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The Fantasy Games Magazine



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No.#8



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Issue No.#8
Volume II • Number 2
June 1993

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SHADIS MAGAZINE
is published bi-monthly by the
Alderac Group
110-B Kaminer Way
Columbia, S.C. 29210
Tel/Fax (803) 750-7786
Yearly subscription rates in U.S. funds are as follows:

\$18.00 - U.S. Subscribers.
\$25.00 - Canadian Subscribers.
\$30.00 - All other International Subscribers.

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CRIES FROM THE ATTIC

Editorial of a Madman

And the Adventure continues...

Welcome back! A lot has been happening around here since we last met. Take a look at the **Backroom at Parched Frog** for an update.

Our feature article this time out is an update of the popular criminal justice system we presented in issue no.#2. Frankly, I had so many requests for copies of the article, I decided to do an update and present it again. I don't think you'll be disappointed.

I would like to take this opportunity to relate to you the events that originally inspired that article.

Every once in a while, a Gamemaster runs across a player-character who literally makes a campaign more enjoyable for all involved. Such player-characters are rare, I'm afraid. They're the ones you remember years after the campaign has ended.

Such is the case with a strange character known fondly as Lizardman, Jr. Junior started his career as a Halfling thief named Grover whose short career was ended when he was caught ransacking a high mage's study. As punishment he was polymorphed into a lowly Lizardman. For weeks Junior traveled around the countryside, with his sympathetic comrades in tow, trying to find a cure for his humiliating affliction.

A strange thing happened during this quest. Little by little, Lizardman, Jr. discovered that he actually liked his new body. As a halfling he had been the butt of everyone's jokes. It seemed to him that he had always been fleeing from opponents who had a size advantage. As a Lizardman, however, he was able to command fear. Why, at times, even his fellow adventurers seemed a bit intimidated by him. So on that historical moment one night around the camp fire, Junior announced the quest was ended. He would remain a Lizardman. His comrades were appalled by the decision and they tried their best to talk some sense into him. They weren't keen on adventuring with a lizard. He smelled funny and people gave the group queer looks when they strolled into town. Besides, the group had chosen a life of crime as the path to fatter coin pouches. Junior stood out in a crowd, not a desirable trait for a group of thieves. Junior insisted and because his transformation came complete with a lizardman's temperament, he prevailed.

Thus began the saga of Lizardman, Jr. This lovable character was the source of countless hysterical outbreaks of laughter and amusement. The group became fond of Junior

and soon the voices of decent were silenced. Sure he couldn't ride a horse well and his speech was pathetic, but Junior was fun to be around.

Junior's tale had a tragic ending I regret to say. One day the group wandered into a strange city and sought out a local bar. A round of drinks were ordered and the group began quaffing a few mugs of ale. Someone pointed out that poor Junior hadn't been served. The barkeep was reprimanded for his oversight. The group was a little surprised to hear the barkeep stubbornly refuse to serve the 'scaly one'. Not only did he refuse to serve Junior, he was down right ugly toward him and insulting.

Words were exchanged and soon a classic barroom brawl had broken out. When the dust settled the barkeep lay dead with Lizard Jr. standing over him. The city guard burst onto the scene at that very moment and after a brief scuffle, Junior was bound and led away.

The rest of the group, not liking the odds, quietly slipped away into the crowd. As they rode from the city, they vowed to return and rescue Lizard, Jr.

The next day the city bells rang loudly, summoning the townfolk to the marketplatz. The crowds were buzzing with excitement because as rumor had it, a Lizardman was going to be put on trial for murder.

What followed was perhaps one of the most enjoyable sessions I've ever ran. A courtroom melodrama unfolded (quite unplanned I remind you) and the players were all drawn into the excitement. When the judge asked the crowd, "Who defends this creature?", one of the players stepped forward. A heated volley of arguments and debate erupted between the Judge and the defending player. As it turned out, Lizardmen were forbidden to enter the city at all - the punishment? Death! In the process of the trial the other players implicated themselves when they admitted they had accompanied Junior into the city. To make a long story short, Junior was condemned to die and his comrades were sold into slavery.

The group later managed to escape but before departing the area, one player bravely retrieved the remains of Junior. No, he didn't arrange to have him resurrected. He had a nice pair of Lizardskin boots made from Junior, and as far as I know, he wears them proudly to this very day.

Jolly R. Blackburn
May 25, 1993

You're only young once, but you can always be immature!!

Magic like you've never seen it before ...

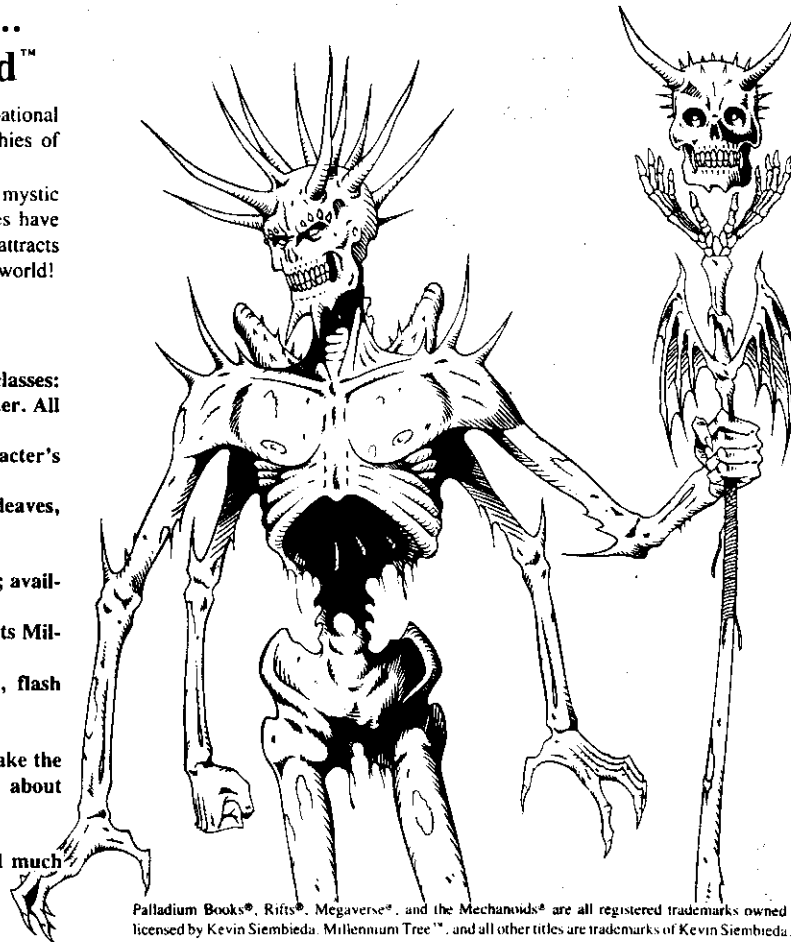
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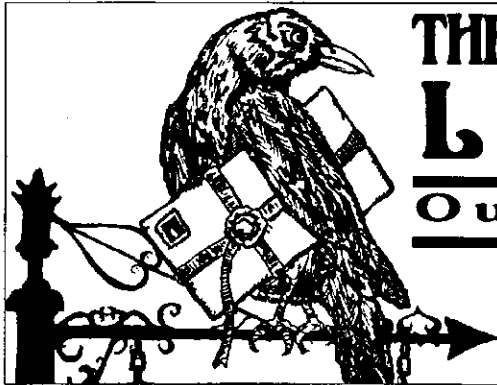
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THE LETTERS PAGE

Our Readers Talk Back

Due to space considerations some letters have been edited. While praise and "atta' boy" letters are greatly appreciated, letters containing constructive criticisms, complaints and/or suggestions are more likely to see print. Keep the Letters Coming!

Dear SHADIS,

I have just finished giving my issue of SHADIS #7 the once over and I am impressed. You are producing an excellent publication. Your **Hook, Line and Sinker** column is a valuable tool and at the very least I hope to contribute to it. In any case, look for me in the mail. I would enjoy being a part of your magazine.

Carl Landon
Rockford, IL

Dear SHADIS,

Glad to hear that SHADIS has managed to survive the latest hurdle to its existence and has emerged as strong as ever. It is indeed a shame that in this imperfect world, the best magazines do not always survive and the mediocre runs rampant. The fact that SHADIS no. #8 will be hitting the stands in a few weeks is a victory for Excellence!

I have a few comments on SHADIS no. #7. **The Whole Loon Catalogue** was a real gem. Informative articles like this are rare in this hobby. Some of the groups listed, especially **NCTV**, are also rabidly anti-comic books. Comic fans are natural allies in this fight against censorship. Again, **Hook, Line & Sinker** as always was a real treat. The article on Lizard Men was very welcome, although these type of character classes have limited appeal. Most groups around the country have been developing their own classes for years.

Michael Greene
Portland, OR

Dear SHADIS,

One quibble on Pierre Savoie's **Whole Loon Catalogue** - he is not Chairman, I hold the Chair. He had the chance when Bill Flatt resigned, but turned it down. However, Pierre is Director of Region 5 (Canada). He is also co-founder of the group, which is one up on me as I came in a year and a half later. Also, there was never 'bickering' about the term 'loon'. Actually, it was such a great short-hand term that it got used inappropriately and we had to cut back on it, after a long go-around in the Newsletter.

Paul Cardwell Jr.
Chairman, CARP-Ga

Editor - Thanks for clearing up Mr. Savoie's position in CARP-Ga. I had assumed that since Pierre was a co-founder that he shared the role of Chairman. I guess we all know what happens when we assume.

As for the reference to 'bickering' I suppose that was my impression as an outsider reading your newsletter. Also when I passed

the article around to friends prior to publishing, many of them objected to the use of the term 'loon'. Their feeling seemed to be that many people opposed to RPG's are simply misinformed or ignorant of the facts and that this does not qualify them as a 'loon'.

In any case, I was trying to point out to our readers that the use of the term had been officially dropped voluntarily by your organization. I did not mean to imply that there was dissension in the group. Perhaps 'debate' or 'discussion' would have been a better choice of words.

Dear SHADIS,

Thank you, Thank you, and Mr. Savoie for the revealing look into Anti-RPG groups. And how timely it was. A professor of mine was recently assaulting RPG's in class. I remembered Savoie's article and retrieved it. To make a long story short, a red-faced prof was forced to admit there were at least two sides to the controversy.

I must admit I was suckered into the 'Suicide' angle. It has been reported so much in the press that I simply believed there must be some connection. Thanks for shedding some new light on the matter.

BTW, David Dixon's cartoons are hilarious. He never misses. Definitely keep 'em coming David. Also, keep beating the bushes for **Joe Genero**. Someone has to know who created this guy.

Kyle Adams
Apache National Forest NM

Dear SHADIS,

Issue no. # 7 was OK by most standards. However, it did not have enough of what I enjoy; namely, new magic items, new NPC's, monsters (although the Death Bringer was new, it reminded me too much of TSR's Revelant), and new spells.

I also like maps, like the ones in SHADIS #6 and the **SHADIS REALTY** Floor Plans.

Speaking for myself, I find that I would also like to see some other game systems included. While I admit that **AD&D** is one of the best game systems around, I also enjoy **Rolemaster**, **Rifts**, and many of **Chaosium's** fine games. Perhaps you should take a reader survey.

I did not like the new size, however. I enjoy the small size because it seems to speak of the little guy going against the larger game companies. I also think that the quality of the book itself seemed to suffer. The smaller size was

much more withstanding.

Joe Kushner

Editor: I'll be honest, I fought the switch to a full-sized magazine up until the last moment. I've grown fond of the digest sized SHADIS and I was comfortable with it.

However, since the first issue of SHADIS hit the stands, I've been constantly pressured into going full size (Not just from readers but from the game stores and distributors). The small size also turned out to be a handicap because advertisers had to lay out ad copy specifically for our format. If reader response is any indication, the switch was met with overwhelming approval. No. #7 has generated more letters and feedback than any other issue.

As to covering other game systems, you will note in the editorial and elsewhere in this issue that we are going to do exactly that.

Dear SHADIS,

You might want to mention to your readers that the **Whole Loon Catalogue** by Pierre Savoie was originally published in **The Familiar** #3. Published by, you guessed it, Roger & Janet Carden.

Roger Carden
NAARP

Editor - I hadn't made the connection with **The Familiar** and your current project **NAARP**. I was simply informed that the article had appeared in a fanzine called, **The Familiar** which is no longer in publication. Thanks for the information and good luck with NAARP.

Dear SHADIS,

Thanks for publishing my article, "Whole Loon Catalogue", although it's not the definitive research you mentioned there are always new developments in this "secret war" against RPGs. For example, it's possible that the "Dark Dungeons" tract has been removed from the Chick Publications catalog (for more about "Dark Dungeons", see the **DRAGON** editorial of June 1992).

It also seemed that Dr. Radecki of the NCTV has had his psychiatric license suspended for at least 5 years, owing to sexual indiscretions with a patient, although the NCTV now has a new head.

The most disturbing and public attacks on the hobby have been two television movies about the killing of Lieth von Stien of Washington, North Carolina in 1989. His stepson Chris Pritchard enlisted the help of two friends to do it, one of whom managed to kill Lieth and

almost kill Chris' mother Bonnie. The inheritance of two million dollars certainly had something to do with it, but the locals, police then two book authors focused especially on the D&D-playing of all 3 young men! These two authors both had their books made into movies. The first is Jerry Bledsoe, who wrote **BLOOD GAMES** (which was made into the film "Honor Thy Mother" aired on CBS on April 26th 1992). The second was an author with past credentials in "true crime" novels: Joe McGinnis who wrote **CRUEL DOUBT** (which aired as a mini-series on May 17 and 19, 1992 on NBC and the Canadian network CTV), and this mini-series was more caustic about D&D although the book was perhaps milder than **BLOOD GAME's** accusations.

Nothing in the films actually showed how D&D causes young men to kill, but interesting scenes about D&D were intertwined with drugs and the killings, leaving that impression. Both books the films were based on were inspired by the book **PAINTED BLACK** by Prof. Carl Raschki (mentioned in **DRAGON**, July 1991) because they copied the bizarre conclusions Raschki made about the characters Aleena and Bargle, from a sample solo adventure in the D&D basic boxed set. Both authors tried to relate this to the murder, where an "evil overlord" (Bargle/Lieth) was confronted, as a princess (Aleena/Chris' sister) slept unaware in the next room. Actually, the comparison is not even close. And in both films, girls on campus were interviewed by the detectives and expressed disapproval of the game, saying "the boys were wrapped up in it."

In "Honor Thy Mother," the two detectives sit in their car examining a hardcover book with billowing clouds on the cover and the word **HANDBOOK** in big red letters peeking over the dashboard. Of course, no such D&D or AD&D book begins with the word "handbook". In "Cruel Doubt" there is a squadroom scene where the actual 1st edition, original-art AD&D hardcovers are passed around, but again the faked quotation about the 'evil overlord' is mentioned as well as an artwork of a dagger-wielding orc in rags whirling around—which again doesn't exist.

In both films, the detectives close in on the "truth." From "Honor Thy Mother":

Neal: "...we were all talking about offing him, but it seemed like just a game..."

The D.A.: "Like Dungeons and Dragons?"

Neal: (absently) "Yeah..." (snaps back) "NO!...no...not at all like Dungeons and Dragons."

In "Cruel Doubt," there is a police raid on the motel room of Neal Henderson and "Moog" (James Upchurch) to ask them questions, and the room is loaded with AD&D 2nd-edition posters. A **HEROQUEST** game box and a DM's screen are in plain view, and when a sweating Neal is fiddling with dice obviously for D&D and **HEROQUEST**, the "bad cop" detective knocks them off the table. There was a clear effort to show the obvious trappings of RPGs as a sort of warning, while at the same time misrepresenting the hobby itself.

Near the end of "Cruel Doubt," a defense

lawyer for the boys stands up and says, "Your Honor, what we have here is a case of the three D's: Dungeons and Dragons, and drugs." Imagine what happens when millions of people see scene after scene in both films associating D&D with drugs and other evils! There was subtlety about the claims, and "Cruel Doubt" even had "steam tunnel" scenes where kids in hooded robes go after each other with rattan swords in surreal slow-motion. As far as the public's concerned, that's D&D.

Pierre Savoie
Toronto, CA

Dear SHADIS,

I have enjoyed your magazine from the very start and I continue to savor each issue that makes it way into my grubby little hands. You have managed to avoid the trap that most small press publishers seem to fall into: namely yellow journalism and gossip.

I was a little hurt and disappointed to receive **SHADIS #7** and find an article that is a virtual smear campaign against various leaders in the Christian community. I count it in your favor that you did run a disclaimer with the article indicating that you did not necessarily share those same views. Had you not done so, I would have been inclined to cancel my subscription in protest.

Mr. Savoie's article, while apparently well researched, was filled with misconceptions and untruths. In addition he repeatedly referred to various 'opponents' as 'loons', 'fundies' and other derogatory terms. Pierre starts out telling us that Role-playing games are the victims of wild rumors, irrational accusations and misinformation. He then demonstrates firsthand that he himself is a victim of the same powers.

Mr. Savoie commits the fatal sin by generalizing and categorizing; exactly what opponents of RPGs have been doing. He seems to group loons with fundamentalist Christianity and citizens with sincere concerns over the education and activities of their children. Sure, these groups may be wrong but to counter with the same breed of lies and misinformation does an injustice to us all.

To sum it all up, Pierre even listed a home phone number for Pat Pulling. Although he wisely warned readers not to call up to razz her, the intent was clear. It was also bad judgement on the editor's part to allow the number to be published.

The world will always be filled with fanatics who will urge us to burn this or burn that. Such leaders come and go with the wind, but ironically the things they attacked with such fervor remain.

My advice to Pierre and the others at **CARP-Ga** is to give it a break. Supporting Gamers is fine, but let's not antagonize others. Give us information so we can defend ourselves when attacked, however, please refrain from convincing us we are in a state of war and need to lash out.

I am reminded of the poor tourist who could not enjoy his afternoon swim because of the Lifeguard who insisted on trying to save him. "For crying out loud!" he finally cried, "I'm just trying to enjoy my swim. Leave me alone." Mr.

Savoie, likewise, leave me alone. I'm just trying to enjoy my game.

I am withholding my name, not because I am afraid to stand behind my remarks. I do so because I don't want my name or address to appear on some 'harrassment' list along with Pat Pulling.

Name With-Held
Dallas, Texas

Editor- Wow! I sat down and reread Mr. Savoie's article, thinking perhaps I had used bad judgement. I failed to see any support for your barrage of attacks. I'll be the first to admit that the anti-gaming issue doesn't rank up there with cancer or world poverty, but since this magazine presents issues that are of interest to gamers, I think running an investigative piece on the issue is more than justified and let's face it, it's interesting reading.

Yes, Pierre does have a sense of humor and often poked fun at his targets, but in my opinion, he did so in good taste. I found that he consistently attacked various groups solely on those areas of concern to our readers; literature that attacked RPGs! He didn't delve into doctrine or other activities of these organizations. The exceptions were a few quotes from tracts which served to illustrate just how far these groups would go to achieve their aims.

Your implication is that these groups shouldn't be attacked because they are 'Christian'. I just don't see why these groups should be immune from attack simply because they rally under the banner of 'Christianity'. Pierre boldly stated at the beginning of his article that he would debate anyone, anywhere. This implies he's ready to stand behind his statements.

When I was preparing Issue no. #7 I contacted every organization listed in the article for a response. The answer was the same across the board—silence.

Dear SHADIS,

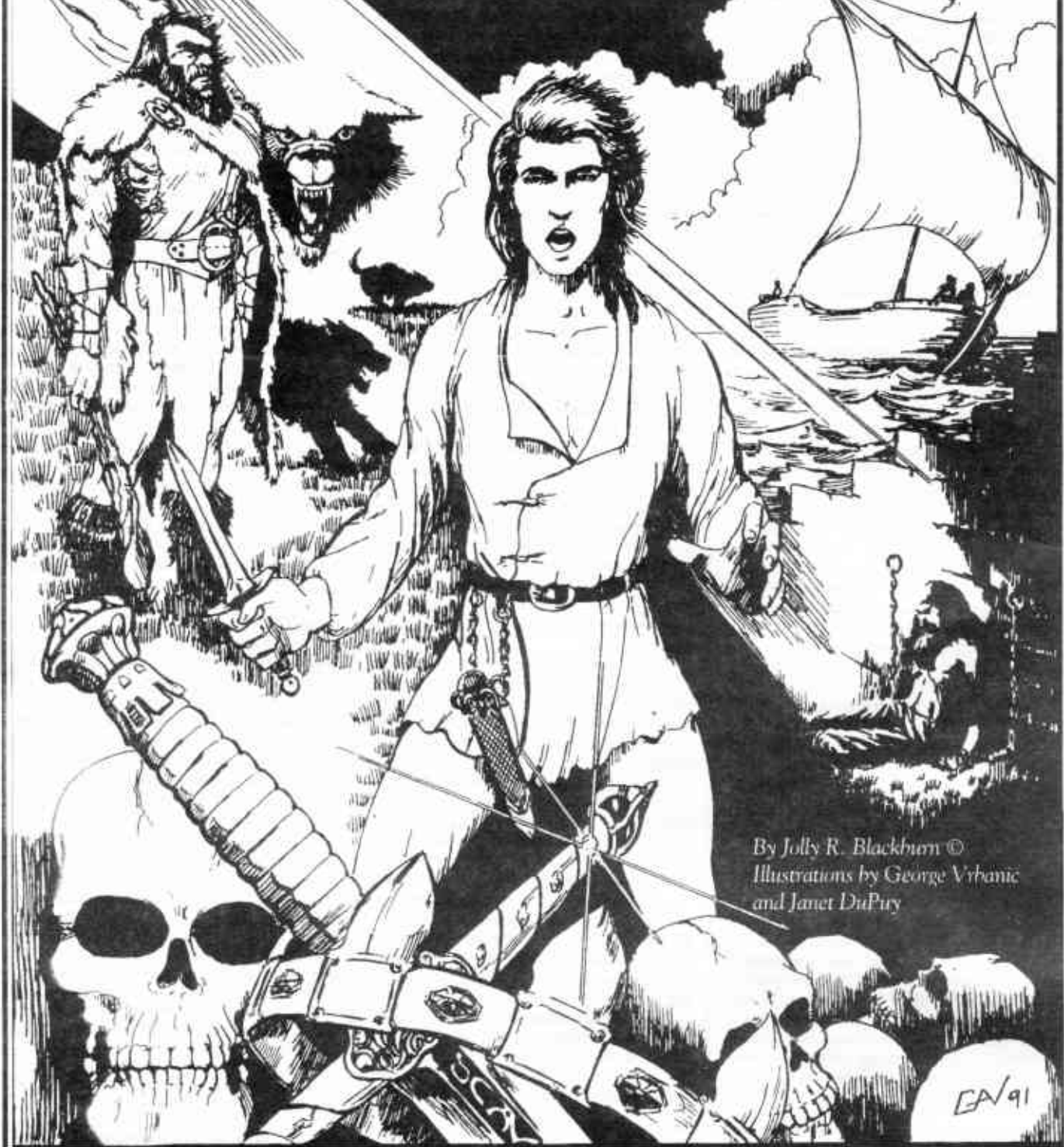
Please pass along my complements to your artists. George Vrbanic's work is sensational. How about running a collection of his work as a tribute? I also love the cartoons which rarely miss their mark. I'd like to know more about David Dixon, how about some bios? And while I'm at it, why are you whining about finding artists and cartoonists? You appear to have a few of the best in the hobby working for you already, exploit them!

I would also like to know why Bob Hobbs or Janet DuPuy haven't graced **SHADIS** with a cover yet.

Christoph Hinckner
Germany

Editor- Check out the cover of this issue and you should find a Bob Hobbs cover. See, that was easy wasn't it? I haven't check with Janet, but I'm sure she can be persuaded as well. David Dixon's work has been very popular among our readers. We hope to be able to continue to bring you his work. As for George Vrbanic, he's hard at work on our first Full-Color cover which is slated to grace the cover of **SHADIS #9**. □

BONES OF RUIN



By Jolly R. Blackburn ©
Illustrations by George Vrbancic
and Janet DuPuy

EA/91

The Bones of Ruin saga has been running for three years now. During that time over sixty characters have been introduced across these pages. The Bones of Ruin serial will be ended with this installment. Not to fear, the characters and events will be taken up in a new fantasy series beginning next issue. The reason for ending the saga now is simple, next issue over 10,000 new readers will be joining us. The new series will be me a chance to introduce the new readers to the world of Alderac. I'm concerned that many readers would be reluctant to jump into a storyline at "Part 9"! Rest assured that the storyline will be resolved and the characters will return.

Part VIII

The Road Home

"Fear draws no respect from my lips. Many battles and the accumulation of bruise and scar have hardened me to this affliction. No, fear is something I've learned to put off like the cold mornings here on the Grevan Steppes. Though I hear its cries, I refuse to pay heed. That is the secret to overcoming fear, you must deny it.

You scoff? Why should a man let fear rule his heart? As a young soldier, fear consumed me before battle. Yet, I won my battles and returned to my homeland to sit by the fire of my father.

It was then that I learned the truth; fear has no use for the warrior. It does not win battles nor does it ward off death. My own cunning coupled with the sting of cold steel, that's what I rely on.

Not the idle boasts of an old man, my friend. Is it vain pride for a man to simply affirm that there are few things in this world which put the wrenching grip of fear on his heart? Yet, I will be truthful with you, since the question was put forth. There is indeed one thing that frightens me.

After every adventure, the hero must take that road which leads home. That my friend, is the most fearsome journey of them all. Aaaaah, I see by your face that I need not explain."

The old soldier Kiastain from the Haagan Tragedy, "Three Warriors at the Well"

Day 304 Year 108

Curstain held the torch high as he stepped through the secret door and into the sewer-caves beneath the city of Soult Tet. He fought the urge to wretch as the stench met his nostrils. Removing a scarf from the fold of his robes he held it to his face. A mysterious

message delivered to his villa had drawn him here. If Scav Sagenthor had indeed returned to the city then this could be the only place he would be.

The distinguished judge was all too familiar with this particular entrance to the cave system. He had attended countless meetings with Scav Sagenthor and the group of men cryptically referred to as the 'Magistrates'. Those secret meetings held in the late hours had ceased abruptly a year ago. The conspirators had been drawn together because of a common desire; to depose the Emperor Sageem and replace him with Scav Sagenthor. All those hours of hushed planning and preparation were for naught, for their attempt to seize power had failed miserably. Those not killed or captured had been forced to flee for their lives.

