal Trainer

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ASN	LNE	021	011	030	043	146	129	085	092	140	145	135	174	121	127	095	VGS

Unlike Ulfustaw, Zacketh does not work with dogs but with wild animals, mostly cats. In the course of his hunts, he sometimes kills Jaguars or Leopards, and, if he discovers that they have left orphaned kits, he takes these kits home and raises them. At about the time they would normally be weaned, he transfers them to a kennel he has built outside the city walls because, at that time, they might start to be a danger to the people and vice versa. He might be persuaded to sell a cat at this time for 12 - 48 GP, assuming he trusts the buyer. He will not sell the cats when they are much younger or much older than this. He is in the habit of taking these cats hunting with him. Most of them eventually fail to return, but he expects this and actually wants it to happen.

Two adult cats have chosen to stay with him. They are a male Leopard with HTK 009 and a female Black Panther with HTK 025. These cats have learned to tolerate Humanoids, especially Dwarves, and will not harm them unless unduly annoyed or to protect Zacketh, whom they always accompany.

The time Zacketh has spent in the jungle, stalking and being stalked, has taught him stealth and the art of quick and quiet killing. He has had occasion to use these skills on Orcs a time or two, and his continued existence attests to his success. He lives by the law of the jungle. He would make a valuable scout and a dangerous enemy.

Zacketh is 102 years old, about middle-aged for a Dwarf. He has red hair which he covers with a hood on the hunt and a red beard which he tucks into his belt. He has black eyes, is right-handed and 4' 1" tall, and weighs 111 lbs.

Farmer Abvish

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CNG	031	012	030	052	112	125	103	115	166	089	104	144	086	093	104	IHT

Abvish's farm is a patch of ground just west of the village with two rows of apple trees on the north and south sides. He generally grows grain in the field between the trees but sometimes varies the crops and grows lentils or something of that sort instead. This has less to do with an understanding of the principles of crop rotation than it does with getting bored with growing grain. He has noticed that the grain seems to grow better after these changes of pace and jokes that the ground gets as bored with growing the grain as he does. His weapon, the pruning hook, is actually a tool used to improve the yield of his apple trees. The fruit from his trees is sweet, and the orchards themselves are popular spots for lovers in the spring and for hungry youths in early autumn. The pruning hook has a curved blade which is sharp both inside and out and pointed at the end. It is affixed to a 4' long pole and is just as useful for penetrating armor or chopping off limbs as it is for removing unwanted branches from trees. It does 1 - 6 points of damage. Abvish is 4' 9" tall and weighs 172 lbs., which is quite large for a Dwarf. He has long, black hair which he wears in a braid and a brown beard that hangs to his waist. He is right-handed and has black eyes.

Bathfogy

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NEX	031	010	030	032	156	094	159	116	165	105	127	160	112	137	135	VGS

The Dwarves of Chim are just as aware of the Orcs in the jungle as the Orcs are aware of them. Bathfogy spends his time keeping tabs on the movements of the Orcs. He is only nominally a citizen of Chim since he only comes into town at night to report to Funglamir, spend a quiet hour at the Golden Anvil, and get supplies before slipping away in the pre-dawn light. He has not been seen in town for three weeks and gave no warning of the attack on Nirang's Keep, so, either he has been discovered by the Orcs, or they managed to make the move in complete secrecy. Funglamir is not yet concerned about the whereabouts of Bathfogy, but he will begin to worry before too long.

Bathfogy is 57 years old with black hair and beard. He is left handed and has green eyes. He is 4' 1" tall and weighs 110 pounds.

Chog the Carpenter

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXL	021	013	030	032	130	072	044	113	105	089	106	118	104	072	063	IGS

Chog is not the brightest person in the world, and it was not originally intended that he should inherit his father's estate, but, when his father's death was found to be suspicious in nature, suspicion fell upon his older brother, Drog, who was known to be impetuous in temperament. When that worthy disappeared, having, presumably, sneaked aboard an outward-bound ship, his guilt was considered to be proven, and Chog inherited the estate. He is an adequate carpenter but not capable of architectural masterpieces.

Chog has a secret. His family, from ancient times, has inherited the title Firth (as in Firth Chog). The meaning of the title has been lost, but the injunction not to mention the title has been passed down from generation to generation. By now, there is no way of telling whether the title was dishonorable and, therefore, kept hidden or a great honor which was played down out of modesty. In either case, the family keeps its secret. It is doubtful that anyone alive knows what it means.

Chog has long grey hair and a short grey beard although he is only 68 years old. This early greyness is a family trait that was shared by his father and brother. He has blue eyes, is 4' 8" tall, weighs 158 lbs., and is ambidextrous. His brother is innocent of the murder of his father, and the killer is still at large in the town.

Vomu the Tanner

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ASN	LEA	021	081	030	032	129	132	130	136	120	109	143	125	106	115	154	VDG

This is the true killer of Chog's father. When the carpenter discovered that Vomu was selling information to the Orcs through an intermediary in the Human jungle tribes, Vomu was forced to kill him to protect himself from exposure. The resulting uproar so upset him that he cut off relationships with the Orcs. For some time, he lived in fear of discovery but is now beginning to feel safe and is thinking about contacting the Orcs again. He is in regular contact with the Human jungle tribesmen because they are the main source of the hides he cures and works. The main use of these hides is to make the Leather armor that almost everyone in town wears. He is sending information to the Orcs in exchange for gold, which he desires more than he desires the welfare of his neighbors. He has been promised that he will not be harmed when the town is destroyed but does not trust in that promise. He intends to be gone when the attack comes.

Vomu is 67 years old with pale skin and short, black hair. His beard is also black, and it brushes the ground when he walks. He has brown eyes, is right-handed and 4' tall, and weighs 128 lbs.

Ayna, Fisherman

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CNE	021	012	030	053	128	091	148	138	084	079	138	102	098	107	097	IMT

Ayna is truly a giant among Dwarves at 4' 10" tall and 172 lbs. He is also unusual in that his work takes him out on the sea. He has a small, one-man boat from which he operates a fishing net. The fish sell well, and he goes out two or three times a day and can be reasonably certain of selling his catch. In fact, the sales are absolutely guaranteed because what will not sell in the market is paid for at half price from the city treasury and salted away to be used as siege provisions.

At 43, Ayna is rather young to be working on his own, but it has been necessary since a recent incident in which a shark bit off both his father's legs after a boating accident. His father, Bech, survived and has recovered enough to oversee the selling of the fish at market, but he can no longer be of any use in the boat. Ayna is keeping his eyes open for a likely-looking lad to take on as mate and teach the trade, but most Dwarven youths are rather afraid of large bodies of water, so the search has not been fruitful.

Ayna's choice of the Boat Hook as a weapon was influenced by his work. It was a tool to which he was accustomed, and he feels it is a perfectly adequate weapon. In the main, the Boat Hook is a thrusting weapon. It consists of a 6' long pole with a branched metal head on the end. One of the branches of this head curves around and comes to a point, giving the device its name. The other branch of the head is straight and also comes to a point. Thus, the device can be used for thrusting or for hooking and tearing. It has no edge and cannot be used for cutting or chopping. It does 1 - 6 points of damage.

Ayna has black hair and a black beard which reaches down to his waist. He is in the habit of wearing an extra belt in which he straps his beard so that it will not get in his way as he works. It is rather an amusing sight to see him walking about the marketplace with a belt around his beard, but he has grown so used to it that he often forgets he is wearing it. He is right handed and has blue eyes.

Uxpang, Money-changer

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NGA	041	009	030	073	095	106	139	096	126	157	091	111	174	185	113	DGS

Uxpang is a member of a select group, that of Good Thieves. He made his fortune as an adventurer, working against evil temples and the like and then settled down. He quickly went into the business of providing loans and acting as a monetary exchange. If someone wants to carry a large amount of money, it is easier to carry it in the form of a single gem rather than several bags of coins, aside from being less conspicuous and, therefore, safer. When reaching the desired destination, the gem must be converted back into coins in order to spend it, and this is Uxpang's business. He makes a profit by charging a 1% fee for his services. For every 100 GP which he changes, he receives 1 GP. This is not really enough for a good living, but he feels that he has enough money to last out his life and can afford to charge the same prices as moneychangers in the big cities who fare better because they do more business. His treasure of 1,914 GP, 5,594 SP, 8,981 CP, and 30 gems worth 10 GP - 1,000 GP each is kept in a secret compartment in his fireplace. The copper, gold, and gems are hidden in a Bag of Holding, and the silver is in more normal containers.

Uxpang is 146 years old, and his long brown hair and beard are edged with silver. His brown eyes have permanent wrinkles. His very tall 4' 10" frame is quite slim for a Dwarf. He weighs only 161 pounds and his muscles are still quite firm. Remember that, when one calls a Dwarf "slim," it is the same as referring to anyone else as "large-boned."

Bowchos, Locksmith

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NXA	021	015	030	066	103	120	086	106	150	121	122	183	124	123	071	IGS

Not only is Bowchos an expert in making and repairing locks, he is also quite proficient at opening them. He will perform any of these services for a reasonable fee. A larger fee is required if you cannot prove ownership of the lock to be opened. He is rather careful about such activities and does not indulge in Thievery because he would be too obvious a suspect. In fact, he investigates burglaries with zeal since unsolved thefts could be very dangerous for him. He can also make keys. He can make copies of keys, or he can take apart a lock and, by studying it, determine what type of key it requires. Still, his prices are a bit higher if you cannot prove ownership of the lock.

Bowchos is 88 years old and has reddish-brown hair. He wears his beard short. His eyes are blue, and he is right-handed. He is 4' 8" tall and weighs 168 lbs.

Juak the Bold, Potter

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NXX	011	005	030	053	095	115	106	099	154	119	101	164	139	148	087	IDG

Juak is referred to as "the Bold" as a joke; he is a well-known coward. The most well-used of his Thieving abilities are Move Silently and Hide in Shadows. He wears dark clothing and, with his dark complexion and black hair and beard, is very difficult to see when hiding in shadows. He also wears soft leather boots which muffle the sounds of movement. He may look like a sinister figure, but he probably lacks the courage to be dangerous to anyone except confirmed enemies, of which he has none. He works at making pots, mugs, and other vessels out of clay. He has a foot operated potter's wheel which he puts outside his front door (see U on the map), and he spends his days working clay. The village children love to gather around to watch him work because he will occasionally make a small doll or figurine for them out of bits of left-over clay. He needs no other advertisement than a crowd of people around his workplace. All day, people come to buy the already-fired items which are stored in the house or to order a specially made item. Sometime around mid-afternoon, Juak will take the products of his labor around to the kiln in the back of his house, remove the items that have been cooling there all day, and fire it up again to bake the days goods. These will be ready on the next afternoon.

Juak is 4' tall and weighs 99 lbs. He is right-handed and has deep violet eyes.

Oa, Cooper

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NEA	021	010	030	032	139	085	121	124	158	081	105	159	103	107	079	IDG

A cooper is someone who makes barrels; these tend to be an especially important item in a trading town like Chim. Containers are usually needed to transport newly-purchased goods, and a barrel is the type of container usually chosen. Of course, most items coming into the village are pre-packed, but Oa could not work fast enough to provide all the barrels for the entire market, anyway.

Oa is not a very friendly person. He is likely to snarl at anyone he encounters and then be instantly contrite since that person could be a potential customer. The disadvantage that this behavior puts him in does nothing to better his mood and causes him to become sly and try to get even in little ways. If a person fails to buy a barrel, he will probably heap abuse and derision upon the unfortunate's head. Needless to say, Oa is not generally held in high esteem. He is 111 years old and has brown hair hanging to his shoulders and a brown beard. He is black-eyed and right-handed. He is 3' 6" tall and weighs 78 lbs.

Idha, Basket Weaver

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	021	009	030	086	167	153	125	124	092	142	110	085	151	143	113	IFM

This tradesman is as friendly and kind as Oa is surly and unpleasant. It is not because his business is any better; their incomes are roughly the same. Idha simply understands the law of supply and demand better than does Oa the Cooper. Idha deals in woven baskets made from palm leaves, grass, or reeds from the seashore. These are nearly as useful as barrels, especially in the larger sizes, although they are not water proof and can more easily be breached by rats and other vermin. This relative lack of utility is offset by the fact that items stored in baskets, such as eggs, are more often sold loose rather than in containers.

Although he is not a pacifist, Idha feels himself to be bound by the Clerical injunction against the shedding of blood and fights with a Mace, avoiding the use of edged weapons. This is only a personal feeling, and the only penalty he will suffer if he fails to follow his beliefs will be a guilty conscience.

Idha is 89 years old and has a black beard and black hair hanging to his shoulders. His skin is dark, and his eyes are dark as well, but one of them is black while the other is brown. He is right-handed and 4' 4" tall, and he weighs 142 lbs.

Gweiring, Oil Maker

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CGN	031	016	030	022	154	134	168	119	174	123	140	146	104	123	159	VBS

The first impression of Gweiring is likely to be that he is a slob. His hair and clothing are greasy, and he does not seem to care. The fact is that, in the course of his work, extracting oil from plants or animals, he gets covered with oil and, many times, is not able to take a bath for several days. Indeed, it is hardly useful for him to bathe more than once a week because he almost immediately gets covered with oil again. He has a leather apron that he wears when working which literally drips oil, and, although he does try to change his clothing and wash it, that is really just as pointless as constant bathing. Gweiring's oil can be purchased on a small scale in animal skins which hold, on the average, just under a quart. Much more economical is purchasing it in barrels which will hold 10 - 50 gallons or, in rare cases, 100 gallons. Most of this oil is vegetable oil and is more valuable than one might first imagine. It is the only lubricant available and is absolutely necessary for the smooth operation of wagon wheels upon their axles. It is also used for cooking and is about the only source of illumination after dark. It is necessary to keep leather from drying and cracking and is the basis for many balms, medicines, and perfumes.

If the oil is important on land, it is vital at sea. There, besides lubricating the ship's wheel and rudder, it is required to allow the ropes to move freely through the wooden blocks. When this is considered along with all its other uses which also apply at sea, it can be seen that vast quantities of vegetable oil are required or the ship is as good as lost. There is one final maritime use of oil that should be mentioned. Should a sailor be required to enter the water for any reason, such as to check the hull for damage, he would be doused with oil first because it has been found that this will protect him somewhat from the killing cold of the seawater.

It can be seen, then, that Gweiring's product is in demand, and he gets a pretty good price for it. Everyone in the village or who visits it frequently knows that he is very well off, and this serves to prevent many people from deriding him as a slob. He is aware that his oily condition is not pleasant to others, however, and, on those rare occasions when he visits the Golden Anvil, he buys a round for everyone by way of apology. Gweiring is 94 years old and has short black hair and a black beard which he tucks into his belt. He is left handed and has brown eyes. He is 4' 9" tall and weighs 175 lbs.

Ethwec, Baker

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CNG	011	015	030	074	116	181	143	129	174	108	091	182	111	104	144	IGS

Often, in a culture such as that of Chim, it is much easier to bake bread in large quantities than it is for each housewife to bake her own. A baker is also absolutely necessary for any of the fancier type of baked goods. Most of the housewives buy bread from Ethwec, and, on those rare occasions when they feel that they can afford pastries, they come to him for them. It is extremely unlikely that anything fancier than plain bread will be available for sale unless specially ordered. The town is still buzzing over the marvelous cake that Ethwec baked for his 100th birthday two weeks past. He gave away pieces of it to anyone who happened by, and, since most of the people of Chim are lucky if they taste pastries twice in a lifetime, this was a real treat. Ethwec has a very pale complexion which has earned him the friendly nickname of "Flourface." He has red hair and keeps his red beard trimmed short to prevent hairs from falling into his doughs. He is right-handed and 4' 10" tall, has black eyes, and weighs 160 lbs.

Besides breads and the like, Ethwec can be hired on special occasions, for a small fee, to cook large portions of meat, such as a whole turkey or a joint of beef. This is not as rare as ordering pastries would be, but it is not common because the people of Chim generally have no use for so much cooked meat at one time. For the location of Ethwec's house, see V on the map.

Unqueng the Scribe

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	NXL	011	015	010	052	127	137	155	073	100	118	096	137	092	147	169	WCC

Although raised to be a Priest, Unqueng felt he lacked the required dedication and retired from the Priesthood to become a Scribe. His house is close to that of Funclamir (see W) because he spends much of his time working on the village records in the building in which Funclamir lives. He is also available to read or write letters, letters of scrip, bills of lading, or other important documents and gets plenty of business from the market.

His hair, beard, and eyes are all black. His hair is short, and his beard hangs below his knees. He is right-handed and 4' 3½" tall and weighs 129 lbs.

Orc Village

In light of the problems with the Orcs that are being experienced by the village of Chim, the player-characters may be interested in raiding an Orc village, so a sample village is included. A quick glance will reveal that it looks rather like the village of Chim, and the characters may realize that it is a cheap imitation of that Dwarven town. It is surrounded by a 10' high and 10' thick dirt mound topped by a rickety palisade and surrounded by a shallow ditch. The palisade is about 3' tall, just tall enough for the Orcs to stand behind to fight. The ditch is so shallow that no bridge is provided for the entrance; the path simply dips into the ditch and comes up again on the other side. In fact, the ditch is not so much an obstacle as the place from which the dirt to build the mound wall was removed. The undergrowth surrounding the village is much more an obstacle to any attackers. There are four towers, one at each corner of the wall. These are made of wood and are well-built. They are reached by wooden ladders.

There are 240 male Orcs in this particular village as well as 117 females and 261 young. The buildings within the walls are straw huts in beehive shape which hold about 30 inhabitants. For the sake of simplicity, all normal male Orcs are ALN LEX, HIT 001, ARM 040, AGL 165, HTK 006, NOA 001, DPA 1 - 8. Females have HTK 004, and children are HTK 002. Leaders and Subleaders are HTK 008. The Subchief and his guards are ALN LEX, HIT 002, ARM 050, AGL 136, HTK 011, NOA 001, DPA 1D6 + 1. The Chief, Drog Arnl, and his guards are ALN LEX, HIT 002, ARM 050, AGL 136, HTK 011, NOA 001, DPA 1 - 6 + 2. The positions shown on the map are various battle positions and are explained in the following text. Normal Orcs have natural protection as though they wore Leather.

A

This position is held by 36 Orcs with Polearms led by a Leader and his three assistants who have Shortswords in addition to the Polearms. They form a living gate; there is none provided otherwise.

B

This front wall is manned by 27 Orcs. Nine have Shortswords and Flails, and 18 have Shortswords and Spears. These will be spread out along the wall and led by a Leader and Subleader on one side and by two Subleaders on the other side. The Leader will be armed with a Shortsword and Flail, and the Subleaders will each have a Shortsword and Spear.

C

These are the towers and are vital to the defense of the village. Each will have 9 Orcs armed with missile weapons. Half of the Orcs will have Light Crossbows, and the rest will have Shortbows. All will have Shortswords. Each tower will have a Commander. The northeast tower will be commanded by a Leader, but the rest will only have Subleaders. Each Commander will have a Shortsword and Shortbow.

D

There are 27 Orcs by this wall, along with a Leader and three Subleaders. Nine of the normal Orcs will have Shortswords and Battle Axes, but the rest will have only Spears. The Leaders and Subleaders will have Shortswords and Spears.

E

The back wall is also defended by 27 Orcs. 18 of these will have Hand Axes and Polearms, and the rest will have Hand Axes and Spears. The Leader and the three Subleaders who command this group will have Shortswords and Spears.