There were hundreds of such entrances strewn about the city in various cellars and well shafts. This one just happened to be in the wine cellar of Curstain's favorite tavern, the Parched Frog. A few kivers slipped into the palm and the barkeep turned blind and dumb, silently giving his assurance that he would not comment on the judge's strange behavior.

Curstain studied the damp cavern walls for something he hoped had survived the intervening months since his last excursion. His hands trembled as he searched the walls. Finally, with a great sigh of relief, he found what he was looking for; a small shallow rune chiseled into the red quartz. It was 'Artra', the rune for 'sanctuary'. This sign told him which direction to turn. He moved slowly over the piles of debris littering the cavern floor. If memory served, the next rune should lie sixty paces down the passage. Nervously, Curstain counted the steps. The sewer caves stretched for miles under the city and beyond. A wrong turn or a missed rune could be the end of him.

The problem was, every thief and cut-throat in the city used the caves to move about in secret. An unarmed old man would be little more than a tempting diversion for such vermin. Curstain looked up at the torch and cursed himself for not purchasing one of better quality. It was burning far more swiftly than he had expected.

He continued to count his steps; 58, 59, 60, 61, 62... He began to panic. Had he missed it? He halted his movement and considered backtracking to make sure. Suddenly, something caught his eye which caused his heart to jump with fear. Further down the passage there appeared to be shadows that were not being cast by his own torchlight. He lowered his torch, trying to cloak its light behind a jagged boulder. The distant shadows were unaffected. Someone was approaching! Frantically, he looked for a place to hide. He spotted a low side passage and scrambled for it. Dropping to his hands and knees and shoving the torch before him he crawled twenty feet or so before coming to a dead end.

"Brilliant move Velnar," he said to himself. Now he was trapped. He rolled the torch in the wet clay and

extinguished it. In total darkness he waited and prayed that he would go undetected.

As the minutes passed without incident, Curstain began to question if he'd seen anything after all. He was considering relighting his torch and moving on when he heard voices. He held his breath and listened.

"What's the problem with that, eh?" said one voice, "Just pop up for a drink, maybe stroke a wench or two. I need something to put off this damp."

"A wench with a good set of eyes and a keen memory," replied a second voice. "Before you know it, the City Guard are on us like Saw-Backed Lungers."

"Then at least let me slip into Giddiar's cellar and take me a few bottles of wine. No harm in that is there?"

"Damn you and your thirst. Make it quick. I don't like the idea of leaving the boy alone for too long."

Curstain strained his ears, the sound of his madly beating heart interfering. The second voice sounded strangely familiar.

Whoever they were, they were very close, just at the opening to the side passage where Curstain lay.

Curstain held his breath as the unseen pair continued on their way. Suddenly one of them cried out, "Hold it!"

"What's the problem?"

"My glersee's been tripped."¹

"It was probably one of those damn rats. There's hundreds of them through here."

"It was a rat all right. But the two-legged kind. Look, whoever it was, he headed that way."

Curstain could hear the sound of a sword being unsheathed, a few hushed whispers and then silence. He held his breath, wondering what they were up to.

Suddenly the darkness was shattered by the blaze of a torch being tossed just inside the passage. He moved away from the light, attempting to find refuge in the shadows. Blindly his hands explored the cave floor around him for a weapon. His aged fingers ran across a fist sized rock and acquired it.

He stared toward the torch and grasped the rock tightly. A figure on hands and knees emerged cautiously from the shadows and grabbed the torch. It was a bearded man with a glint of polished steel in his mouth. Curstain realized immediately it was a dagger. The old man instinctively threw his rock. His aim was poor, however, and the missile hit a stalagmite and ricocheted harmlessly into the shadows. A few startled bats protested and flurried about.

The alarmed figure halted his approach. He held the torch out before him, searching the shadows. A smile slowly stretched across his face as he detected Curstain and surmised that he was no match. Curstain attempted to

back further into the passage but met cold stone.

The intruder removed the dagger from his mouth. "It's no good old man. This way leads nowhere. Make this easy and come on out."

"I've nothing you would want!" barked Curstain. "Just move on and leave me alone. I have nothing of value and I'm not looking to take anything from anyone else. Leave me alone and I'll go back the way I came."

"That's not good enough. Now be sensible and come out of there."

Curstain bit his lip and began searching for another weapon.

"I won't go without a fight," he stammered. "And...and when my friends catch up with me they won't be too understanding. You'd better get going, they're not far off."

The other voice suddenly called out, "Bran quit badgering the old man.. He's obviously scared to death. He's no threat to us. Let's get out of here."

Curstain felt as though he'd suddenly lost his breath. "Bran?" he thought to himself. Could it possibly be?

"Br..Brantar?" he muttered, "Would you be Brantar?"

There was a long silence and then, "Brantar's a common enough name. What if I were?"

Curstain's hopes began to rise. "Brantar of House Etribar?"

"It's been years since I've answered to that name. I want to know whose asking?"

The other voice suddenly rang out in laughter. "Does he have to punch you in the groin Bran? Apologize to the judge."

Brantar turned pale, "Curs.... Damn you! What are you doing sneaking around in the shadows. You could have been killed. Lords of Simpus!"

Curstain relaxed and began to crawl toward him. "You would have lost a handful of teeth first, I can assure you. Are you accustomed to harassing any poor soul who happens to cross your path."

"We can't afford to take chances," apologized Brantar, "Damn Sageem and his scryers. They already know we've returned to the city."

Curstain moved up beside Brantar. He wiped his forehead with the back of his hand and realized it was bleeding. He couldn't remember hitting it. "What makes you think that?"

"Not the best place to hold a conversation, gentlemen," came the other voice. "I suggest we get back to the boy."

Curstain smiled. "Falsnare? I thought I detected a Galon accent in that voice."

"Let's get moving. Voices carry in this passage," called out Falsnare.

Brantar placed a hand on Curstain's shoulder and smiled. "It was Scav's idea to return to Soult Tet. Can you believe it? Right back in the belly of the fire."

Curstain started to crawl past him then paused mo-

¹ Glersee (GAL-EAR-SEE) Old Forcaran.

Glersee are a system of trail markers used by Imperial Scouts.

Glersee are used to communicate directions, areas of danger, etc.

They are also used as detection traps, as in this case.

mentarily and looked into his eyes. "No, it wasn't his idea. I'm afraid he had little choice in the matter. I'm not sure any of us do."

As he emerged from the passage, Curstain was helped to his feet by a set of hands. He stood up to find the familiar face of Falsnare.

Falsnare smiled and handed him a torch. "I was wagering you wouldn't show old man. Glad I was wrong."

Curstain stepped to the side as Brantar rose up beside him.

"How many are with you?" asked Curstain.

Falsnare shook his head, "Just Bran, myself and the boy. Most of the others set sail for the Ginge. Sometimes I wonder if I shouldn't have went with them."

"What about Tasmar?"

Falsnare shrugged, "Tasmar isn't with us any more. No telling where he is now."

A distant rumble suddenly echoed down the passage causing the group to stand in silence for several moments.

"It's all right." Falsnare finally whispered. "It's just the sound of horses galloping on the streets above. Probably the city guard changing watch."

"Here!" Brantar said to Curstain, handing him a dagger, "Keep this at the ready just in case."

"Let's get back to Scav. Stay close and watch my signals." ordered Falsnare. With that, the group headed down the twisted passage.

Curstain strained his eyes, trying desperately to pierce the flickering shadows as he followed Falsnare. Occasionally, Falsnare would halt the group and point out a detection-trap to be avoided. Curstain was amazed at just how many such traps there were. Falsnare was certainly taking precautions.

Eventually they reached the entrance to the large dome-cavern which was known as the Gallery. The Gallery had been chosen by the conspirators as the site to hold their secret meetings. Falsnare himself, had suggested the cavern, without ever bothering to explain how he had learned of it. There were only two entrances to the remote chamber. One was a small passage which led from the Soult River and could only be entered from the surface by diving into seven feet of water. The other entrance, which lie along a minor artery of the Sewer caves, was obscured by a cluster of stalagmites. This made the Gallery an ideal place to meet. If the group were detected, they could make their escape into the river. At the same time the limited number of entrances made it unlikely that others would stumble upon them by accident.

As they reached the entrance, Falsnare paused to unset a trap. Curstain looked over his shoulder and quickly

surmised that this one was a killing trap, something Falsnare was expert at.²

Falsnare held the torch high and instructed Curstain and Brantar to go ahead of him so that he could reset the trap.

As Curstain moved through the passage he detected the warm scent of cooked meat. The Gallery was fairly well illuminated from the light of a half-dozen torches. He scanned the room anxiously. A glimmer of movement to his right caught his eye and he turned to find a dark figure emerging from the shadows. Curstain's knees momentarily threaten to buckle. As his eyes met Scav's his alarmed look changed to one of recognition.

"Come closer lad." said Curstain anxiously, "Where I can see you."

"Velnar?" asked Scav in disbelief. He sheathed the dagger he had readied and moved toward Curstain. "We were beginning to think you'd turned against us."

"I had to make some arrangements. The city is in chaos, but I'm here now." Curstain grabbed Scav firmly by the shoulders and shook him. He laughed and stepped back. "Look at you! Taller, sturdier. You've grown."

"We weren't even sure you were still alive." commented Scav, "So many of our ranks have been gathered up and executed. We feared the worst for you."

Curstain shook his head, "Raventhorne went to great lengths to keep my involvement secret. I owe my life to him."

Scav ran a hand through his hair. "Well, at least I don't have your death on my conscience."

"You were not responsible for what happened!" insisted Curstain, "Blood on Sageem's hands, not yours." He paused and smiled. "You know, standing there in your place, I can see your father. Such a remarkable likeness."

"I'll never be the man my father was. Everyone knows that."

Curstain winched at the words. They were his own words being thrown back in his face. He had voiced those doubts by telling Scav repeatedly, that he was unworthy to follow in his father's shoes.

"Look, Scav," he said moving closer, "I know you've never fully trusted me, and I'll admit, I never truly believed in you. Raventhorne was our bond. He saw something in you I could never see. In the beginning, I went along because I thought anyone on the throne would be better than Sageem. When the attack on the Matra-Kar failed-well, I thought I could clean my hands of the whole mess. I truly believed the nightmare would just go away. But over the past year, I've become convinced. You now have my full support, I swear it. Can you possibly forgive me?"

Scav smiled, "There's nothing to forgive. How can I ask you to believe in me when I've never been convinced myself? When my father was my age he had already..."

"Let's take a seat by the fire." Falsnare interrupted. He held a torch toward Brantar. "Bran, if you would be kind enough to guard the passage."

2. Falsnare apparently knows a variety of such traps hints to a colorful background. This particular trap is a clever one. A boulder was wrestled atop a stalagmite which had its point cropped to provide a resting place. Then cave-mud and clay was packed around the boulder and the whole thing was smoothed over appear as one piece. A trip wire was emplaced resulting in a very deadly trap for the unsuspecting.

FICTION

Brantar started to grumble, but settled for an angry look instead. He grabbed the torch from Falsnare and headed away.

The group gathered about a small fire in the center of the room where a pile of furs had been strewn about. Falsnare produced a bottle of wine from his backpack and tossed it to Curstain.

"I'm afraid it pales to your Sarentian wine, but it keeps the chill away just the same."

Curstain smiled and removed the cork. He cautiously sniffed the contents and furrowed his brow. "You've been raiding Giddiar's cellar again. There's no mistaking that aroma. However, there's no finer wine than that which is shared among friends." He took a deep drink and passed the bottle to Scav.

"How much do you know of what's been going on here in the city? So much has taken place in just the past few weeks. We don't have much time to make our move."

Falsnare held up his hands, "Let's hold it right there. I didn't come back here to see more men slaughtered. Someone betrayed us that night! Until I know who it is, I'm not going any farther."

Curstain nodded his agreement. "We were indeed betrayed. Gart warned the Bastion Guard before the attack."

Scav cast an apologetic look toward Falsnare. "So,

your suspicions were right."

Falsnare gritted his teeth. "I'm not a vengeful man, but I swear I'll personally kill him for this."

Scav wiped the wine from his chin and sat back. "There's a few things I want to know Velnar. We've heard all manner of rumors since we've left. Has Raventhorpe truly been captured? There were rumors he was secreted away to Kal Dez."

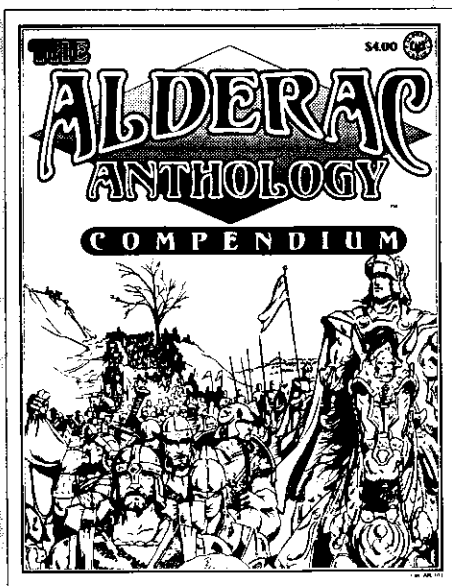
Curstain shook his head with regret. "Raventhorpe is dead. Gart betrayed him for a handful of gold and his freedom. Raventhorpe was brought before the Rader'Keem and..." Curstain's voice waivered. He paused and accepted the bottle of wine again from Scav. He took a drink and handed it back. "He was sentenced to daily floggings. It was hoped he would reveal the names of the other conspirators before he died."

Falsnare leaned back on his backpack and shook his head. "He deserved better than that. Damn Gart! Just where in the hell were you during all of this?"

Curstain's face reddened with shame. "I...I was there. Wearing my official robes and sitting with my fellow judges in compliance. What else could I do? I have a family... The Emperor was scouring the city for anyone with a hint of

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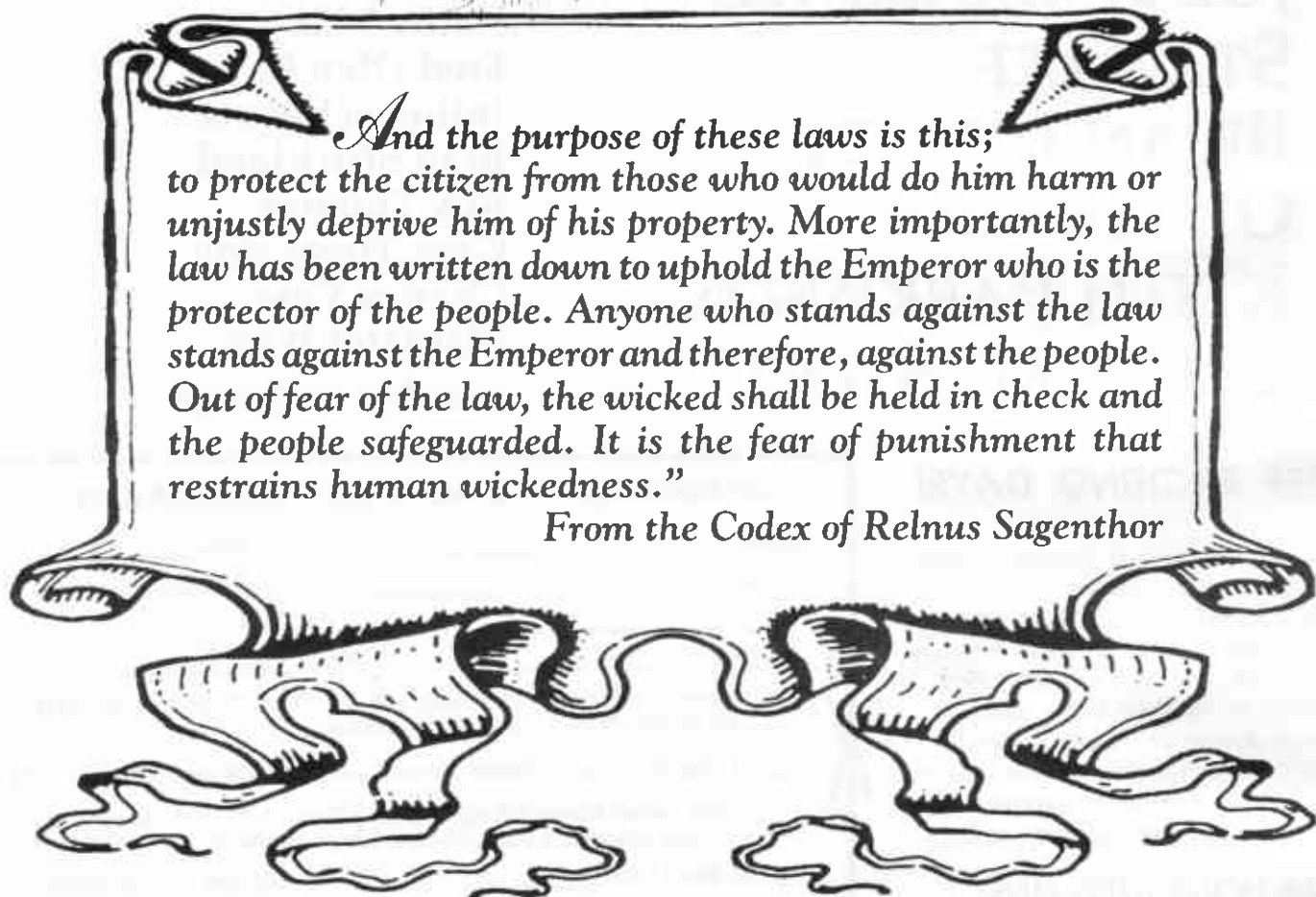
JUST SPOILS FOR THE UNJUST

*Criminal Justice for
Fantasy Role-Playing*

By Jolly R. Blackburn

*And the purpose of these laws is this;
to protect the citizen from those who would do him harm or
unjustly deprive him of his property. More importantly, the
law has been written down to uphold the Emperor who is the
protector of the people. Anyone who stands against the law
stands against the Emperor and therefore, against the people.
Out of fear of the law, the wicked shall be held in check and
the people safeguarded. It is the fear of punishment that
restrains human wickedness."*

From the Codex of Relnus Sagenthor



Editor's Note: This article originally appeared in issue no. # 2 of SHADIS. Over the last two years, I received numerous requests for an update and a follow-up article. As a courtesy to our newer readers we have decided to update the article and run it again.

Something that has been overlooked in role-playing games for a long time is a detailed criminal justice system for fantasy milieus. Most of the packaged campaign worlds that I am familiar with offer very little in this regard besides some brief suggestions. Normally, a few paragraphs and some random tables are provided to deal out justice. That's a real shame. Any Gamemaster worth bearing the title is always looking for new avenues of role-playing in every aspect of the game. Variety and conflict are what keep the players coming back. You would think that with character classes like the thief and assassin figuring largely in many campaigns that a detailed legal system would be mandatory.

One night, after running a drawn out campaign of city adventuring, I realized that my city's legal department was sadly lacking. I locked myself in my room, determined to correct the situation. I was tired of players walking around my world as if they owned the place and behaving as if they answered to no one. I was fed up with fighters who picked fights with merchants and bullied barkeepers, of magic-users who used their magic publicly for trivial tasks with little concern of the local citizenry's reaction. It was the thieves, however, who really had stirred my ire. My campaign was filled with these despicable parasites. They repeatedly picked-pockets and cut the throats of the unsuspecting only to scamper into the shadows looking for another victim. Since the game designers had let me down, I did the next best thing, I consulted the history books.

In this article, we will first look at various medieval legal systems in an attempt to determine just what actions were considered crimes and what punishments were used to match the crime. This information will then be used to build a model legal system which can be used in any fantasy milieu. With the system I will describe, the GM will be able to quickly build a criminal-justice system for his own campaign.

Medieval Law

Most of us have handled criminal-justice in our campaigns by the "seat of our pants", using our familiarity with contemporary law and what little we've picked up from books and movies to ad-lib.

Medieval law, however, was vastly different from our own and extremely diversified and complex. Laws and punishments were often a curious blend of tribal, religious

and Roman laws which varied from community to community.

Medieval Europe comprised many different cultures and, as such, it would not be feasible in this limited forum to describe all the various legal standards that were in use. Instead, I have chosen the Germanic system as a model. These laws were typical of most in use throughout Europe. In addition, they included some nasty twists and unique punishments that serve to liven up the campaign.

Types of Law

There are five basic types of legal systems that we will consider for use in our criminal-justice system.

1. Statute Law

These are the laws dictated by a state. They are normally recorded and stringently enforced by officials of the state; such as a police force, guard watch or patrols. In addition, there is normally a judicial body present which resolves violations of the law. This is the top end of the system; the formal law. It has a system for apprehending violators and rendering punishment. Statute law has the potential to be either extremely harsh in regards to punishment or considerably fair and humane.

2. Tribal Law

These are also called 'folk laws' and are commonly passed down orally from generation to generation. These traditional laws are most often associated with barbarian tribes or non-human races. Within a state, a system of statute laws may in place, but often in isolated pockets of the population, it is the tribal laws which determine and deal out justice. Punishment under such a system is normally carried out promptly with little ceremony or deliberation.

3. Religious Law

This category of laws is harder to define. If a state has an official religion, then the religious doctrines of that faith may dictate the nature of the statute law. Religious beliefs will define just what is a crime and how appalling the crime is perceived to be. For example, in one kingdom, polygamy may be perfectly acceptable, while in another, it is an abomination and warrants death. For our purposes, we will define religious law as the authority a religion/church has over it's members.

4. Mob Justice

If a wrong-doer is apprehended by non-officials, justice is often rendered quickly by the captors. The criminal is denied any official process of law and his guilt or innocence is decided by the mob. Often a mob will render a punishment according to tribal or folk law. Mobs are commonly swayed by the emotion of the moment and a 'blood-lust' may override any compassion the accused is hoping for.

CRIMINAL JUSTICE IN ROLE-PLAYING

5. Guild Laws/Regulations

I couldn't very well leave these out, since guilds had tremendous influence over the citizens of Medieval Europe. Guilds were very powerful micro-states. A craftsman putting out shoddy work could be severely dealt with. Usually, a guild member violating a guild law was punished within the guild and only then turned over to the state for further prosecution. Confinement, mutilation, etc., would not be punishments within the realm of guild authority.

6. Military Law

Primarily, only members of the military were subject to military law. Within occupied territories and frontier regions, the military was often the only official authority present, taking on the role of state authority for the local inhabitants. Military justice usually adhered to the Statute Laws of the state to which it belonged. Often, however, the military had its own system for dealing with wrong-doers which was harsher and less forgiving.

Process of Law

A person apprehended for committing a crime was often passed through several of the legal systems mentioned above. For example, if a woodcutter was accused of putting out inferior work, the Guild found him guilty and banned him from further practice of his trade. The city, under statute law, fined him 50 gp for selling the public false goods and his church ousted him for violating its dictates of honesty.

Types of Crime

There would seem to be no limit to the number and variation of crimes with which a character could find himself accused. What is considered a heinous crime in one culture, is quite acceptable, or less offensive in another. As such, the following list could never be complete.

I would like to point out that in addition to being a gaming article, this article is a historical overview as well. I have included many types of crime that are not likely (and hopefully never would!) crop up in a fantasy role-playing session. It didn't seem appropriate to eliminate them and I have included them to give a more thorough understanding of medieval law. Besides, just because a player would never think of committing infanticide, it doesn't mean he couldn't be falsely accused of such a crime. For example, a magic-user who indiscriminately launches a fireball at an Orc village and later captured might find himself accused of killing innocent Orc children. Or suppose a human player-character marries a Half-Orc NPC? Some cultures might consider such a union an act of bestiality!

Also, keep in mind that the following are historical examples taken from medieval Europe. In such a system, an unmarried couple guilty of fornication could be sentenced to death! Certainly not all cultures would dictate such a severe punishment to this type of crime.

I. Homicide

The definition of homicide was often hard to pin down in ancient times. In some less enlightened cultures if one person caused another person's death he was guilty of murder. Later, allowances were made for justifiable homicide and self defense.

A. Murder

Murder is a broad term. It is normally considered the taking of a human's life by another with intent or malice. However, in medieval times, even animals could be and were tried for murder. *Note: In a fantasy milieu where there are several intelligent races it is possible murder would be further defined. For example, would a human culture consider the killing of a dwarf murder?*

B. Manslaughter

Manslaughter is the killing of another person without intent or malice. It is killing in self-defense or to protect one's property.

C. Infanticide

In medieval times this was a very common crime, mainly due to the harsh penalties for other crimes. Unwed mothers were faced with severe punishments if exposed and often killed a bastard child to conceal their guilt.

D. Arson

Arson was considered a particularly appalling form of murder, perhaps because it was such a cowardly crime and so indiscriminate. At any rate, arson was normally ranked among the crimes of murder.

II. Assault

Assault, of course, is physical injury upon one person by another. There are various degrees. It could be as simple as grabbing a woman by the wrist to breaking a chair over a bar-keep's head. Punishments varied in harshness, often attempting to match the crime.

III. Larceny and Related Offenses

Larceny was the taking of another's property through violence, deceit, falsehood or abuse of one's power.

A. Theft

Thievery was classified into degrees based on the value of the property stolen. The punishment was set accordingly. Theft was normally defined as the taking of one's property without violence or the threat of violence. Thus, pick-pockets and shoplifters would fall into this category.

B. Burglary

A more serious form of thievery which involved the breaking of barriers or safeguards in order to steal. i.e. windows, doors, locks.



Court in Session.

C. Robbery

Robbery was theft coupled with the use of violence or the threat of violence.

D. Embezzlement

Considered a very serious crime, embezzlement was the taking of money by anyone entrusted with another's money such as a treasurer, city official or money-changer.

E. Falsification

A catch all term used to describe anyone who used deceit to enrich himself at the expense of another. For example, if it was discovered a baker was selling under weight rolls at the going price of full weight rolls, he could be charged under laws governing falsification.

F. Coinage Offenses

This was the making of coins with a false die. It also could be defined as the minting of coins with low-grade metals with an official die. An official coin minter could easily be tempted to substitute inferior metals in his product and pocket the real stuff.

G. Forgery

This was the making of false documents, use of false seals or the use of genuine seals and letters for unlawful purposes.

H. False Pretenses

This is the use of false weights and measures and/or the making of false goods. This crime also includes cheating at gambling, bilking and pawn swindles.

IV. Sexual Offenses

As stated before, many of the crimes listed should never come up in an RPG. The following are included to simply present a complete overview of the legal systems in use during the medieval era.

A. Rape.

Rape is the forcing of sexual relations upon another person who is unwilling or deemed unable to make a moral decision. In the perception of morality in medieval times, rape was often associated only with women of good social standing, i.e. only virgins and widows could truly be raped. It was not likely that a man would be charged with rape if the woman was of questionable character. However, he was likely to be charged for fornication or adultery if the crime came to light. Ironically, in such a case, the victim could be charged as well.