F

27 Orcs also defend this wall. 18 of them have Hand Axes and Polearms, and 9 have only Battle Axes. Their Leader and three Subleaders each have a Battle Axe and Shortsword.

G

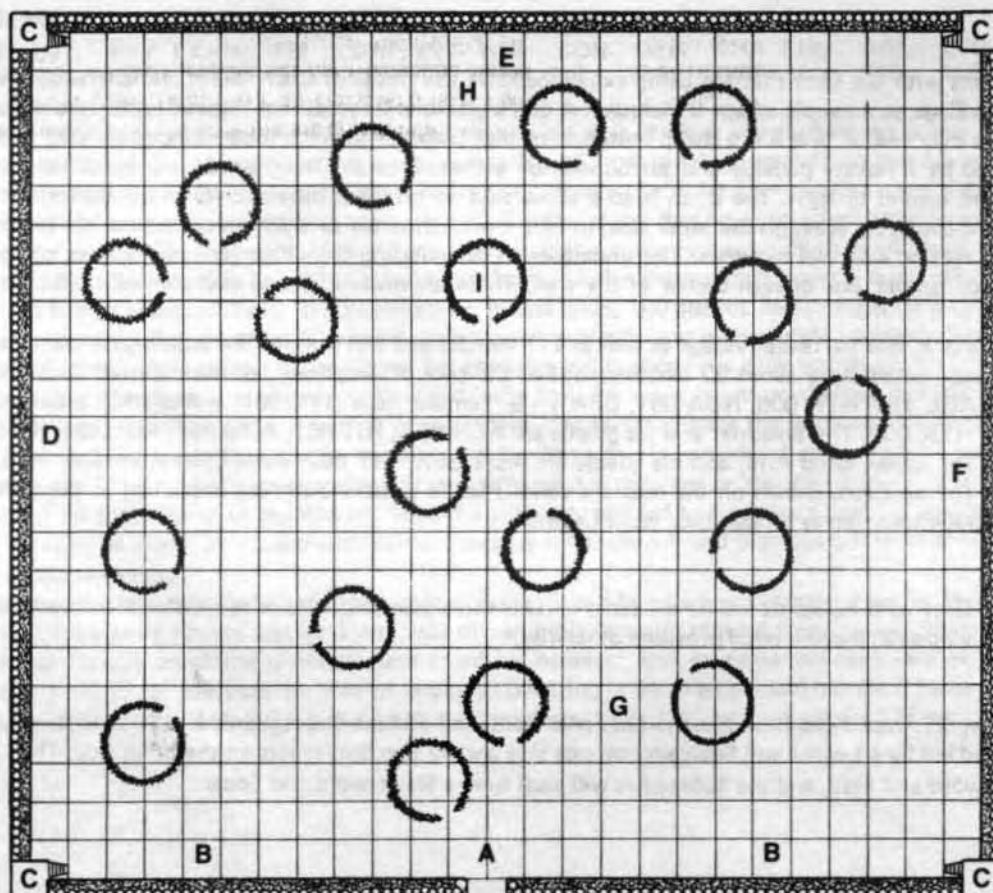
This is where the Chief and his 25 bodyguards will make their stand. They will be ready to reinforce any threatened portion of the front perimeter. The Chief is armed with a +1 Battle Axe, and his bodyguards have Polearms and Shortswords.

H

The Subchief commands the rear sector from this position, surrounded by 9 guards. The guards have Hand Axes and Shortbows, and the Subchief has a Shortsword and a Light Crossbow.

I

This is not a battle position. It is the hut of the Chief and is marked because it contains all of the wealth to be found in the village: a gem worth 200 GP and a scroll of *Protection From Werewolves* which was useless to the Orcs since none of them could read it.



1 Square = 20 feet

ORC VILLAGE

Jungle Encounters

01 - 03	Giant Ant
04 - 10	Ape
11 - 13	Baboon
14 - 17	Giant Centipede
18 - 24	Oliphant
25 - 29	Herd Animal (See Subtable)
30 - 39	Jaguar
40	Guloid
41 - 47	Leopard
48 - 52	Lion
53 - 55	Tribesmen
56 - 63	Orcs
64 - 72	Boa Constrictor
73 - 77	Poisonous Snake
78 - 84	Giant Spider
85 - 94	Tiger
95 - 00	Monkey

Herd Animal Subtable

01 - 25	Buffalo
26 - 50	Gazelle
51 - 75	Giraffe
76 - 00	Antelope

Dwarf: This will be an inhabitant of Chim who will be rather normal in all respects. He or she will be neutral and interested only in being left alone. With such an encounter, it would be best to roll up statistics only as they are required.

Tribesmen: These folks will be of the type generally known as Barbarians. They will be strong, fierce Fighters who use little or no armor and are very superstitious. Indeed, this superstition is all that prevents any tribesman from becoming the superhero so popular with fantasy readers. This is because their very existence depends on their fighting ability which must, therefore, be superior. An experienced tribesman rarely meets his match in fighting ability outside the culture of the Barbarians, and he will never admit having met his match except with his dying breath. Unfortunately, the prominence of the fictional heroes requires a proximity to magic, which most tribesmen consider more dangerous than poison. When they encounter it, most of them run home where it is safe.

Merchant/Sailor: 90% of these encounters will be with Sailors who will be low-level Fighters or Thieves. Roll their reactions on the table below. There is a 60% chance that they will be drunk. If so, add 10% to the reaction roll.

Sailor/Merchant Reaction Table

01 - 10	Actively seek to avoid the party
11 - 30	Try to ignore the party
31 - 50	React to party in a friendly manner
51 - 70	React to party in a hostile manner
71 - 90	Actively hostile reaction to party
91 - 00	Attack party

Seashore Encounters

01 - 03	Giant Crab
04 - 06	Giant Leech
07 - 18	Poisonous Snake
19 - 21	Giant Frog
22 - 24	Giant Water Spider
25 - 36	Dwarves
37 - 40	Sailors
41 - 42	Water Elemental
43 - 44	Merman
45 - 56	Herd Animal (see Subtable)
57 - 59	Orcs
60 - 63	Tribesmen
64 - 75	Poisonous Insects
76 - 79	Tiger
80 - 83	Boar, Warthog
84 - 87	Bear
88 - 99	Monkey
00	Guloids

Humanoid Subtable

01 - 50	Dwarves
51 - 75	Orcs
76 - 90	Tribesmen
91 - 00	Sailors

Plains and Velde Encounters

01 - 03	Giant Ant
04 - 10	Baboon
11 - 16	Boar, Warthog
17 - 24	Herd Animal (See Subtable)
25	Guloid
26 - 34	Hyena
35 - 40	Jackal
41 - 43	Jaguar
44 - 48	Leopard
49 - 55	Lion
56 - 59	Humanoid (See Subtable)
60 - 65	Rhinoceros
66 - 69	Giant Scorpion
70 - 74	Giant Wolf Spider
75 - 81	Tiger
82 - 88	Wild Dog
89 - 91	Wolf
92 - 97	Oliphant
98 - 00	Poisonous Snake

Village Encounter Tables

01 - 30	Dwarf
31 - 60	Tribesman
61 - 90	Merchant or Sailor
91 - 99	Personality
00	Special

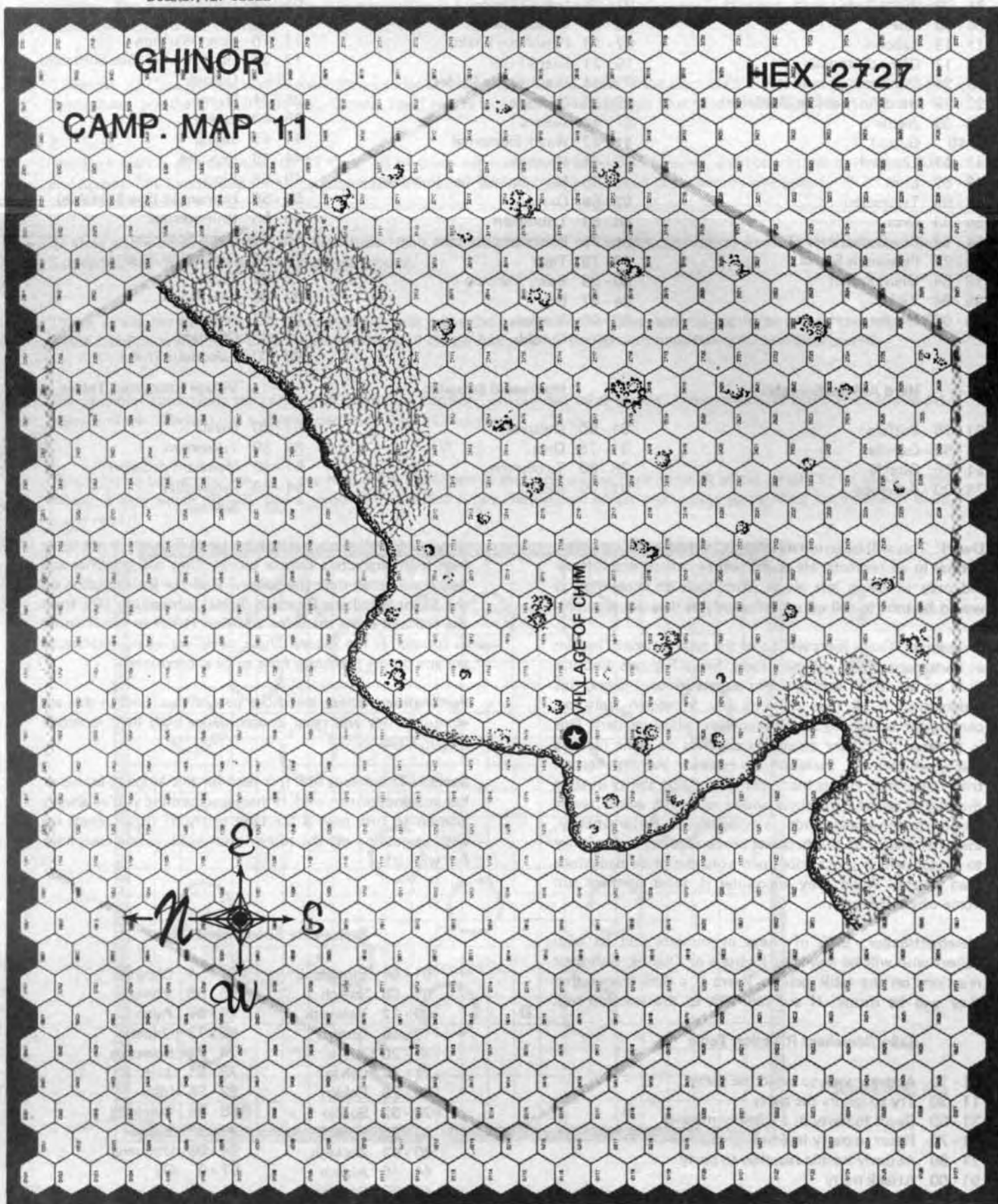
Merchants are either 1st Level Fighters or are fairly high level characters (3rd or more). They will be richer and better educated than the Sailors. Roll for their reaction on the Sailor/Merchant Reaction Table, subtracting 15% from the roll and using the same addition (10%) to roll if drunk as is used for the Sailors. These modifiers are cumulative, as are any others the Judge feels to be appropriate.

Personalities: These are those people described in this adventure. They will react in accordance with their recorded personalities.

Special: This means that it is time for the Judge to let his or her imagination run wild. If there is something you've always wanted to run, now is the time to try it! If not, come up with something off the top of your head. In any case, have fun with it!

Personality Encounter Table

01 - 04	Funlamir	51 - 54	Chog
05 - 08	Smech	55 - 58	Vomu
09 - 12	Yetaveth	59 - 65	Ayna
13 - 16	Ghouthi	66 - 73	Uxpang
17 - 20	Jushe	74 - 77	Bowchos
21 - 24	Oshag	78 - 81	Juak
25 - 28	Fekkri	82 - 85	Idha
29 - 32	Subku	86 - 89	Gweiring
33 - 39	Echeck	90 - 93	Ethwec
40 - 43	Zacketh	94 - 96	Unqueng
44 - 48	Abvish	97 - 00	Oa
49 - 50	Bathfoyg		



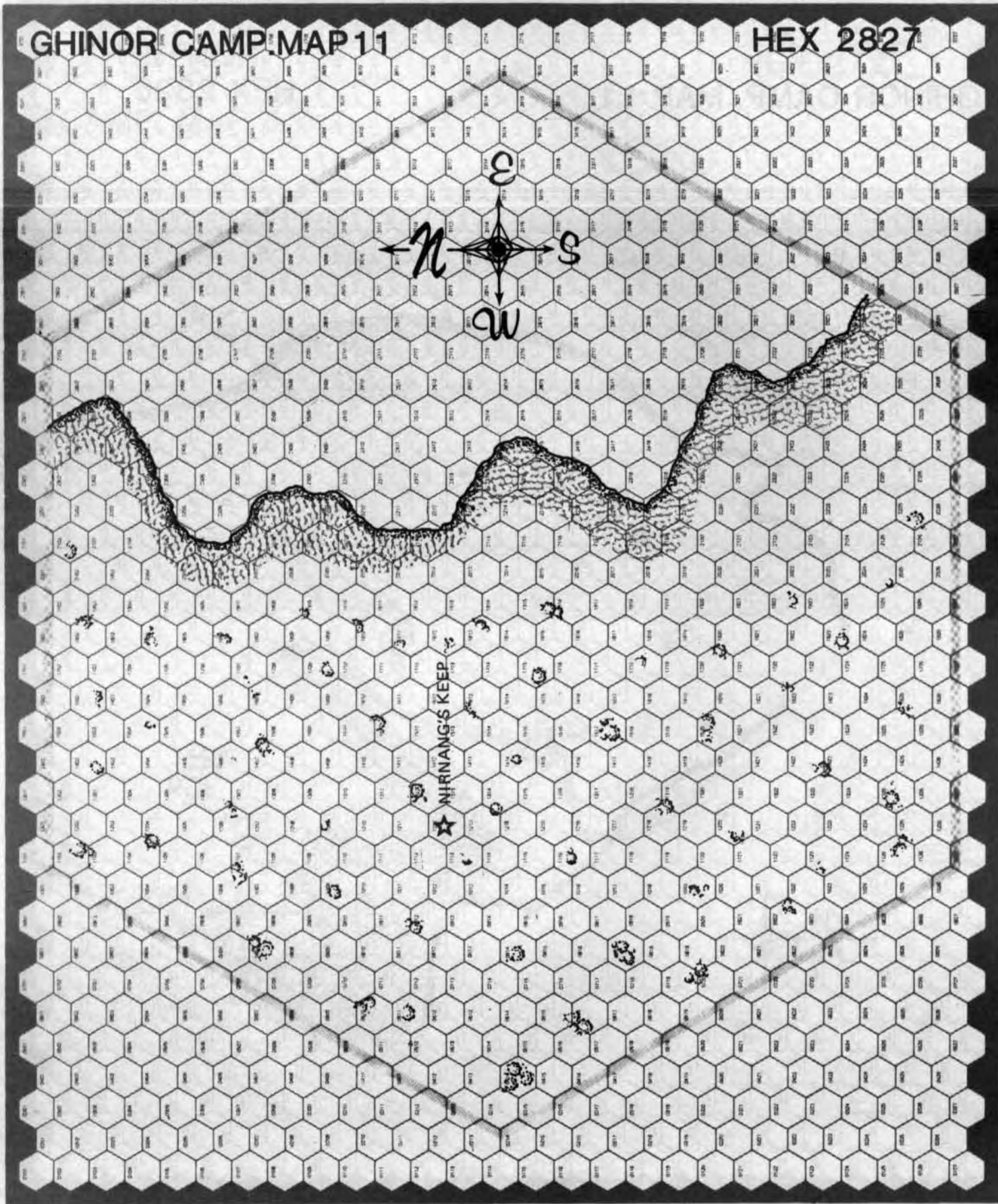
GHINOR CAMP. MAP 11

HEX 2826



GHINOR CAMP, MAP 11

HEX 2827



GHINOR CAMP. MAP 11

HEX 2828

ORC VILLAGE



UNIVERSAL FORMAT INFORMATION

This product is a **Judges Guild Universal Role Playing Adventure** designed for use with all game systems. This product requires a separate rules system for its use. The categories of statistics listed here are carefully selected to be directly applicable to the majority of the published rule systems but should not be considered the only statistics open for use. Should the particular game mechanics employed require the use of an additional term or statistic not found in this format, the Judge is encouraged to add it to the list. All unused categories may be ignored. The values of the statistics given assume that the natural span of human characteristics ranges between one and twenty with the normal person averaging out at ten. Since adventurous characters are above average, their beginning characteristics are generated with 3D6 to give a range of three to eighteen. A comparison chart is provided below to permit the Judge to quickly convert values on the 1D6, 2D6, 3D6, 1D20, and %D ranges from one to the other. Interpolation may be necessary with some figures, but the Judge should keep in mind that these are suggested values only and may be modified to best suit the tone of the campaign he or she is moderating.

The basic assumptions on the rationale for Magic vary so widely from one game system to another that one set of statistics cannot cover the field adequately. Therefore, each spell or magical effect is given a general name such as *Stop Person or Invisibility*. Unusual effects or articles are described in the text where first encountered or in a special section at the end. The Judge can then assign an equivalent spell or effect from the specific game system being used.

During the initial reading of this product, the Judge should note the quantities and distribution of the treasure and artifacts. Each game system and even each campaign within a game system tends to run at a level of reward unique unto itself. The Judge is reminded to adjust the amount of treasure available by adding or deleting to correspond with the campaign he or she moderates.

Game "Characters" are given varying amounts of description depending upon the importance of the character to the adventure. Minor individuals are listed where first encountered in the text and have only the most cursory details given. Major individuals are listed where first encountered and have as much detail given as is desirable for their intended role. In addition to the text listing, an alphabetical listing of the characters and their game statistics may be given in chart form at the end of the product. The explanation of the complete list of possible character statistics follows in the order given.

CLS: Class - an indication of the character's profession or main occupation. Abbreviations are explained on a following table.

ALN: Alignment - an index of a character's predisposition toward moral or ethical choices to be made during the game. Alignment is abbreviated in descending importance from left to right. The third letter indicates only a suppressed desire.

LVL: Class Level - an index of the experience and skill acquired in the character's main occupation or profession. The first two numbers indicate the actual class level of the profession while the last indicates the total number of occupations in which the character has gained skill.

HTK: Hits to Kill - the number of hit points necessary to render a character unconscious when reduced to zero or to slay the character when reduced to a negative amount equal to the character's CON.

ARM: Armor Type - a summary of the amount of damage it is possible for the character to absorb due to the protection of worn armor or clothing. Wearing a lot of armor will lower the Agility (AGL) and Speed (SPD) of the character. During normal combat, the amount of damage which can be absorbed per round is equal to one-tenth the Armor Type (ARM) with all decimal amounts dropped. For instance, ARM: 022 would provide 02 points of protection per round. The Armor Type (ARM) is the sum of the pieces of armor listed in the chart below. Each individual piece can be referred to by a three-letter abbreviation in which the first letter is the construction material and the last two letters indicate the specific item.

PSL: Personal Social Level - an index of the social standing. The first two digits indicate the level in the area in which the character resides and the third number indicates the level of notoriety within a twenty mile radius.

STR: Strength - an index of the character's ability to apply physical force. The first two digits indicate the actual Strength of the character and the last number indicates the number of times per day this characteristic may be tested without checking for damage due to stress.