B. Sodomy

Sodomy had broader connotations than in our modern usage. It referred to any sexual act that was not performed in the traditional manner.

C. Incest

This is certainly a universal taboo. Incest was considered to be among the most appalling crimes and the punishments were very severe.

D. Bigamy/Polygamy

In medieval Europe with it's Judeo-Christian influences, polygamy was a serious crime. Those guilty of polygamy were certainly guilty of adultery and fornication as well.

E. Adultery.

This is sexual relations between partners in which at least one of the partners is married to someone else. The crime was worse than fornication, for an 'innocent' spouse was being victimized. In addition, the breaking of the marriage vows was considered an act against God.

F. Bestiality

Sexual relations between humans and animals.

V. Religious Offenses

A. Blasphemy

Abuse, reviling or defamation of the gods. Includes cursing and swearing as well.

B. Heresy

Heretics were persons who deviated from the normal traditions and established doctrines of a religion.

C. Sorcery

CRIMINAL JUSTICE IN ROLE-PLAYING

Many cultures viewed magic and it's practitioners as the embodiment of evil. Magic Users in a fantasy milieu could very easily fall prey to various persecution campaigns.

VI. Political Crimes

A. Treason

Any person who breaches his 'contract' with his country is guilty of treason. This could entail plotting to overthrow the king, aiding an enemy, etc. Some cultures considered tax-evasion or avoiding civic duties as treason.

B. Duty of Loyalty

In medieval times **each citizen** was assumed to have a 'duty' to act and behave in a way that benefited the state. Those who failed to do their civic duties were firmly dealt with. Bad-mouthing the King, refusing to help in civic projects, etc., were evidence of not doing one's duty.

VII. Civil/Social Crimes

A. Ordinances/Regulations

Medieval Europe is famous for its cumbersome volumes of social laws and regulations. Almost every facet of one's life eventually became the subject of regulation.

There were laws dictating what colors one could wear, what style of shoes were permissible, etc. Many laws were to enforce the distinction between the classes. If a commoner dressed beyond his means he would be punished swiftly.

One aspect of Medieval Law that is rarely applied to fantasy RPGs is the restrictions on travel. Citizens, normally, were not allowed to come and go as they pleased unless they had the approval of the city council of the city they resided in. One had to apply to the town council if one wanted to visit another city. Often a deposit of money had to be left to ensure the traveler returned.

If a citizen wanted to move, he had to get permission and obtain notes declaring he owed no debts. Likewise, if someone wanted to become a citizen, a special tax had to be paid and an oath taken.

B. Conduct Codes, Morals

The dogma of religion compelled many to behave according to accepted doctrines. In addition, it compelled people to ensure that their neighbors did likewise. Since the medieval church forbade such things as self-pride and extravagance, it became a crime for anyone to flaunt themselves or their wealth. Women's necklines, carriages, etc. became subject to the discretion of the law.

Types of Punishment

There was no shortage of imaginative minds in medieval times when it came to devising ways of punishing criminals. Many are morbid and quite shocking. That's exactly

what they were intended to be. There was little notion of rehabilitative punishment behind the laws. The idea was to encourage obedience to the law out of fear.

1. Monetary

Monetary fines were perhaps the most humane form of punishment to come out of ancient times. The idea behind fines was that a wrong could be corrected if the criminal or his family paid the victim or state a set amount of gold or goods. Often, the fines themselves were well beyond the means of the guilty party to pay and thus he was subjected to severer penalties. At one time, all crimes including murder, could be settled with the payment of 'peace-money', Weirgeld, etc. This practice stemmed from ancient times when bloody feuds would break out between tribes over such crimes. A money tribute settled things peacefully thus sparing a tribe from further bloodshed. The offender was literally buying peace.

2. Confinement

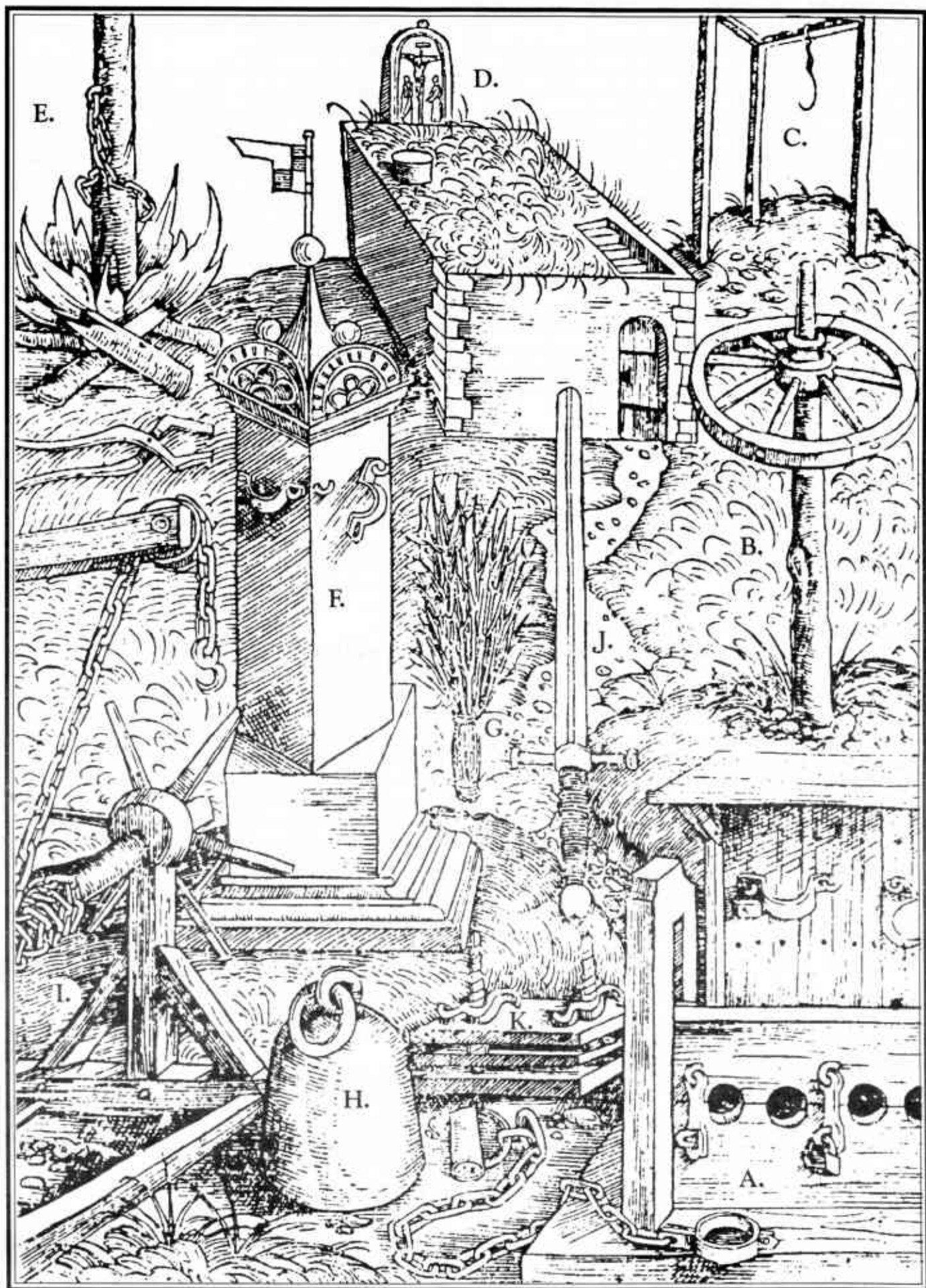
Deprivation of liberty has always been used as a prime deterrent to crime. It was sometimes imposed as an act of mercy in lieu of mutilation or death. More often, it was used



Wrong-doer being prepared for 'painful interrogation'.

Cover page to German Law Book showing instruments of torture and places of execution. ➡

- A. Stockade
C. Gallows
E. Burning at the Stake
G. Birching
I. Rack
K. Screw
B. Breaking on the Wheel
D. Place of Execution
F. Pillory
H. Weight for Torture
J. Beheading-Sword



to enhance the criminal's suffering between sessions of torture. There was no concept or hope of rehabilitation, the state had no interest in such noble ideas. The criminal had offended the state and a price had to be paid.

While some criminals were imprisoned for life terms, they did not sit idly in their cells counting the days. Hard labor, working for the state and sometimes for private contractors have always been associated with prisons. Some prisoners, however, were locked in dungeons and dark cells, never to see the light of day again.

The modern reader might be surprised to learn that imprisonment was not as prevalent as might be supposed. The punishment of pain and death was far more common. Imprisonment was normally short term, used to hold offenders until a sentence could be rendered or an execution carried out. It was also common for a criminal to be held 'hostage' until his family or clan could pay his fines.

3. Degradation

In all cultures a person's honor and pride is a very precious and well-guarded possession. In fact, it could be argued that it is this basic trait of humanity that causes the masses to fall in line and conform to society's rules. So it shouldn't be surprising to find that humiliation and degradation was a common form of punishment for the wrong-doer.

A. Censure

Censure was a mild and very effective form of degradation. Fellow citizens were forbidden to talk with the censured criminal and he was forbidden to approach others. Censure could be administered for a short period of time or for life, depending on the nature of the crime. The censured person was often forced to wear object or clothes alerting citizens to his status.

B. Recantation/Apology

The wrong-doer was forced to stand in a public place and recant or apologize for his crimes. This punishment was most often used when the crime involved defamation, gossip or lying. Often the accused was required to strike his offending mouth with a switch or board to signify his misdeed.

C. Clothes of Degradation

The criminal, in this case, was forced to wear specially prepared clothing which bore symbols or markings indicating the crime. Various patches were devised with a wide variety of meanings such as; prostitution, theft, adulterer etc.

(Editor's note: The reader will recall that this form of punishment was revived during the Nazi era in which Jews, homosexuals and others considered to be 'undesirables' were forced to wear patches so that they could be identified and ridiculed.)

D. Procession of Shame

The wrong-doer was forced to march a prescribed distance before an audience. Often clothes or items of shame were carried during the march. The procession normally involved carrying a rather heavy, cumbersome object such as a stone, to a specific location. If the item was dropped or the wrong-doer was unable to complete the task, then a harsher sentence was immediately imposed. This 'trial-by-ordeal', so to speak, was required when a person's guilt could not be proven to the complete satisfaction of the judicial body imposing sentence. It was assumed that if the wrong-doer could not complete the task, then his guilt was certain. On the other hand, if he completed the task easily, the judges could find comfort in the fact that they had not handed down a crueler form of punishment on an innocent.

E. Defamation

Defamation was a legal means for somebody who had been wronged to seek retribution. A creditor, for example, unable to collect his money from a debtor could have handbills published detailing the debtor's crime and attacking his character. The handbills were posted all about town, making life miserable for the wrong-doer. This form of coercion would be preferable to a creditor over formal charges since a debtor would be unable to pay off his debt from prison.

F. Carrying Objects of Shame

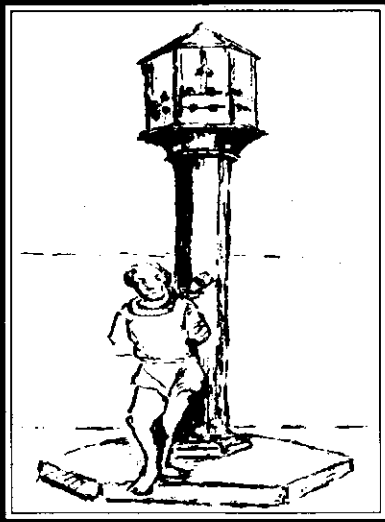
While very similar to clothes of degradation, these items were normally made of iron and wood and symbolized the crime committed. The most common object of shame was the Mask. The mask was a heavy, grotesque helmet that was secured on the wrong-doers head with a lock. A woman sentenced for spreading gossip, for example, might be forced to wear a mask with a large wagging tongue. Those forced to carry or wear these objects were, of course, made to do so in public places such as the market place. It was deemed appropriate behavior for passerbys to harass, kick and ridicule the wrong-doer.

G. Ban on the Bearing of Arms or Social Accouterments

The right to bear arms was once a symbol of status. In addition, certain articles of clothing signified rank and social status. A wrong-doer could be denied the right to bear such items, thus depriving him of his status.

H. Public Servitude

This differs from confinement and slavery. The purpose here was to have the wrong-doer perform degrading tasks such as removing waste in public view. Normally, it was a single task which lasted from an hour to a full day. Upon completion of the task the wrong-doer had satisfied the sentence and was free to go.



Prisoner at the Pillory.

I. Loss of Rank/ Status

In many medieval societies social rank was determined by a town council. Meticulous records were kept of various families and their standing. Social rank dictated where a person could dine, what jobs he could hold and the extent of his freedom in moving about the city. If an upper-class citizen was found guilty

of a crime, his rank could be stripped away permanently or on a temporary basis.

J. Denial of Burial

Players may not see this as much of a threat, but it was a very serious matter to the average person of the medieval period. Denial of a religious ceremony and church burial was deeply dreaded. It was believed that the poor soul who was denied such ceremony was unable to enter the afterlife. [I know of at least one clever GM who disallows all chances of resurrection unless the concerned character has been given the proper rites by a clergyman of his faith.]

K. Pillory

The pillory is perhaps one of the best known forms of medieval punishments. Nearly every city and town had a pillory which was centrally located, normally in the market place. The pillory appeared in numerous forms, but they were almost always elevated in a place of prominence.

The guilty were bound to the pillory during market days so that they could be ridiculed by the public and demonstrate first-hand the repercussions of violating the law. The pillory often served as the place of execution and public floggings.

M. Ducking

Ducking was used more as a degradation punishment than a physical one. It was often called the 'baker's baptism' because it was a common punishment for bakers who cheated their customers. The guilty person was strapped to a chair which was mounted on the end of a long wooden beam. With the use of a pivot, the chair was lowered into a body of water and the wrong-doer was 'ducked' a prescribed number of times.

N. Tarring and Feathering

This form of punishment has always been identified with practitioners of 'mob-justice'. It does have a history,

however, as a statute punishment. Frequently, it was carried out on a guilty person prior to the march to the place of execution.

4. Torture

Torture was universally utilized. It was applied for countless crimes and often in addition to other forms of punishment. If the wrong-doer appeared to be unremorseful, a few sessions of torture was sure to influence him to at least 'act' repentant. Unfortunately, protesting of one's innocence was often seen as an unremorseful attitude.

Torture was also used to deter any further violations of the law; draw out confessions; to obtain the names of coconspirators etc.

The numerous variations of torture used during the medieval period are truly mind-boggling. I will make no attempts to list them all here [besides the space restraints, I also don't have the stomach]. Nor will I go into the specifics of the various torture techniques. Besides having vivid imaginations, most gamers are familiar with the more infamous forms such as splinters under the nails, hot wax dripping on a bound victim, etc.

In medieval law the common practice was to categorize torture into five categories. The nature of the crime dictated the severity of torture to be applied.

I. The Threat of Torture

The accused was merely shown the instruments of torture and forced to watch others being tortured. This would clearly demonstrate to the guilty party what would happen the next time he violated the law.

II. Painful Interrogation

The accused was tortured until he provided the information requested. Once he had cooperated, (by telling his torturer what he wanted to hear), the torture was halted. Often the accused was brought back before the judge for furthering sentencing since he had now either confessed or implicated himself.

III. Bound and Tortured

The prisoner is stripped and bound and tortured with various instruments. The object here was not to obtain information but, simply to make the prisoner suffer horrendous pain for his crimes.

IV. Suspension and Resumption

The prisoner was tortured as in III above. He was then suspended by the wrists or ankles for a period of time and then tortured again.

V. Exposure

The prisoner was tortured as in III above. Between sessions of torture, the prisoner was exposed to the elements.

The art of torture was considered a science. Doctors

CRIMINAL JUSTICE IN ROLE-PLAYING



A prisoner hangs with weighted legs between interrogation sessions.

specializing in torture were often employed by the State. In many societies, certain persons were immune by law from the threat of torture. Children under the age of 14, pregnant women, the bedridden, etc. were often protected.

5. Mutilation

Mutilating punishments served two purposes. First, it identified the criminal to others. If he committed the same crime again, his past conviction would be evident and his punishment would be greater. It also served as a deterrent to others. Secondly, it was a form of compensation similar to an 'eye-for-an-eye.' If a thief picked a pocket, for example, the offending hand was cut off in payment.

A. Blinding

This is the severest of the mutilation punishments. Depriving a criminal of his eye-sight was often deemed to be harsher than a death sentence, since the wrong-doer's suffering was prolonged and inescapable. It was sometimes rendered to a criminal who was protected by law from a death sentence.

Citizens were forbidden to render aid to the blinded convict and were likely to suffer the same fate if they did so.

B. Removal of the Hand

A frequent punishment for such crimes as theft, perjury, assault, cheating, etc. Different variations were applied. When sentence was rendered, consideration was given to which hand was the wrong-doer's primary hand.

C. Removal of the Fingers

A milder form of the above, removal of the fingers was reserved for cut purses, pickpockets and other petty crimes. In this manner, the wrong-doer was made to suffer and was marked without denying him the ability to work a trade.

D. Removal of the Ear(s)

Removal of the ear allowed the criminal to be marked, without rendering him unfit for work or servitude. Criminals condemned to slavery often had their ears removed for easy identification. It also was used to signify that the condemned could not bear weapons, enter the city, etc.

E. Removal of the Tongue

This punishment was reserved for those who offended with their mouths such as blasphemers, heretics, bearing false witness, etc.

6. Banishment

Often a community simply purged itself of its undesirables. Banishment meant certain death for many in medieval times since surrounding communities were unlikely to admit the wrong-doer. Banishment was imposed when a death sentence was the only alternative. If the banished person ever returned to the region, the death sentence was promptly carried out.

7. Slavery/Labor

Manpower was a very valuable commodity and criminals were often used to fill the work force. Public buildings, roads, etc. were all built with the aid of slave labor. In addition, many criminals were sold to private citizens and foreign nations.

8. Death

Capital Punishment was the ultimate solution for the wrong-doer. The modern reader sometimes is left with the impression that medieval justice was harsh and unforgiving. There is more, however, to capital punishment than simply taking revenge against the wrong-doer.

A prevalent superstition during these times was that murderers and other criminals were possessed by powerful evil spirits. It was feared that these spirits were so great that they could bring the wrong-doer back to life only to inflict



Woman accused of adultery on the ducking stool.



Mutilation: Blinding (upper figure) and removal of hand (lower figure)

further harm on his fellow citizens.

Thus the various forms of capital punishment were designed to drive off the evil spirits or to make the wrong-doer's corpse uninhabitable.

A. Beheading

Beheading was very common and perhaps the quickest of the capital punishments. It was believed that a body without a head could never return to life. Often the head was burned or buried separately from the body.

B. Hanging

Hanging was also a wide spread and well known form of execution. It was regarded as a particularly dishonorable and shameful form of death for it was often reserved for thieves and their ilk. Hanging was practiced in two different forms.

The first was a quicker death. The condemned was placed under the gallows or a tree limb on an object and

pushed off. The snap of the neck against the rope usually rendered a swift death.

The other form was appropriately known as 'Slow Death'. A noose was placed about the wrong-doer's neck and he was slowly pulled up off the ground. Such unfortunates could linger for long agonizing minutes before death.

It was traditional to leave the body on the gallows until the corpse rotted and fell to the ground. Only then were the remains burned or buried.

Frequently, hanging alone was not considered adequate punishment and the hanging was coupled with torture such as hanging the condemned over open flames or wild animals.

C. Breaking on the Wheel

Breaking on the wheel was among the most feared forms of punishment ever to be devised and was reserved for murderers and traitors. The criminal was laid out on the ground, his arms and legs outstretched and bound to stakes driven into the ground. Boards or timbers were placed under each limb so that a space about a hand's width was created between the limb and the ground. The executioner, sometimes with the aid of an assistant, took a wagon wheel, usually specifically constructed for the task and dropped it on each limb, breaking it. The sentence specified how many blows of the wheel had to be administered. The dead or dying man's limbs were then threaded under and over the spokes of the wheel. The wheel was then hoisted atop a pole set into the ground which was ten to fifteen feet high.

D. Drowning

Drowning, like burning, was a common punishment for females. This is probably because no one relished the idea of putting a woman to death with their own hands thus the elements of fire and water were allowed to bring about death.

The condemned with bound hands was thrown from a



Prisoner having his tongue removed.

CRIMINAL JUSTICE IN ROLE-PLAYING

bridge or river bank into a body of water. If no bodies of water could be found, the condemned was held under water in a pool or well. Frequently, the condemned was sewn into a sack along with live animals before being thrown into the water.

E. Boiling

Boiling in wine or oil was a standard punishment for those accused of lying or falsification. Heretics, likewise, were apt to suffer such a fate.

F. Burning

Burning was reserved for criminals of particularly atrocious standing such as sorcerers, witches, mass-murderers, etc. The hope was to eradicate all traces of the condemned and to prevent evil demons from returning him to life. Burning was often coupled with another form of capital punishment. For example, sorcerers were often beheaded prior to burning.

G. Burying Alive.

Historically reserved for those guilty of sexual crimes and infanticide. A pit was dug and the condemned, bound head and foot, was thrown in and the pit filled in.

H. Impalement

Impalement was practiced in two forms. In the first, the condemned was placed in a pit and buried alive as in G. above. Then a long stake was driven into the pit and through the condemned's body.

The second form was more common, a tall pole with a sharpened end was erected. The condemned was placed atop the pole and impaled. As the wrong-doer struggled he would deepen the impalement and slide down the pole.

I. Immurement

This was reserved for those of higher social ranks. It spared the family the disgrace of a public execution. The



The Hangman prepares a prisoner as a priest looks on.

condemned was placed in a cell or sometimes walled up in a room and left without food or water. Once the wrong-doer died his remains were retrieved and given a proper burial.

J. Quartering

There were two variations of quartering; before death and after death. Originally, quartering was carried out by hacking off the limbs of the condemned with an ax or sword. This process evolved into tying each limb to a different horse, and then driving the horses off into different directions, thus tearing the condemned apart. Political criminals were often condemned in this manner.

Criminal Justice and RPG's

By now you've probably come up with at least a few ideas on how to apply various aspects of the legal systems we've looked at to your campaign. Implementing such a system could have dramatic results.

Magic Users

Consider outlawing magic in certain villages and cities, including its teaching and studying as well as magical items. In my own campaign, for example, magic is now rarely displayed openly since it is considered a crime. Those seeking the aid of magic or desiring a magic item have to quietly and discreetly inquire and hope they don't ask the wrong person.

You won't find any magic-shops with large signs beckoning the passer-by to come in and browse. Magic items are a black-market commodity and are rarely discussed or displayed. Magic and its practice is forbidden by the Empire. Those caught possessing magical items or practicing magic are likely to be put to death or blinded. Spellbooks and scrolls are confiscated and burned.

Magic can still be found for those who dare to cross the



An executioner prepares to behead a criminal.



A prisoner is 'broken on the wheel'.

line and enter the underground. The Empire is filled with corrupt officials who possess magical items or have their own personal mages to consult.

As a result of the laws governing magic, mages in Alderac look over their shoulders often and keep a low profile.

Thieves

Now that the local citizenry are armed with an effective criminal justice system, many thieves have considered plying a new trade. They know the penalties for being caught all too well and think twice before pulling that next job. They don't fancy losing their skilled hands for a few dozen gold pieces. The thieves in my campaign have become cautious and less impulsive. As a result, they plan bigger heists and keep moving.

Fighters

Fighters will be more likely to swallow their pride and ignore an insult because they know strangers rarely get a fair trial in the capital city. "Best to settle things when there are fewer prying eyes" is their motto.

Adventure Opportunities

Some very interesting sessions have resulted from the fumbled pick-pocket attempts of an apprentice thief. Whole new avenues of adventure have been created from such events. The presence of an active legal system also has added an element of fear to the game. Death administered by the state is a very horrifying prospect for the player-character. The state often safeguards the body after

death to prevent attempts at resurrection. A favorite tactic I've introduced is for the state to return the condemned's body to friends and relatives but to retain the head.

Using a pure medieval clone for every society in your world wouldn't be much fun nor realistic. The legal systems should vary from country to country. Players should be kept guessing as to what the local laws dictate. Anyone who has traveled abroad can testify to how confusing it is adapting to a different set of rules.

Many forms of punishment can be devised and the clever Gamemaster should add any new ideas to the lists provided. You will find that you can use the system provided here as a framework to patch in your own variations. For example, in my campaign I have a race called the Sarlangans. The religious doctrine of the Sarlangans declares that no man can decide the guilt or innocence of another. As a result their legal system is comprised of trial-by-ordeal systems. A suspected thief is stripped and forced to walk through the wilderness and retrieve an item that can only be found in a remote locale, usually days or weeks away. If he returns, he is deemed innocent and accepted back into the clan. If he doesn't return? Oh well, he must have been guilty after all.

In the above example, player characters would truly see the contrast between the Sarlangans and say, the humanity they just left in which thieves were immediately hanged.

Trials

I have chosen not to cover the trial process and have left this area to the Gamemaster. I don't think a random dice roll to decide guilt could sufficiently simulate such a process. The best way is to role-play these situations with the GM assuming the role of the judicial body. Try to assume the judge's point of view and mindset. You should acquire any prejudices you believe the NPC judge(s) would have. Are Dwarves particularly hated in the community where the Dwarven thief has been apprehended? Is magic greatly feared by the community where a mob has dragged the careless mage before the town officials?



A Traitor is 'quartered'.

CRIMINAL JUSTICE IN ROLE-PLAYING



The accused is forcibly hauled before the judge.

Your players, of course, will want to participate in the proceedings. You should provide a few corrupt officials who might allow their palms to be greased. Keep in mind that many officials will gladly accept a bribe without any intention of delivering on their promises.

Prison

Invariably one or more of your players will find themselves behind bars. This is a tremendous opportunity for some great role-playing. I keep one or two fleshed-out prisons in my files for just such an occasion. Sprinkle a few guards with notable personalities in your prison. There should be a least one kind-hearted soul who treats the prisoners half-way decently when his colleagues' backs are turned. Perhaps a guard is convinced the prisoner is innocent and, although he is unwilling to intervene, he does appear to be sympathetic. On the other hand, there is always the guard who has taken a dislike toward a prisoner and seems intent on making his life miserable.

I developed a large prison in Soult Tet, the capital city of the main Empire in my milieu. Over the years this prison has developed into a miniature city. Prisoners here smelt metals, produce coins for the Empire's treasury, fight in the arenas, etc. When a prisoner arrives at the prison he is given a jagged scar, the position of which identifies which cell block he belongs to. As a result gangs have formed within the prison between the various scar-categories. The Shadow Keepers, for example, are a gang comprised of prisoners with scars on their left fore-arm (this particular scar is reserved for thieves).

The point is just because a group of player-characters land themselves in prison, it does not have to signify the end of a campaign. Play continues with the group striving to find a means of escape. In the meantime, friends and contacts can be made and valuable information and skills can be learned.

The Criminal Justice System

The following series of tables comprise a system I devised to quickly design a legal system for any culture. Using the system is very simple.

Table A. Crime Codes

Table A lists all of the crimes listed in this article and gives each one a code.

Tables 1 thru 9 Punishment Tables

Tables 1 thru 9 list the various forms of punishment and provides a two-digit code for each one. The tables are categorized into punishments of a particular type. For example, Table 6 lists Mutilation punishments.

Master Table

Finally there is the Master Table which lists the crimes by their code down the left hand column. By cross-referencing the crime with the culture-type you can find the appropriate punishment for a particular crime in that society. If two punishments are listed, then there are



Prisoners in the stockade find themselves the subject of ridicule in the Marketplace.

varying punishments for the crime based on certainty of guilty, status of the victim, etc. Two punishments represent the minimum degree and the maximum degree the accused can face.

You can design your own cultures by using the blank portion of the Master Table. Permission is granted to reproduce these tables for your own use.

I have provided some generic examples which list legal systems for culture-types the average Gamemaster is likely to have in his milieu; a world empire which uses an advanced legal system, a small isolated village which practices a mixture of various legal codes and a barbarian tribe utilizing a tribal code of criminal justice.

Conclusion

My main goal in researching and writing this article was not to hand the Gamemaster a set of comprehensive rules to handle all criminal justice matters in a campaign. How boring if every town used an identical set of laws. I wanted to provide a system that was very simple to use which anyone could modify and add to with a minimal of work. Most of all, I wanted a system that added a new dimension to role-playing. Add variety and use your imagination and you can't go wrong.

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Woodcut Illustrations, courtesy of Christoph Hinckneir from his personal collection.



A prisoner hanging upside down has to contend with wild animals.

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CRIMINAL JUSTICE TABLES®

Table A: Crime Codes

Homicide

A.	Murder
B.	Manslaughter
C.	Infanticide
D.	Arson
E.	Assault

Larceny

F.	Theft
G.	Burglary
H.	Embezzlement
I.	Falsification
J.	Coinage Offenses
K.	Forgery
L.	False Pretenses
M.	Robbery

Sexual Offenses

N.	Rape
O.	Sodomy
P.	Incest
Q.	Bigamy
R.	Adultery
S.	Bestiality
T.	Fornication

Religious Offenses

U.	Blasphemy
V.	Heresy
W.	Sorcery

Political Crimes

X.	Treason
Y.	Duty of Loyalty

Civil/Social Crimes

Z.	Dress codes
AA.	Disorderly Conduct
BB.	
CC.	
DD.	
EE.	
FF.	
GG.	
HH.	
II.	
JJ.	
KK.	

Table 1: Monetary/Fines

1A	1d10 gp
1B	20 + 1d10 gp
1C	30 + 1d20 gp
1D	50 + 2d20 gp
1E	50 + 1d100 gp
1F	100 + 1d100 gp
1G	500 + 1d100 gp
1H	1000 x 1d2 gp
1I	1000 x 1d4 gp
1J	1000 X 1d6 gp
1K	1000 x 1d8 gp
1L	1000 x 1d10 gp
1M	1000 x 1d20 gp

Table 2: Confinement/Prison

2A	1d4 days
2B	1d8 days
2C	1d20 days
2D	1d4 months
2E	1d8 months
2F	5+1d10 months
2G	1d3 years
2H	2+1d3 years
2I	5+1d5 years
2J	5+1d10 years
2K	10+1d10 years
2L	10+1d20 years
2M	Life

Table 3: Confinement Conditions

3A ...	Hard Labor (within Prison or Dungeon)
3B	Hard Labor/Municipal projects
3C	Solitary Confinement/Dungeon

Table 4: Degradation

4A	Censure
4B	Recantation/Apology
4C	Clothes of Degradation
4D	Procession of Shame
4E	Defamation
4F	Wear object of Shame
4G	Ban on Arms/Titles
4H	Public Servitude (1d20 days)
4I	Loss of Rank/Social Status
4J	Denial of Burial/Rites
4K	Public Flogging
4L	Ducking
4M	Tarring/Feathering

Table 5: Torture

5A	Mild/Non-Scarring or Life Threatening
5B	Severe/Possible Scars
5C	Extreme/Possible loss of life

Table 6: Mutilation

6A	Blinding
6B	Removal of Primary Hand
6C	Removal of Non-Primary Hand
6D	Removal of Both Hands
6E	Removal of Finger(s)
6F	Removal of Ear(s)
6G	Scar/Mark of the Crime
6H	Removal of Tongue

Table 7: Banishment

7A	Banished from City/Village
7B	Banished from State/Territory

Table 8: Slavery/Labor

8A	Sold as Slave to Private Party
8B	Becomes a Slave of the State
8C	Condemned to Period of Service (Table 2)
8D	Sent to the Arena as fighter
8E	Assigned as Galley Slave on Warship

Table 9: Capital Punishment

9A	Beheading
9B	Hanging
9C	Breaking on the Wheel
9D	Drowning
9E	Boiling
9F	Burning
9G	Buried Alive
9H	Impalement
9I	Immurement
9J	Quatering

Notes



These tables are by no means complete. Use them as models for developing your own unique systems. Research at your local library on various cultures will provide you with a wealth of alternatives. Some suggestions are the Vikings, American Indians, Ancient Egyptians etc.

CRIMINAL JUSTICE MASTER-TABLE®

Crime Code	World Empire	Remote Village	Barbarian Tribe
A	2K-9A	1G-9B	7B-9F
B	1G-2F	1F-1J	4A-7A
C	6A-9F	8B-9G	9E
D	9F	6A-9H	7B-9F
E	1A-2B	1A-1L	4J-4K
F	1B-6B	4K-6E	4D-7A
G	1E-6G	4K-6B	4D-7A
H	1I-2I	1G-5B	4K
I	1C-4K	1G-5B	4K
J	1I-2I	1G-5B	4K
K	1I-2J	1H-5B	4K
L	1B-1J	1G-4K	4B-4K
M	6B-9B	1J-9A	4H-7A
N	5A-7A	4B-4K	1C
O	4I-9G	4D-9D	7A
P	9A-9G	4K-5C	7A-9D
Q	2E-7A	NA	NA
R	2E-7A	1G-4F	NA
S	5C-9D	4C-7A	7B
T	2C-5B	NA	NA
U	6H-9F	9B	4A-7A
V	6H-9F	9B	4A-7A
W	2F-9C	NA	NA
X	6G-8B	4K-7A	7B
Y	6F-7B	4K-7A	7B
Z	1A-4F	4C	NA
AA	1A-4D	4B-4K	NA

Prior Convictions: List any crimes a character has been formally charged with here.

Officials: List information about judges and officials here. (takes bribes, untouchable etc.)

Evidence: List any witnesses, evidence left by character, etc. here.

NOTES:

Can you spot the player character?



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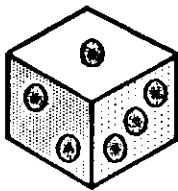
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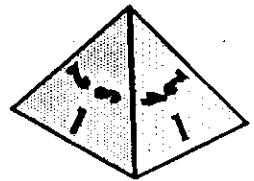
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FROM THE BACKROOM OF THE PARCHED FROG

NEWS AND DOINGS OF THE GROUP

Welcome back to the Parched Frog. If you can find a seat grab one and have a drink.

I sent our subscribers a letter a few months ago, explaining that SHADIS and the ALDERAC GROUP had taken on new partners and that we were busy deciding the future of SHADIS.

I am proud to announce that starting with next issue, SHADIS will become a nationally distributed magazine.

We have dropped the 'fantasy only' format of SHADIS and will be expanding our coverage to include all genres of gaming. We will make every attempt to present material in a generic format that is readily useful to players and gamemasters of varying systems. We will be expanding our review sections as well.

Shadis no. #9 will make its debut at GENCON 93 with a 10,000 issue give-away. George Vrbancic of Infinite Images has been commissioned to do a full color cover and at this point all systems are go.

This is where you come in. We would like your opinions and suggestions on what the new SHADIS should be. This is your chance to mold a magazine to your liking and tastes. So grab a pen and get busy.

SURVEY

Please rate each article from 0-10. An indication of 10 is the most favorable response, a 0 indicates you don't bother to read that section and a 1 indicates very negative feelings. You may use a separate sheet to submit your survey, just be sure each response is properly numbered. We also invite your written comments as well. Thank you.

- ___ 1. Cries From the Attic (Editorial)
- ___ 2. Letters Page
- ___ 3. Alderac Anthology (Bones of Ruin)
- ___ 4. From the Scrolls of Greytar
- ___ 5. All Things Magic
- ___ 6. Rustlers in the Night
- ___ 7. Hook Line and Sinker
- ___ 8. Feature Articles (Just Spoils for the Unjust)
- ___ 9. Marketplatz
- ___ 10. Bits n' Pieces
- ___ 11. Parting Shots
- ___ 12. Knights of the Dinner Table
- ___ 13. Damage Control
- ___ 14. Closer Look
- ___ 15. Backroom of the Parched Frog

Indicate by the item numbers listed above, which articles or features you would like to see eliminated;

What features would like to see added to SHADIS?

What games do you play on a regular basis?

What are your primary reasons for buying a gaming magazine;

- | | | |
|-------------------------------------|-----------------------------------|--|
| ☐ Modules | ☐ Reviews | ☐ GM Material |
| ☐ Interviews | ☐ Artwork | ☐ Advertising |
| ☐ Fiction | ☐ Cartoons | ☐ Miniatures |
| ☐ Reviews | ☐ Monsters | ☐ In-depth articles |

Other _____

Concerning our decision to include other gaming genres in SHADIS, how would you rate your response?

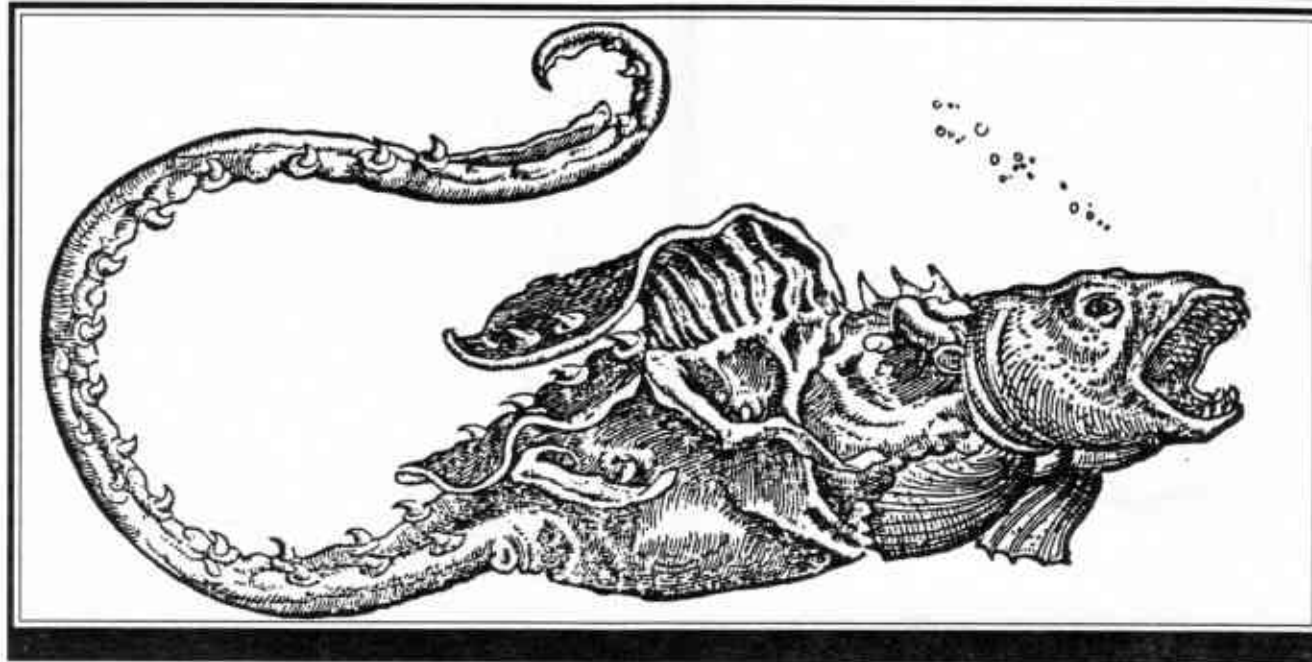
- ☐ Enthusiastic ☐ Concerned ☐ Disappointed

We are considering removing the Alderac Anthology from SHADIS and offering it as a separate publication.

What would be your response?

- ☐ Good Idea ☐ Doesn't Matter ☐ Bad Idea

Mail your completed survey along with any comments to SHADIS, 110-B Kaminer Way Columbia, SC 29210.



This ambush-predator thrives in freshwater streams, rivers and lakes. They are the object of many a grown man's nightmares.

Lungers are pale-green in color and bristled with barbed claws. They have two distinctive wing-like fins that aid the creature in 'lunging' out of the water. The jaw of the Lunger is lined with several rows of razor-sharp teeth.

COMBAT: These creatures prey on land-animals which travel along the shorelines; often along established trails, paths or even low bridges. They wait until a suitable victim approaches close enough to the water to attack. The Lunger attacks its prey by lunging out of the water (an average Lunger can leap 8-10 feet) and attaching itself to one of the victim's appendages (normally a leg). It then swings its tail into action and entwines itself about the victim. Once a victim is trapped, which normally takes only a few seconds, the Lunger rolls itself and its victim back into the water. The Lunger attacks with such great speed and surprise that few who are ensnared manage to wrestle themselves free or escape.

HABITAT/SOCIETY: Lungers normally hunt alone, however, in large bodies of water there may be several Lungers hunting along the same stretch of shoreline.

Lungers have been known to track prey for several hundred yards before striking. A lunger tracking prey can be detected by a distinctive ripple created on the surface.

ECOLOGY: Lungers are water-breathing and cannot remain out of water for over 5 minutes. There have been no salt-water Lungers reported, though they frequently show up in delta areas.

Lungers feed on a wide variety of land-animals though grazing mammals appear to be their favorite (cattle and other grazers often wade into the water during the summer months, thus making the Lunger's task easier).

GREYTAR'S LORE: Lungers create a considerable problem for crews of river barges and travelers who follow river-side trails. Many towns and villages situated along rivers offer bounties for the hides of Lungers.

I've observed hunters setting traps for Lungers by staking a lamb or calf by the waters edge with good strong rope. A Lunger claiming such bait as prey becomes ensnared himself in the rope and is quickly clubbed to death by waiting hunters.

CLIMATE/TERRAIN:

Temperate Freshwater

ALDERAC CODE:

CU,CR,CQ

FREQUENCY:

Uncommon

ORGANIZATION:

Solitary

ACTIVITY CYCLE:

Any

DIET:

Carnivore

INTELLIGENCE:

Animal (1)

TREASURE:

None

ALIGNMENT:

Nil

NO. APPEARING:

1

ARMOR CLASS:

3

MOVEMENT:

15

HIT DICE:

5+5

THACo:

15

NO. OF ATTACKS:

2

DAMAGE/ATTACK:

1-10/Ensnare

SPECIAL DEFENSES:

Never Surprised

MAGIC RESISTANCE:

Nil

SIZE:

M (6' Length)

MORALE:

Steady (11)

XP VALUE:

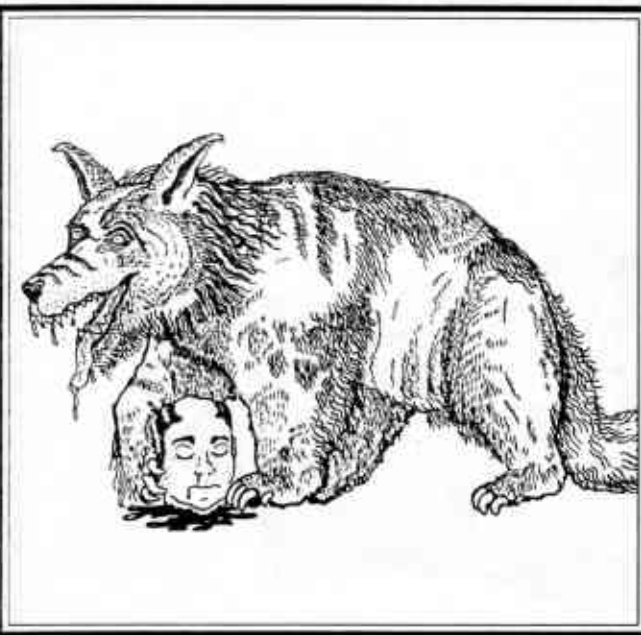
650

I've seen four or five Lungers acquired this way using the same calf as bait. Not a bad way to rake up a few hundred kivers in bounties.

It is reported that many villages have found a way of thwarting the Lunger by erecting wooden fences and putting up nets along stretches of roadway that draw particularly close to the edge of a river or lake.

Sadly, many villages have implemented the Lunger into a form of criminal justice. Wrong-doers and the accused are often staked near the water's edge and inflicted with painful wounds. Their struggles and cries of anguish soon attract a Lunger who is more than glad to rid the villagers of their criminals.

Designed by J.R. Blackburn©



Sturm-wolves are a species of carnivore that closely resemble the common wolf. However, there are some major differences. They are larger in size, standing from four to five feet at the shoulder. Sturm-wolves have fore-paws which resemble those of a bear and are equipped with lethal claws. Sturm-wolves also have powerful frames which resemble those of a bear. In the dark, a Sturm-wolf can easily be mistaken for a large cave bear.

The coat of a Sturm-wolf is usually coal black though various shades and patterns of two or more colors have been reported.

COMBAT: Sturm-wolves are highly aggressive and will attack superior opponents without provocation.

As a pack, Sturm-wolves normally single out a victim and savagely attack. If there are any other targets in the area, the pack will very likely take pursuit once it has downed its target. Sturm-wolves are notorious for over-kill; not always killing just to feed, but for the sake of a kill alone.

Sturm-wolves have the habit of becoming enraged when wounded. Severe blows, shouting etc. will normally drive the wolves into a fever-pitch and they will not withdraw until either their wounds prevent them from carrying on the attack or they are killed.

If a Sturm-wolf scores a jaw hit of 18 or better then he has locked into the flesh of his victim and may make a thrashing attack. A thrashing attack scores additional damage of 2d8 points. The powerful jaws of the Sturm-wolf are used to snap the neck of large game animals. The wolf will lunge at its prey, locking its jaws about the animal's neck and use its massive weight to aid it in breaking the neck.

HABITAT/SOCIETY: Sturm-wolves have an excellent sense of smell. They can normally detect the scent of any large game in a given area up to 3 miles away.

Sturm-wolves are social creatures and are rarely found alone or far from a pack. Packs are relatively small, ranging from three to twelve adult wolves. One male Sturm-wolf will be the leader, being the strongest and most experienced hunter of the pack.

Packs are territorial. Territories are very large since it takes a relatively large number of game animals to support a pack. Territories will average from 25 square miles to 50 square miles. Often the chosen territory will be bordered by a large stream or river, where game animals tend to congregate. The pack will constantly roam within the bounds of its territory rarely spending more than a day at the same

CLIMATE/TERRAIN:	Temperate
ALDERAC CODE:	CC,CE,CF,CG,CH
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any

DIET:	Carnivore
INTELLIGENCE:	Semi (2-4)
TREASURE:	See below
ALIGNMENT:	Neutral Evil

NO. APPEARING:	3-12 (3d4)
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	6+6
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-12

SPECIAL ATTACK:	Thrash
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' Length)
MORALE:	Elite (14)
XP VALUE:	700

location. The exception is during mating season when the pack disperses for short periods of time. It is during this time, usually early spring, that Sturm-wolves, especially the male, will be encountered alone.

A pecking order is established within the pack. Normally the males of a pack will be required to vie for leadership numerous times because his status in the pack will be constantly challenged. When the pack reforms after mating season, a series of ritual fights break out between the males. Those who were too young or inexperienced the previous season to beat their competitors will try again. If the current leader has grown too old or slow he will be quickly dislodged from his role. Some males after losing within their own pack will venture into another pack's territory seeking to challenge males of that pack.

Sturm-wolves communicate very effectively with barks, howls etc. If there are Sturm-wolves in the area, they normally reveal themselves with their high-pitch howls.

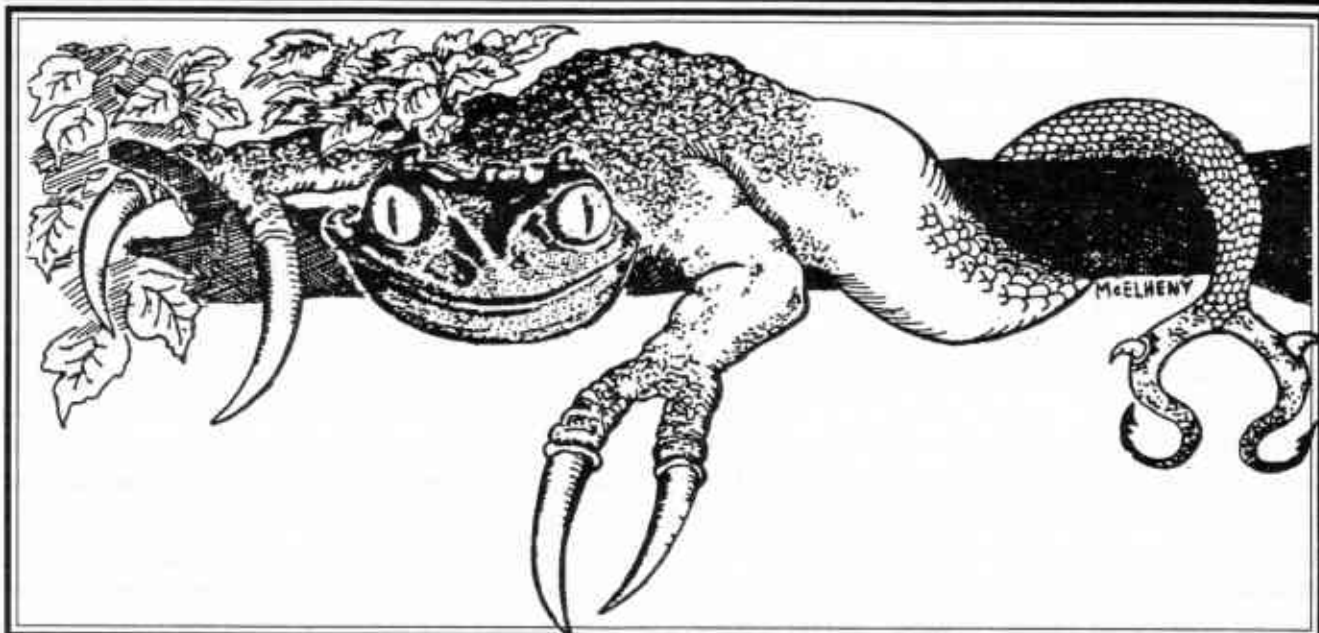
A few Sturm-wolves captured as cubs have been successfully domesticated and trained. Some Grevan tribes have used them quite successfully as war-dogs. There is a danger however; no amount of training or bond between master and Sturm-wolf seems to be able to overcome the wolf's tendency to become outraged when attacked or provoked. When sufficiently enraged the Sturm-wolf often becomes oblivious to friend or foe. Many a trainer has found himself the victim of his own loyal pet.

The teeth and claws of a Sturm-wolf can demand as much as 200 gp in the larger cities. The hide of a Sturm-wolf can bring 500 gp.

ECOLOGY: Sturm-wolves prefer large grazing game such as a deer, bison, and when the opportunity affords itself, sheep cattle, etc. They will, however, attack any animal they happen to encounter within their territory.

Due to their tendency to overkill, Sturm-wolves will often deplete their territories of game to the point that a pack cannot support itself sufficiently. It may then attempt to expand its territories, or abandon them in favor of new ranges. Depending on the size and strength of a pack, they may be able to force another pack from its territory. If not, a pack may become uprooted and roam for months in search of a hunting range it can control. It is packs of this sort that humans most often encounter. A pack will often encroach upon human-settled lands and attack livestock as well as the human inhabitants.

Designed by J.R. Blackburn ©



CLIMATE/TERRAIN:	DARK GOUGER Temperate Forests	CAVE GOUGER Caves, Sewers	GREAT GOUGER Temperate Forests
ALDERAC CODE:	CC		CC
FREQUENCY:	Common	Uncommon	Rare
ORGANIZATION:	Solitary	Group	Solitary
ACTIVITY CYCLE:	Any	Any	Night
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Animal
TREASURE:	See below	See below	See below
ALIGNMENT:	Chaotic Neutral	Chaotic Neutral	Neutral
NO. APPEARING:	1	1-6	1
ARMOR CLASS:	6	7	4
MOVEMENT:	6	7	5
HIT DICE:	2+4	2	4
THACo:	16	15	17
NO. OF ATTACKS:	2	2	2
DAMAGE/ATTACK:	Variable	Variable	Variable
SPECIAL DEFENSES:	Never Surprised	Never Surprised	Never Surprised
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (5' Length)	M (5' Length)	L (12' length)
MORALE:	Champion (15-16)	Steady (11-12)	Steady (15-16)
XP VALUE:	150	175	420

Dark Gougurs are ambush-predators which can be found in most temperate and sub-tropical forests. They are greatly feared because of the savage nature in which they attack.

These reptilian creatures have large distinctive eyes which are normally a florescent yellow in color. They also have two powerful forearms which are equipped with a set of razor-sharp claws. Completing the Gouger's fearsome appearance is a long prehensile tail which ends in a peculiar array of barbs and claws.

Gougurs are sheathed with thick scales which account for their favorable armor class. The Gouger's scales have the ability to change color much like a chameleon's. A Gouger's skin takes on the textures and colors of it's environment after 10 to 15 minutes of being still. A Gouger thus camouflaged can only be detected on a 1 in 6.

Normally, a Dark Gouger spends its entire life in a single tree or grove of trees. Occasionally, a Gouger may be forced to relocate to a new tree for mating purposes, to find

new food sources, etc.

COMBAT: The Dark Gouger will position itself over a trail or pathway and wait for a suitable meal to pass beneath it. Anchoring its tail securely to a tree limb the Gouger drops suddenly on its prey. The Gouger always attempts to blind its prey by 'gouging' out the eyes with its claws (hence its name). It will then make a vicious slashing attack against its prey and attempt to lock it in its grasp. Once it has a grasp, it pulls its prey into the trees and quickly drags it to a higher level where it can devour its meal in peace.