INT: Intelligence - an index of the character's reasoning power, learning ability, concentration, and memory. The first two digits indicate the actual Intelligence, and the last number indicates the number of times per day that this characteristic can be tested to the utmost without checking for stress damage.

WIS: Wisdom - an index of the character's intuitive judgement and knowledge gained from experience. The first two digits indicate the actual Wisdom, and the third indicates the number of times per day the characteristic can be tested to the utmost without checking for stress damage.

CON: Constitution - an index of the character's ability to withstand pressure and physical hardships without permanent harm as well as the recuperative or self-healing powers of the character. The first two digits indicate the actual Constitution of the character, and the third number is the number of times per day this characteristic can be tested without checking for stress damage.

DEX: Dexterity - an indication of a character's coordination and manipulative ability. The first two numbers are the actual Dexterity rating, and the third is the number of times per day that the characteristic can be tested without checking for stress damage.

CHA: Charisma - an index of the character's personal magnetism and persuasiveness. The first two numbers are the actual rating, and the third number is the number of times per day the characteristic can be tested without checking for stress damage.

END: Endurance - a measure of the amount of physical stress to which the character can be subjected. The first two numbers indicate the actual rating, and the third number indicates the number of times per day that Endurance can be tested without checking for stress damage.

AGL: Agility - an index of the character's ability to maneuver the entire body. The first two digits are the actual rating, and the third is the number of times per day this characteristic can be tested without checking for stress damage.

LED: Leadership - an index of the character's ability to command the respect of subordinates, motivate others, and boost morale. The first two numbers are the actual rating, and the third is the number of times per day that this characteristic can be tested without checking for stress damage.

LCK: Luck - an index of the character's relationship with the forces that control that character's fate and his relationship to the fate of all others. The first two digits are the actual rating, and the third is the number of times this characteristic can be tested without incurring the "wrath of the gods."

PSY: Psionic Ability - an index of the character's ability to channel and use psionic powers. The first two numbers indicate the actual rating, and the third number indicates the number of times per day this ability can be tested without checking for stress damage.

WPN: Weapon - an indication of the weapon commonly carried and most likely to be used in combat. Abbreviations are explained on a following table.

ABBREVIATIONS

ALC	ALCHEMIST
AMZ	AMAZON
ANM	ANIMAL TRAINER
ARM	ARMORER
ASN	ASSASSIN
BEG	BEGGAR
BER	BERSERKER
BRB	BARBARIAN
BRD	BARD
BUF	BUFFOON
CHL	CHILD
CLR	CLERIC
DEM	DEMON
DRD	DRUID
FTR	FIGHTER
ILL	ILLUSIONIST
KNT	KNIGHT
MAG	MAGIC USER
MNK	MONK
PAL	PALADIN
RGR	RANGER
SAG	SAGE
SAM	SAMURAI
THF	THIEF
VAL	VALKYRIE
VIK	VIKING
WIT	WITCH

ARMOR

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FELT OR FUR
G	GOLD
H	HARDENED WOOD
I	IRON
J	JASPER OR JADE
K	CLOTH
L	LEATHER
M	MITHRIL
N	NETTING
O	ORICHALCUM OR ONYX
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	EARTH OR CLAY
V	MARBLE
W	WOOD
X	UNIDENTIFIED
Y	PAPER
Z	ZIRCON

CT	CHAIN MAIL TUNIC
RT	RING MAIL TUNIC
CD	COAT OF DEFENSE
MC	COAT OF MAIL
BR	BREASTPLATE
BC	BODY CORSELET
BA	BANDED ARMOR
CA	CLEMAL - ARMOR
JK	JAC
SL	STUDDED LEATHER
KK	KULAH KHUD
GN	GORGET NECK ARMOR
CG	CAMAIL GUARD
BB	BALDRIC BELT
AD	ARMING DOUBLET
AG	ARMING GIRDLE
AH	ARMING HOSE
AS	ARMING SPURS
SA	SPIKED ARMLET
GB	ARCHER'S GUARD BRACES
DG	DUELING GAUNTLET
FN	FALCONER'S GAUNTLET
MG	MAIL GAUNTLET
FA	FALCONER'S GLOVE
LG	GREAVES
CH	CLOSED HELM
HC	HELM CREST
FG	FACE GUARD
EG	EAR GUARDS
PB	PLATE BARDING
CB	CHAIN BARDING
SH	SHIELD
BS	BUCKLER
SU	SURCOAT
XD	CLOAK OR ROBE

WEAPONS

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FLINT
G	GOLD
H	HARDENED WOOD
I	IRON
J	JADE
K	CURSED

UNIVERSAL FORMAT INFORMATION

ABBREVIATIONS

Game "Monsters" are given only a cursory treatment where first encountered in the text. Individual variations in statistics or equipment are also given here. The total game statistics are listed in the special section at the end of the product where a typical monster is described in detail. The information given, in order, is:

NAP	NUMBER APPEARING	ARM	ARMOR TYPE	SPA	SPECIAL ABILITIES
NIL	NUMBER IN LAIR	PF%	PERCENTAGE OF FEMALES	WPN	WEAPON
HIT	HIT DICE	PY%	PERCENTAGE OF YOUNG	RAD	RADIATION RESISTANCE
HTK	HITS TO KILL	INT	INTELLIGENCE	POR	POISON RESISTANCE
NOA	NUMBER OF ATTACKS	GES	GESTATION PERIOD	HAB	NATURAL HABITAT
DPA	DAMAGE PER ATTACK	GRP	GROUPING NAME	FOD	FOOD OR PREY EATEN
SPD	SPEED	CLS	CLASS	LIF	NATURAL LIFE SPAN
SIZ	SIZE	LVL	CLASS LEVEL	COL	PREDOMINANT COLOR
ALN	ALIGNMENT	PSY	PSIONIC ABILITY	DOM	DOMICILE OR TYPE OF LAIR
		MRT	MAGICAL RESISTANCE		

Not all of the above characteristics will be applicable to a given monster, and, in addition, any or all of the Character Statistics may be included as well (PSL, STR, WIS, CON, DEX, CHA, END, AGL, LED, and LCK).

BODY		HEAD	
1	SHOULDER GUARDS	3	MOUL
2	BELT	4	TURBAN
4	GIRDLE	5	CAP
6	BREASTPLATE	6	HELM
8	TUNIC	9	BASINET
10	COAT	11	HEAUME

ARM		HEAD MODIFIERS	
1	GLOVES	1	CHEEKGUARD
2	BRACES	1	NECKGUARD
3	ARM BANDS	1	NASALGUARD
4	VAMBRACE	2	VISOR
5	HALF SLEEVE		
6	SLEEVE		

LEG		SHIELD	
1	LEGGINGS	4	PARRY WEAPON
2	BOOTS	5	BUCKLER
3	SHINGUARDS	6	TARGET
4	GREAVES	7	HEATER
5	CUISSES	8	ASPI
6	CHAUSES	9	KITE
		12	TOWER



Method: Add all to obtain each piece of armor and total for the whole:

EXAMPLE:	
Tunic made of Gold Ringmail	8 + 7 + 1 = 16
Heaume made of Steel w/Visor	11 + 2 + 11 + 3 = 27
Sleeves on Tunic	6 + 7 + 1 = 14
Tower Shield made of Iron	12 + 10 + 3 = 25
TOTAL	082 ARM



CONSTRUCTION MATERIAL	REINFORCEMENT MODIFIER	CONSTRUCTION METHOD
1 Silk, Linen, Cloth	---	0 Open
2 Soft Leather, Soft Wood	---	1 Ringmail
3 Felt, Light Fur	---	2 Chainmail
4 Wicker, Heavy Fur	+1	3 Formed Plate
5 Hard Leather, Clay	+1	
6 Hard Wood, Horn, Bone, Onyx	+2	
7 Gold, Copper, Marble, Jade	+2	
8 Electrum, Silver, Bronze	+3	
9 Platinum	+3	
10 Iron	+4	
11 Steel	+4	
12 Adamantite, High Chrome Steel	+5	



Probability Comparison Chart

1D6	1	1	1	1	1	2	2	3	4	5	5	6	6	6	6
2D6	2	2	3	3	4	5	6	7	7	8	9	10	11	11	12
3D6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
1D20	1	1	1	2	3	4-5	6-7	8-10	11-13	14-15	16-17	18	19	20	20
%D	1	2	3-5	6-10	11-17	18-27	28-38	39-50	51-62	63-73	74-83	84-90	91-95	96-98	99

L	LEATHER
M	MITHRIL
N	NETTING OR ROPE
O	ORICHALCUM
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	POISON TREATED
V	MAGIC
W	WOOD
X	UNIDENTIFIED
Y	MAGICUM
Z	ZIRCON

SW	SWORD
MG	MAIN GAUCHE
TK	THROWING KNIFE
DK	DIRK
DG	DAGGER
SS	SHORTSWORD
FL	FALCHION
SC	SCIMITAR
BS	BROADSWORD
LS	LONGSWORD
CS	CANE SWORD
RS	RAPIER
HS	BASTARD SWORD
TS	TWO-HANDED SWORD
JV	JAVELIN
SP	SPEAR
LA	LANCE
PK	PIKE
PA	POLE ARM
CP	CATCH-POLE
BP	BLDRICHE
BI	BILL
FS	FEATHER STAFF
GP	GUARDED AXL PIKE
FC	FAUCHARD
GI	GUISARME
GV	GUISARME VOULGE
GL	GLAIVE
GG	GLAIVE-GUISARME
HL	HALBERD
LH	LUCERN HAMMER
MF	MILITARY FLAIL
PT	PARTIZAN
RN	RANSEUR
TR	TRIDENT
VL	VOULGE
AA	ADZ-AXE
AD	PARRYING ADZ
CA	CARPENTER'S ADZ
AN	ANKH
AK	AXE-KNIFE
HA	HAND AXE
BA	BATTLE AXE
MP	MILITARY PICK
DH	DWARVEN HAMMER
HM	HORSE MACE
FM	FOOT MACE
HW	HOLY WATER SPRINKLER
MS	MORNING STAR
CL	CLUB
TC	TRUNCHEON
BL	BLUDGEON
QS	QUARTERSTAFF
PC	PACHO
SB	SHORTBOW
CB	COMPOSITE BOW
HB	HORSE BOW
LB	LONG BOW
AB	ARBALIST
KB	HEAVY CROSSBOW
MB	MULTIPLE CROSSBOW
PB	PELLET CROSSBOW
RB	REPEATING CROSSBOW
DB	DART BLOWGUN
ST	SPEAR THROWER
SL	SLING
SF	STAFF SLING
DT	DART
TH	THROWING STAR
BR	BOOMERANG
CE	CESTUS
KN	KNUCKLE DUSTER
WH	WHIP
NT	NET
BO	BOLAS
WF	WAR FAN
FA	FANG
CT	CALTROP
BT	BALLISTA
BM	BATTERING RAM
CU	CATAPULT
MA	MANGONEL
ON	ONAGER
SG	SPRINGALD
TB	TREBUCHET

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TRAVELLER TIPS

by Paul Andrew Denisowski

Traveller tm is one of the most popular role-playing games on the market today and with good reason. The broad scale and open-endedness of the game has great appeal among both new and experienced gamers. For the **Traveller** tm novice, the universe can be tough, so I have some suggestions which may prove to extend the longevity of a new character.

Always enlist in a service which has an "expanded" character generation system. The army and marines are detailed in **Traveller Book 4: Mercenary** and the navy in **Traveller Book 5: High Guard**. **Paranoia Press** gives excellent expanded character generation systems for scouts in **Scouts & Assassins** and for merchants in **Merchants & Merchandise**. They also put out **SORAG**, a detailed system for generation of Zhodani agents. The "Other" service may be substituted by the services in **Traveller Supplement 4: Citizens of the Imperium**, but these services are not of the expanded variety. Save the over-simplistic system in **Traveller Book 1: Characters & Combat** for NPCs. The amount of time and effort required in generating a character using an expanded system is too long to use for the casual NPC but, at your option, may be used for hirelings or henchmen.

One of the hardest temptations to resist is enlisting for too many terms. Although you may have skills by the dozens, aging takes a large toll on the UPP of a character, and, besides, can you picture a middle-aged man with graying hair getting in a firefight in a bar or slugging his way through the local clinic?

Try to get skills in accordance with your plans for the future. Avoid at all costs skills like **Foreward Observer**, **Jack-of-all-Trades** (which is a pointless skill), **Tactics**, **Steward**, etc. Players who plan to live in unsavory ways should get **Forgery**, **Bribery**, **Streetwise**, **Brawling**, and other combat skills. Admin is good if you get busted, and a high social standing never hurt

anyone. All players should get **Computer skill**; it comes up more often than any other in actual play. Mechanical and technical skills should be included in a well-rounded party. Vehicle skills are a must in high-speed chases or treks across hostile terrain. Weapon skills should be spread out among two or three weapons, and then skill should be increased in one. Don't get weapon skill in **Pike**, **Musket**, **hands**, or some such stupid weapon. Get weapon skill in medium tech level weapons when these are easily imported on low tech worlds and easily found on high tech worlds.

When mustering out, evenly divide the rolls on the material and monetal tables. High, middle, and low passage should not be sold immediately but only when the need arises. **Travellers' Aid Society** membership cannot be accurately reflected upon since its value changes from campaign to campaign. When weapon comes up, only choose skill when you have no previous skill. Otherwise, choose the most expensive one possible and sell it. **FGMPs** bring quite a goodly sum on the open market, especially on low tech worlds. I suggest that a merchant character obtaining a free trader should sell it (and its mortgage). The ship is getting on in her years and is probably prone to break down. Scouts, it is important to remember that you do not own your scoutship. The scout service does not look favorable upon selling, altering, or shooting up their ship.

There are innumerable theories about combat and armor. Jack, mesh, and "none" armor offer little protection. **Ablat** is better but still falls short. **Battledress** is appealing, provides increased abilities and high protection, and all for Cr 200,000; oh, well. The best kinds of armor are cloth and **reflec**. Cloth armor, relative of terran flak jackets and body armor, protects from impact weapons, both projectile and melee. **Reflec** protects admirably

against laser and high energy weaponry (if anything protects against high energy weapons). Generally, you get what you pay for in buying armor.

Weaponry: the very word brings out the homicidal tendencies in **Traveller** tm players. Close quarters combat should be handled by blade weapons. Blades and Daggers do well, and a **Broadsword** (which does as much damage as a **Laser Rifle**) has a high hit probability at short range. **Polearms** are junk. A **Body Pistol** is a good hijacking or smuggling weapon, though I suggest that it be used on an unsuspecting crewmember to get stronger weaponry. I, personally, like **Auto-pistols**. They have a large (15 shots) magazine, and their ammunition is interchangeable with **Submachine Guns**. I also like **Submachine Guns** mainly because of their high fire rate. **Revolvers** are weak **Auto-pistols**. **Carbines**, **Rifles**, and even **Auto-rifles** are replaced by the **Advanced Combat Rifle**. **Shotguns** are only useful at close range and in crowded places. Despite their high-tech appeal, laser weapons are inaccurate, expensive, and easily defeated by **reflec** armor. Accessories should be limited to telescopic sights and silencers. Hand grenades (but not launchers) are very useful. Their high destruction potential and their ability to mutilate large masses of people make them attractive to the beginner. High energy weapons are utterly ridiculous as are heavy weapons like **Machine Guns**. **Auto-cannons** are the ideal weapons to mount on vehicles.

Characters who own starships should keep several things in mind. Armor is a passive defense and doesn't use those precious EPs. Missiles follow suit in the offensive category. When taking on crewmembers, screen them carefully. Check out your cargo and passengers carefully. Always have a high-powered computer system. Not only does it have a high damage resistance, but it can store those high offensive and defensive programs without

shoving them in storage. Nothing is more irritating than having hijackers run rampant while you use the library program. Keep a large supply of vacc suits and extra oxygen tanks in case of mishap, and don't leave the ship's locker unlocked.

The major thing about starships is stealing them. You should stick to the following methods. First, mug the Captain, steal his key, and gently sneak the ship out of starport.

Hijacking is a fine art. Find an unwary crewmember and relieve him of his weapons. Then, get to the ship's locker for more weapons (most ship's lockers look like the Imperial Armory). Go to the bridge, eradicate the undesirables there, shut the door, put on vacc suits, and evacuate the air. Then, go around the ship and zap anyone lucky enough to have got into a vacc suit. Eject the bodies out of the airlock in jumpspace, and *viola*, no witnesses.

There is also the tried and true shoot-'em-in-a-deserted-place-and-disable-their-drives-then-board-and-kill-everyone-aboard method. This needs no explanation.

What now? Sell the starship because you're not the only one with the previously-stated bright ideas.

Avoid planets with tainted, corrosive, insidious, very thin, or no atmospheres. Avoid planets where the starport is an old parking lot and an aluminum shed. Avoid desert and water worlds. Avoid planets with high government codes and higher law levels. Avoid planets where the tech level is precambrian. Equipment and vehicles are very important. A vacc suit is necessary; an artificial gill is not. A good communicator is necessary; geiger counters, bull horns, metal detectors, and wet suits are not. A hand computer comes in handy and so do chain saws (I'll leave the reasons for that to your imagination). A set of lock picks and food also have their places.

Vehicles are very controversial. Ground cars are slow and unreliable. ATVs and AFVs are strictly off-the-road vehicles. I like the versatility of the G-carrier. Other aircraft (non-grav) should be avoided. I like helicopters but don't know why. Air/Rafts are too common to mention, and grav belts are just high-tech parachutes. Water ve-

hicles are all but non-existent in most places.

While I have kept my comments, believe it or not, to a minimum, these should by no means be final. I strongly suggest reading science fiction material, especially the *Stainless Steel Rat* series by Harry Harrison and the *Ringworld* books by Larry Niven. And, may you never be cornered by a fusiongun-toting psychopath!



Valley of the Rood of Parth pt. 1 Demons of Dundurn



An eerie silence greeted the dawn at Riverside House the morning after the wedding feast of Arnulf and Gunda. As the day wore on, no signs of life were apparent from the House. Concerned villagers appealed to Oskine at the Feathered Serpent Inn, who gathered some of his guests and set out to investigate. Arriving at the silent portals of Riverside House, Oskine instructed the group of guests to proceed ahead and said he would join them after he had scouted the outside of the House and the surrounding area. The guests crossed the empty threshold to discover . . .

This 48 page Universal Fantasy Play Aid is the first in a series detailing the Valley of Rood, the Riverside House, and the Mysterious Rood of Parth. Also included is a 22"x 34" map sheet containing the 4 levels of the Riverside House in 15mm scale.

JG 1140

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FACE TURNED BLUE

(Vaccuum Suits in Traveller tm.)

by Richard Tucholka &

Ree Moorhead Pruehs

We had nearly finished calibrating the com-link when the shower struck. Any other time, the link would have warned us of the approach, but it was one of those occasions when the link was down.

Jack didn't have time to move. One minute, he was getting the 16-spanner I'd asked him for; the next, his face plate exploded in a shower of atmosphere, plastic shards, and blood. I didn't have to look twice to know that he was a deader, and I didn't have the time to think twice. I jetted towards the airlock.

I was only a few meters away from the safety of the open hatch when I felt the sting of something hitting me in the leg. I felt the pinch of the knee brace joint seal attempting to secure the suit, but I could still feel the leakage. . . .