Gougers are intelligent hunters and will attempt a variety of actions to render its prey helpless as quick as possible. If the victim is still struggling, the Gouger will attempt to dismember its prey with its razor like claws.

HABITAT/SOCIETY: Gougers have no dens or lairs. They are solitary by nature, however, during mating season male and female Gougers will often be encountered together.

During mating-season, (mid-summer) female Gougers clack their great claws together to make a distinct clicking sound that resounds through the forests. This mating call attracts male Gougers. Gougers normally do not feed during mating season which adds credence to the old Ragean saying "The Gouger's call hails safe passage."

After mating with a male, the female Gouger lays 3-6 eggs and carries them in a fleshy pouch on her underside.

During incubation, the female will camouflage itself remained sedentary; relying on the male Gouger to capture and bring her food. The male Gouger will remain with its mate until the eggs are hatched (2-3 weeks). After the eggs hatch, the female will force the male to leave. Gouger young are cared for by their mother for one season and then they disperse to find their own hunting range.

ECOLOGY: Gougers prefer large trees with low hanging branches and a heavy spread of leaf coverage. Normally, a tree will be selected that is over a pathway, trail or near a shoreline where animals come to drink.

A Gouger will attack any animal ranging from the size of a small dog up to the size of a man. Some larger Gougers have been known to attack horses.

Gouger pelts have little value. In fact, they are considered bad-luck. Some practitioners of the dark arts will bury the hide of a Dark Gouger in the floor on an enemy's house, hoping to bring ill fortune to his affairs.

Cave Gougers: Cave Gougers are basically Dark Gougers which have adapted to a subterranean environment. Cave Gougers can also be found in sewer systems, abandoned mines, dungeons, etc. Cave Gougers often are found in small groups which take an attack position over

a main artery in a cave system or tunnel. Those who have encountered both Dark Gougers and Cave Gougers maintain that the later is much more ferocious and less likely to break off an attack.

Great Gougers: Some scholars claim the Great Gouger is a separate sub-species of the Gouger class. However, there is evidence that these large Gougers are simply older, mature Gougers that have managed to reach full age. The theory is that Dark Gougers in populated areas are quickly eliminated by locals once their presence is known. However, in the wilderness regions where few humans reside, Gougers have few natural enemies and are able to reach full size. What is known about Great Gougers is that they are much more uncommon than the other varieties. The Great Gouger is larger than the Dark Gouger and reportedly deadlier. The Great Gouger has been reported to pull animals as large as a war-horse into a tree.

GREYTAR'S LORE: Gougers are associated with evil and are greatly feared by the Rageans. It is a common sight to see merchant caravans moving through forested regions with wagons equipped with net-awnings to ward off Gouger attacks.

Gougers are prominent villains in many myths and legends. There are many stories of intelligent Gougers with the ability of speech. Typically, these Gougers ask riddles of those who pass beneath it; a wrong answer bringing death. A very common belief among the Grevan tribes is that Gougers are sent by the God of Death to claim the souls of those mortals who have been selected to die.

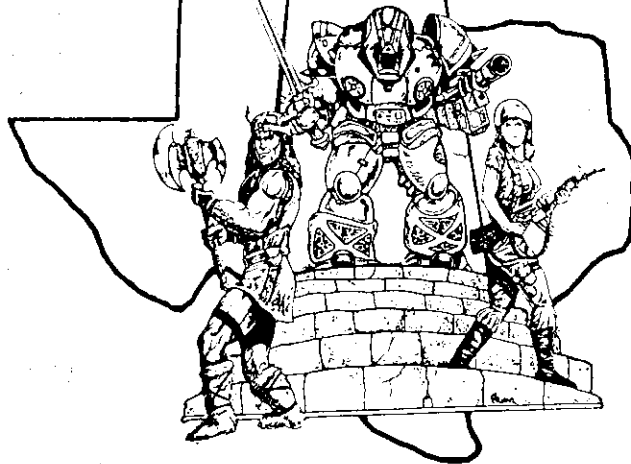
Grevan Mages teach that Gougers can be warded off by wearing metal helmets that are highly reflective.

I've heard a wide variety of stories about heroes who have fashioned armor from a Gouger's hide. It is claimed that these suits of armor took on the chameleon-nature of the Gouger and helped its wearer to blend into walls and foliage thus rendering partial invisibility. I suspect that if these stories are true that some sort of magic was involved for Gougers invariably turn a pale shade of grey after death.

No discussion of the Gouger would be complete without mention of the Gougers that live in the sewer-caves of Soult Tet. These began to develop the peculiar habit of climbing up the walls of well shafts and pulling unfortunates down into the caves as they attempted to draw water. This became such a prevalent problem that many well shafts were fitted with iron gratings. In 56 TR a large scale effort was conducted by the City Guard to cleanse the caves of Gougers. Pots of burning sulfur were dumped into numerous entrances and shafts. The results were less than successful.

Designed by J.R. Blackburn ©

Origins 93



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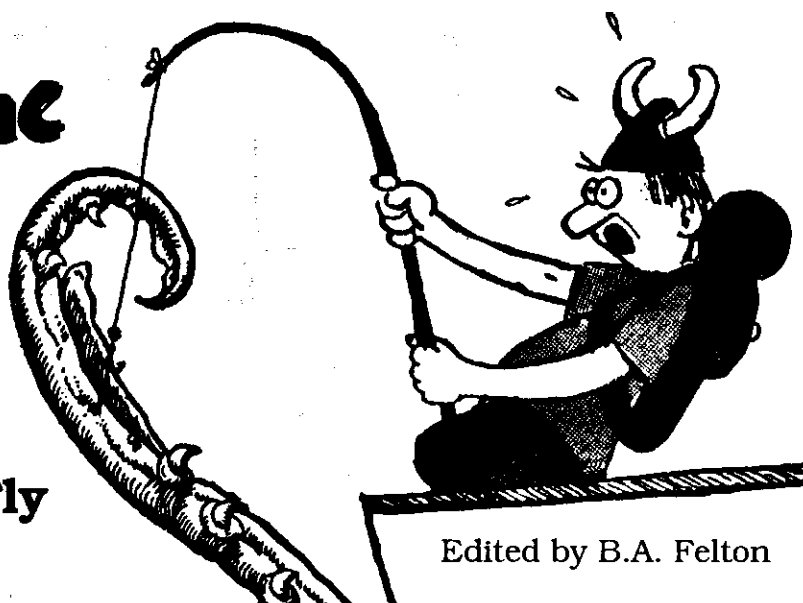
If you can't make this one there is always....

Origins 94

July 7-10, 1994
San Jose, California

Hook, Line and Sinker

Adventures on the Fly



Edited by B.A. Felton

The Hook, Line & Sinker format provides the basic elements of an adventure, leaving the details up to the GM. This makes the HLS scenario truly generic and the adventures can be adapted to any system and for any party-level. If you have an HLS scenario of your own send it in!

DISCOMFORT INN

HOOK: The party has stopped in an unfamiliar town and purchased room and board over a tavern.

LINE: The barkeep, a large friendly man, comes up to the party's room to see if they would like to get in a game of knuckle bones in the tavern downstairs.

SINKER: A deadly scam has been devised in the tavern over the years. Whenever strangers take out rooms in the tavern a group of local thugs are summoned and the hapless strangers are invited to play a game of knuckle bones. Invariably as the game progresses, one of the thugs will start a fight with one of the strangers. As soon as the stranger defends himself by returning blows, his 'friends' gang up on the party and pummel him senseless. The thugs then take the party to the edge of town and dump them along the road. Then they return to the inn and divide any vaulables left in the room.

Eric Whyte

YOU AGAIN?

HOOK: The party can be almost anywhere.

LINE: Out of the blue a man will attack a member of the party. He will scream obscenities at the player and curse him. The stranger talks as if he knows the player and has been wronged by him. The stranger will continue his attack until the player is dead or he himself is killed.

SINKER: The stranger is actually an old enemy of the player who has been reincarnated into another body.

The real clincher is that he has had a powerful spell placed on him that causes him to be automatically reincarnated in 1d10 days after death. Everytime he is killed he will reappear a few adventures later in a new form. The poor player, not making the connection, will wonder why he suddenly has so many enemies.

John Zinser

THE VILLAGE

HOOK: The party is travelling along a remote trail when they encounter a group of peasants. The peasants beg the players to help them. They explain that their village has been taken over by a band of brigands. Those villagers who did not escape in time have been taken prisoners and are being treated cruelly.

LINE: The peasants lead the party to a location whey they can safely look down on the village and see what is going on. In the middle of the village, a man in armor is seen whipping a small boy who has been tied to a post. Two other brigands hold back a woman who is screaming for the man to stop. Lying about the village are the bodies of other villagers who have been struck down.

SINKER: The 'peasants' are actually members of the brigand group who are luring others to meet the same fate as the villagers. The boy is an illusion being maintained by a brigand-mage, out of sight in one of the nearby huts. The screaming woman is also a member of the group.

Brian Peters

HALL OF MANY STOOGES

HOOK: The players are exploring a dungeon when suddenly a dwarf laddened with two bags of gold steps out from a side passage. The startled dwarf turns and runs back down the passage.

LINE: As the players give pursuit they stumbled upon a long hallway lined on both sides with a series of doors

(20 doors on each side). The dwarf disappears into one of the doors. What follows should resemble a classic episode of The Three Stooges.

SINKER: This humorous diversion should be good for some laughs. Each door is identical. When a door is opened it reveals a space about the size of a phone booth with a second door on the opposite wall. All the doors are teleports. A character is teleported once he steps through the inner door. The clincher is each character that passes through the same portal is teleported to a different location. No need to worry. All characters will be teleported to one of the other booths in the hallway. To the character it will appear that he has merely stepped into a second booth. Once he opens a door he will find himself back in the hallway in a different location. To determine the location use 1d2 to determine if the new location is on the left or right side of the hallway. Then roll 1d20 to determine which booth the character is teleported to. As the characters chase the dwarf they will suddenly be dispersed all about the hallway. My group had a blast play-testing this one. Sometimes the dice will determine that two or more characters are teleported into the same booth!

Mark Bannister

WHY YOU! I OTTA..

HOOK: The players spot a lonely keep along the roadside and decide to investigate.

LINE: The gates are locked. If the players cry out and make any noise an old man looks over the wall and asks the party what they want.

SINKER: The old man is an insane mage. He will insult and curse the party. He also will empty chamber pots on the party and cast several annoying spells at them. (In classic Monty Python-Holy Grail style).

If the party manages to enter the keep they will find it is actually an insane asylum and filled with unfortunates living in horrible conditions.

Mark Bannister

THE QUEST

HOOK: A party member has died and he is about to be raised from the dead.

LINE: While dead, the player has a vision and is instructed to go on a holy quest.

SINKER: The vision was created by a high level evil cleric who happens to be in the area. He needs to obtain a holy artifact so that he can destroy it. He will confront the party shortly after the vision and offer his help in fulfilling the request. He will aid the party in their quest until they have the item in hand. He will then do what he can to steal the item and have it destroyed.

John Zinser

NIGHTMARE

HOOK: One of the members of the party needs to buy

a new horse and seeks out a local stable-master.

LINE: The shrewd stable-master barter and haggles over the price of numerous horses and seems to be unmoving AND expensive. Finally, he relents and gives the player a fair-price on a seemingly outstanding horse.

SINKER: The horse is cursed. It behaves as a normal horse in all regards with one exception; it drains magic. Any magic item placed within 5 ft of the horse for a period of 1d10 days will be drained and become quite ordinary. When the horse has absorbed 2,000 or more experience points in magic (determined by the experience point value of the magic item), it will try to break free from its owner and escape. If the horse manages to escape it will head for a remote wilderness region to a small keep. There an elderly mage drains the stored magic from the horse and sends him back out for more.

George Highland

THE BOUNTY HUNTER

HOOK: The party is approached by a man who is obviously a veteran warrior. His leather armor and weapons appear well worn and he bears the scars of many battles on his arms and face.

LINE: He introduces himself as a Ranger from a nearby forest and claims he needs help in capturing an escaped prisoner.

SINKER: The Ranger is actually an Imperial Bounty Hunter on the trail of an escaped gladiator. The gladiator-slave is one of the best fighters to ever appear in the arenas and his master is offering a handsome reward for his safe return. The Bounty Hunter knows the Gladiator will not be captured without a fight and hopes the party will help to wear him down. Of course, the Bounty Hunter will neglect to mention how dangerous his quarry is and of the reward.

John Zinser

THE INCREDIBLE SHRINKING DUNGEON

HOOK: The party has stumbled upon a dungeon entrance.

LINE: Upon exploring the dungeon the party realizes it is nothing more than a tunnel that passes under a mountain. The party soon emerges in a valley. This valley is spectacular: everything is giant sized. The party is amazed to see a squirrel the size of an elephant scurry up an enormous tree. As they continue along, it becomes quite apparent that everything in this valley is ten to twenty times larger than normal.

SINKER: The truth is everything is quite normal in size except for the party. The tunnel they passed through actually shrinks anyone who passes through it. As the party marches through the tunnel, the tunnel

ADVENTURES ON THE FLY

gradually grows smaller so the players have no sense of growing smaller. The only way to reverse the process is to reenter the tunnel and travel in the opposite direction. (This could become a sticky situation if the party tries to leave the valley by any other means.) A variation on the tunnel could have only humans shrink. This would make it appear as if any dwarfs and halflings in the party are growing taller further confusing the situation.

Ian "Zonkers" Trehume

YOUR WORST NIGHTMARE!

HOOK: The players are in a dungeon and come to a room with a door that has been painted bright green.

LINE: Upon opening the door the players are surprised to find an old woman sitting at a small table. Before her on the table is a bronze bowl filled with wine. On the opposite side of the table is another chair. The woman ignores the party and seems to be in a trance as she stares into the bowl.

The woman will not speak or respond unless someone sits in the empty chair.

SINKER: Once a player sits in the chair the old woman's eyes will stare into his. She will then say, "I seek the one who's bravery rivals the heroes of old. Are you the one?"

No self-respecting adventurer would deny he isn't. If the player answers "yes" the old woman will ask him to place a hand in the bowl of wine.

If the player refuses the old woman will scoff, "Bravery has no abode within you. Be off!"

If the player places his hand in the bowl a remarkable thing happens. He is instantly teleported to the scene of his worst ordeal and forced to reenact it. The DM will need to select a battle from the player's past in which he was killed or nearly killed. Everything should be ran exactly as before except that all combat will be reconducted with new dice rolls. Any allies present before will be present in the reenactment, the only difference is that they will be illusions and those players will take no 'real' damage. The player being tested however, will take real damage and suffer the outcome.

If the player wins the battle he will be teleported back to the room. The old woman will then give him some magical item or perhaps send him on a noble quest.

J.R. Blackburn

THE RAGE OF TIME

HOOK: The party has set up camp in a wilderness area.

LINE: During the night a ghostly apparition suddenly appears in the center of the camp (Perhaps among the flames of the fire). When everyone has been alerted the strange figure speak a cryptic message, "You who are there, I beg of you, come here where I am."

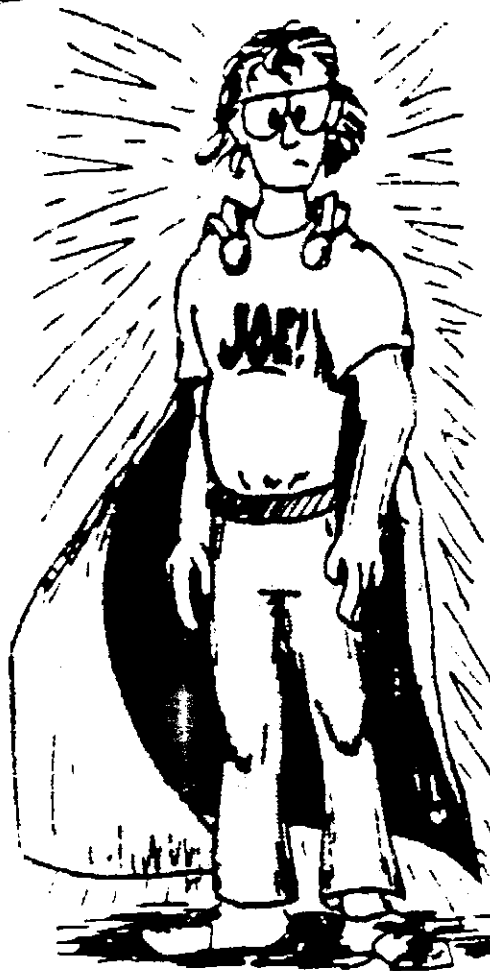
If the party tries to question the figure he will only

hold out his arms and repeat the message.

SINKER: The figure is the ghost of a warrior who died in battle hundreds of years ago in the location the party is camping. He longs to be among the living and is actually pleading for the party to come join him among the dead so that he can have fellowship with the living. The Gamemaster can develop this idea as he sees fit.

B.A. Felton

WANTED JOE GENERO



WILL THE ARTIST WHO CREATED JOE PLEASE
CONTACT THE EDITOR OF SHADIS MAGAZINE.
SEND MORE **JOE GENERO!**

MAGIC GONE AWRY SENTIENT SPELL CREATIONS

By Charles Caffrey©

There are, as many mages have said, many strange things to be found in the world of magic. Zones exist where magic is strengthened or weakened, and in some areas magic does not exist at all. Then there are wild magic zones—places where calling upon the forces of magic is a risky endeavor. Perhaps the spell will fail; maybe it will malfunction; maybe it will be augmented; or maybe, just maybe, you may give the magic you cast **LIFE!**

There are only a few stories whispered about the creation of intelligent magic. This magic is sometimes thought to be the creation of very powerful mages (perhaps even gods) or the manifestation of magic “elementals” hitherto unknown or extremely rare. However, it is now commonly believed (although it is possible the other reasons are legitimate) that sentient magic is the accidental creation of self-sustaining independent spells cast in a “wild” magical zone. Somehow, the spell along with the thoughts “surrounding” the memorized incantations are fused into a “proto-entity”. This entity and its personality are molded by the type of magic it is and the events surrounding its creation. Perhaps it is much harder to explain than it is to describe.

CASE HISTORIES:

A dozen decades ago, a mage by the name of Ghant Chalate discharged a fireball at a raiding band of marauders in an area now believed to be a wild magic zone. The spell appeared successful, but the opposition kept attacking. Suddenly, a second fireball exploded followed by a third a moment later. Within several seconds, a war-band of men was reduced to a few dozen smoldering corpses. Ghant, wondering who had cast the additional fireballs, scanned magically for his savior. To his great surprise, he discovered a faint glowing ember the size of a pinpoint. Attempting to communicate, he found the fireball he had cast was still present and had accumulated an intelligence roughly equal to that of an average man. It was very aggressive, and demanded to be fed. Ghant, with some thought, empowered it with a magical aura spell and named his strange creation “Boris”. Boris became Ghant’s bodyguard and Ghant spent the rest of his life studying his new life-form.

From his book, “*The Fireball*” (which was regarded as a hoax when initially released in manuscript form to other scholars and was subsequently withdrawn from further view due to Ghant’s frustration), Ghant described Boris as having a basic personality that seemed to have been derived from the function of the spell which created him. Boris would talk about battle, combat, violence, destruc-



tion, fire and anything else a hard-core warrior would be obsessed with. There was no sign that Boris was willing to expand its knowledge past these subjects — often becoming irritated with attempts to discuss anything other than these subjects.

Boris also seemed to be somewhat tempered by the beliefs of its creator. Ghant was a just man, and often concerned himself with the welfare of others. Boris seemed to share traits similar to its creator to a mild extent — although Ghant complained that often Boris would react without his consent and sometimes even against his orders if directed to do something specifically contrary to Boris's creed of battle. Ghant theorized that Boris, had it been

ALL THINGS MAGIC

created by someone less considerate, could have been more uncontrollable and more violent — even to the point of killing its own creator for the pleasure of violence.

When Ghant died later in his life, Boris was never seen again. Some claim that, on occasion, a strange will-o-wispish thing lights upon Ghant's grave every so many years and holds vigil over it. Some believe that this is Boris, paying homage and respect to his creator — but it has never been proven.

Another story of a more whimsical nature describes what may have been a sentient version of a "Spider Climb" spell. A Cavalier known only as Lord Martrenar, encountered what he described as a "fat glowing green spider no bigger than a babe's closed fist." It reacted friendly to Lord Martrenar, and the errant knight decided to adopt this whimsical pet. Although it was about as intelligent as a small child, it did seem to understand simple commands. He called it "Mykee" after one of his nephews. Lord Martrenar discovered that as long as Mykee was touching him, he could climb walls and walk across ceilings as if he were under the influence of a "Spider Climb", Mykee did not spin webs, nor did it eat insects. Instead, it seemed content to suck bitumen from coal and "meld" with other spiders (Lord Martrenar stated Mykee didn't eat them, rather it appeared Mykee simply absorbed them). If Mykee was not "fed", his powers would vanish until he was.

Unfortunately, Mykee is no longer around to prove Lord Martrenar's claims. While on an errand, he encountered a wizard who seemed intent on stopping him from performing his task. While in battle, Lord Martrenar attempted to heal himself by drinking from a healing potion. The mage attempted to counter the potion by casting a dispel magic spell. For some unknown reason, Mykee blocked the spell and disappeared in a flash of light. Rejuvenated by the potion, Lord Martrenar was able to kill the mage. However, Mykee was gone. It is strange to imagine, but Lord Martrenar felt a genuine sense of loss over the 'death' of Mykee.

The only other known occurrence of "sentient" magic is not one so much of sentience than of mischief. A particular thief, who allows his story only to be related under the condition his name not be used, has been plagued by what he refers to as "little demons." He claims that his career as a pick pocket was utterly ruined by the presence of small blue lights that refused to leave him alone whenever he tried to steal anything. Whenever he was attempting to take a pouch or cut a purse, the little lights would appear and swarm about him like fireflies. After a failed attempt landed him in jail, the "little demons" left him. It is believed that these little lights were nothing more than semi-sentient cantrip spells of little intelligence — seeming to be little more than fireflies without the flies.

Notes on Using Sentient Magicks:

Sentient magicks are loosely classifiable as a "monster",

so it would be best to approach the subject from that point of view.

Environment:

Sentient magick creatures are extremely rare, and do not seem to prefer any certain type of climate. It is theorized that sentient magic probably, being created in wild magic zones, stay near their "birthplace" if they do not attach themselves to their creator. It seems that wild magic zones act as a kind of watering hole to keep sentient magicks alive without the need for outside nourishment or sustenance. Also, the function of the creating spell may dictate a favorite haunt: Light spells will seek out dark places to illuminate and a Wizard Lock will settle on some type of door.

Sustenance Requirements:

A particular sentient magic can only gather energy of a particular type related directly to the spell the entity originated from or a "general" kind of magical force. One "meal" of energy for Boris would require either 3 charges from a Rod of Absorption, or 2 charges from a Wand of Fire, or 3 Nystul's Magical Aura Spells, or the material components of a Fireball spell, or basking in a Strong Magic Zone for three hours. Mykee would require 1 charge from a Rod of Absorption, or 1 Nystul's Magical Aura Spell, or the material components of a Spider Climb spell, or basking in a Strong Magic Zone for one hour. The amount of energy required to "feed" the creature in charges from a Rod of Absorption or hours in a strong magic zone is equal to the spell level. Sentient magic can store up to three of these "chargings" for use in executing their spell effects. Each charge unexpended allows sentient magicks to remain in its dormant form for 30 days (one month). If it expends all its charges, it will not have the ability to execute its spell effects. If this happens, it must find energy within the next month or slowly fade away and die at the end of thirty days.

Hit Dice:

A sentient magic creature has hit dice equal to the level of the caster that created it. For example, Boris was created by a 10th level mage and thus would have 10 hit-dice.

Attacks:

If a sentient magic creature is capable of rendering an "attack" (that is to say it is trying to render an effect on someone against their will), their ability to "hit" is equal to a monster of equal hit-dice. Boris's ability to attack its targets was equal to a 10 hit-dice monster, it did 10d6 damage when it attacked with its blast! Remember an effect can only be rendered three times before the sentient spell requires "charging", and durations for effects are equal to the original durations of the spells as they were cast.

Defenses:

Sentient magick creatures can only be hit with magical weapons, and will only take damage equal to the damage bonus of the weapon (thus a hit from a +2 longsword will only do 2 points of damage). Against such weapons, the armor class of a sentient creature is equal to the spell level minus six (thus a first level spell would be AC4 and a ninth level spell would be AC -5).

Spells against Sentient Magick creatures are useless unless they affect minds, magic or the surrounding environment beyond the control of the sentient. Damaging spells and body affecting spells do not have any effect on them.

- Charm Monster, Hold Monster, Confusion, and other mind-affecting spells will work on Sentient Magic.

- Dispel Magic does 1d6 damage per level of caster to a sentient magic unless it makes a save for half-damage.

- Anti-Magic Shells prevent the function of the spell effects of the sentient and every round the sentient magic stays inside the shell, it will have to save versus death or be annihilated. Protection from magic scrolls have the same effect on sentient magicks.

- Disjunction will instantly kill sentient magic without a saving throw.

- Extension will effect the duration of the sentient magic's spell effects if applicable.

- Minor and Major Globes of Invulnerability will block out the effects of a sentient magic if the level is low enough.

Each sentient magick is immune to the effects of their own spell type. Thus, a Hold cannot be held and a Dispel cannot be dispelled.

Certain Rings, Rods, Staves, and Wands have interesting effects on Sentient Magick Creatures:

- A Ring of Spell Storing, if there is the space for the appropriate type of spell, can allow a Sentient Magic to hibernate within it until the wielder so deems to release it. While within it, the Sentient Magic can live indefinitely.

- Despite what might be assumed, Rings of Spell Turning do NOT affect sentient magical powers. They classify as magic without casting like a wand effect.

- Rods of Absorption can be used to drain a sentient magic like a spell into component levels. Doing so would recharge the staff only up to the level of the spell absorbed and would not gather the energy stored by the sentient magic for its own needs. Conversely, a Rod of Absorption is also capable of "feeding" a sentient magic (see above).

- If a sentient magic is touched by a Rod of Cancellation, it must make a save versus rod, staff and wands or instantly be snuffed out.

- The Wand of Negation, feared by all sentient magicks great and small has a flat 75% of killing them if a successful to hit roll is made.

Intelligence:

A sentient magic has an intelligence equal to the level of the spell times two plus three (First level sentient magicks have a 5 intelligence, and a third level sentient magick would have a 9 intelligence). The manner of the intelligence and the knowledge it has is always limited to its field of spell effects or influence.