There is nothing like a frustrated Judge trying to wing zero-G combat in vacuum when the system in the rules just isn't detailed enough to suit either the Judge or the players who watch him or her with accusing eyes, wanting to know if their characters survived the meteor storm or if they should break out the backgammon board while the night is still young. These tables are an attempt to resolve the problem of what happens when a player's vacc suit suddenly decides to spring a leak and are designed to be used with the Judge's own favorite hit location system.

Order of Determination

1. Roll hit location on body using whatever hit location system is comfortable for the Judge.
2. Roll 1D6: 1 - 3: Puncture is in front; 4 - 6: Puncture is in back. Rear chest hits in backpack.
3. Determine injury to player and/or suit.
4. Attempt to reseal suit.

Vacc Suit

2-2-2-2

Suit Damage Roll 1D6

Roll	Type	Projectile Damage per Character	Vacc Damage per Character	Repatch?
1 - 5	Puncture	1D6	1D6	See A
6	Gash	2D6	2D6	See B

Repatching

Type	Time/Get Kit	Time/Apply Patch	Patch Hold (2D6)	Modifiers (Vacc Suit Expertise)
A	1 m.r.	1 m.r.	6+	+ 1/lvl/expertise
B	1 m.r.	2 m.r.	8+	+ 1/lvl/expertise

Note: Any attempt to cover hole by person other than one patching (act of patching takes two hands) results in ½ damage to victim.

Helmet Hits Roll 1D6

(1 - 4) Roll 1D4 to determine damage on table
(5 - 6) Roll 1D6 to determine damage on table

Roll	Damage to Helmet	Damage to Character	Quality of Patch
1	Cracked	None	Good
2	Serious Crack	1D4	Roll on Quality Table
3	Holed	As Small Puncture	Good
4	Cracked/Punctured	As Puncture	Roll Quality Check
5	Holed and Cracked	As Gash	Roll on Quality Table
6	Shatters	Death if Not in Pressurized Area	No Chance of Patch

Quality Table

(Length of Time Patch Lasts)

- 1 Patch Will Last Indefinitely
- 2 Patch Will Last 1 - 4 Hours
- 3 Patch Will Last 4D6 Minutes
- 4 Patch Will Last 3 - 18 Minutes
- 5 Patch Will Last 2 - 12 Minutes
- 6 Patch Will Last 1 - 6 Minutes

Vacc Suit

3-3-3-3

Backpack

Roll 1D6, Then Consult
Appropriate Table Below

- 1 Air Lines
- 2 Air Storage
- 3 Temperature
- 4 Electric Systems
- 5 Computer (if any; if not, roll again)
- 6 Thruster Pack (if any; if not, roll again)

Air Lines

- 1 Reserve Air Loss (10%)
- 2 Reserve Air Loss (20%)
- 3 Reserve Air Loss (40%)
- 4 Reserve Air Loss (80%)
- 5 Severed. Remaining Air Time in Minutes = Endurance
- 6 Severed. 1D6 Damage

Air Storage

- 1 - 4 Roll 1D4 on the Air Lines Table
- 5 Tank Explodes. Remaining Air Time in Minutes = Endurance
- 6 Tank Explodes. 2D6 Damage from Explosion/Suffocation + 1D6 Puncture Damage

Temperature

- 1 - 3 Temperature Lowers 1 Degree per Melee*
- 4 - 5 Temperature Raises 1 Degree per Melee*
- 6 Temperature Fluctuates: Roll Every 1D6 Melee for Change on Above

*Depending on relation to outside, external temperature

Vacc Suit

4-4-4-4-4

Electric

- 1 - 4 All Electric Systems and Air Support Function
- 5 - 6 All Electric Systems and Air Support Stop. Temperature Drops 1 Degree per Melee Round. Depending on Design of Suit, Air Supply Could be Lost (Judge's Discretion).

Computer

No Navigation or Computer-related Activities

Thrusters

See Air Storage Rupture

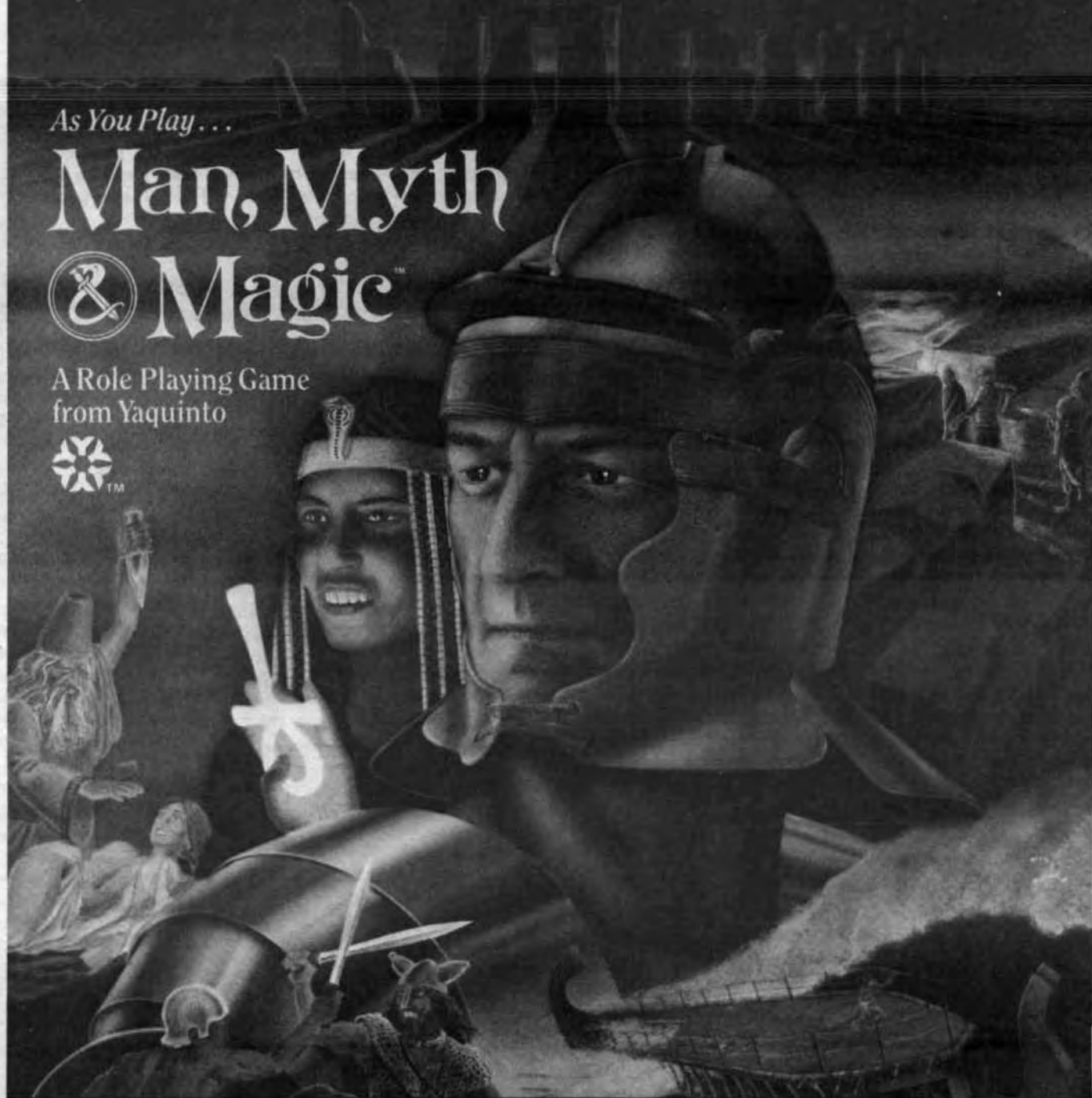
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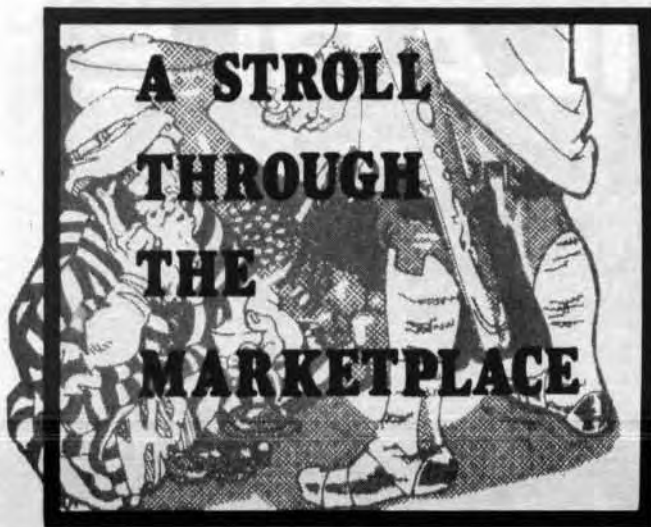
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Witches Court Marshes

Danger awaits on All Hallows Eve, Witches of the world are gathering en masse, the peasants of the area are going to leave unless you can stop the Wicked Black Mass. Twenty-Six pages of maps detail the area around the Witches Court Marshes and the village of Grita Heath. Complete description of the Witch Character Class. Many Witch NPC's are detailed. There is also the three level lair of Mordrida under the marshes that contain fabulous wealth and dangerous adventure in this 80 page Universal product.

JG 1090

\$6.98

Demons of Dundurn

The day after the wedding feast of Arnulf and Gunda no signs of life were present at the Riverside House and concerned villagers appealed to Oskine to gather some of his guests at the Feathered Serpent Inn to investigate. Arriving at the portal the guests crossed the empty threshold only to discover.....

This 48 page Universal Fantasy Play Aid is the first in a series detailing the Valley of Rood, the Riverside House, and the mysterious Rood of Parth. Also included is a 22"X34" map sheet containing the four levels of the Riverside House in 15mm scale.

JG 1140

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Darkling Ship

The intrepid crew of the patrol cruiser Hrunta heads right into the teeth of increased pirate activity as they follow up clues to a mysterious lost generation ship. Adventure and intrigue abound in the fring area of the Imperiums Darkling Subsector. Search and rescue operations strain men and machines as they backtrack the cryptic cloaking machines and the elusive human/alien presence to it's source. The third in the Border Prowler Adventure series set in the Gateway Quadrant of the Imperium. This 32 page adventure includes complete personnel and equipment stats as well as plans for the five million ton Generation Ship, all designed and approved for use with Traveller tm.

JG 0960

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Corsairs of Talibar

This is a 48 page Universal adventure module that has just been released. This fantastic book contains two parts, a wilderness adventure on a long lost pirate island in order to find a treasure filled stronghold, the second being finding, exploring and staying alive in the depths of the fortress. Fantastic adventure for those bold enough to brave the island and it's contents, discoveries await the determined explorer, treasure waits to be taken. But what guards all of this and what awaits those who dare? JG 0910

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We have recently combined several of our popular line of Approved for use with Traveller tm. products into adventure value packs. The prices of these packs are \$15.00 and are considerably less than the combined retail price. This is a Limited Edition Offer.

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ALL THAT GLITTERS . . .

Amulet of the Invincible By Paul Andrew Denisowski

This Amulet is made of Silver and studded with Gems. However, when worn and rubbed, the Amulet's powers take effect. The wearer's Strength is changed to 18/00, their Hit Points are doubled, and all Spell Casters have their Spell Durations double. This lasts for 1 - 10 turns, after which the character is unable to fight or cast spells or do any strenuous tasks for 2-12 hours. Suggested GP Sale Value: 40,000

Ravenring by Roy Cram

This Ring allows its wearer to take the form of a Raven once every 12 hours for a period of time not to exceed one hour, at the end of which time the Raven is compelled to return to its original form. While in Raven form, the Ring wearer may not carry anything a Raven could not normally carry, but will still retain the wearer's intelligence, and be able to speak. There is 2 chances on 2D6 each time the Ring is used that the user will get stuck in bird form, and have to persuade some other character to magick him back to normal. Under any other circumstances, the wearer can resume his normal form at will any time before the hour is up, but will still not be able to use the Ring again for 12 hours.

Similar Rings have been cast for cats, rats, owls, toads, snakes, and so on. All have similar properties, differing only according to the type of animal spirit enspelled. All Rings of this type can be destroyed by melting them in molten silver.

Inertia Rock By Paul Andrew Denisowski

The small rock can be easily moved or thrown, but once it has been moved, it won't stop for nearly anything. Its speed will increase at the rate of 5 miles per hour until it reaches 600 miles an hour or 10 miles a second. Of course, object moving at this speed are bound to cause a lot of damage; 1 Hit Point per 20 miles per hour. Suggested GP Sale Value: 18,000

The Ranger's Cloak by Edward R. G. Mortimer

This Cloak can be used only by Rangers. It appears to be an ordinary brown cloak, but when donned by a Ranger, it gives the following bonuses:

- 1 +10% to Tracking Ability
- 2 Halves the chance of getting lost
- 3 Bestows the power of Body Equilibrium to the wearer; this power is always working as long as the Cloak is worn
- 4 Same powers as the Cloak of Elvenkind, but at -40%

Mirror of Soul Possession by Marc Patrick

This Mirror seems like any other 3000-year old mirror, except for the fact that the frame seems to have been formed from some kind of glowing metal. The glow has the power to pull any being that is within a 20-foot radius towards the Mirror, making it impossible for him not to just take a look. Having done this, his soul will then be in the possession of the mirror, in which case the victim will be forced to serve the owner of the Mirror. If the Mirror is owned by a being of Good alignment, then it will only steal the souls of Evil bodies. But if it is owned by a being of Evil alignment, then the Mirror will only steal the souls of those of Good alignment.

There are only two ways to free souls from the Mirror. One is to break the Mirror and completely destroy the frame. The other is to cast a *Wish* spell. If the Mirror is broken, the shattered glass will possess the soul of the last owner of the Mirror forever.

Elven Bows by Edward R. G. Mortimer

Whether Long or Short (50% of each), Elven Bows have the same powers. They are +3 to hit and damage and have double range. Against Orcs and Half-Orcs, Elven Bows are +6 to hit. They will also do 3 points of damage per round to any Orc or Half-Orc that handles them. Elves will not let any non-Elf possess an Elven Bow.



FROM THE HORSE'S MOUTH

PEGASUS Reviews Games and Game Aids



Deluxe Traveller Truly Deluxe by Paul Andrew Denisowski

In 1977, Game Designers' Workshop released *Traveller*™, a science fiction role playing game. The original set was a 5 3/4" x 8 1/2" black and red box adorned with a message from a distressed starship. Inside were three small booklets, each with the same color scheme but no message. Ranging around 48 pages each, they were divided into three sections: **Characters & Combat**, **Starships**, and **Worlds and Adventurers**. They had a tendency to come apart and leave the middle pages on the living room floor. On the back of the box was the usual game hype and a rather unskillfully-drawn picture of what appeared to be a man firing a laser rifle. All in all, it was not a pretty picture.

However, the exterior didn't matter as much as what was inside, and game fans loved it. The hobby shops couldn't keep it in stock, and *Traveller* magazines and articles were spawned. Unlike other games, its gestation period was not starved for want of material 72 Pegasus

but had, rather, a glut of supplements, adventures, double adventures, extra books, etc. *Traveller*™ was growing fast and so was the need for revision.

Now it is here: **Deluxe Traveller**. The first thing one notices upon looking at the box is its size, 11" x 9". Same signal still being sent by the distressed trader, though, and the same color scheme. Oh, well, we have to keep some things constant. It's thicker, too, thicker than the average TSR boxed game box. Inside are some bright, shiny booklets (same color scheme), a pair of white and black dice, and a full-color map. Looks like a real winner. Maybe they've even changed the book titles. No such luck, but you do notice a new book, *Traveller Book O: An Introduction to Traveller* and an introductory adventure, *The Imperial Fringe*. Hmm!

Looking inside the books, we see that they aren't the same old books. There is new typesetting but no illustration save for a few simple diagrams. The **Characters & Combat** book is a good place to start comparing the old and the new. Well, the services and skills are the same. The skills are nicely redone with new type and a personal data sheet included. The combat system is the same but with a few new armor types (not classes) and some ancient weapons. At the very back is a summary sheet which is not removable but a good addition.

Next, we look at **Starships**. The first part about shipping and generalities are basically the same, but a pair of summary sheets and travel time tables are very well done. The starship construction section is much the same but with still more of those wonderful summary sheets and some new ship types, most notably, the patrol ship. Also, there are a pair of ship profile forms to photocopy. The combat

system has had a complete tune-up. Originally, the system called for a scale of 1" equals 1,000 miles. Imagine, battles with opposing sides at 500', almost maximum laser range! Now, they've gone metric: 1mm equals 100 km. This is still a bit too spread out, but it is better. The hit table now has included critical hits, and missiles now do 1D6 hits instead of just 1. A computer program writing system is provided for those with computer skill. The experience section is essentially the same and is still as dull, and the drugs section follows suit. The trade and commerce tables are nicely organized but unchanged.

Worlds and Adventures, Book 3, is the most revised book of all. World generation stays the same but is put in a better format. The tech level table has been expanded, and the world trade classification requirements are finally put out in the open. The equipment section is about the same with a few minor additions and clarifications. The vehicle section price typos are gone, and several new vehicles are added. The G-carrier, a grav troop-carrier, and the speeder, a grav sports car make their appearance with what seems to be the only illustration. The animal section is as useless as ever, and the psionics section is just retypeset.

Now, for that funny book, **Book O: An Introduction to Traveller**, although it may serve as a good guide for new RPG gamers, even new *Traveller* players will consider it "old stuff." A sample encounter and glossary, as well as an appendix and directory of both the old and new sets is included. Of course, no game would be complete without a list of related game materials available from the publisher. For \$5.98, I'm not sure I'd buy it separately.

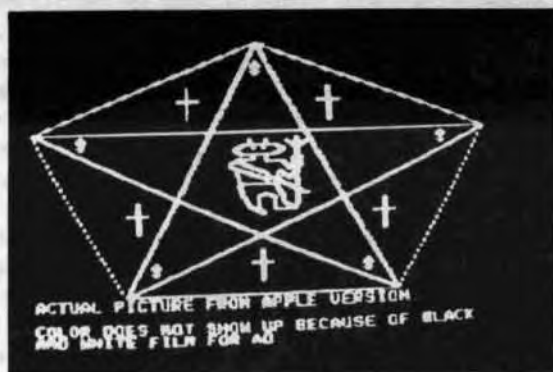
continued on page 93

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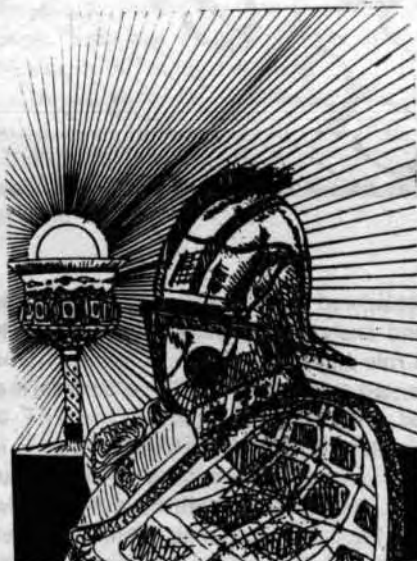
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Town Crier,

Have you considered releasing a special issue containing a critical and analytical appraisal of all the better Fantasy and Sci-Fi role-playing games available? My friends and I are discontented with the AD&D tm system, particularly its combat system and its rigidity. The TFT tm combat and skills system is excellent, but the magic is inferior. We certainly do not have the money to buy and try out all these games, and publishers' blurbs and advertisements are useless. Perhaps the best tactic would be to rate them all on complexity, realism, playability, flexibility, etc. Even if this was released as a separate publication, I would buy it.