Alignment:

The alignment of a sentient magic is basically similar to its creator's alignment. However, the nature of the spell will modify its behavior greatly: A combat spell can never be good, and a healing spell can never be evil — however, they can be at least pulled towards a more neutral standpoint depending on the views of their creator. Theoretically, healing and curing spells are god-natured and friendly, Combat based spells are usually boastful and short-tempered, Curses and Morbidity inducing spells are mean-spirited and perhaps even cruel, Protection spells tend to be very loyal and never leave their creators as long as they remain honorable as well, Spells that give information will give it to anyone who asks, and spells that are chaotic are, of course going to act chaotic (like teleport or confusion spells).□

Editor's Note: Charles' article also meshes very nicely with the Greater Magicks System presented in SHADIS #4. If you come up with some new Sentient Magicks based on other spells, send them in and share them with the rest of us.

**WHAT'S THE MATTA BUNKIE?
YOU SAY YOUR LOCAL GAMESTORE
IS SOLD OUT OF SHADIS?**



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NEED TO GET ALL
UNWRAPPED
ABOUT IT.**

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Name of Card: Each card has a unique name which is used to identify it in gaming and collecting circles.

Illustration: High quality color art from over two dozen artists nationwide. Each artist's style broadens the set's diversity without destroying the overall unity of the series.

Card Type: Cards are grouped by color for easy identification during play.

Card Description: Provides special rules for each card, or adds descriptive elements to enhance game play.



The minotaurs of the Hurlaan mountains are known for their love of battle. They are also celebrated for their loyalty to the forest, who fight freely and far away. These humans often last for ages as the minotaurs fill the mountain valleys with their low moaning sounds.

Playing Cost: Describes the price of bringing this card into play.

Graphic Design: Great care has been taken in creating the visual effect of the cards. Each of the seven card types has a unique design, though they all share a similar three-dimensional appearance.

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CLOSER LOOK

REVIEWS: GAMES, BOOKS..

SHADIS reviews board games, role-playing games, computer games, play-by-mail games, supplements, books and magazines, etc. We will review any game if the publisher supplies our reviewers with a copy. We will review a game we are not sent - IF a reader happens to submit a review. We make reasonable efforts to check reviews for factual accuracy, but opinions expressed by reviewers are not necessarily those of the magazine.

ROLE-PLAYING GAMES

Title: The Psionic Handbook: An Overview
Company: TSR
Category: RPG Supplement
Reviewer: Michael Lampman

Psionics. What are they, and what do they do? Unfortunately, nobody really seems to know. If you check your dictionary, you won't find an entry for it, and yet the word is used all the time to explain psychic powers, in books, movies, comics, and even television shows, but what does it really mean?

And while the Psionic Handbook doesn't really answer this question, it does try to present a valid system for handling Psionics within AD&D. How well does it do this? Each person would have their own answer to that question, but let me try to lay it all out for you, and see if you can make your own conclusion about it.

The book begins with an introduction, which explains what has been changed between the Psionics systems of the first edition and the second, and an explanation of the difference between Psionics and Magic.

In the second chapter, we actually get into the meat of the book, with an examination of the Psionicist class itself, and it's various abilities and restrictions. It explains how Psionicists gain their abilities, get and regain Psionic Points, Advancement, and Proficiencies available, including some new ones available only to Psionicists. It also explains Wild Talents available to characters of any class, and how one can acquire them.

The psionicist class is fairly well put together, and doesn't seem too unbalanced, and the Wild Talents work fairly well, although I do feel that there should be some way

to get a Wild Talent other than random chance, as I don't believe giving someone a 1-5% chance of acquiring a Wild Talent is actually fair to folks who would like to be a wild talent.

As a solution, I would suggest instead, that the option of using extra Proficiency slots from Intelligence be used to purchase Wild Talents. Of course, this only works in campaigns where that option is used, but can make things quite interesting.

The player chooses what Discipline he/she would like their character to know, and then can buy Sciences at 3 slots each, and Devotions at 2 slots each. The player can only know one Discipline, but the Sciences and Devotions are only limited by the number of extra slots they get from their Intelligence.

This system is fair for everyone, doesn't make Wild Talents more powerful than Psionicists, and still favors those of higher Intelligence, while allowing folks to DECIDE whether they want their characters to be Wild Talents or not.

Chapter Two deals with Psionic combat, and here is where the book is the most flawed, as while the combat system is still better than that presented in the 1st edition, it's still a confused hodgepodge. Mind you, the core of the combat system works well, with an ability check versus ability check type battle system, thus while favoring those with higher ability, it still leaves plenty of room for chance.

But, the problem with the system is the author confuses it by attaching some confusing, and highly irrelevant, combat maneuvers, and something else called Tangents. While I can see his thinking in this matter, I personally feel that it tends to be unnecessary, and only serves to muck up the combat.

Others may disagree, and probably will, but I feel that the author could have given the combat system a lot more thought than he did.

Chapters Three through Eight are the main body of the book, and each deals with a different Discipline and it's powers, which are divided into two categories... Sciences, which are major psionic powers, and Devotions, which are minor powers.

Each power has a score, which has to be rolled to

activate the power. The roll corresponds to whatever Ability is most appropriate to the power, but most of the time the Wisdom ability is used.

The powers also have an Initial cost of Psionic Points to use the power, and if it's a continuing power, there's also a maintenance cost to keep the power running.

Some powers also have a Preparation time, where the character must prepare a certain amount of time before he/she can use the power. In addition to the above, each power also has a Range and Area of Effect, and some have a Prerequisite, which means that you must have a certain other power before you can use it.

Also, there is an optional thing that is up to each GM whether to use or not, where if the character rolls his/her power score exactly when making a power check for that power, he/she gains some special bonus to his use of the power. The downside though is that if he/she rolls a 20, thus completely blowing his/her power check, some side effect happens, and they can be entirely unpleasant.

The chapters, and their corresponding Disciplines are...

Chapter Three - Clairsentience, which is an expanding of the character's senses. Chapter Four - Psychokinetics, which allows the character to affect objects. Chapter Five - Psychometabolism, which deals with the control of one's own body, and how to alter it. Chapter Six - Psychoportive, which gives the character the ability to teleport, possibly to other planes. Chapter Seven - Telepathic, which is fairly self-explanatory. Chapter Eight - Metapsionics, which enables one to refine other Psionic abilities.

The powers themselves range from good to poor, and to attempt to perform a thorough examination of them all would take a space larger than the confines of this article. I will say that the author did a thorough job though, as the range of powers is quite astounding, with over 150 of them to choose from. Some are lame, but most are average to exceptional, and a few are quite imaginative.

Finally, the book reaches it's final chapter, Chapter 9, and in here it examines the role of Psionics in your campaign, ways of introducing them, how they fit in AD&D's various game settings (i.e., Forgotten Realms, Greyhawk, etc.), how magic and psionics interact with one another, how to use psionic villains and NPCs, some details on the nature of Psionics, and finally, talks about historic examples of Psionicists, as well as giving a bibliography of sources to consult about psionics, both in fiction and non-fiction.

While this chapter is useful, and has it's good points, it tends to gloss over it's subjects quickly, and could have used a bit more fleshing out. This last chapter feels rushed, and shortened to make it fit into the book. While additional information isn't necessary, it would have made it easier on newer GM's trying to use psionics in their campaigns.

Overall, the Handbook is good. While it could have been stronger in some spots, and the combat system could have used some more work, the Psionics Handbook is overall a

fine addition to the gaming shelf of any AD&Der wanting to use psychic abilities in his/her campaign, and as a source material for gamers of other systems interested in adding a wide variety of different psychic powers to their campaigns.

And, I hope that this article has helped you make an informed decision about whether to purchase this Handbook for yourself.

Title: TORG: The Possibility Wars™
Company: West End Games
Category: RPG System
Reviewer: Brian Peters

Earth has been invaded, but not by those little green men from next door. Instead it has been invaded by beings from alternate realities, realities that may be 'might-have-beens' and 'might-be's' of Earth. These raiders can be anything from the creatures of the night to high-tech ninjas and they have one thing on their collective minds: conquer Earth and bring the vast amounts of Possibility Energy under their control. The only thing that is stopping them from doing exactly that is the inhabitants of Core Earth and their allies who are capable of manipulating this energy.

The game is set up so that the rules are fairly simple and **West End Games** does a good job of explaining some of the more complex concepts with examples. Combat has been made fairly simple and quite realistic with four classes of wounds, Knockouts, and concussion hits. Skills are fairly comprehensive, without taking too much away from the role-playing aspect.

The one thing I like best out of this system is the Drama Deck. The Drama Deck is a set of cards that comes with the basic set and adds a great deal to the system. These cards can be of great help to the players when they are stuck and can't seem to get on track during an adventure and during combat they make initiative much easier.

The only real problem I have with is game is the cost. The cost of the basic set isn't bad at \$25, but when you want to get specific details on the other realms, or cosms as West End Games calls them, you need to purchase another book which runs \$18! With six different invaders that's an additional \$108 for the cosm books, not including any equipment or creature guides and additional invaders they may come up with in the future. I feel that if they really want to make this game sell **West End Games** could cut the cost of the extra materials by a third and still make a healthy profit.

Overall I found **TORG** to be an excellent game, and even at the expense it is a game worth looking into.

Title: Mythus™
Company: GDW
Category: RPG System
Reviewer: Jimmie W. Pursell Jr.

Mythus™, was the first release in the **Dangerous Journeys™** multi-genre role-playing system, a fantasy role-playing game designed for GDW by Gary Gygax, the creator of **Dungeons and Dragons™**. While some aspects of the game may seem familiar, Mythus is one of the most unique role-playing systems to appear in the gaming world.

The rules themselves are separated into two parts, **Mythus Prime** and **Advanced Mythus**. Each has distinct, yet similar, rules for character creation, combat and skill resolution. In both rules sets, the Socio-Economic Class, or SEC, is the base value for the character, or Heroic Persona (HP). The SEC determines the HP's choice of Vocations, each of which gives the HP a number of beginning Knowledge/Skill areas. In addition to the vocational K/S areas, each persona also receives universal K/S areas and personal K/S areas. The universal areas are those which every persona possesses, such as Native Tongue. The personal areas are those which the player chooses without regard for vocation.

One unique aspect of the **Mythus** game is the way characteristics are handled. For those accustomed to Strength, Con, Dex, etc., Mythus provides a refreshing change. **Dangerous Journeys** uses a three tier pyramid structure for HP characteristics. The top level consists of three Traits: Mental, Physical, and Spiritual. These traits represent the sum of the character's abilities in these areas. Each Trait is divided into two Categories which vary from Trait to Trait. The Physical Trait, for instance, is divided into muscular and neural categories. The Categories are further separated into the Attributes of capacity, power, and speed. The category's power represents the force with which the category can be wielded. Thus, the physical muscular power attribute effectively measures how much the HP can lift or push. The speed attribute indicates how fast the category can be employed, such as in running speed. Capacity measures the potential of the category and neither of the other two attributes can rise above its level. In addition, the capacity is generally added to the base STEEP of K/S areas which are governed by the particular category, and thus determines beginning skill levels.

The K/S areas are rated on a percentile basis; success is determined with a d100 roll. **Advanced Mythus** adds the concept of the difficulty rating. Each rating is assigned a numerical coefficient, which is multiplied by the K/S rating, or STEEP (Study/Training/Education/Experience/Practice) score, to arrive at the success chance. For example, an easy task has a Difficulty Rating of 3, effectively tripling the success chance. The STEEP score in a combat K/S area also determines the number of attacks an HP can make. The more skilled the character, the more attacks he can make. Parries can be substituted for attacks on a one for one basis, giving tremendous tactical flexibility to the skilled HP. Systems are also included for lethal and

non-lethal hand to hand combat, allowing martial artists and oriental characters.

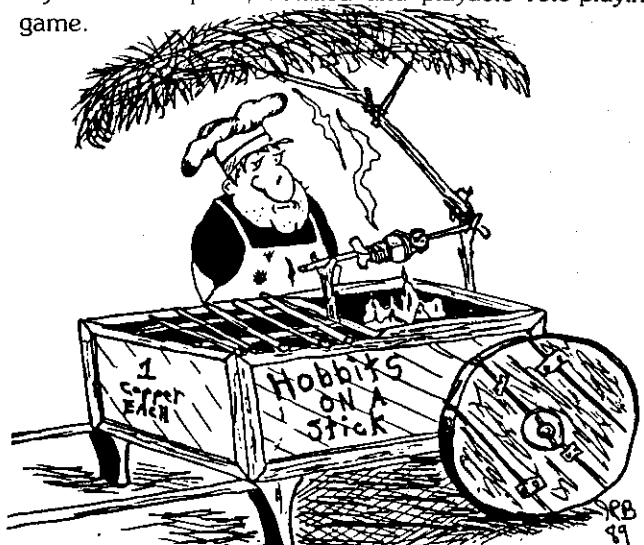
Magic in the **Mythus** world is based on Heka, a magical energy that powers all castings. Each casting requires an expenditure of Heka set by the casting grade of the casting attempted. Additional Heka may be required based on the amount of damage done or, in the case of defensive castings, protection conveyed. The introductory list of castings provided will get a campaign off the ground, but the second volume in the series, **Mythus Magick™**, provides over one thousand castings for use with the game system.

As any role-player knows, the character constitutes but one part of the gaming experience. To be complete, a role-playing game must have a world for the characters to adventure in. Mythus adventures take place on **Ærth**, an alternate Earth that is hauntingly familiar, yet startlingly different. The world is a mixture of Renaissance and Medieval cultures, though gunpowder weapons, common during Earth's Renaissance, do not exist. **Ærth** is only touched on in **Mythus**, but the third release for the line, **The Epic of Ærth™**, details the world and its peoples.

For gamemasters interested in sitting down to an evening's play with little preparation, both **Mythus Prime** and **Advanced Mythus** provide detailed introductory adventures. The **Advanced Mythus** adventure is particularly creative and provides opportunities for both action and role-playing.

Mythus is a fabulous system, creative in its approach. The system is complete and seems to handle with ease anything the player or gamemaster can throw at it. The skills and combat systems are clear and complete; the rules are detailed but not overly complex or cumbersome. The character generation system creates characters of truly heroic proportions with a wide diversity of skills and fully fleshed out background.

While the basic system provides the core rules, the release of **Mythus Magick** and **The Epic of Ærth** make Mythus a complete, detailed and playable role-playing game.





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COMPUTER GAMES

Title: Annals of Rome
Company: PSI
System: Amiga (Also IBM)
Reviewer: B.A. Felton

I have somewhere around 300 computer games on disk. Out of those games, perhaps 95% of them were played with any level of intensity for more than a few weeks. Fancy graphics and music but little substance: that seems to be trend in computer games. Every once in awhile a game comes along that's different. From the start you instinctively know that you've stumbled upon a destined classic. Yes, a game you'll pull off the shelf indefinitely to play. There aren't many games out there that I would rank in this category. Certainly, **EMPIRE™** by Stellar Games is one of them. A few years ago I bought a game from an obscure software company, **PSI**. *Annals of Rome™* caught my attention because the box promised I would relive the glory of Rome.

Well, two years later I still pull this game from the shelf from time to time and lose myself in Roman politics and

war. Why am I reviewing it now? Because this game came and went with out so much as a whimper. It's a sleeper and I think it deserves some mention. This game is certainly available at cut-rate prices through mail-order houses. I recommend it highly.

Annals of Rome has no sound what-so-ever. At first that was a tremendous disappointment. Once you delve into the game, however, you'll forgive the designers. The game is simple and to the point. There are no fancy graphics or animated characters. Upon beginning the game you are confronted with a map of the Mediterranean and Europe. Rome has just exerted control over the Italian peninsula. All around you are a hoard of enemies; Greeks, Egyptians, Carthaginians etc. It's up to you to build the Roman Empire.

This is no easy task for *AOR* is not a simple war game. It brings the element of politics and popular opinion to bear. You must appoint senators to lead legions and provinces. You must take into account the ambitions of these Senators. Will they turn their legions against Rome and launch a civil war?

An average game lasts anywhere from 6 to 8 hours. Fortunately there is a save option, though I seldom use it. Once I'm seated and sending out armies I can barely force myself away. A typical game may span several hundred years. Remarkably, games tend to follow the historical scenario fairly closely. With some shrewd tactics and daring you can, however, change history.

This game appeals to me because it is a true war game yet brings in elements of role-playing. If you can find it - Get it!

MAGAZINES

Title: Creature of the Night
Publisher: Mini Moon
Category: Mini-Comic
Reviewer: Jolly R. Blackburn

A year or so ago, the company appropriately called, Mini-Comics sent me the first issue of their new comic, **Creature of the Night**. This handsome book sports the artwork of Bob Hobbs, (Who coincidentally did this month's **SHADIS** cover.) and a story line by Chris Terry.

When I was growing up I was addicted to the Black-and-white horror comics. While reading *Creature of the Night* I couldn't help but think of the stack of **CREEPY** Magazines I kept by my bedside as a child. I could go into a lengthy description of the artwork and story line but it just wouldn't do justice. For 50¢ this comic is a steal. □

ATTENTION!

SHADIS will be expanding its Game Reviews starting next issue. If you've bought a 'dog' or landed a winner, let us know about it.



DAMAGE CONTROL

THE EVIDENCE ON ROLE-PLAYING GAMES

Editor's Note: Paul Cardwell, Jr. is the chairman of CARP-Ga (Committee for the Advancement of Role-Playing Games.) CARP-Ga is a non-profit organization dedicated to gathering information on game-bashers and providing gamers with the materials needed to combat wild rumors and lies. Mr. Cardwell has graciously agreed to do a regular column for SHADIS to update our readers on the latest news.

With an uninterrupted barrage of attacks on RPG's since 1979, one can easily lose sight of the facts of the matter. The main fact is that absolutely no evidence of harmful effects from these games has ever been found. It doesn't matter if a suspect played so much as one game session, had not played in over a year, was on drugs at the time, and/or had exhibited destructive symptoms for some time prior to the crime. These factors would be ignored and role-playing games would be blamed. This is not mere rhetoric. We have actual documented cases where several of these factors were present and even some cases where the subject never even played RPG's, and still the games were blamed.

However, there is a modest body of evidence that RPG's are not harmful activity at all, and in some specific cases can even be beneficial beyond merely providing enjoyable recreation.

APPELLATE COURT RECORD

There have been ten cases involving the issue of whether the attacks on RPG's are valid or invalid evidence, with a decision at the appellate level. The case, citation, charge and sentence are;

Case: State of Missouri v. Darren Molitor
Citation: 729 S.W.2d 551 (1987)
Charges: Murder
Sentence: Death

Case: State of Wisconsin v. Daniel R. Dower
Citation: 412 N.W.2d 902 (1987)
Charges: Murder
Sentence: Life plus 5 years

Case: Daniel E. Remata v. State of Florida
Citation: 522 So.2d 825 (1988)
Charges: Multiple Murder
Sentence: Death

Case: State of North Carolina v. Mark Edward Thompson
Citation: 401 S.E.2d 385 (1991)
Charges: Double Murder during Robbery
Sentence: Death

Case: People of New York v. Daniel E. Kasten
Citation: 573 N.Y.S.2d 731 (1991)
Charges: Double Murder
Sentence: Twenty-five years

Case: United States of America v. Mark L. Patrick
Citation: 935 F.2d 745 (1991)
Charges: Kidnapping
Sentence: Fifteen years

Case: State of Louisiana v. Bryan Wayne Widenhouse
Citation: 582 S.2d 1274 (1991)
Charges: Murder
Sentence: Life without Parole

Case: State of North Carolina v. Jeffrey Karl Meyer
Citation: 412 S.E.2d 3398 (1992)
Charges: Double Murder during Robbery
Sentence: Death (sentence reversed on due process grounds, conviction upheld, resentencing can still reimpose Death penalty.)

Case: State of Ohio v. William R. Anderson, Jr.,
Citation: Too recent for citation number
Charges: Aggravated robbery
Sentence: 7-25 years

Case: Watters v. TSR Inc.
Citation: 904 F.2d 378 (1990)
Charges: Child's suicide due to D&D
Sentence: This is the only civil case to reach appeals level. The court's decision was that the manufacturer could not have foreseen a suicide that the mother did not foresee; upheld on appeals.

There are three other cases (at least), that I have yet to get all information on.

Case: State of Oklahoma v. Sean Sellers
Citation: Citation no. # unavailable
Charges: Multiple Murder
Sentence: Death (Has passed the appeals process without change. RPG's were not mentioned in the appellate decision because the "D&D Defense" was actually admitted into evidence in the trial, with Thomas Radecki given standing as an "expert witness". This admission came very close to provoking a fist-fight in the courtroom between the prosecutor and defense counsels!

CARP-GA UPDATE

However, even though the delusions of Radecki were admitted into evidence, the jury did not believe them - unless you accept Pierre Savoie's hypothesis that it "mitigated it down to a death sentence".

Case: State of North Carolina v. James Upchurch, Neal Henderson, and Chris Pritchard.

Citation: Too recent for citation number

Charges: Murder and attempted Murder

Sentence: Death for Upchurch; Life plus twenty years for Pritchard; Forty years for Henderson. (This case of course, inspired two books and two TV movies, *Blood Games/Honor Thy Mother*, and *Cruel Doubt*. It is too recent for the case to have reached the appellate level, although only the automatic appeal of all death sentences in the case of Upchurch will necessarily be appealed.)

Case: Commonwealth of Virginia v. Shawn Novak

Citation: Too recent for citation number

Charges: Multiple Murder

Sentence: Undetermined

(Sentence has not yet been discovered, although there was a guilty verdict for two murders. Any information on this case (or any other) would be appreciated. There was an attempt at a "D&D defense" but at least it was mostly unsuccessful.

No case reaching the appellate stage has ever found any validity in the "D&D defense".

SCIENTIFIC STUDIES

There are several studies published in the peer-review process. Four of these have dealt with specific issues brought up in the attacks on RPG's and have found these claims to be without foundation. Other papers have discussed games, but not examined either the advantages or disadvantages that may accrue from playing.

Carroll, James L. and Carolin Paul M. (1989 June). Relationship between game playing and personality. **Psychological Reports, part 1** pp 707-706. An independent replication of the Simon study.

DeRenard, Lisa A. and Kline, Linda Mannik (1990). Alienation and the game of Dungeons and Dragons. **Psychological Reports, part 66** 1219-1222. Gamer's self-worth greater than non-gamers but have less awareness of mass-media celebrities.

Simon, Armando (1987, October). Emotional stability pertaining to the game of Dungeons & Dragons. **Psychology in the school, vol. 24** pp 329-332. A classic psychological study of gamers using the Cattell 16 PF test. It showed no differences between gamers and the general population or by length of time played.

Zayas, Luis H. and Lewis, Bradford H. (1986, Spring) Fantasy role-playing for mutual aid in children's groups: a case illustration. **Social Work in Groups, Vol. 9(1)**, pp 53-66. A study of the use of D&D to treat disruptive behavior in eight and nine year olds.

In addition to these studies, there have been other peer-reviewed studies involving role-playing games, but the issues in the attacks have not been mentioned.

Bromley, David G. (1991, May/June). Satanic cult scare. **Culture and Society**, pp (55)-66. An overview of what folklorist Jan Harold Brunvand calls the "satanic panic" in which

role-playing games are mentioned only in passing as one of the things being attacked. The paper also appears in the book, **Satanism Scare**.

Fine, Gary Alan (1989). Mobilizing fun: provisioning resources in leisure worlds. **Sociology of Sport Journal 6**, pp 319-334. An examination of the commercial support for three leisure activities: mushroom collecting, Dungeons & Dragons, and Little League Baseball.

Lanning, Kenneth V. (1989). Satanic, occult, ritualistic crime: a law enforcement perspective. Quantico, VA: National Center for the Analysis of Violent Crime. The satanic panic from a law-enforcement perspective, by an FBI Supervisory Agent and FBI Academy instructor. It denies any connection between RPG's and crime, but otherwise does not discuss the issue of games.

Tole-Patkin, Terri (1986, Summer). Rational coordination in the dungeon. **Journal of Popular Culture**, pp 1-14. A sociological overview of role-playing games. The anti role-playing attacks are not mentioned.

Cardwell, Paul Jr. (accepted but not yet published). Role-playing games as a supplementary resource in teaching gifted/talented students. **Gifted International**. Use of commercial role-playing games in school studies.

There are also four books which discuss, at least in a chapter-length consideration, the attacks on role-playing games and the refuting of these attacks. In format, extensive documentation, reviews in peer-reviewed journals, etc. They can be considered scholarly works.

Carlson, Shawn & Larue, Gerald (1989) **Satanism in America: How the devil got much more than his due**. El Cerrito, CA: Gala, \$12.95 paperback. A shorter (and cheaper) coverage of the subjects in **Satanism Scare**. Appendixes by Robert Hicks, Supervisory Special Agent Kenneth Lanning, and RPG researcher Michael Stackpole.

Fine, Gary Alan (1983). **Shared Fantasy**. Chicago: University of Chicago, \$20.00 A now-dated sociological study of role game players.

Hicks, Robert D. (1991). **In Pursuit of Satan: the police and the occult**. Buffalo, NY: Prometheus, \$23.95. The satanic-panic from the law enforcement perspective. Hicks is with the Virginia Department of Justice Services.

Richardson, James T., Best, Joel, Fromely, David G. (eds) (1991). **Satanism Scare**. New York Aldine de Gruyter, \$44.95 (\$24.95 paperback). The best single book on the subject, an anthology of papers by leaders in their fields.

These resources should be available at your local university library (or on inter-library loan through them) or from your local bookstore.

OTHER EVIDENCE

We also have statements by Dr. James Mercy, Chief, Intentional Injuries Team, Centers for Disease Control, Atlanta, GA, that there is no known connection between RPG's and suicide. This was reaffirmed by his successor, Dr. Patrick O'Carroll, after Dr. Mercy became head of Accident Epidemiology. These statements can be verified by writing the CDC.

Paul Cardwell, Jr.
Chairman, CARP-GA

□



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All correspondence and inquiries should be sent to the new address.

SHADIS can also be reached online on **America Online!** You can reach the Shadis Staff by sending E-mail to the following screen names;

Shadis: Jolly R. Blackburn, Editor-in-Chief. For general information, submissions, etc.

Shadis2: John Zinser, Director of Sales/Advertising. For information regarding advertising and sales.

Shadis3: David Seay, Director of Distribution. For distribution, subscription inquiries.

Shadis is actively involved on America On-line and we hope to sponsor several events in the near future. Drop us a line!!