Now, about your art: I agree with recent complaints, but do not up the cost of your magazine. Perhaps more good black and white art is the answer. The Comics also badly need better art.

I am not sure how long my subscription is still in effect. Send me 3 more years worth (payment enclosed), and tell me how much time I have.

Please send me your Artists' and Writers' Brochure. I plan to write an article on the psychological learning that goes on in FRP.

Sincerely,
Joseph C. Rast III

P.S. When is the promised review of other magazines coming out? And, if you still have any extra Dungeoneers, please send some as the bonus for subscribing.

Joseph,

While an issue devoted to rating all the role-playing games on the market might be a worthwhile project, the viewpoint of the reviews would be the subjective opinion of the writer and, therefore, might not be applicable to yourself and others. All systems to date have good and bad points; you can't escape that fact. My advice to you and others looking for a perfect game is to combine systems and to create rules that you think make more sense.

I use a combination of AD&D tm (TSR), Chivalry and Sorcery tm (FGU), The Ysgarth Rule System tm (Ragnarok Enterprises), and my own rules for my main campaign in addition to playing The Fantasy Trip tm (Metagaming) and Tunnels and Trolls tm (FBI) as is. I also play many other systems such as Villains and Vigilantes tm (FGU), Cham-

pions tm (Hero Games), The Morrow Project (Timeline), Traveller tm (GDW), Dragonquest tm (SPI/TSR), Car Wars tm (Steve Jackson Games), and a host of others. Each system has its good and bad points, but every one of them is fun to play.

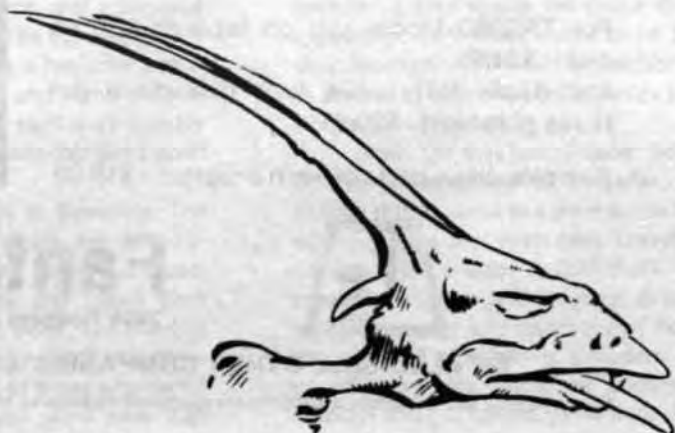
The only way to find out which system you like the best is to play them. Although this is rough on one person if he or she tries to buy them all, it isn't as bad if everyone in the playing group buys one or two. Besides, if you have a lot of different systems to play, you won't get tired of the same old thing all the time. To tell you the truth, I haven't played my main campaign overmuch in quite a while - I've been too busy being supervillains, holocaust commandos, spies, space cadets, and a myriad of other fantastic characters.

As for our artwork, they are all black and white submissions; we add the color here at the Guild. The artwork comes mainly from Guildmembers and our own staff; we cannot pay for top-name artists, though, on the whole, I think the quality of our artwork is improving. Then, again, that's a matter of opinion.

The review of the other magazines has been put on the back burner. I don't know when it will be done; I am (regretfully) leaving the Guild to try my luck as a freelance designer and fiction author.

Your other requests have been forwarded to the appropriate departments. Thank you for your fine letter.

Ed



Dear Mr. Mortimer:

After purchasing *Pegasus* for a year off the stands, I have finally decided to subscribe to it (you should feel honored - I don't subscribe to any other FRP magazine). I, therefore, feel that I am now entitled to offer some criticisms for what I believe may quickly become the best magazine of its kind.

First of all, a word or two about your cover art. I want to see *Pegasus*-oriented covers ONLY. For what it's worth, here is my rating of *Pegasus* covers to date (on a scale of 1 - 10):

No. 1	7
No. 2	8
No. 3	7
No. 4	3
No. 5	8
No. 6	5
No. 7	8

These ratings reflect only the quality of the art and have nothing to do with its content. Stick with themes like those in issues 1 through 5 (I actually like No. 7 best, but not as a *Pegasus* cover). One major complaint, though. The facial expression of Pegasi No. 1 through No. 3 is that of "fear," as anyone who knows anything about horses could tell you. A *Pegasus* should not be depicted as a fearful beast unless there is a good reason for it. *Pegasus* No. 5 is an excellent one from the standpoint of action, as is *Pegasus* No. 2.

Your Guildmember Bonus blurb always states that the offer is good for one month "after the issue date." How about printing an issue date in *Pegasus*? It should appear on the Table of Contents page, but I have yet to find one anywhere!

All Guildmember Installments should have a clear indication of the exact location or locations of the adventure. The hex or hexes should be listed at the beginning of the installment, not recorded as part of the text somewhere. Also, in issue No. 6, page 37, Hex 2625 is listed as "Tarantis." Perhaps Tarantis is the closest major center of civilization, but it most certainly is NOT in Hex 2625. I will admit that I am not yet familiar with your campaign hexagon system, but the label did throw me for a while.

I would like to see "mini-adventures" set in the City-State itself. What I have in mind are city adventures similar to those found in the *Thieves' Guild* series.

How about numbering the pages of the Installments separately from the rest of the magazine? These are intended to be removed - remember?

Get your "Columns" and "Features" straightened out. Anything that appears periodically under the same name is a "Column" (like "All That Glitters") even though it is not necessarily written by the same person every time.

Please don't use little pieces of a larger picture to illustrate articles and fiction (example - "To the Beast," issue No. 7). The three smaller pieces are only being used to take up space. This, I can appreciate, but it surely would not be that much more expensive to contract a few original black and white illustrations that have something to do with the text content. Artwork is generally passable if not particularly exceptional. I do hope to see much more of Russ Steffens' work.

Finally, I would like to comment on *Wilderlands of High Fantasy*. I have not yet been able to put it to work, but my first impressions are divided. It seems to be a well

thought-out and potentially very useful referee aid. Unfortunately, it suffers from an absolutely atrocious case of non-editing. Typographical errors abound, many of which are obvious even when merely scanning. This is my first Judges Guild purchase aside from *Pegasus*, and I sincerely hope that the editing job on it is not typical. Judges Guild has a reputation for shoddy workmanship. I can certainly work around such errors, but, for five to ten dollars or more, I definitely expect a little editorial elbow grease. I know this doesn't reflect on *Pegasus*, but I feel that it is a matter which should come to the attention of Judges Guild officials. Everyone makes mistakes at the typewriter, but editors are hired to correct them.

In all, though, I commend you, Mr. Mortimer, for running an excellent magazine and hope you will keep up the high quality.

Please send me a copy of your *Artists' and Writers' Brochure*.

Sincerely yours,
Robert L. Williamson

Mr. Williamson,

Well, I do feel honored that you subscribed, but I also feel honored about all of our other subscribers.

As for our typographical errors, well, what can I say? We put a lot of products out each month, and, sometimes, a product just doesn't get quite enough editing. Due to the limited time we have, we concern ourselves more with making sure that the scenario is logical and plays well. I'm sure you want an adventure that is fun to play even with a few typos rather than one that is grammatically perfect but as boring as real life can be. The product you mention is an old one (check the copyright date), and I can assure you that editing has improved since that product was published.

Our issue date has been hidden through oversight rather than intent. It appears on the inside back cover. However, now it is also on the Table of Contents page.

The "Tarantis" map in issue No. 6, page 37, refers to the campaign map upon which hex 2625 is located. We should have made that clearer.

Overall, your letter is just what we look for from our Guildmembers. With such letters, we can make a better magazine for all of you.

Ed

Dear J.G.:

I regret that Michael Cuba, in his recent letter criticizing my "Monotheism" article, was not content to debate the issues but went on to use *ad hominem* tactics against my personal character; since he has done so, I beg leave to speak in my own defense.

First, I hope everyone realizes that, when Mr. Cuba and his friends attribute "inconceivable ego" to me, they are using one of the most unfair of all arguments because an accusation of this sort allows the accuser to convince himself that he's trapped the target in a no-win situation. If I plead guilty to having "inconceivable ego," of course, Mr. Cuba has won his point; if I say nothing, then, "Silence is consent," and, again, Mr. Cuba has won his point, and, if I defend myself, the very act of self-justification will be seen as more egotism, and Mr. Cuba will still boast victory!

Pegasus 75

However, let's look at his actual grounds for so attacking me. My "inconceivable ego" consists entirely in believing that there exists reliable, divinely-revealed information about God and about His moral standards. Non-Christians, having man as the center of their experiential universe, have always believed or wanted to believe that the Christians could not be otherwise, and, therefore, that the Christians were bragging of a self-achieved superiority when they spoke of knowing God. The Apostle Paul refuted this in II Corinthians 4:5, saying, "For what we preach is not ourselves, but Jesus Christ as Lord, with ourselves as your servants for Jesus' sake." If God has made Himself known to me, that's His accomplishment, not mine. Moreover, my article, while reflecting my born-again relationship with God through Christ, never said that a fantasy campaign had to use my approach in order to have internal logic - it simply discussed the interface between FRP games and Christianity.

Mr. Cuba says that speculation about the supreme reality is unnecessary to FRP games because any sufficiently powerful being involved in the campaign's action can be treated as a god. Has he never played in one of those campaigns where characters are allowed almost unlimited level advancement, and they start killing off Zeus, Bahamut, Orcus, etc.? When a team of super-duper player-characters wipes out the gods-with-a-small-"g", you are going to have to decide whether these characters can now rule the game-universe or whether some higher power exists that can still overrule them. Even in more modest campaigns, these metaphysical questions still intrude. If your evil Wizard has a spell or artifact that can turn my Paladin, against his will and irrevocably, into an evil monster, the very allowing of

such a power is a statement about ultimate divine justice (or the absence of same).

Finally, I note that Mr. Cuba says all moral absolutes are "bunk." I'll wager that, no matter how much he repeats this idea on the surface of his mind, he will, when faced with any obvious injustice that affects him or his loved ones, be unable to shed the gut-level feeling that this injustice is **truly** wrong, a violation of a real ethical standard. That feeling, Mr. Cuba, comes from your God-given moral sense which makes you more than a two-legged animal.

Yours lawfully,
Joseph "Copperfox" Ravitts

Copperfox,

Very well said. Perhaps, Mr. Cuba would like to reply. "The Town Crier" is an acceptable forum for Guildmembers to speak their piece. Don't be afraid to use it.

Ed



Attention!

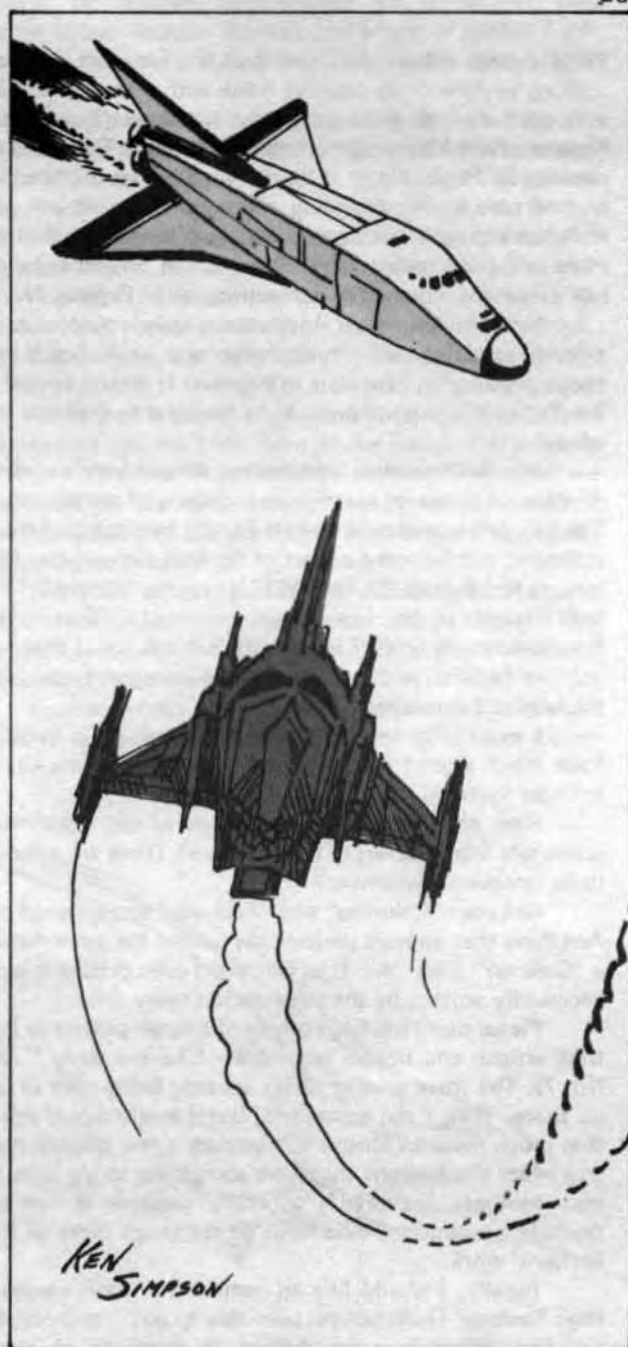
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BACK FROM THE SHADOWS

by Kurt G. Schumacher

The band of adventurers sat huddled around a campfire at the edge of a dark wood. One of them leaned forward to slice off a chunk of the joint of meat roasting at the edge of the coals.

"I like not the looks of yonder trees," he grunted, leaning back. "There's an air of evil about them."

"And since when has the smell of evil worried you?" asked the Mage, puffing on a small, ivory pipe. "Perhaps you're getting too old to be roaming about the wilderness, chasing legends, seeking treasure and glory. . . ."

"Aye, maybe you should retire like old Bart," said a grizzled old Dwarf, "and get a nice, soft job with the Emperor's Guard." This comment brought chuckles from the group.

"Nay, not I," replied the Fighter around a huge mouthful of meat. "And how long did you think Bart could stand the quiet life in the Imperial Garrison? Two years, and I heard he's gone a-roving again. Left his wife and child and took that blasted Dragon-hating Sword of his in search of 'treasure and glory' just like the rest of us vagabonds."

"'Tis true," commented a young Elf, leaning against a tree. "I heard that a man of his description was hiring men in Ramsguard not more than a fortnight ago."

"Hmmm," mused the Mage. "If that's so, then he may be after the same goal as we. We had best be prepared. As I recall, he also had a Ring of Spell Storing, did he not? Hmmm. . . ."

* * * * *

"Harald! Harald, over here! It's Mark Renyon!"

"Mark? Sure, I remember, from the Academy. Say, it's great to see a familiar face. I just got in a few hours ago and thought I'd kill some time before I registered with my new unit."

"Oh, yeah? Which unit are you with?"

"The 53rd Cavalry. I finally got myself transferred out of garrison duty at the Way Station on Persphone. I'd like to see some combat action for a change."

"No kidding! That's my unit! This is great! Bartender, a drink for my friend! Well, if it's action you're looking for, you'll find it here. We've been in the thick of it for the past few months, with all these border raids. A lot of new transfers. We're even getting a new Commanding Officer today! Everyone is wondering what he'll be like. The last guy did everything by the book. A real bastard."

"Say, Mark, look at this. I've always carried this picture with me. It's our graduation picture from the Academy. See, there I am, and there's you. . . ."

"And Lauren, remember her? What a knockout! And there's Crazy Mike! That guy was always pulling practical jokes on everyone. And Harry, and that's Jock. . . . Wonder what happened to the rest of the old bunch?"

"Well, let's see, I heard Mike was lost in a skirmish with the Zhodani; Jock retired a couple of years ago, and I think Lauren is working at Headquarters on Regina. I never heard from Harry after. . . ."

* * * * *

Where do old characters go when they die? Some are crumpled up and discarded. ("Darn! Why can't I ever get a Cleric past second level?"). Some are consigned to a dusty drawer or dark folder. ("Hmmm. . . maybe I can use this guy as an NPC in my own campaign. . . ."). Some become legends, living on at conventions or wherever gamers meet. ("Then, there was my 10th Level Gnome Illusionist. One day, he got caught by three Trolls, and. . . .")

Every role-playing gamer has had a favorite character who died at the peak of his or her career, retired, or

wandered off on a quest, never to be seen again. This column will give these characters the opportunity to live again, to blaze new trails of adventure, and to have another chance at glory!

Our intention is to solicit and publish your favorite characters so that they may be used as NPCs by other Judges in their campaigns. Now, lists of NPCs have been published before. Usually, these are characters rolled up by a Judge for some specific function in a scenario or simply to provide some colorful characters to interact with their players. This is, indeed, a valuable technique for breathing some life into a campaign.

The characters published in **Back From the Shadows**, however, are significantly different. These are **your** characters. These are characters that have worked their way up from first level, that have been on quests and adventures, that have faced death and danger. They are characters that have developed their own personalities under your control; they are characters that have **lived!**

Here is how the column will work. In each installment of the column, we will publish one or more characters that have been sent in by our readers. We will list their basic statistics, level, skills, possessions, spells known, all the basic information required to describe the physical character. Then, we will present a brief personality sketch and character history, the information that makes a character unique, interesting, and alive!

What kinds of characters do we want? First, they can be from any role-playing system. Most will probably be from the more commonly-played game systems, **D&D** and **Traveller**, for example. But, if you have an interesting character from a less "popular" or a newer game system, send it in! Your character from **Secret Agent**, **Chivalry and Sorcery**, or **Boot Hill** may spark some interest in someone who has never considered playing the game.

Second, they can be any class or race of character. Everyone is familiar with the standard Fighters, Magic Users, Elves, Dwarves, Scouts, and Mercenaries, etc. We will gladly accept these. But, have you ever played a Half-Orc in D&D? Has your Traveller character ever been drafted into the "Other" and gone on to adventure? Have you ever played a Duck in Runequest? Send in your characters from the less common races and classes. These, too, may inspire other players to try something new.

Third, the characters you submit do not have to have maximum scores in all their statistics, possess every magic item in the DMG or be at least 53rd level. We wish to demonstrate that characters with average or even below-average stats can be played successfully and can be developed into interesting and valuable characters. In fact, we would prefer not to see "artificially inflated" characters who have been granted massive increases in level through "divine intervention," magic potions, wishes, or the like. We prefer characters who have earned their levels.

Finally, these should be characters who have died, retired, or are otherwise not currently active in your campaign. After all, the purpose of this column is to resurrect your "lost" characters and give them new life in other campaigns. (This is not to say that your own Judge may not, someday, bring you face-to-face with one of your own former characters. . . . Heel! Heel! Heel!)

If response to this column is favorable, we will produce a separate volume of **Back From the Shadows** containing all of the characters from previous columns plus others from those submitted. A credit toward the purchase of the volume will be extended to anyone whose character is published therein.

Now, here is the information we will require about your character:

- 1 Your name and address.
- 2 The name of the game system for which the character was developed.
- 3 The character's basic identifying information: name, race, class, branch of service, etc. as appropriate for the game system.

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- 4 The character's basic statistics, skills, spells known, etc., again, dependent on the game system in use.
- 5 The character's possessions.
- 6 A personality sketch of the character. Include the information that makes your character interesting and unique.
- 7 A history of your character's adventures. This should include the circumstances under which the character was "lost." (For example: retired from adventuring to join the King's Guard, sent on a quest and never seen again, ship lost in a Black Hole, went off looking for the Tombs of Horror, etc.)