CLASH OF THE TITANS!

The Industry has been besieged by Lawsuits lately. Here are some run-downs and updates;

TSR vs. GDW

We're told that the suit between TSR Inc. and GDW is still in litigation. TSR maintains that by releasing Dark Journeys, Gary Gygax and GDW violated a previous agreement with the company.

Palladium Books

vs. Wizards of the Coast.

Another suit that appeared to be turning rather ugly over the grape-

vine has been settled peacefully between Palladium Books and Wizards of the Coast. It seems Palladium didn't take kindly to a game supplement released by the Wizards.

Steve Jackson Games wins lawsuit!

Hey, maybe there's something to those Illuminati conspiracy theories after all. Steve Jackson Games has taken on the U.S. Secret Service...AND WON! The lawsuit against the U.S. Secret Service and the federal government was a ground breaking case involving computer publications and electronic-mail privacy.

In a decision announced Friday, March 12, Judge Sparks of the federal district court for the Western District of Texas announced that the case of Steve Jackson Games et al. versus the U.S. Secret Service and the United States Government has been decided for the plaintiffs.

Judge Sparks awarded more than \$50,000 in damages to the plaintiffs, citing lost profits for Steve Jackson Games, violations of the Electronic Communications Privacy Act, and violations of the Privacy Protection Act of 1980. The judge also stated that plaintiffs would be reimbursed for their attorneys' fees.

The judge did not find that Secret Service agents had "intercepted" the electronic communications that were captured when agents seized the Illuminati BBS in an early-morning raid in spring of 1990 as part of a computer-crime investigation. The judge did find, however, that the ECPA had been violated by the agents' seizure of stored electronic communications on the system.

Judge Sparks also found that the Secret Service had violated Steve Jackson Games's rights as a publisher under the Privacy Protection Act of 1980, a federal law designed to limit the ability of law-enforcement agents to engage in searches and seizures of publishers.

Mike Godwin, legal services counsel for the Electronic Frontier Foundation, which has underwritten and supported the case since it was filed in 1991, said he is pleased with the decision. "This case is a major step forward in protecting the rights of those who use computers to send private mail to each other or who use computers to create and disseminate publications."

"Judge Sparks has made it eminently clear that the Secret Service acted irresponsibly," Godwin said. "This case should send a message to law-enforcement groups everywhere that they can't ignore the rights of those who communicate by computer."

B.A. FELTON EXPELLED!

In a bizarre incident, B.A. Felton was expelled from Madagascar and barred from reentering the country. Details are sketchy, but B.A. called the home-office from a payphone in Capetown to report that he had been "badly treated and ridiculed."

B.A. Felton had been invited to attend the **1st Annual Role-Playing Meet** on behalf of Shadis Magazine. At some point during the opening festivities B.A. was drawn into a fist fight with Agnas Stothelm of Borneo. Reports claim the fight started

over disputed ownership of a ten-sided die left on a gaming table.

SAY IT AIN'T SO JOE!

Despite an extensive search and numerous appeals we have failed to find the creator of **Joe Genero**. Many thanks to everyone who attempted to help in the search. Despite the setback, we are not prepared to pronounce Joe dead. If anyone knows who created Joe please get us in touch with him or her. A free subscription and a T-shirt awaits you.

GREAT SHADIS GIVE-AWAY STUNS THE NATION!

Okay, maybe we didn't stun the nation, but we've definitely raised a few eyebrows. To help unveil SHADIS' new format, we will be giving away 7,000 to 10,000 issues of SHADIS #9 at GENCON 93. Stop by our booth and pick up your copy. We'll have copies of ALL of our back issues on hand as well.

See you there!

New Products

Iron Crown Enterprises

Over the Misty Mountains Cold (64 pages, #LR2, \$9.00)

This 64-page title is the second adventure supplement designed for use with ICE's LORD OF THE RINGS ADVENTURE GAME. Come adventure in the Misty Mountains and encounter Stone Giants, Dwarven ruins, and hordes of Goblins! Moraglar, a Dark Elf in the service of the dread master of Dol Guldur, lengthens the shadows surrounding his forest keep with diligent cruelty. Will the adventurers free the rainbow's daughter from her mountain peak prison? Numerous GM notes and Examples as well as the directed structure of the scenario enable the novice GM to run this adventure with assurance. Maps and Floorplans for important sites are provided. For new LOR players who have not already used the first LOR adventure supplement, DARKER

THAN THE DARKNESS, a review of "Bad Men Full o' Thievery" is included. This series is especially suited to fans of Middle-earth who are new to role-playing. Players who master the LOR system will be well prepared to step up to ICE's more complex Middle-earth RolePlaying (MERP) and ROLEMASTER fantasy role playing games.

Champions Presents #2 (96 pages, #424, \$14.00) This 96 page supplement carries on the tradition started by the first Champions Presents (ST#418) provided three exciting, action-packed adventures for use with Champions, the best in superhero roleplaying. The first adventure, MAVRIC, pits player characters against a rogue computer of incredible power. The middle adventure is a superpowered murder mystery, and the third adventure details COIL, the evil organization headed by King Cobra from CLASSIC ENEMIES (ST#403). Each adventure comes with new villains and other characters, tips for the Game Master, and also ideas for linking them into a mini-campaign. Champions Presents II has something for everyone.

Wizards of the Coast

The Compleat Alchemist, Revised edition (WOC4804, \$10.00) by Anthony Pryor.

From the Bard Games Compleat series, comes The Compleat Alchemist, a popular sourcebook that provides detailed information on the abilities of alchemist characters. Newly revised and expanded, The Compleat Alchemist explains the layout of an alchemist's laboratory, the magical properties of various stones, metals, and plants, the historical connection between alchemy and astrology, and much, much more. This book, which can be used with any game system, is a valuable resource for GMs and players alike.

Atlas Games

Over the Edge

Over the Edge is an RPG of modern,

surreal peril: devious secret agents, subtle alien invasions, ancient conspiracies, weird science, unsettling insinuations. If it scares, disturbs, or intrigues you, you can find it Over the Edge.

EOT features Freeform Character Creation, Open Settings and a system that emphasizes character, plot and good storytelling. □

R.I.P.

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the Fantasy Games Magazine

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Continued From Page 10

sympathy for Scav. So I sat in silence and watched an old friend get condemned to die."

"Did he talk?" asked Scav reluctantly.

"You know better than that!" admonished Curstain. "There is something I must confess. I couldn't bear to see him endure the daily beatings. So, one night, I took him a vial of poison to his prison cell. I helped him escape Sageem's grasp."³

"Well, with Raventhorpe's death went any hope of getting the City Guard to fall in with us." commented Falsnare. "We're in no position to do anything. My men are scattered to the four winds and those who are not dead won't be too keen on joining our ranks again. I say we put it to a vote right here and now. Do we continue with this or call it quits? We could live long happy lives in the Ginge."

"Well, before you decide you should hear the rest." said Curstain quietly. "General Jantes resigned his post as Commander of the Eighth Varen Caras. He's returned to Soutl Tet."

"By the wings of Benyar!" cried Falsnare, "You mean Duvian voluntarily gave up his command?"

"He sought me out shortly after his return." continued Curstain, "He had heard rumors about Sageem's madness and returned to see if they were true. I made a grave mistake. I thought he would support us and I confided in him. I told him about the plan to place Scav in power and my involvement. He was appalled! He stormed out of my villa in anger. This puts me in a very precarious situation; I'm not sure what he'll do with that information. He admitted to me that Sageem was not fit to serve as Emperor; but his loyalties to Sageem goes back many years. It won't be an easy decision if he decides to go against Sageem."

Falsnare reached for the bottle. "And you haven't heard from him since he then?"

Curstain shook his head. "He won't have anything to do with me. I tried to see him several times, but was turned away. A few days after his visit the Bin'Parta announced that Jantes had been appointed General of the Bastion Guard."

"Excellent!" cried Falsnare. "Don't you see? If we can win over Jantes we would be assured of victory. With him in charge of the Emperor's body guard the Emperor would be defenseless!"

"I thought of that myself." commented Curstain, "But I fear Jantes has his own designs on the Emperor's throne. In addition to appointing him General of the Bastion Guard, the Bin'Parta also bestowed him Commander of the City Guard."

"Impossible!" shot Scav, "The law forbids..."

"Yes, yes, the law forbids one man from holding both positions. Which tells us something; the Bin'Parta is

relying on Jantes to remove Sageem from power."

"You really think that spineless rabble would take such a bold step?" asked Falsnare.

"What other explanation is there? Both appointments were passed before the Bin'Parta. They've effectively cut Sageem off from the military. Believe me, they are about to make their move. When it's all over, I suspect Jantes will emerge as the next Emperor."

Scav grew very excited. "Perhaps we should be asking ourselves some new questions. If what you say is true, then the Bin'Parta has finally become convinced of the need to remove Sageem from power. If Jantes indeed rises to power we could swear allegiance to him and clear our names. It was Sageem we were against. I can't see any harm in Jantes as Emperor."

Curstain shook his head, "A few months ago, I might have agreed with you. The fact is, I am now convinced that you are destined to be the next Emperor. The Arden'Vas told me a few things before he died."

Scav bolted to an upright position. "The Arden'Vas dead? How?"

"He was an old man. He lived far beyond the allotted time for men. Before his death he told me that Scav was to be the next Emperor. He then showed me something that convinced me the oracles are true."⁴

"What was that?"

Curstain held out his hands to Scav. "I held the sword of Thornbrim in my hands. In these unworthy hands. It had been hidden in the temple all these years and only recently came to light. The Arden'Vas told me that his replacement would ordain you as the next Emperor with Thornbrim."

"Thornbrim!" cried Falsnare, "You have Thornbrim?"

Curstain looked away. "I had Thornbrim. It was stolen from my villa."

"Velnar, you're doing a grand job of raising morale here." Falsnare fought the urge to laugh. "You finding Thornbrim and then loosing it; I would take that as a bad omen."

Scav cradled his face in his hands. "So his son Juval is the new Arden'Vas?"

"No." said Curstain matter-of-factly, "He ordained his daughter, Jasmar."

Falsnare whistled in surprise. "A brat of a girl is the High Priest of Benyar?"

Curstain pointed at Scav and leaned closer. "It's you Scav, you're the one. I will continue to work on Jantes to convince him. Until then, we proceed with our plans."

"And if Jantes is never convinced; What then?" asked Scav nervously.

"Then we oppose him."

Falsnare stood to his feet. "You're talking civil-war! I didn't have a problem marching against that bastard

3. See Bones of Ruin Part II (Issue number 2)

4. See Bones of Ruin Part IV (Issue 4)

Thornbrim had been uncovered in the temple by a recent earthquake.

Sageem. I'm not so sure about Jantes. I've always admired the man. Hell, everybody admires him. If we move against the General we'll have the people against us."

"Look!" snapped Curstain, "I don't have all the answers. I only know that Scav is to be the next Emperor. Other than that, I don't know what will happen. I only know that we are all involved in this together."

Falsnare shook his head and grabbed a torch. "A lot of good men are going to die before this is all over." He shook his head, "I'm going to go check on Bran. I need to clear my head."

Falsnare disappeared into the shadows. Curstain picked up the empty bottle of wine and frowned. He looked toward Scav whose attention was lost in the flickering flames.

"Welcome home lad," he whispered.

Day 305 Year 108

Dantor Broutfar walked up the broad white marble steps which led to the main entrance of the Matra'Kar.⁵

The guards to the Imperial Residence had grown so accustomed to the High Judge's daily visits, that Dantor was startled to look up and find his way blocked. A pair of Bastion Guards with very stern demeanors, stood before him with swords drawn.

"I've business with the Emperor," Dantor stated firmly, fully expecting them to step aside.

The guards, however, made no indication of allowing him to pass.

"No one is to pass through these doors," answered the larger of the two.

"What is the meaning of this?" Dantor asked, his voice etched with great annoyance. "Do you not realize who I am?"

One of the guards nodded, "My apologies, Lord Broutfar. We've been ordered to allow no one to enter or leave the Imperial Residence. There are no exceptions."

"By whose orders?" asked Dantor who was now very concerned. Could something have happened to the Emperor?

"By the orders of General Jantes," answered the guard.

"Jantes?" Dantor's concern grew to alarm. Jantes had only been appointed General of the Bastion Guard two weeks prior. He then noticed the guard's uniform and knew that something terrible had happened. "You've blood on your tunic soldier. There's been fighting here?"

5. The Matra'Kar is the Imperial Residence where the Emperor resides. See **From the Scrolls of Greytar**, Issue 3 for more information and floorplans.

"My Lord, I must ask you to leave the area or you will be escorted away."

"How dare you talk to me in that manner!" Dantor shot back, "I demand to speak with the Officer in Charge."

"Sir, my orders are very specific. It will be better for you if you leave immediately."

Dantor fumed. Who was this common soldier that he wasn't the least bit intimidated by the High Judge of the Empire? He had to find out what was going on. Sageem would never deny him an audience, NEVER!

"I will not leave until I talk with the officer-in-charge!"

The guard looked to his comrade nervously for some indication as to how to handle the situation. The other guard wasn't about to offer any advice.

"My, my Lord," the guard stammered, "Be sensible. I'm asking you one last time to...."

"I'll handle this Vintian," came a voice from behind.

Dantor turned to find an officer coming up the steps. It was Captain Sta'Gin. Dantor was casually familiar with the young officer. He had participated in several notable engagements with the Ginge Pirates and had been awarded with an appointment near the Emperor.

"Captain, I demand an explanation. What's going on here?"

Sta'Gin motioned for Dantor to follow him and the two moved away from the guards. Once they were out of ear-shot, Sta'Gin turned to face Dantor.

"My Lord, I'm under very strict orders. No one comes or goes from the Matra'Kar." He paused and moved in closer, "No one!"

"Why? What's going on?" Dantor demanded, "That soldier is spattered with blood."

Sta'Gin shook his head. "I'm under oath to comment on nothing that has taken place here. Look, my Lord, I have the greatest respect for you and your title. Yet, I have my orders. You were a soldier once, surely you can understand my dilemma."

Dantor began to tremble with rage. "Captain, as the Var'Rader-Keem, it is my duty to find out what is going on here. Are you willing to go against me, because quite truthfully, I'm prepared to march right past your guard."

Sta'Gin looked nervously toward his guards, paused and then suggested, "And I am quite prepared to stop you by force my Lord. If you want answers, start with the Bin'Parta."

Dantor nodded. "Oh yes, I think I will do just that Captain. And then I'm coming back."

"Again my Lord, I apol...."

The words were lost, Dantor was storming off.



As the snow started to filter down through the pines, Tasmar looked on in quiet disgust as Haus'Far tore at the flesh of a raw hare.

The animal's hot fresh blood soaked the Dralch's chin. Haus'Far obviously enjoyed the sensation. He closed his

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one eye and ran a thick tongue across his lips, lapping up the blood.

Tasmar huddled closer to the fire to fight off the chill. He looked at his own hare which was impaled on a sharp stick and dripping grease over the flames. He had opted to wait for his meal until it was properly cooked. Now, after being subjected to the scene before him, he was beginning to lose his appetite.

He tried to ignore the Dralch and concentrate on the dancing flames. There was an audible snap. Tasmar looked up at Haus'Far who had just wrenched his meal in half with his powerful jaws.

"Do you have to devour your food in such a disgusting manner?" he snapped. The Half- Grevan shook his head in disgust. Haus'Far looked up from his meal and cocked his head; a look of bewilderment swept his face. Tasmar groaned under his breath as the Dralch shrugged and continued his task.

Tasmar stood to his feet brushed the snow from his trousers. He could do with a walk he decided. "I'm going to take a look about. I'll be right back."

Haus'Far frantically motioned for Tasmar to sit back down.

"I said I'd be right back damn it." He sighed and started down the small foot trail which ran by their campsite. He could not understand Haus'Far at all. Since rescuing the Dralch from certain death, Tasmar had found it impossible to shake him.

The Half- Grevan had always prided himself for his cunning, but he had met his match in Haus'Far. The past weeks had been continual game between the two. Tasmar would go to great lengths to loose the Dralch only to realize he had failed.

One morning, Tasmar had awoke to find Haus'Far had gone to forage for food. Thinking it an opportune time to loose him, Tasmar broke camp and rode swiftly away. He traveled hard and fast all that day and a good part of the next. Yet four days later, Tasmar awoke to find the Dralch sitting by his campfire. No amount of begging, pleading or prodding would convince the Dralch to leave so Tasmar resigned himself to the company of his unwanted comrade.

Tasmar headed down a steep embankment where a small stream rippled. Pushing his way through a patch of thick briars he made the water's edge and lowered himself to his belly. He cupped his hands and splashed the ice cold water into his face. He was travel weary. Two years on the run had nearly sapped him of his will. He had always missed the large cities; the women, the drink, but the past few days, the longing had grown more intense. Perhaps it was because they were only two to three days south of the provincial capital of Shadlet. Just knowing the City of a Thousand Piers was so close was playing on Tasmar's sensibilities. He had been stationed in the city during his years in the Imperial Legions. Every pier had it's own

cluster of taverns, and Tasmar with Flasnare in tow, had tried his best to visit every one of them. Those were his happiest years he now conceded.

Tasmar splashed some more water in his face. He was close to making a very dangerous decision. He was tempted to ride to Shadlet and partake of the luxuries to be found there.

Suddenly there was some movement behind him. Tasmar gritted his teeth. The Dralch was really beginning to annoy him.

"Damn it Haus'Far!" he barked, "I told you I wasn't going anywhere. Let a man have a few moments alone will you!"

There was a sharp pain in his neck as the point of a blade was pressed firmly against his skin. He started to struggle but whoever was holding the other end of the blade pressed it sharply to demonstrate that struggling was no good.

"Easy thar sciver." a voice commanded. "Mind you don't move none or I'll run ya through."

A pair of hands grabbed him by the hair and rolled him over to his back. Tasmar squinted in the morning sun. Three large men surrounded him. He gulped as he noticed the array of weapons bearing down on him.

"Look thar!" cried one, "E's Grevan, look at them scars."

One of the men kicked him hard in the ribs. "I hate Grevans. We should cut his throat and let em bleed. Save ourselves the trouble of hauling him back."

"Yer daff! Grevans bring hard gold in Soult Tet. We've done well, very well I should think. A Dralch and a Grevan? They'll bring a good price in the Arena. Not a bad morning's hunt eh? Why just one of em would be worth that whole scraggly lot we've been totin about."

One of the men kicked Tasmar in the ribs again as a pair of hands began to bind his feet. "E ain't got much fight in em. I was told Grevan's were vicious bastards."

"E's just smart. Aren't you Grevy? E knows we'd just as soon run him through."

Tasmar struggled as his hands were bound behind his back with strong leather strips. He spat at his captures as they tugged at his clothing and boots claiming his coin pouch and matched daggers.

"Save your strength ya Grevan-pig! You're going to need it in the Arena."

Tasmar shook his head in disbelief. Two years on the run had led to this? He was now about to return to the one place on Alderac that he had been running from all these months; Soult Tet.



Dantor Broutfar burst through the main doors of the Grand Aerie⁶, pushing two slaves aside. There was a flurry of movement as the startled members of the Bin'Parta stood to their feet.

The High Judge moved to the center of the floor approaching Etriar who had been in the middle of a speech.

"LORD BROUTFAR!" yelled Etriar, "This is outrageous! This is a closed session. I must ask you to wait outside."

Dantor shook his head and pointed to Etriar with the scroll he was carrying in his left hand. "Oh no! I will not be leaving. Not before I've had a chance to speak before this assembly."

Etriar's face reddened with anger. "I told you before, you will have an opportunity to speak to this assembly in due time. You will...."

Dantor threw the scroll at Etriar's feet. "I am tired of waiting. I will speak NOW!"

"If you think I'm going to allow you to storm in here and undermine my authority you are gravely mistaken Lord Broutfar. I will dismiss this assembly before I allow you to speak. Now wait outside!"

"The powers of my office are set down in detail in the law. I have a right to demand an audience with the Bin'Parta. I've grown tired of your stalling and maneuvering. I am taking the floor."

Etriar shook a fist at Dantor, "Damn you Broutfar! I'll have you...."

"Lord Etriar," interrupted a voice, "I think we can allow the Var'Rader-Keem a few moments before this assembly."

Dantor turned to find General Jantes standing in the main doorway of the hall. The General moved down the isle and took a seat. Smiling, he motioned for Dantor to continue.

Etriar bit his lip and yielded the floor to Dantor.

Dantor eyed Jantes with suspicion and then turned his attention to the attentive faces around him. He began to shake his head slowly as he circled the floor. He began to speak, but stopped. Damn Jantes, he thought to himself. What was he up to?

He ran a hand over his face wiping away the great beads of sweat. He stared at the marble floor for several long seconds trying to suppress his anger.

Finally, without looking up, "At the age of seventeen, I stood here and took my oath as a Bin'Partan. My father sat right over there as I spoke the words he himself had spoken thirty years prior. It was his fondest wish to see and hear me speak those words. A Bin'Partan was what I was reared to be and it was within these halls that I longed to remain and serve my Emperor. Twice I was urged to hand over my chain-of-rank to accept other appointments."

"Once to take command of the Eighth Varmen Caras during the Blazing Forks Campaign, and a second time to accept the position of Rader-Keem. I did so only after yielding to the requests of my fellow senators. I took on my

new duties with the same sense of duty and honor that I had as a Bin'Partan."

Dantor looked up. "I am telling you this because I come not as an enemy or as one with a heart tainted by bitterness. During the years I served here I came to know many of you as friends. It is for that reason that I am so torn with grief."

He paused as if searching for the courage to continue. Finally, "I have just learned of the treason that was allowed to unfold before this assembly. Of course, I dismissed it as rumor. The Mother-City is adept at giving birth to rampant tales. However, to my great dismay, I have discovered the rumors to be true. That is why I demanded this opportunity to speak before you."

Dantor then pointed to the scroll on the floor. "Each and every man in this sacred hall has sworn an oath to the Law. Gentlemen, has the Law fallen to such disregard that even the noble Bin'Parta have become accustomed to trampling it underfoot?"

Dantor paused and looked across the assembly slowly as if he were expecting an answer. He was furious and could feel that the frail bonds that held his temper in check about to burst.

"Am I to understand that this assembly ordered the Emperor to be placed under arrest? What manner of madness is it that blurs the judgement of 320 men and causes them to conspire together to commit such a crime?"

He pointed to the scroll again.

"I took the liberty of bringing you a copy of the Artadian Accords.⁷ Obviously no one here has a copy of it. If you did, someone here would have realized that the actions approved by this assembly constitute treason. Furthermore, the dual appointment you bestowed upon General Jantes violates three distinct Imperial Laws. Edict 24 passed by this assembly on the twelfth-night of Nevaar in the year 78 prohibits the General of the Bastion Guard from holding any other official office both military and political! Edict 59..."

Etriar stood to his feet and held out his hand motioning Dantor to halt.

"Lord Broutfar we are well versed in the law. I would ask you to make this short. We have urgent business to attend to."

Dantor arched an eyebrow. "I was under the impression that this WAS urgent business. I am pointing out to this assembly that the measures they passed concerning General Jantes are in violation of Imperial Law. I cannot

6. The Grand Aerie is the large governmental building which stands on Yistain Hill, not far from the Matra'Kar. It serves as the assembly hall for the Bin'Parta.

7. The Artadian Accords are a group of laws passed by the Bin'Parta after the Emperor Kargeem III was overthrown. Kargeem had taken power after a bloody military coup. Baniar Artadian, a Bin'Partan, drafted the laws and managed to get them passed. The laws dictate the control of the military within the city of Soult Tet. They were designed to prevent any one man from ever commanding enough troops to overthrow the Emperor again.

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elaborate on these charges without citing the Law."

Etriar frowned, waved him on and sat back down.

"As I was saying, Edict 59 passed by this Assembly on the ninth of Kevaar in the year 84 prohibits the General of the City Guard from holding any other official office both political and military. And finally gentlemen, Edict 23 passed by this assembly in the year 18 states that no single official shall have placed under his direct command more than 5,000 soldiers within the City walls. By the last report the Bastion Guard is comprised of 2,500 men. And the City Guard, not counting the Fret Guards is well over 4,000 men."

Dantor paused. "It's all there. Laws passed before the Bin'Parta and sealed by the Emperor. Laws emplaced to protect this Empire from the ambitious few who would covet the Emperor's throne."

"Now, let's turn our attention to the matter of the Emperor's arrest. I am here as the Var'Rader-Keem." Dantor held up his chain-of-office to emphasis his words. "As the high judge of the Empire, I am sworn to allow no breach of the law go unchallenged. I demand that the Emperor Sageem be immediately released and that the conspirators who set these events in motion be arrested and brought before me."

The judge pointed to several senators in the audience. "I know many of you extremely well. Some of you I know better than you would prefer. I am well aware that a handful of you plotted and schemed to bring this treason about. I know this because this morning when I was making inquiries, two of you approached me and offered to buy my silence; my compliance."

A heavy silence descended upon the great hall. Gradually it was replaced with the anxious buzz of a hundred whispers.

Etriar groaned with disbelief and stood to his feet again. "Enough! ENOUGH!" He pointed a finger at Dantor and shook it, "Lord Broutfar we agreed to give you audience so that you could present your views on measures passed by this assembly. I will not allow you to cast accusations and to make threats toward the worthy men assembled here. Besides, you yourself endorsed Jantes before this assembly just seven days ago. Has your confidence in the man been shaken since that time?"

"I endorsed Jantes solely for appointment to General of the Bastion Guard! Your dual-appointment violates the LAW! The accords explicitly prohibit one man from commanding both the Bastion Guard AND the City Guard. I fail to see where there can be any room for debate. The first verse of a Bin'Partan's oath is to 'preserve the Empire'. By breaking these laws you have put the Empire in jeopardy."

Etriar approached Dantor and smiled. "Lord Broutfar you are a judge, a worthy judge it is true, but still only a judge. It is the Bin'Parta which ultimately interprets the law and makes the law. Upon occasion we are forced to change the law in the face of a clear and present crisis. The

laws you chose to cite were proposed and passed during periods of great crisis. Some of those laws were passed a hundred years ago by men who could not foresee nor understand the problems we are faced with today. That is the role of the Bin'Parta, as you mentioned, to preserve the Empire by putting forth solutions and actions against new threats. It was the feeling of this assembly that the Empire is facing the worst crisis of its history. We have merely taken steps to preserve the Empire. I needn't remind you that the Rader'Keem merely enforce those laws which are passed by the Bin'Parta. That is why we have closely guarded our right to appoint and remove judges."