Send your characters to:

Dwarven Rites Associates
P.O. Box 393
Wilmette, IL 60091

Please include a SASE if you wish your character returned in the event that it is not accepted for publication.

In the next installment, we will present some actual characters. But, now, back to our adventure. . .

* * * * *

The Elf quietly slipped up to the edge of the clearing and peered around a tree. His eyes widened. They had all heard the sounds of combat as they advanced cautiously toward the clearing, but he was unprepared for the scene that presented itself. He motioned the others forward.

The entrance of the ancient temple had been shattered, and a tentacled horror lay quivering, hacked, and dying, before it. The bodies of seven men were strewn about the clearing. One figure still stood: a huge Fighter, a glowing Sword still drawn in his hand. He spun about and raised his Shield as he heard the others approach.

The Dwarf glanced at the device on the Fighter's Shield, then laughed. He slung his Axe on his belt and stepped forward, hand extended.

"Well met, Bart. 'Tis I, Dunfrick," he said.

Bart cautiously opened his Helm

to see the Dwarf more clearly, then sheathed his Sword and strode forward to clasp Dunfrick's hand.

"Well met, indeed, but not soon enough. Had you been arrived earlier, some of my men might yet have lived. But come, I am sure there are terrors enough for us all within the temple!"

* * * * *

Back in the barracks, Harald and Mark continued reminiscing about their experiences since the Academy. Suddenly, the door opened and two officers entered.

"Tennnnnn-HUT!" barked one as everyone in the room snapped to attention.

"Men, this is your new Commanding Officer, Major Wilkinson. He will be taking command effective immediately, and I expect that you will all. . . ."

Mark and Harald had been hard-pressed not to laugh when they recognized their new CO as "Crazy" Mike Wilkinson, the class clown from their Academy days. They wondered as the Colonel droned on. So Mike was a Major now and their CO. Was he still the same, fun-loving guy they had known? There was a grim set to his mouth that was never there before. . . .

* * * * *

A figure steps out of the past. Have you seen him before?

It is Bart. . . .

It is Mike Wilkinson. . . .

It is your character. . . .

BACK FROM THE SHADOWS



THE GREAT SEAL

An Aftermath/Morrow Project Scenario

by **Bill Pixley**

Operating out of a series of seemingly-natural caves, the Cannibals of the Great Seal have raided dozens of farmsteads and communities, taking the bodies or parts of the bodies of those they kill back to their hideout. Although no one knows for sure what the Great Seal might be, some claim that it is the local state constitution. Once much feared for their skills as warriors and for the numerous automatic weapons they carried, the Cannibals slowly used up their ammunition and now only use one of their sub-machine guns when in retreat to discourage any pursuers. They are the slaughterers of children and delight in the torture of their enemies. Why they gained the name of followers of the Great Seal is unknown; the locals, however, do not care to speculate. They have placed a 100 rd (50 .22 long rifle, 20 12-gauge buckshot, and 30 x 19mm pistol ammo) for anyone who destroys the Cannibals.

The True Story of the Cannibals of the Great Seal

Immediately before the war, the President of the US was out and about, making speeches and generally trying to drum up support for his foreign policy. Caught away from his escape craft, the Secret Service took the President to a secret cave that contained a hidden bomb shelter. However, on the way to the shelter, the party passed through a cloud of released chemicals which affected their minds. By the time they reached the cave, the President and the entire group had become quite mad. Once in the cave, the President executed his family, who had been traveling with him, and then committed suicide. His faithful but insane followers, the Secret Service, placed him in his "tomb," the armored limo in which he had been traveling, and a type of cult-worship grew up around him. The Secret Service personnel and the secretaries and media crew who were left lived on the stored rations in the bunker and, eventually, mated and produced offspring. For five years, they lived in the hidden bunker, subsisting on the provisions, breathing the tainted air, and creating a sub-society for themselves. Then, as the food ran out, the insane Secret Service men resorted to cannibalism and, with their equally crazed descendants, emerged from the hidden cave and began to raid the surrounding area for the Lord of the Great Seal (as they called the President).

Armor Kit

For **Aftermath**, all of the Cannibals wear Pants (HC with armor value of 2 that cover locations 10 - 18), light leather shoes (LL armor value of 3 that cover areas 19 and 20), Shirt (LC with armor value of 1 which covers areas

4 - 9 and 21 - 28), and a Heavy coat that is HC and covers areas 4 - 11. In the **Morrow Project**, the Cannibals would have a B armor class on their chests and arms.

The Walls and Doors of the Bunker

The walls of the complex are made of 6" thick concrete, and the doors are made of 2" thick steel. Unless it is otherwise stated, the doors are presumed to be not locked, and the lock mechanisms are no longer operable.

The Underground Complex

Tunnel A:

Tunnel A is a three meter wide tunnel that leads to the rest of the large tunnel system of which the hideout of the Cannibals of the Great Seal is only a small part.

Tunnel B:

Tunnel B is a meter wide tunnel that leads into the remains of the sewer system of the nearby town.

Tunnel C:

Tunnel C leads out to a hidden entrance on the surface. The tunnel is a meter wide and is natural in origin.

Room 1:

Room 1 is a natural cave room that the Cannibals are using as a guard post. The room is guarded by a pair of Cannibals and is lit by a crude torch set in a hole in the wall.

Cannibal 1: STR/CON 9, DEX/ACC 10, SP/BP 181, Average Quality, Novice in skill (BCS 8) with the Bowie knife that he carries.

Cannibal 2: STR/CON 10, DEX/ACC 12, SP/BP 200, Average Quality, Trained in skill (BCS 11) with the machete that he carries.

Room 2:

Room 2 is a concrete room that is a second guardpost to the only tunnel that leads directly from the complex to the surface. The doors aren't locked, and the room is lit by five candles on holders set about the room. The room is guarded by a single Cannibal who is busily eating a chunk of roasted human arm. If attacked, the Cannibal will try to flee into Room 5 in order to get help from the Cannibals in that room.

Cannibal: STR/CON 11, DEX/ACC 15, SP/BP 221, Average Quality, Trained in skill (BCS 11) with the hammer that he carries. In his pockets are a dozen wooden strike-anywhere matches and two 9 x 19mm (9mm parabellum) rounds.

Room 3:

Room 3 was the old main garage of the complex. The vehicle that had been stored in this room was wrecked during a raid by the Cannibals many years ago. The room currently contains four Cannibal guards who are protecting the Tomb of the Great Seal that lies in Room 10. The room is lit by five crude torches that are stuck in old shelf brackets around the room.

Cannibal 1: STR/CON 8, DEX/ACC 9, SP/BP 164, Average Quality, Novice in skill (BCS 11) with the belt knife that he carries.

Cannibal 2: STR/CON 10, DEX/ACC 8, SP/BP 200, Average Quality, Trained in skill (BCS 11) with the belt knife and the S&W M-27 that the Cannibal carries (has ten ordinary rounds of .357 in his pocket, and the gun is kept fully loaded).

Cannibal 3: STR/CON 10, DEX/ACC 8, SP/BP 200, Average Quality, Novice in skill (BCS 8) with the belt knife he carries.

Cannibal 4: STR/CON 9, DEX/ACC 10, SP/BP 181, Average Quality, Trained in skill (BCS 11) with the belt knife that the Cannibal carries.

Room 4:

The main sleeping quarters of the Cannibals, this room contains various piles of rags and hides that serve as beds for the Cannibals. The room contains three Cannibals and is lit by three wall-mounted torches. Hidden among the filthy bedding are five .22 Long Rifle rounds, a pair of belt knives, ten candles, and the partially-eaten arm of a child.

Cannibal 1: STR/CON 12, DEX/ACC 14, SP/BP 244, Average Quality, Veteran in skill (BCS 14) with the S&W M-27 revolver and the belt knife that he carries. He has three .38 special rounds and five .357 magnum rounds in his pocket.

Cannibal 2: STR/CON 15, DEX/ACC 16, SP/BP 325, Superior Quality, Veteran in skill (BCS 14) with the Bowie knife that he carries. In the Cannibal's pocket are the keys to Room 9 and a set of brass knuckles.

Cannibal 3: STR/CON 10, DEX/ACC 8, SP/BP 181, Average Quality, Novice in skill (BCS 8) with the belt knife that the Cannibal carries.

Room 5:

Room 5 is the corridor to the room of the boss of the enclave. Therefore, a pair of armed Cannibals watch the corridor for trouble. The room is lit by three candles.

Cannibal 1: STR/CON 15, DEX/ACC 15, SP/BP 325, Superior Quality, Veteran in skill (BCS 14) with the UZI and the belt knife that the Cannibal carries. The UZI has a full magazine in it, and the Cannibal has 10 extra 9 x 19mm (parabellum) rounds for it. The Cannibal also carries a gas-mask (proof against CN and CS gas) and wears a bullet-resistant vest (for *Morrow Project*, it gives an armor class of 7 to his trunk and groin, and, for *Aftermath*, it is Fabulon, format FQ, 115 protection and covers areas 4 - 12).

Cannibal 2: STR/CON 10, DEX/ACC 10, SP/BP 200, Average Quality, Trained in skill (BCS 11) with the machete that he carries. This Cannibal also has a gas-mask and a bullet-resistant vest like Cannibal 1.

Room 6:

Room 6 is another of the sleeping quarters for the Cannibals. This room is lit by three wall-mounted torches and

contains two Cannibals. Hidden among the dirty bedding in the room are ten extra torches, a box containing five strike-anywhere matches, three sets of flint and steel fire starters, five candles, a bag that holds five day's worth of rations of parched corn, and a bottle of bad, home-made whiskey that one of the Cannibals removed from the body of a drunk that they killed.

Cannibal 1: STR/CON 9, DEX/ACC 8, SP/BP 181, Average Quality, Novice in skill (BCS 8) with the belt knife that he carries.

Cannibal 2: STR/CON 10, DEX/ACC 7, SP/BP 200, Average Quality, Novice in skill (BCS 8) with the Bowie knife that she carries.

Room 7:

Room 7 is the room of the boss of the Cannibals. The boss, who is called The Pres by the Cannibals, is relaxing in the room and carries the keys to Rooms 8 and 9, where the Cannibals store their equipment and food.

The Pres: STR/CON 11, DEX/ACC 15, SP/BP 221, Average Quality, Veteran in skill (BCS 14) with the S&W M-27 revolver and the hatchet that he carries. The Pres has the keys to Rooms 8 and 9 and a dozen rounds of .357 ammo in his pockets. The Pres wears a bulletproof vest and carries a gas-mask like those carried and worn by the Cannibal in Room 5.

Room 8:

Room 8 is the equipment room for the Cannibals. It contains a wooden box that holds five rounds of .38 special ammo, three rounds of .357 magnum ammo, twenty rounds of 9 x 19mm (parabellum) ammo, ten crowbars, a couple of Phillips screwdrivers, a claw-hammer, fifty crude torches, 100 emergency candles, and a plastic box containing 104 strike-anywhere matches.

Room 9:

Room 9 is the food storage room for the Cannibals. The room contains 100 day's worth of rations of dried human flesh, 50 day's worth of parched corn, ten day's worth of dried beans, and five day's worth of LRP (Long Range Patrol) rations.

Room 10:

Room 10 is the burial chamber for the last President of the USA. The room contains the President's armored limo, which has been stripped for trade goods. Inside the car, in the back seat, is the body of the President and the skulls of his wife and daughter. Also in the back seat is a small, black, locked, leather bag that contains the activation codes for the missile systems of the US. The case is trapped to keep unauthorized personnel out of it, and any attempt to force it open will cause it to self-destruct and destroy the contents. Around the President's neck is a chain sporting a metal tag with the combination for the case inscribed upon it.

S&W M-27 3½" barrel - *Aftermath* statistics:

BBL: SHT

ACTION: DA

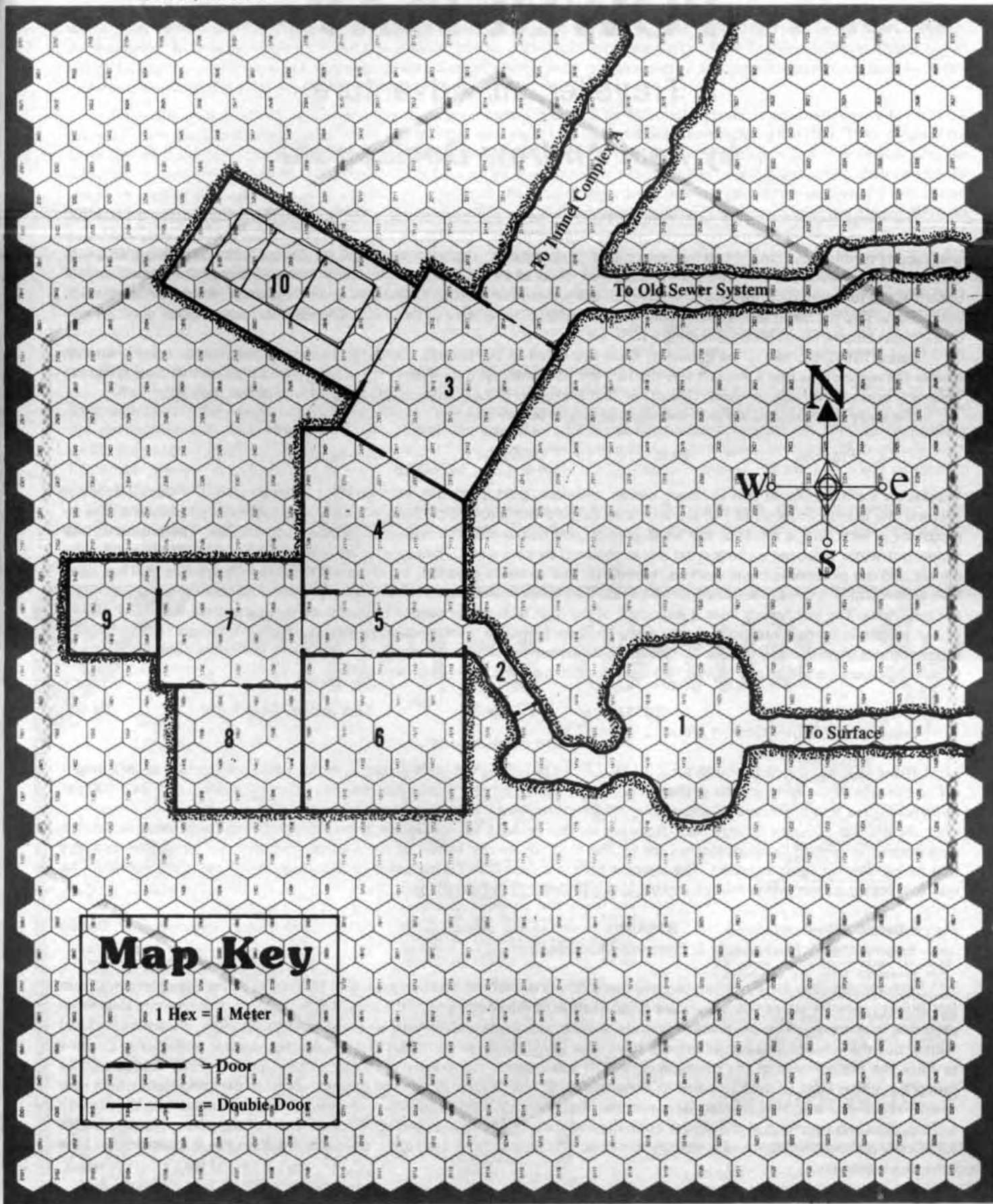
MAG: Swing-Cyl 6

DUR: 5

ENC: .33

Caliber: .357 Magnum

FEATURES: Can also use .38 special



POWER PLAY

A Traveller tm. Adventure

by Paul Andrew Denisowski

The Verge Subsector in the Glimmerdrift Reaches sector has been the area for Imperial expansion within the last 200 years. The abundance of natural resources and medium to upper Tech Levels have brought military, commercial, and industrial factors to this area. Your group has been one of those factors. You were under the employ of Vedra Shipping LIC, a sub-sector-wide line, when a rather unfortunate occurrence disabled your jump drive. Presently, the ship is stranded in the Franklin system with a full hold of cargo. You have to repair the jump drive (costing megacredit upon megacredit, almost none of which you have) or ship the material in another ship, which is costly if one were to be found. The situation doesn't look good for one of the latest employees of Vedra Shipping LIC.

Vedra 15845/BL-190 is the computer code key given to the players. Entering it in a planetside computer will turn up merely the name of the ship's captain and the fact that it is employed by Vedra. There is no Vedra base on this planet, nor are there any other Vedra ships present. One of the first things the group will probably do is to land at the starport.

The entry for Franklin/Verge in the Imperial Grand Survey is:

Franklin	0436	C130AA4 B	Industrial	G
----------	------	-----------	------------	---

Franklin is a mining planet rich in heavy metals (uranium, gold, platinum, etc.) giving it a density of 4.3! This still does not alleviate the gravity problem (0.745 G), and adventurers unaccustomed to this low gravity may find moving awkward. The atmosphere is very thin, a result of the weak gravity, and humanoids will require compressors to breathe. There is no surface water, but water is frozen underground and is obtained by core wells. The planet is crowded; 15,500,000,000 people, mostly miners and ore processing plant workers, inhabit it. The world is governed by Chaern XXI of the Chaern line that has ruled here since civilization was founded on the planet. The law level prohibits most energy and concealable explosives, as well as military rifles. The technology level is indicative of the high technology needed to sustain mining operations here. The surface of the planet is barren, broken only by a few shallow (partially underground) domes at irregular intervals. The automatic beacon directs the players to the starport dome, which is surrounded by gun emplacements equal to 4 triple pulse laser turrets. Once the players are inside and moved into a pressurized pad, the portmaster will arrive.

Darrene Tersned, Portmaster	7B59A5	Age 34	Flak Jacket, Auto-Pistol	Cr 450
Computer - 2, Auto-Pistol - 1, Pilot - 3, Admin - 3				

If the players' ship is over 500 tons, it will have to be left on the landing pad, at which time vacc suited men will drag it off to the side. Vacc suits are the preferred breathing device on this planet. Darrene will inform the group that a Cr 200 per day docking fee is in order, and, if unpayable, the ship must be moved out or it will be confiscated.

As the group makes its way back from paying the docking fee (or, if not, from returning from the planet's surface), a man dressed in miner's garb approaches them. The man apparently knows of the predicament with the jump drive and says that he can have it fixed in secret. The starport here is a type C and is incapable of repairing jump drives commercially. The man will introduce himself as Fredne Dextre, an ex-engineer in the royal "navy."

Fredne Dextre, Miner	B76A64	Age 43	Body Pistol	Cr 150
Engineering - 4, Mechanical - 2, Electronic - 1, Body Pistol - 1				

Fredne asks only for the group to carry out a simple operation. The current ruling power has had serious problems from the miners lately. It seems the miners are dissatisfied with the conditions in the mines; this dissatisfaction stems mainly from problems with power. The old power conduits, used to supply power for fans, air conditioning, and light, are antiquated and failing, but the ruler of this planet refuses to replace them. Because the mines are government owned, nothing can be done to force the replacement of the power system. The other mines are already filled to capacity, and no other work could be found by miners who refused to work in these mines. A radical change must be brought about in the conditions which now exist. Fredne and several close associates propose that the group blows up the main power converter located on the planet's surface. This would overload the power conduits and force an immediate and total replacement of the power system. Fredne can supply plans to the plant and a security schedule. Once the plant is destroyed, the party will have the ship repaired in time for a quick getaway.

The group will probably have little choice but to accept. If inquiries are made, the story rings true: bad mine conditions, worse power shortages, etc. The group will have to spend the night in the ship because there is no room in the hotel complex. Arrangements have been made by Fredne to make a "scenic ATV tour" with the party of the Franklin surface. This is not an unusual occurrence; officials are not surprised that most visitors wish to take such a tour due to several unusual rock formations present on the surface.

Early the next morning, as the group arises, a great commotion will be detected outside; it apparently centers upon the players. There are 15 men armed with ACRs and in ablat and one leader in battle dress surrounding the ship. They demand the surrender of the group. If asked the charge, it will be said to be conspiracy. Although this charge is a trumped-up one, the players may not realize that the government is not aware of their plans to sabotage the power plant unless they engage the leader in further discussion, when it will become apparent that the charges are a ploy to gain more workers for the mines. Needless to say, the group will be tried and convicted to 30 years in the mines if caught. If the group wins the bloody firefight sure to follow, they can get to the ATV and head toward the power converter.

Security at the plant is lax. A 25-man security team rotates in five 5-man shifts. All wear vacc suits and carry laser carbines and submachine guns. Guards will tend to shoot strangers on sight. The actual plant itself is surrounded by a 5 meter high laser fence which will puncture vacc suits on 8 or more and do 8D damage to all not in insulated (non-punctured) vacc suits. The plant is easily entered with a simple lockpick set. The guards follow preset rounds which enable them to patrol the entire plant and grounds within 30 minute intervals. The majority of the converter itself will be underground, and it will take a major internal blast or a well-placed blast (Demolitions - 2 or more) to destroy it. Bombing it from the outside will prove to be fruitless. Either way, it will annihilate the building and all inside, so a hasty retreat is a must.

Once back at the starport, the party will find that security around the ship will have been beefed up. 12 men in battle dress with gauss rifles will be guarding the ship and will attack anyone trying to enter the starship. If the players do get inside, the instruments will show that, true to their word, the associates of Fredne Dextre have repaired the jump drive, possibly under the guise of mechanics attempting to permanently disable the craft, and the ship is ready for take-off. A speedy flight (remember the gun emplacements) is sure to be desired, and few ships will be able to intercept. No ships with any armaments will be able to intercept.

As an added precaution, 4 men armed with snub pistols were secreted aboard the ship by the government and, in all likelihood, were not discovered during the hasty departure. They will attempt to subdue the crewmembers and return them and their ship to the planet for "justice."

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GENERAL PURPOSE MACHINE GUN

by Paul Aoki

The Machine Gun is one of the most common infantry-support weapons in Human space. Used from Tech Level 5 to Tech Level 11, Machine Guns arm most of the armies on the Imperial frontier. Of the three basic types, light (LMG), heavy (HMG), and general-purpose (GPMG), the most useful and effective is the GPMG.

The general purpose Machine Gun equips nearly every mid-tech army and mercenary unit. Its main function is infantry support at company level and below, but the GPMG supplements or even replaces the Heavy Machine Gun in fixed positions as vehicle armament. Its main advantage is that it is nearly as effective as the HMG while retaining the mobility of the LMG. Like most heavy weapons, GPMGs are prohibited to private citizens at Law Level 3. However, they are available to mercenaries and other military buyers.

Early forms of the GPMG appear at TL 5, but more advanced versions become available at TL 6. The GPMG's lighter weight and equal effectiveness lead to its replacement of the HMG at TL 7. Use for infantry and cavalry support continues until TL 12 where GPMGs are superseded by plasma and laser weapons. Phaseout is primarily due to the widespread use of individual armor and high-energy weapons.

The general purpose Machine Gun is a full-automatic slug-thrower, firing 8mm, 10 gram bullets at a velocity of 900 meters per second. These bullets are interchangeable with those used in most Rifles but are of higher quality. Ammunition is provided in 100-round belts, 60-round drum magazines, or 30-round box magazines; these are not normally interchangeable (see following text). Belts and drums are fed into the left side of the weapon, and box magazines are inserted into the top of the weapon ahead of the pistol grip. Note that, although Rifle ammunition is compatible with GPMG ammunition, Rifle magazines are not.

General purpose Machine Guns require a crew of one but are more efficiently operated by two-man teams consisting of a gunner and a loader. The gunner should have Heavy Weapons or Auto Weapons skill to operate the Gun, but persons without such skill may fire it without penalty. The gunner's higher level of either skill may be applied as a DM on the "to hit" roll. The loader's skill may not be used for this purpose.

Loading a belt requires three combat rounds for one man, but the assistance of a loader shortens loading time to one round. Belts may be linked together to form a single 200-round belt. Linking takes four rounds, during which the loader may not engage in combat or assist the gunner in any way. For this reason, linking is usually performed before combat. Magazines take one round to replace, with or without a loader. Neither crew member may evade while loading.

The GPMG has several practical fire rates. Fired from a bipod mount, a rate of 120 rounds per minute (three bursts per round) is possible. With a tripod, pintel, or turret mount, it is capable of firing up to 200 rounds per minute (five bursts per round). Bursts are of 10 rounds each and may be individually directed at any target within a 45 degree field of fire.

If more than three bursts are fired per round or Rifle-grade ammunition is used, the Gun may overheat and jam. The base roll to jam is 13+ on 2D with DM +1 per burst after the third, DM +2 if Rifle ammunition is used, DM -3 if a water jacket is fitted (not applicable to early GPMGs), DM -3 if the barrel is changed, and DM -1 per round that the Gun is not fired and is, thus, allowed to cool. These DMs are cumulative and carry over from one round to the next. The modifiers may not cause the base roll "to jam" to exceed 13; excess modifiers are lost.

Several procedures and devices are employed to avoid or fix jams.

Changing the Gun barrel assembly (which consists of most of the Gun forward of the firing chamber, including the bipod) takes two rounds and contributes to the cooling of the Gun. Alternatively, a water-cooling jacket may be fitted to the Gun barrel. If this is done, the water jacket becomes an integral part of the gun, and the two parts must be purchased and used as a whole. Water-cooled weapons may not change barrels. Clearing a jammed gun requires a roll of 10+ on 2D with DM +1 per level of Heavy Weapons and Auto Weapons skill possessed by the gunner and the loader and DM -2 if either crew member is attacked from short or close range.

Performance of the GPMG is similar to that of the LMG. The armor and range DMs are those of the LMG with an additional DM +1 "to hit" at long and very long range. The required dexterity level is 7, DM -2 "to hit" if lower. Advantageous dexterity is 10, DM +2. Extreme range is 800 meters if fired from a bipod and 1,200 meters from tripod, pintel, or turret mounts. As with other full-automatic weapons, three "to hit" rolls are made per burst, and up to four adjacent, non-evading targets may also be attacked by each burst at DM -3. 4D of damage are inflicted per hit.

The general purpose Machine Gun is 120 cm long including the stock and 70 cm Gun barrel. Base weight with a bipod is 10 kg. Tripod mounts and water jackets add 7 kg and 15 kg, respectively, and spare barrel assemblies for sustained fire weigh 3.5 kg each. Base price (including bipod) is Cr 1500, with tripods adding Cr 500, water jackets Cr 400, and spare barrels Cr 400 each. 100-round ammunition belts (weight 3 kg, price Cr 200), 60-round drums (weight 1.5 kg, price Cr 70 each), and 30-round box magazines (weight .75 kg, price Cr 30 each) are all widely available if purchased in quantity. Modification of the feed mechanism is

continued on page 92

A RuneQuest Campaign in Seven Scenarios



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Borderlands is a new kind of scenario pack for *RuneQuest*®. It is a complete campaign set in the fantasy world of Glorantha and describes the various peoples and places about the region known as the River of Cradles. *Borderlands* contains two books solely for the referee. The Referee's Handbook provides complete background descriptions and the Encounters Book contains all of the monster statistics and a random encounter chart. In addition there are seven individually bound adventures.

Borderlands

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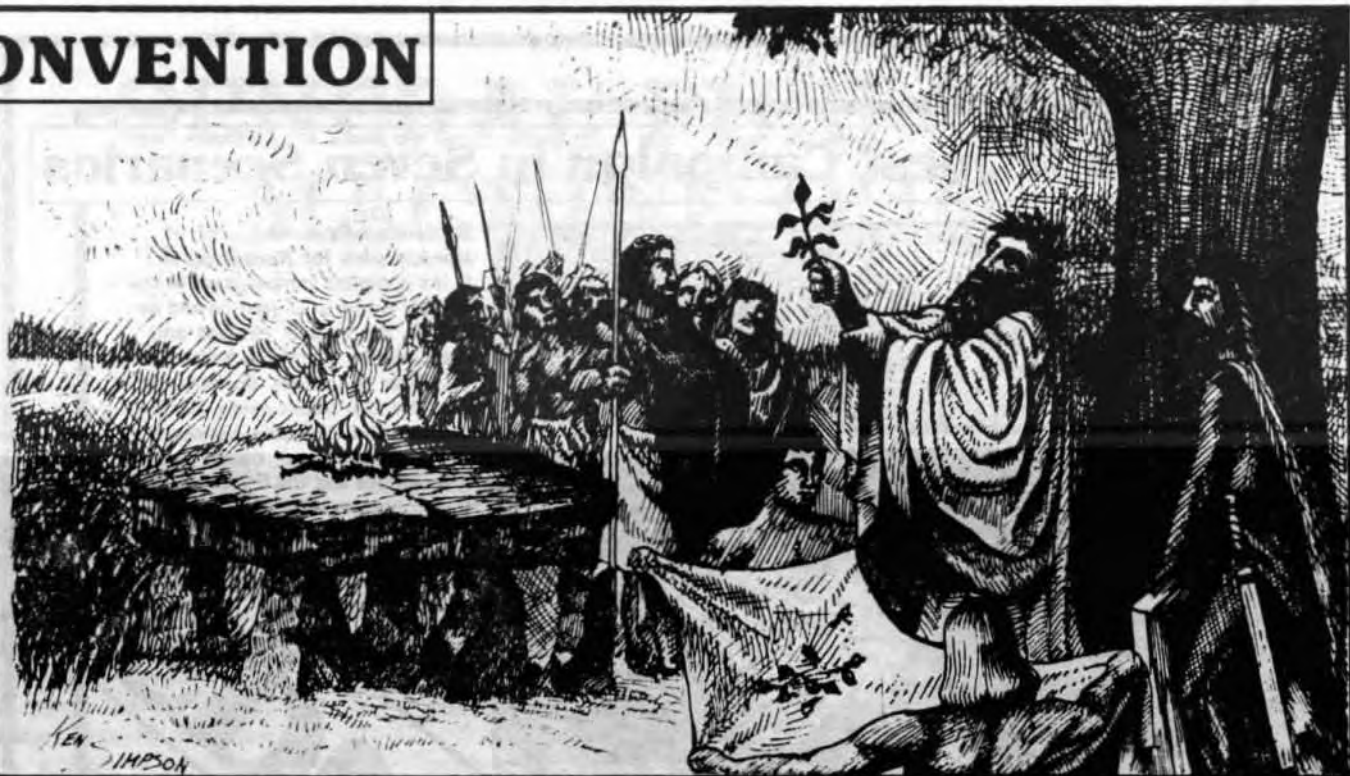
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In the Hands of Glory
by Phyllis Eisenstein

Published by Timescape Books

Reviewed by Debye Pruitt

My grandfather had a huge collection of paperback western novels. The earth-tone covers depicted hard-jawed hombres with six-shooters on their hips. Usually, there was a horse prominent in the picture; occasionally, a woman showed up in the background. The plots, too, were uniform; only three or four basic plots were extant, but the names and locations were changed to provide a semblance of variety. The books were filled with shoot-outs and saloons, hunters and the hunted, righted wrongs and wronged men, horses, dust, and leather.

My mother had a large collection of paperback Victorian romances. The covers were usually in gentle pastels and depicted a beautiful woman in a passionate embrace with an impossibly handsome gentleman. The plots were rife with elegant but mysterious mansions, lost and found fortunes, curious and courageous females in some sort of danger, romantic intrigue, perfume, and lace. The books were generally set in foreign but not too exotic locations and were "period pieces," replete with the fashions and mores of a bygone era.

My sister had a collection of teenage romances. Generally speaking, her collection consisted of "tough guy" love story types of fiction. The covers featured very macho, angry young men with touseled hair and showing plenty of muscle. There was usually a well-endowed female in a reclining position somewhere close by, and, often, a motorcycle showed up in the background. These stories featured sex as the main attraction, sex as graphic as the printed word could make it. They also featured gang fights, tight pants,

dances, motorcycles, dust, and leather.

All these books were formula books; they were very popular in their heyday, and they continue to command a loyal following. A vast reading majority finds the formula book, in which the plots vary little, and only the names and locations seem to change, to be eminently satisfying literature. Although containing few real surprises, the books are entertaining, fast-paced, highly graphic, and usually with a satisfying, good-triumphs-over-evil ending. Formula books do not exist to entice the reader into unfamiliar thought patterns or to encourage any alien moral responses; their function is to entertain without overburdening the reader with any heavy thinking, and the best of them do this well.

It seems that any popular literature will create its own progeny, the formula books, and science fiction is no exception. The formula for science fiction paperbacks seems to include some type of super-powerful governmental or military force, a faction engaged in subversive activity, an abundance of advanced technology and gadgetry, and the ever-present, alien life-form. Many of the covers of formula sci-fi books feature either men in strangely alien garb or women in outlandishly impractical and revealing attire, masquerading as warriors, some sort of weapon, and the pictorial representation of the mandatory alien.

In the Hands of Glory, written by Phyllis Eisenstein and published by Time Scape Books, is a formula book in the best traditions but with one or two interesting twists. The plot centers around Dia, a young and idealistic fighter pilot who finds herself shot down by rebels against her government. Her body is seriously damaged, but she is found by two of the rebels, one, a humanoid doctor with remarkable healing powers, and the other a furry, Koala-bear type alien with the charm of a Teddy and the intellect of a Vul-

MAGIK TOMES

can. They take her to an underground location where the two nurse her back to health and, oddly enough, hide her from their own forces, unexpectedly arranging for her escape when she is discovered and her life threatened. Bemused but still staunchly in support of her own government's position, Dia returns to her home city, her family, and the life she has always known. To her dismay, she finds that she has become a heroine and, as a result, has been grounded and reassigned as an assistant to the most powerful man in the city. Nothing really changes, it seems; even in this tale of the far-distant future, the term "assistant" has sexual implications for females, who, it is implied, rise through the ranks of power only by dint of much lying a-bed with powerful men. In this society, however, this activity is not only condoned, it is actively pursued, and even Dia's mother encourages her to accept a liaison with her boss; Dia shrewdly complies.

In the course of her association with the Brigadier, with whom she spends most of her days and nights, Dia confronts the portals of power that have forged the government under which she lives and discovers them to be less than ideal. She finds a book of the history of the founding of her government, but no one will acknowledge that it even exists, and she is forbidden to open it. The more she learns of the origins and inner workings of her government, the less naive she becomes. She is, however, no less idealistic and strives to discover more information about what she has learned, feeling certain that justification and rationalization of the activities of her government lie within the forbidden book.

Chess

by Roy Cram

Before I announce my retirement from the demanding world of professional chess and retire to the monastery where, hopefully, the world will soon forget me, I feel compelled to write down my story. I will then give it to my attorney, instructing him not to unseal it until after my death.

I was born March 24, 1966, the twentieth anniversary of the day Alexander Alekhine died, finally and permanently evading the world championship rematch so eagerly sought by his arch-rival, J. R. Capablanca. From early childhood, when my older brother taught me the moves, I knew no other love than chess. My youthful enthusiasm led me to study the game, and constant practice soon gave me the skill I required to defeat all opposition in my small home town.

At long last, I graduated from high school and, over the protests of my parents, journeyed east to the Mecca of American chess, New York City. I found a job and a place to live and began to pursue my dream in earnest. But, oh! How sad, how rude was my awakening!

Proudly, I entered a seven-round, Swiss-system tournament. I emerged shaken, the dazed possessor of a single win over a Novice who dropped his queen on the third move and a draw with an Advanced who snatched his half-point from the jaws of defeat in a hotly-contested end-game. As I looked over the scores of these games and my five losses, I realized for the first time how far I had to go to become a chess Master.

Grimly, I returned home to my little flat and renewed my studies with doubled energy. Every night after work, I rushed to the coffee house frequented by chess players to study, play, and practice. I made good progress in every aspect of the game. Finally, months later, I confidently sallied forth to test my new prowess in the U.S. Open in Boston. In round one, 88 Pegasus

I drew an Expert from Miami. In round two, I got demolished by a Master from Chicago. In the third round, playing the French Defense against a Candidate Expert from Ohio, I lost on time in a won position. After that, my play deteriorated markedly. Ten rounds and four points later, I returned to New York, a frustrated and disappointed young man.

This setback only filled me with an even more fierce resolution: to become a Master, whatever the cost! My whole existence became dedicated to chess. I ate with a pocket set in front of me. I read late into the night and slept with a chess book under my pillow. I kept a rack of the latest chess books in my bathroom. Every spare second was devoted to the game. My passion consumed me; I became gaunt, and a dull fire burned in my eyes. I had a dream: I saw myself, like Rubinstein, returning triumphantly from obscurity, making the chess world tremble at my renaissance.

And so, six months later, I felt in my soul that I was ready. I returned to the coffee house. Boldly, I approached the reigning champion at his table and confidently challenged him to a match.

"Dollar a game?" he suggested, amused.

"I have a hundred dollars that says that I will be the first to win three games!" I retorted. The champion and his cronies stopped smiling. The stakes, my meager savings, had won me at least that small measure of respect.

Three games later, I stumbled out of the coffee house, a thoroughly unrespected, three-time loser. I was in shock; how could I have played so badly? The hooting laughter around the champion's table cut me like a lash. I wanted to weep, but my pride would not allow it. Black thoughts of despair filled my mind; I felt drained, checkmated.

"Pardon me, sir," said a voice

beside me. Startled, I looked up at the tall, thin man standing next to me. "I watched you play in there," he said.

"Wonderful!" I said. "I'll bet you were really impressed." Tears of humiliation welled up in my eyes.

"I was most impressed by your . . . desire to win," replied the stranger. He handed me a handkerchief which I gratefully accepted. "I know a way to make you a sure winner," he added.

"Sure!" I snorted with a half-hysterical laugh. "What book are you selling?"

"No book," he answered. He took something out of his pocket. "My method cannot fail," he went on. "Use this and become a great Master, maybe even champion of the world, that is, if you are willing to pay the price."

"Sorry," I said bitterly, still unimpressed. "I just happen to be broke at the moment."

The stranger smiled. "No money," he said. "I don't deal in . . . cash!"

"Just what is it you want from me?" I asked. The odd manner of the man was beginning to upset me. He handed me something, an object so hot at first that I almost dropped it.

"Wear this the next time you play," he said. In my hand was a ring with a serpentine crest surmounted by a curiously-shaped letter "A".

"What . . ." I began, and then I stopped. I was alone on the street. For a moment, I felt a sense of foreboding. Then, looking at the ring again, I was suddenly amused. Wear it the next time I played again, indeed! If ever! I pocketed the ring and, laughing aloud, began the long walk back to my room.

The following week, I left off entirely with chess. Instead, I watched T.V. and went to see a movie. I began to try to meet people who were not chess players. I even had a date! Then, on Thursday evening, I ran into an ac-

quaintance who was on his way to enter one of the many New York chess club tournaments. Against my better judgement, I let him persuade me to go with him. I had not intended to play, but I could not resist Caissa's call. I paid my fees, showed my USCF card, and found myself facing a very obese young man who gingerly pushed out his king's pawn. I replied with my favorite French Defense. Ten moves later, I was seething with self-disgust. My opponent had sacked his bishop, and mate seemed to be the most likely result. Raging helplessly, I thrust my hands into my pockets and touched something hard and cold. I slipped the ring absent-mindedly on my finger as my tormentor jauntily made his move and punched the clock. I looked up at the board again, and a sudden, peculiar sensation came over me. Something stirred inside me as if awakening from a long sleep. Then, although it was the same dismal game, I suddenly saw it as if through someone else's eyes. A thousand new, exciting ideas began to flow into my awareness. Behind them, I sensed an iron will, a fierce alertness, and a wolfish hunger. I saw, as though in a dream, my hand reach out and make a move, obviously the only defense under the circumstances. My opponent, lulled by my earlier inaccuracies, played carelessly, and, within a few moves, I -- the thing that had possessed me -- had trapped his queen! Angrily, he turned over his king, signed the scoresheets, and huffed away. Elated by our win, I took off the ring. Slowly, my normal, dull consciousness regained control as the awesome chess force within me reluctantly subsided.

All the next day, I struggled with the difficult decision, whether or not to wear the ring again. True, when I wore it, it gave me a tremendous feeling of power and skill, but were these attributes really mine? Was I not being used by something as a vehicle? I was still pondering this when I returned to the tournament. My next opponent was the coffee house champion who had beaten me the week before.

"Hi, champ!" he said, grinning. "Ready for another lesson?"

The ring was on my finger before he finished speaking. It only took an instant for the eerie transition to occur. I heard my voice, strange and distant, say, "Let's play and see."

He was good but no match for

the power that used me. He ventured a queen's gambit; we replied with Blumenfeld's trappy counter-gambit and blew him off the board. The look of utter disbelief on his face after the game was one of the most gratifying things I have ever seen.

The next night, I donned the ring again and watched myself play like some diabolical genius to soundly defeat an Expert. In the last round, however, I played a Master who had held his own against world-class competition. For a moment, I doubted the power of the ring, but, once again, it proved more than equal to the task. My spirit knew the Ruy Lopez better than any book, and the Master's king fell before a savage king's side attack. As I accepted first prize, I was so excited that I forgot to take off the ring. I went home, elated, and fell, exhausted, into bed and into a troubled sleep.

I dreamed. I saw misshapen pawns, knights with lurid, grinning faces, and other pieces all awhirl, dancing in a fiery vortex. Sitting in their midst on a great throne was a dreadful figure with cold, gray eyes and crag-like features, choreographing the wild ballet. I recognized him with a shock! The spirit of the ring, who possessed me when I wore it, was --! I sat up in bed with a loud cry and snatched the ring from my finger. With a curse, I hurled it out the window. Better to lose, to give up chess entirely, than to be used like a puppet, even by such as him --! The ring gone, my sleep was deep and peaceful.

The next day, however, my chess friends sought me out and, by persistent cajolery, persuaded me to accompany them to another tournament. I tried hard to excuse myself but finally gave in and went along "to watch." Once again, a confirmed chess addict, I paid my money and took my place at the board. It felt good to be my own man again, making my own moves and executing my own plans. It was not so good, however, losing my queen and turning over my king in resignation. Beaten and frustrated, I endured the puzzled looks of my friends, who couldn't understand my sudden reversal to my earlier form. I turned away, dejected, and thrust my hands into my pockets. My fingers touched something hot. I jerked out the ring and stared at it, astonished. I looked across the room

and saw the tall, thin man looking at me with burning, reproachful eyes. I knew, then, that I was being given one more chance to use the ring. A moment of indecision filled me; then, the ghost of my youthful dream, murdered by a thousand shameful losses, rose up to haunt me.

"Put it on," it whispered. The spirits of a thousand checkmated kings cried to me, "Put it on, fool, and win!"

The ring securely on my finger, we sat down at the table where I watched the great genius, once world champion, defeat my opponent with a hellish enthusiasm, and, damn me, if I didn't enjoy it, too! I went on to win that tournament. Even more, I enjoyed winning the New York City Championship the following month. Six weeks later, I reveled in my victory at the American Amateur Championship in Philadelphia. On we forged, my demon and I, winning every event we entered including the U.S. Championship that spring.

We did draw a few games here and there and, on rare occasions, even lost one, but, for the most part, we won and continued to win, game after game, tournament after tournament. On our first European tour, the Grandmasters went down before us like wheat before a reaper. We continued our winning streak through the Brazil Interzonal and tore up our hapless adversaries in the Candidate's Matches. At long last, we stood near the summit. Only one man stood between us and the title we so earnestly desired.

All the while, the tigerish spirit of the ring waxed in power while I waned. It became harder and harder to take off the ring. I found myself wearing it more and more, studying all the latest literature, feeding the demon inside to help him to prepare for our ultimate contest. With this meticulous preparation, combined with our supernatural advantage, how could any mere mortal withstand us?

We had not yet met the Champion in competition with his famous, classical style. His play was cautious, yet full of vitality and strength. He was one to nurse small advantages home to the point, always careful to keep the draw in hand. Our style was the opposite: fierce, ingenious, manifesting a violent, creative energy that produced brilliant attacks and devilish combinations. We were ready for the

NECTHRIM

by Paul Andrew Denisowski

Necthrim (singular and plural), or "Trillen" in their language, are a humanoid race averaging 1.7 meters tall and weighing 40 - 50 kilograms. They have a low body density and walk with a slow, bouncing gait. Their skin is maroon and smooth in texture. They have thick, gray hair, dark eyes, and, frequently, facial hair.

Internally, they are much different from Humans. They have a two-chambered heart and standard vein/artery blood transportation. Respiration is accomplished through a single lung, and waste removal is done entirely through osmosis. The digestive system is made up of a single intestine filled with digestive juices of highly acidic composition. The central nervous system is a brain and associated nerves but lacks a spinal cord. Necthrim are of two sexes and are inter-fertile with Humans. Few Human-Necthrim are born because most die of miscarriage in the first three months of gestation. Poorly developed vocal cords and a lack of a strong diaphragm hamper speech and slur words almost to unintelligibility. Necthrim can eat Human food (they prefer meat) and breathe an oxygen-nitrogen mixture.

Necthrim evolved on a planet named Yeon (D876875-3 to 7) located in the Lesser Rift. For thousands of years, they were nearly human, probably transplanted (perhaps accidentally) by the Ancients. A cooling in their system's primary star began to cool the planet, forcing the survivors to hide in caves. The need for a higher body temperature brought out the darker skin pigmentations, especially the red and black. Lack of free surface water reduced the body/water percentage with the added bonus of quick mobility across

the tundra. Thick hair protected the cranium, and dark eyes combatted snowblindness. The extreme cold made speech less inflective, and high voice capacity was reduced. The lungs slowly fused to warm air within the body, and a more efficient digestive system was needed to adapt to the lack of food.

While these mutations were taking place, technology was slowly retarded from Tech Level 7 to Tech Level 3. When discovered by the IISS in 178, they had progressed to Tech Level 6. Limited contact prohibited an accurate survey; this was the result of a deep-rooted psychological pattern.

When the declining temperature forced the Necthrim into caves, and the food supply dwindled, they became isolated and, naturally, suspicious of other groups. The clans that arose battled each other for centuries, using up what little technology was left. Eventually, the survivors became paranoid and attacked all outsiders including the first three IISS survey teams. Necthrim encountered outside the Rift will generally have overcome this problem.

The Necthrim reached interstellar capability in 887. They then methodically eliminated Human population for a dozen parsecs. The last straw came when an Imperial Navy base was attacked. The Necthrim were driven back to their home planet and interdicted.

The Necthrim society is of the clan/tribe variety, indicative

of earlier days. Units called "ryanics" arose from these. Generally, each ryanic will have a leader, each responsible only to the fairdis, or overlord. The overlord's power is great, but his control over the people is limited to his control over the leaders of each clan.

Necthrim greet each other using the phrase "bya bya, hrn kha nin," which freely translates as, "I am of the blood" and illustrates their fear of others since it must be evident that they are Necthrim. This is usually followed by clan introductions and the petty chit-chat about Necthrim culture for which they have a strong affinity.

Generating Necthrim

Generate Necthrim with a +2 on END but a -1 on DEX, INT, and Education. They may use Human weapons and equipment without penalties. Necthrim are particularly fond of energy weapons. Player-character Necthrim should be avoided because the Necthrim mind works quite differently from the human mind, especially in dealings with others. All Necthrim are treated as if wearing cold weather clothing and are naturally uncomfortable in temperatures higher than 15 degrees Celsius. All Necthrim have a subconscious fear of fire and may either retreat from or berserkly attack someone using it as a weapon.

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continued from page 84

Bipods and tripods are essential to the operation of the GPMG. Bipod mounts are attached to the underside of the weapon near the end of the Gun barrel. Tripods and pintel mounts are attached to the body of the Machine Gun and allow a 90 degree arc of fire. Fitting any mount requires two to four rounds, depending on the weight of the Gun and the skill of the Gun crew. Firing without a mount is allowed if a suitable rest (i.e. logs, a low wall, a bunker embrasure, etc.) is available.

Earlier versions of the GPMGs are less efficient than later weapons in all ways. In addition to the restrictions noted previously, they may only be used from tripod or pintel mounts, may use only belt-type ammunition, and must be fitted with a water jacket. Armor, range and dexterity DMs, damage rolls, rate of fire, jamming performance, and extreme range are all identical to those of the LMG. The weapon costs Cr 1000 and weighs 40 kg with mount and water jacket.

GPMGs are used in several ways. Fitted with a bipod or tripod mount, they are used as infantry-support weapons. In addition, GPMGs are often mounted on vehicle pintels as secondary armament. Vehicles so fitted include armored personnel carriers, helicopters, air/rafts, fixed-wing aircraft, and ground cars of all kinds. When carried in AFV turrets, GPMGs are mounted either coaxially with the main gun, in the hull, or in a raised cupola. Cupola-mounted Guns are allowed a 360 degree field of fire.

required to use different magazines; this may not be performed during combat. Fitting Gun mechanisms capable of using two magazine types adds Cr 100 to the base price, and triple-capability systems add Cr 500. Feed capabilities must be specified when the Gun is purchased.



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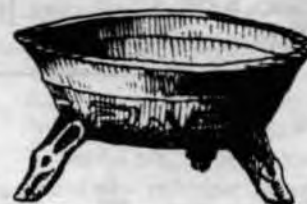
Champion, oh, so ready!

Nervously, we waited by the big demonstration board on the stage in London. My spirit churned with eagerness inside me. Then, the Champion walked out on the stage, cool, calm, and possessed. We shook hands. On his finger was a ring bearing the letter "C" on a crest of angel wings! I looked up into his dark eyes, and, suddenly, I knew who it was we really faced. The spirit inside me faltered, shocked. The Champion's face broke into a grin of triumph, of a long-sought-after goal finally obtained. Then, to my astonishment, my demon, with a snarl of hatred, withdrew, leaving me alone. I came suddenly to my senses again. I tore the ring from my finger and turned around. In the wings, I saw the tall, thin man, his face warning me to return. Suddenly, I knew what his price was! Defiantly, I threw the ring at him, and, just like that, he and the ring were gone! I turned back to the Champion, whose triumphant grin was replaced by a stare of puzzled apprehension.

"I'm sorry," I said. I suddenly felt pity for him. "I just can't afford the price." I heard his cry of anger and despair as I hurried away from the stage.

Father Alexander is waiting for me to finish this, so I must close now. I don't know how much of my soul I surrendered when I took up the demon ring, but I do know that, at this point, my only hope lies in the church, to whose service I now dedicate the remainder of my life. I feel that it was God's grace that saved me there on the stage in London. Yet, even now, at night, I sometimes dream and see those steely eyes and craggy features inviting me to play again, and I wonder. . .

Finis



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Her insatiable curiosity and the capture and cold-blooded torture of her former captors, the doctor and the alien, cause Dia to question beliefs she has held all her life and lead her to a momentous decision.

Those who are familiar with formula sci-fi can probably guess what that decision is, and I refuse to break the suspense for those who are not. In *The Hands of Glory* is a satisfying book if you like the type and are not bothered by some minor, inconsequential inconsistencies. The tale is well-written and keeps the attention of the reader from beginning to end. There is a wry surprise at the end concerning the furry little alien (who reminded me somewhat of a furry Mr. Spock) which I rather enjoyed, being a devotee of the ironic. The ending itself, however, was somewhat like the end of a made-for-television movie. It left one with the feeling that the story had stopped somewhere in the middle. There are some loose ends hanging out. One wants to write to the author with the query, "What happened next?" I suppose, however, that this could be considered a hallmark of good writing; the reader, involved in the lives of fictional characters, does not want to stop where the author stops. Thus, a market is created for a paperback serialization of the scenario and the characters involved. If you want to spend a pleasant afternoon or two reading an enjoyable, not too strenuous book, I suggest that *In the Hands of Glory* is a more-than-adequate choice.

continued from page 72

The book blurbs the adventure, *The Imperial Fringe*, as follows. "This adventure is an excuse. It's an excuse for players and referee to begin a Traveller adventure the same evening they get *Deluxe Traveller*." I have never seen a more false statement. The odds of getting a group of novices together on one evening's notice and having them play are astronomical. Although I may be getting off the track, I feel that this point is important so as not to let down the new Traveller tm refs or players who attempt this inhuman feat. The adventure itself is very poor. The party is to fly their scoutship over 440 planets, spend two weeks at each, and report their findings to the scout of-

fice. They are given 20 years in which to accomplish this when, at maximum speed, they would get it done in 16. What a bore! Not only do they get paid next to nothing, but they are doing it in an unarmed ship! Sounds like a first class ticket on the Grim Reaper to me! What prevents them from sitting around, looking up the facts (this is a re-survey), and sending them in? The only merits to this booklet are the world codes in the back which match up with the map.

The map is breathtaking. It is 11" x 8" when folded and 44" x 32" when opened. The worlds are marked with their basic characteristics and bases all in full color. The map is an excellent addition to the other material on the Spinward Marches sector, and I can find no flaws in it.

Lastly, the dice are a modest pair of white dice with black pips. The dice are okay, but, for a dollar extra, they could have included a pair of black dice with red pips, the Traveller tm color scheme. This is not a big deal, but it still would have been a nice touch.

The box is advertised as being able to hold more Traveller tm supplements and adventures. Vertically, yes. Horizontally, no. There is no way you

can fit two Traveller tm books side by side in that box. This is another minor annoyance, but may be important to remember. On the back side is the same hype and a good picture! This one looks like two people, a man and a woman, stealing something and being shot at from an air/raft.

Traveller tm also comes in the old box with the new books (1, 2, and 3) and the same cheap dice for \$11.98. Deluxe Traveller is \$20.00, which isn't bad when you add \$5.98 for Book O and the adventure, map, and larger box to the basic set price. Despite its few shortcomings, Deluxe Traveller tm is a superior game, and I recommend it to new and old players alike.



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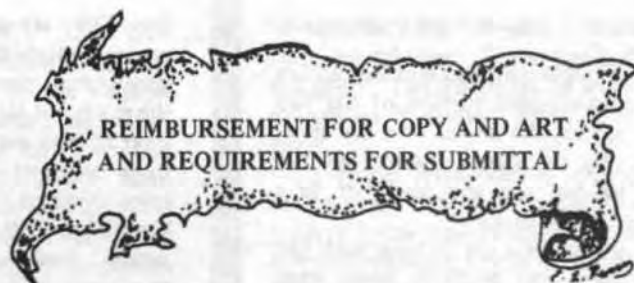
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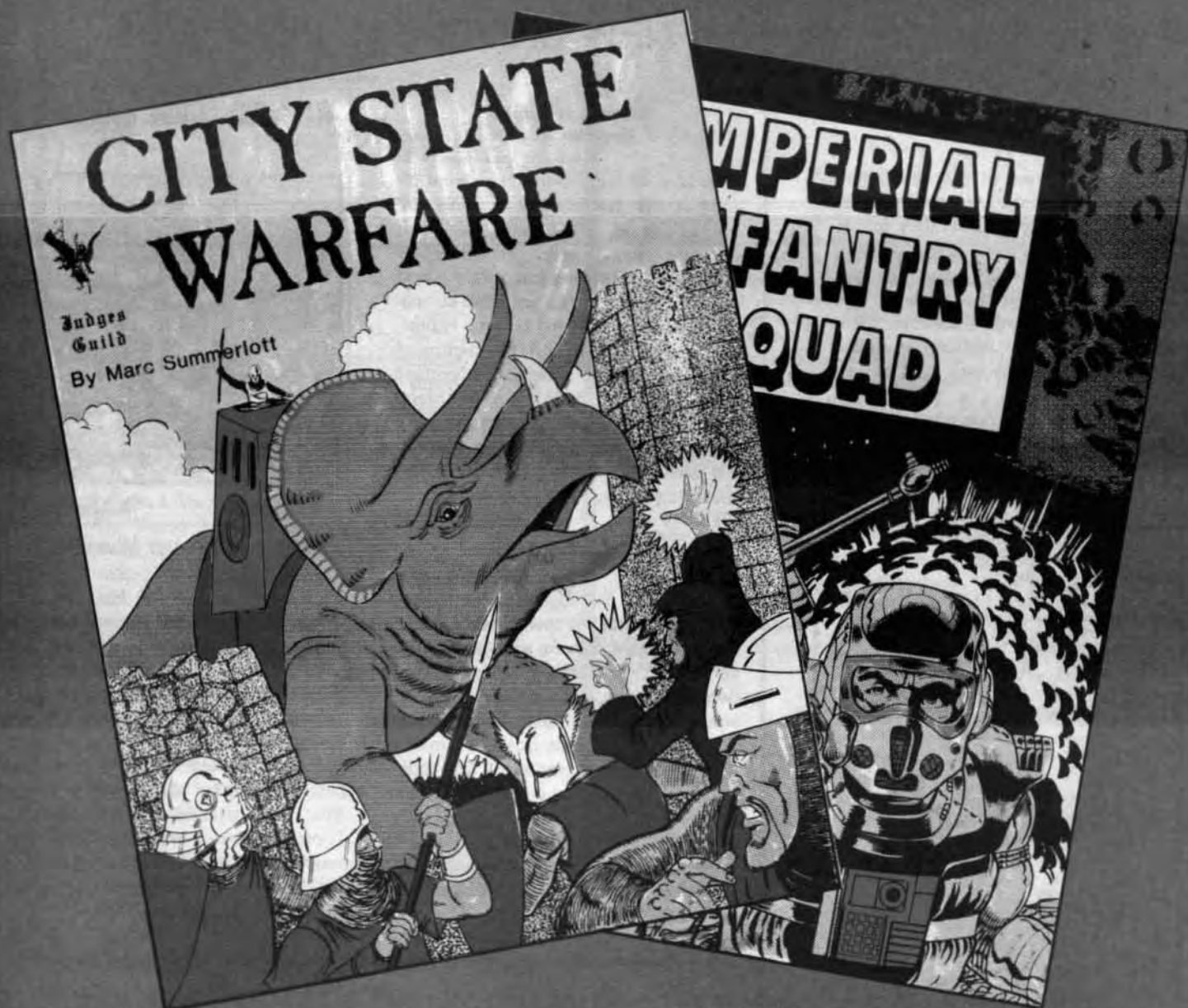
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