Dantor scowled. "This assembly only has authority over the Rader-Keem. I'll remind you that the Var'Rader-Keem is appointed by the Emperor! In addition, Sageem wisely expanded the powers of my office. Those powers include the right to challenge the passing of new laws and the abolishment of written laws. I am exercising those powers."

Etriar frowned and held up his hand, motioning Dantor to stop.

"I will ask you to stop right there Lord Broutfar. This assembly no longer recognizes the powers you speak of. The Emperor is incapacitated and no longer has authority over this assembly. His recent behavior has forced us to take unfortunate measures...in the interest of preserving the Empire. This assembly has drafted and passed a decree stripping Sageem of his rank and incidentally, abolishing all laws instituted during his reign which we have deemed inappropriate."

Dantor was speechless. His knees began to tremble beneath the folds of his robes. The conspiracy had been



well planned and executed. He turned his gaze toward Jantes who seemed to be enjoying his distress. The bastard, he had engineered this.

"I would like to know on what grounds the Emperor was arrested and what you plan on doing with him."

"Two days ago," Etrian answered, "Sageem ordered General Jantes to enter the Temple of Benyar and to arrest the High Priest! Fortunately Jantes disregarded those orders and informed this assembly. It was only the latest, in a long series of frightening indications of Sageem's instability. The man, quite simply, has gone insane. It's only been a matter of waiting for the right moment to remove him from power. We didn't want any bloodshed."

Dantor ground his teeth and began to pace about. "Am I to understand that you took Jantes' word that such an order was given? The Emperor has discussed the matter of the Arden'Vas with me several times. His only desire is to have an audience with the new high priest and to ensure there was no foul play in the old Arden'Vas' death."

Etrian interrupted again, "Jantes' personally presented the written orders before this assembly. They bore the Emperor's seal. Lord Dantor, this matter was discussed at great length. This wasn't a rash decision or an act of

"A single order from this man and this city, the Empire with it, changes hands without so much as a whimper. Are you going to let him stand there and pretend he doesn't already hold the reigns of power?"

ambition on the part of a few. Don't confuse issues here. We do not question your sincerity or your loyalties. We have noted your concerns and I can assure you that those same concerns were debated here on the floor before we cast our vote. The decision stands! I might add that any attempt on your part to undermine that decision could only be construed as contempt and would be dealt with appropriately."

Dantor's face burned with anger. "So you are handing the Empire over to Jantes? Without due process? The Governor Electors will have something to say about that."

"No, I don't seek, nor want the role of Emperor." Jantes interrupted. He stood to his feet and moved toward Dantor. "And should this assembly offer the throne to me, I would be inclined to refuse it. My role in this is merely to

8. After Sageem was proclaimed Emperor by the military, he immediately set about reforming the political system of the Empire. These reforms were aimed at bringing more revenues into the Imperial treasury so (THEY be redispersed to those provinces which needed them. This caused a furor among the wealthier provinces, whose citizens resented being heavily taxed so that the poorer provinces could be developed.

preserve the peace, until the Electors decide who the new Emperor shall be."

Etrian jumped in, "Now, it is quite possible the Electors will insist on Jantes as the new Emperor, in which case we will do our best to persuade him to change his mind. We have already dispatched couriers with the details of Sageem's arrest to the provinces."

"Don't you realize what you have done?" protested Dantor. "You have placed the equivalent of five legions in one man's hands. A single order from this man and this city, the Empire with it, changes hands without so much as a whimper. Are you going to let him stand there and pretend he doesn't already hold the reigns of power?"

"We are not fools Dantor!" answered Etrian, "Jantes' office automatically terminates in six months, unless we choose to renew it."

"Six months?" said Dantor with disbelief. "And if at that time, he decides not to relinquish his command. Who do we call upon to convince him to yield? He commands the only soldiers in the city."

Etrian shook his head in dismay. "Dantor you look for shadows where they don't exist. We are officially at war with Kal Dez and that is our primary concern here. Keeping the peace within the Empire is of paramount importance. Sageem's reforms have proven to be very unpopular with the people.⁸ Their rage could break loose any day now. There are growing signs of civil unrest here in Soult Tet already. Why just last week five hundred citizens stormed the grainery in Stonepont Fret. Once the news of Sageem's arrest is announced, there is no telling what the legions who are still loyal to him will do. However, Sageem's following in the legions, is rivaled by that of Jantes. We hope when it is revealed he supports these actions, the military will fall in behind him. So you see, everything we have done has been in the best interests of the Empire."

"So Jantes plays savior and brings the Empire from the brink of ruin? He gains the support of the people and the Governor Electors are forced to follow suit. What of Sageem?"

"Sageem shall remain on Bowmar Island until it is decided what to do with him."

"Until you decide to quietly put him to the sword. Isn't that what you really mean?"

Etrian shook his head in frustration. "I am ending this discussion Lord Broutfar. You will be interested in knowing that we have decided to allow you to retain the office of Var'Rader-Keem for the time being. However, we have revoked the expanded powers instituted by Sageem. You are instructed by this assembly not to speak publicly on this matter. Do you understand?"

"Very clever, I must admit," said Dantor shaking his

9. "Treachery comes to light. Traitors are held accountable." Dantor is quoting the old Forcaran text of the Kaba-Troth. The quote is attributed to the King Saratar.

head, "You remove the Emperor from power and at the same time strip the Rader'Keem of their powers so that they are helpless to intervene. Are these the actions of noble men? Is it shame that requires you to order my silence?"

Dantor fumed. He spun on his heels and pushed past General Jantes and headed for the doors. He paused as he passed the scroll and picked it up. Turning his gaze toward Etriar and Jantes he scowled.

"You have made a mockery of the law. You have twisted it so that you may hide your crimes. I won't let this matter rest, I assure you. Ketra dar veemus. Vendar ketra vas!" With that he turned and departed.

Etriar looked to Jantes and furrowed his brow. "I told you he'd be against us. We should have brought him in on this from the beginning. If he manages to turn the Rader-Keem against us it could be civil war."

Jantes shook his head. "He's powerless and he knows it. He won't cause any trouble now. Surely he knows if he does, he must be eliminated. I don't believe Dantor has that kind of courage."

Etriar wiped his forehead. "It's the coward that acts irrationally out of desperation. That's what frightens me."



Day 324 Year 108

As the Commander's forward guard entered the gates of New Emberton, seventy-five war-drums and thirty-five brass horns began to play 'Vandre'Mars' the traditional song for a change-of-command ceremony. As the music crescendoed across the Imperial Outpost, Traetain Sagavar mounted his horse and took his place before his troops. When General Jantes had appointed him temporary commander of New Emberton, it was understood that Sagavar's replacement would arrive in a few short months. Jantes had given him a token command as a gesture of gratitude toward a younger inexperienced officer. Sagavar had hoped his successful attack against Rang Taw would convince the Provincial Governor of Holgen to make the appointment permanent. Instead, the Governor had expedited the arrival of his replacement and sent orders for Sagavar to confine his men to the Outpost.

As the new Commander's bodyguard filed onto the parade field, Sagavar looked over at his Battlelord, Geraar and smiled nervously.

"I can't believe it." the officer commented in a low voice, "Sending some fat General without a scar to his name to finish the job you began."

Sagavar was touched by the show of support. "I'm afraid the Governor wasn't impressed by our little foray. He's afraid the Grevans will retaliate on a massive scale."

"The Governor? When's the last time he's even seen a Grevan let alone faced one in combat?" said Gerrar with disgust. "The whole thing puts a twist in my spine. I tell you I'll resign before taking orders from this worm they've sent us. I tell you something else sir, the Governor is upset because you did something he hasn't been able to do in eight years; put Rang Taw on the run."

Sagavar motioned for him to be silent. The new Commander had just entered the gate behind his standard-bearer. Sagavar sat straight in the saddle and rendered a salute.

As the Commander approached, his standard-bearer peeled off to the side, leaving the two commanders sitting on their horses a few feet apart.

The Commander returned Sagavar's salute. His expressionless face cocked slightly as he noticed Sagavar was missing his right hand. He looked into Sagavar's eyes and nodded.

"Commander Sagavar" he said without the slightest trace of respect in his voice or demeanor, "I am Forlian Crass. I am officially relieving you of command."

Sagavar cast an unsettled glance toward Geraar. Apparently the new Commander wasn't going to go through the formality of a ceremony.

"Sir, I have scheduled an awards ceremony to coincide with the change-of-command. I was hoping you would do the honors of bestowing the awards on those men who distinguished themselves in our recent conflict."

Forlian slapped at an annoying fly and rolled his eyes. "I'm not sure awards are in order here. In any case, I will have to review the records before putting my seal on such orders. Dismiss your men for now Commander. I would like to have a word with you....in private."

Sagavar was shocked and angered. That this bastard would be cold and distant to himself was one thing, but to pass off the accomplishments of his men was another. He bit his lip hard, least he say something which could cost him his rank and title.

"Geraar!" he barked, "Dismiss the men and await further orders." He turned to Forlian and pointed toward his quarters at the edge of the parade grounds, "Sir, if you will follow me, I will show you your new quarters and we can talk further."

Forlian nodded his approval and fell in behind Sagavar. They trotted the short distance to the Commander's Residence and dismounted. As two soldiers tended to the horses, Sagavar escorted the Commander up the steps and opened the door.

As they were about to enter, Forlian paused and looked back across the parade field.

"Your men are idle Commander. Why is that?"

"The orders were to confine everyone to the Outpost sir. In recognition of their recent victory I've suspended training for the time being."

"Oh, I see." responded Forlian. "Well, I want to see them in full battle dress and practicing drills."

"By your command, sir."

"By the way, what were the extent of your losses Commander."

Sagavar gripped the hilt of his sword and squeezed. "Twenty-seven men sir. Nine more later died of injuries sustained during battle."

Forlian looked back to Sagavar and arched an eyebrow. "Would you call those acceptable losses."

"Acceptable? I don't understand your question, sir."

"Your report to the Governor described your assault as a 'complete and total victory'. It would follow that you deemed the losses taken as acceptable."

Sagavar's face reddened. Just what was Forlian insinuating?

"Sir, my report merely indicated that we achieved our aim."

"Our aim, Commander?" Forlian stared hard at Sagavar and smiled slightly. "I am curious as to who you refer to when you use that phrase. I must say, the Governor was thoroughly confused as to that matter."

"Is this your subtle way of telling me the Governor was displeased with my actions?"

"Displeased? I suppose you could describe his reaction in that manner. Let's just say the Governor wasn't happy to learn that you risked this entire region on a gamble, the results of which are questionable."

"Well, I'm sure I will be given an opportunity to discuss the matter with the Governor."

"Indeed you shall, Commander. Indeed you shall. The Governor requests your presence in Holgen at the earliest possible moment." With that Forlian turned and entered the residence.

They moved to the center of a large room where a wide oaken table lie blanketed in maps. Sagavar grabbed a bottle of wine and held it out to the Commander for inspection. "This is a gift from the men, sir. It's a bottle of Elder-berry wine captured from the Grevans. Shall I open it?"

The Commander's features softened for the first time. "Elder-berry you say? I didn't realize elder-berry grew this high. I would think it would be very bitter."

Sagavar produced a pair of glasses and poured. "To the contrary, sir, it's a remarkable variety. Pity there's such a shortage of it. The Grevans take poorly to agriculture."

He offered a glass to the Commander who accepted it eagerly. Forlian stepped up to the table and glanced over the assortment of maps.

"You'll need to brief me thoroughly before your departure. I'll need to know everything." He paused to take a deep drink which by the look on his face was a welcomed relief. "Let's start with the Grevans. What's the situation?"

"After our raid, the tribes moved back to their respective homelands. They must have believed our raid was only the first of many to come. By all indications, the Grevan League has disbanded."

"Disbanded?" asked Forlian with great disdain. "Do you really believe one surprise attack could break their spirit so completely?"

"Of course not sir. It won't be long before they reform

under new leadership. The important thing is, for the time being, they ARE fragmented. This would be an opportune time to attack and eliminate them one by one."

"Well, that's not your concern now. I will review the situation and act accordingly."

"Sir, it won't take the Grevans long to regroup. I've laid out plans for attacking the tribes which lie...."

"That will do for now, Commander." Forlian interrupted. "I'm weary and wish to retire. You will have dinner with me this evening and we will finish the briefing. You will depart for Holgen in the morning."

Sagavar was stunned. "Sir? I think it would be best if I took you on several patrols. There's much you should know. It could take several days to..."

"I think I can handle things Commander. We will discuss this later."

Sagavar saluted and turned to depart. He paused at the door and turned. "Sir, I would request a favor."

"A favor?"

"Yes, my Battlelord, Geraar. I would like him to accompany me to Holgen. He was instrumental in the raid. I would like him...."

"I have no use for him. He is free to go with you."

Sagavar's anger caused several veins in his neck to rise. "Yes sir. Thank you sir."

Sagavar stepped outside and leaned against the door.

Geraar spotted him and kicked his horse hard in the ribs. Galloping across the parade field, Geraar pulled back on the reigns and came to a halt before him.

"Well?" he asked anxiously.

Sagavar stepped toward him and shook his head. "I depart for Holgen in the morning. The Governor requests my presence. You're coming with me."

"Suits me, sir." growled Geraar.

"Look, Geraar." Sagavar whispered, "For all appearances you ARE coming with me. However, I want you to break off once we leave and ride hard for Soult Tet."

"Soult Tet? Why in Vaarch's six hells am I going there?"

"I want you to find General Jantes and explain the situation. If anyone can help us it will be him."

Geraar nodded his approval. "It will be an honor to inform the good General of what's unfolding here. You can count on me, sir."

"Get a good night's sleep. We'll be leaving at first light."

□

"Then the Raven said to Saratar, 'Why do you grow faint of heart good master? Do you not know that from these bones of ruin there shall arise another? An untamed youth with uncombed hair and bare feet. he shall rise in your image with your sword in hand. And though the entire world will be set against him, he shall prevail. Go to your death knowing that these things will take place. Take heart, for your name shall not be forgotten.'"

Kaba-Troth Book IV



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I need it more than you do! Will pay for your subscription to SHADIS in trade. Please write to
Mark Bannister, 75 Garden Court #C5,
San Francisco, CA

EDITOR'S SPECIALS

Clearing out my collectibles to make room for more.
Framed 8x10 B&W autographed photo of Van Williams in the role of TV's
THE GREEN HORNET
\$50.00

Authentic Roman Silver Coin. Dated 123-137 A.D. Emperor Hadrian on one side and Victory on the obverse. Make offer.

Complete set of Nazi-era postage stamps with A. Hitler's profile. Over twenty different stamps in all.
Make offer.

This is to inform the Bannister League the Drexel Coalition is officially declaring WAR!! I swear by the blood of my dead father Alfredo, that I will run you into the ground. BTW-please return the tanks and orbital-carriers you borrowed from me. I need them to wage an effective war. Warm regards-King Drexel.

Drexel is a dweeb! Rumor has it he's dating Janet Brady.
God, where does he find those interesting toys!

Muffin - Thinking of you always,
Waiting for the word from you, Pooh

PBM CONTACTS

CLUE FOR THE DESPAR BOYS
D712B08-SW5:TRN12.

With Shovel dig a grave fit for a king. Four rings of varying hue will provide the key to Four Towers. Throw no stones; take no prisoners.

PARTY FORMATION

GOAL: Extend the borders of the Empire; Suppress discension at home. MOTIVATION: Power and Money. ALLEGIANCE: GENERAL JANTESS FOES: SAGEEM, SAGENTHOR, TANDMAR.

Anyone interested in joining this party should indicate: Broken Lance as party/faction choice on Start-up sheet.

PARTY FORMATION

GOAL: Erradicate the Grevans; Restore peace with Kal Dez. MOTIVATION: Protect Trade Interests. ALLEGIANCE: SAGENTHOR/TANDMAR FOES: JANTESS, SAGEEM.

Anyone interested in joining this party should indicate: Grand Forge as party/faction choice on Start-up sheet.

I have been chosen coordinator for establishing Fleet Actions against Kal Dez. I will need 15 Commanders to command fleets ranging in size from 30 - 100 warships. If interested in these positions indicate: Fleet Commander on your Startup sheet for Occupation.

OVERTHROW SAGEEM!

Forming a new faction. OBJECTIVE: Place Scav Sagenthor on the throne. MOTIVATION: Return to Old Empire Values. ALLIES: SAGENTHOR FOES: Everyone else. Indicate MAGISTRATES on Startup Worksheet and then watch your back.
Be sure to read Bone's of Ruin part 8 carefully for more information

ORGANIZATIONS

Have you heard the senseless accusations?

"Gaming is Satanic",

Gaming causes drug & alcohol abuse"

"Gaming causes violent crime"

"Gamers are a secret cult which dabbles in the occult and make unholy sacrifices"?

WE SAY IT'S A BUNCH OF HOOEY!

If you are tired of right-wing fundamentalist disinformation slandering you and your hobby, maybe it's time you joined CAR-PGa.

The Committee for the Advancement of Role-Playing Games is an international nonprofit organization of gamers like you who want to advocate the hobby to the public as fun, healthy family entertainment.

SAY NO TO CENSORSHIP!!

There are many organizations working hard to outlaw RPGs, live role-play, paintball games, video games and other innocuous hobbies. Their aim is to control the "acceptable" forms of entertainment in the world, and consequently, you!

We need your help; we need researchers, talented individuals, and professionals (such as police, educators, clergy, and doctors) to assist us in our efforts. We need YOU. For more information, please send 52¢ US postage or an IRC for our free information kit & application for membership; write to:

CAR-PGa Inc. International HQ
Attn: Free Information Request
111 E. 5th, Bonham, TX 75418
(903) 583-3218 (Hrs 9-5 Central)

"THEY CALL THE DAMNED THING POST MARQUE!!"

POST MARQUE is the new mini-magazine devoted to Play-By-Mail Games. PM will make it's debut in SHADIS next issue.

Point of Contact: Patrick

THE MARKET PLATZ

OTHER RAGS

SELF PUBLISHER

Devoted to small press/self published materials. New Releases, Reviews, Cartoons etc. Send: 75¢ for sample copy to: Dimestore Stories Productions P.O. Box 360041 Strongsville Ohio

EGG

Experimental Game Group

Newsletter devoted to new game ideas. Features articles and rules on 'game philosophy'. Matrix-Games, Miniatures, RPGs etc. Send \$7.00 for yearly subscription to: Chris Engle 209 N. Clark Bloomington, Indiana 47408

STAR SONG

A quarterly magazine of fantasy, science fiction and horror. Send \$18.00 for year's subscription or \$5.00 for single issue (postage paid) to: Larry D. Kirby, III Rt. 2 Box 260-B St. Matthews, SC 29135

THE SCROLL

Publisher: Sage Lore Productions, Inc. Editor: Bob Anderson. A quarterly magazine devoted to role-playing games. Covers both fantasy and sci-fi. Yearly Subscription is \$10.00. Write to: Sage Lore Productions, Inc. P.O. Box 14616 Portland, OR 97214

SILVER GRIFFIN

\$2.85 per Issue. Subscription rate: \$20.00 Editor: Delvin Janax Covers role-playing games, fiction etc. Write to: P.O. Box 1751 St. Paul MN 55101

HIT POINTS

Publisher: NAARP, INC.
Editors: Janet & Roger Carden
Price: \$15.00/year The Newsletter of NAARP. Packed with useful game info and articles. NAARP is a Non-profit organization dedicated to promoting role-playing games. A very good read and highly recommended. Write to: NAARP P.O. Box 2752 Chapel Hill, NC 27515-2752 or call: (919) 967-9173

THE GAME ORACLE

A bi-monthly publication with RPG articles, game reviews and columns on PBM games. For mature readers. Write to: The Game Oracle 1851 N. Ivar #208 Hollywood, CA 90028 \$6.00 for 6 issues (1 year)

ALARUMS & EXCURSIONS

One of the oldest RPG publications in existence. Issues average 150 pages. Write to: 3965 Alla Road Los Angeles, CA 90066

HEXAGONE

This RPG publication hails from Canada and is published by a coalition of Quebec gaming clubs (AQJS). I'm told this publication is bilingual (French/English). Write to: C.P. 63, succ "M" Montreal, QC H1V 3L6; CANADA

SPACE GAMER - FANTASY GAMER

The Magazine of Free-Style Role-Play
P.O. Box 11424, Burbank, CA 91510-1424
Space Gamer returns (Again). This hefty magazine features a game in every issue.

GREY WORLDS

1008 Hillwood Drive Lewisville, TX 75067-5020 Publisher; Lem Richards Editor; Ross Henton Grey worlds specializes in Role-Master, Space-Master, CyberSpace and other related RPGs by IRON CROWN ENTERPRISES.

ROLEPLAYER

Box 18957, Austin, TX 78760 Publisher: Steve Jackson Games. This magazine is a house-organ for GURPS and other SJ Game products. Write for subscription details.

JOURNEYS

PO Box 1646, Bloomington, IL 61702-1646
Bi-monthly, published by GDW and serves as the house-organ for their new RPG system **Dangerous Journeys.**

SCAVENGER'S

519 Ellinwood, Osage City, S 66523-1329
This digest sized magazine is a treasure trove listing dozens of small press magazines around the country that deal with fantasy, sci-fi and horror. A must for the wann-be writer looking to break into the market.

The Guardsman

21611 Park Green Dr. Katy, TX 77450
One of the more curious small-press zines I've recieved. There is no listing as to who is the publisher, editor, subscription rates etc. The issues I've seen were very good reads. Write for further information.

KARMA LAPEL

P.O. Box 5467 Evanston, IL 60204-5267
Not a gaming magazine, but a very, very funny and interesting read. KL reviews other small press zines and generally has a good time doing so.

STROKE & DAGGER

Freman Publications, 9800 D Topanga Cyn. Blvd. Suite 145, Chatsworth, CA 91311
Mostly a miniatures magazine, though there are some gaming articles. Great art and how-to articles.

ITS MY GAME DAMMIT!

Ego Press, Lake Geneva, WI
Subscribers by invitation only.
No inquiries please.

HELP US KEEP CURRENT! IF YOU KNOW OF ANY GAMING MAGAZINES NOT LISTED LET US KNOW!

PLAY-BY-MAIL GAMES

LAWMAN

Moderator: Megaton Enterprises
23010 Lake Forest Dr. Suite 289
Laguna Hills, CA 92653
Players take on characters in the Old West as an Outlaw, Bounty Hunter or Lawman. Form posse's, raid towns, steal cattle, gunfights etc.
Turn fee: \$5.00 Startup Fee/Rules: ?
Number of Players per Game: 30+

BELTER

Moderator: Classified Information
Box 39 Sandy, UT 84091-0039
Players take on the role of president of a large space corporation in the year 2050. You make the decisions that will lead your company to fabulous wealth and power.
Turn fee: \$2.00 Startup Fee/Rules: Free

LAND OF KARRUS

Moderator: Paper Tigers
P.O. Box 1547 Glendora, CA 91740
Billed as an "Open Ended Power Game." Players control a group of creatures on the planet Karrus. Described as a wargame with some role-playing elements.
Turn Fee: \$5.00 Startup Fee/Rules: \$10.00

CONVENTIONS

HEROES'93

June 11-13, P.O. Box 1007, Hagerstown, MD 21741-1007; or call: (301) 733-4649
Guest include Jonathan Frid, Sandy Petersen and Eric Menyuk. \$30 preregistration.

NERD CON

August 32-33
Pat Boone Convention Center
Mayfield, Iowa
The first Nerd Con will be sponsored by St. Regis Paper Company and Delmor Pocket-Protectors. Guests include Pee Wee Herman, Wayne Newton and a cast reunion of the Love Boat. Be there!

WEE-LITTLE ADS

Fantasy Masterworks

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Georgetown, SC 29442-1275
Send for a free brochure or send \$3.00 for catalog.



**it creepeth by night.
it slithers by day.
it soon arriveth.
Earth has but five
years to live. Where
are the Heroes?**

KNIGHTS OF THE DINNER TABLE

WHEN WE LAST LEFT THE GROUP, B.A. HAD BEEN STRIPPED OF HIS STATUS AS **DUNGEON MASTER** BY A UNANIMOUS VOTE. AFTER MONTHS OF BEHIND-THE-SCENES MANUEVERING, B.A. FINALLY MANAGES TO REASSERT HIS CONTROL AND RECLAIM HIS TITLE.

OK GUYS, BEFORE WE BEGIN TONIGHT I WANT TO DISCUSS SOMETHING. I KNOW YOU'RE NOT GOING TO LIKE THIS, BUT I WANT YOU TO KEEP AN OPEN MIND.



TONIGHT, I'M GOING TO BE USING MY HOME-BREWED CRITICAL HIT TABLES. NOW I KNOW WHAT YOU'RE THINKING, BUT I'VE REALLY MADE SOME...

NOW JUST A DAMN MINUTE B.A! WE'VE BEEN OVER THIS ISSUE BEFORE. I'M NOT GOING TO ALLOW OUR CHARACTERS TO BE KILLED WITH YOUR CRAPPY CRITICAL HIT TABLES AND THAT'S **FINAL!**

HUH?
WHAT'S THAT?

YEAH, TELL 'EM LIKE IT IS DUDE.



HEY! YOU'RE JUST A LITTLE OUT OF LINE AREN'T YOU DAVE? AFTER ALL I AM THE **DUNGEON MASTER** HERE YA KNOW!



THERE YOU GO AGAIN! OFF ON THAT POWER-MANIA TRIP. THE TERM **DUNGEON MASTER** IS DEGRADING TO THE PLAYERS. IT IMPLIES WE'VE GIVEN UP OUR BASIC RIGHTS OR SOMETHING. I PROPOSE WE CHANGE IT.

CHANGE IT? WHAT IN THE HELL ARE YOU TALKING ABOUT? YOU CAN'T GO AROUND TAMPERING WITH OFFICIAL TITLES. **DUNGEON MASTER** IS A TIME HONORED TRADITIONAL TERM, GENTLEMEN, I WON'T GIVE IT UP WITH OUT A FIGHT.

HOW ABOUT "DUNGEON CUSTODIAN"? OR MAYBE "GAME TRUSTEE"?

"TRUSTEE" COULD WORK, DENOTES RESPONSIBILITY WITHOUT SUGGESTING AUTHORITY



WHILE WE ARE ON THE SUBJECT, I PROPOSE THAT A GROUP CONSENSUS AMONG THE PLAYERS CAN EFFECTIVELY VETO ANY GAME TRUSTEE CALL.

I NOMINATE DAVE AS OUR PLAYER REPRESENTATIVE! WE SHOULD HAVE THOUGHT OF THIS YEARS AGO. WE SHOULD ORGANIZE!

AND I ACCEPT THE NOMINATION. I SUGGEST WE BREAK AND DISCUSS OUR PLAN OF ACTION.

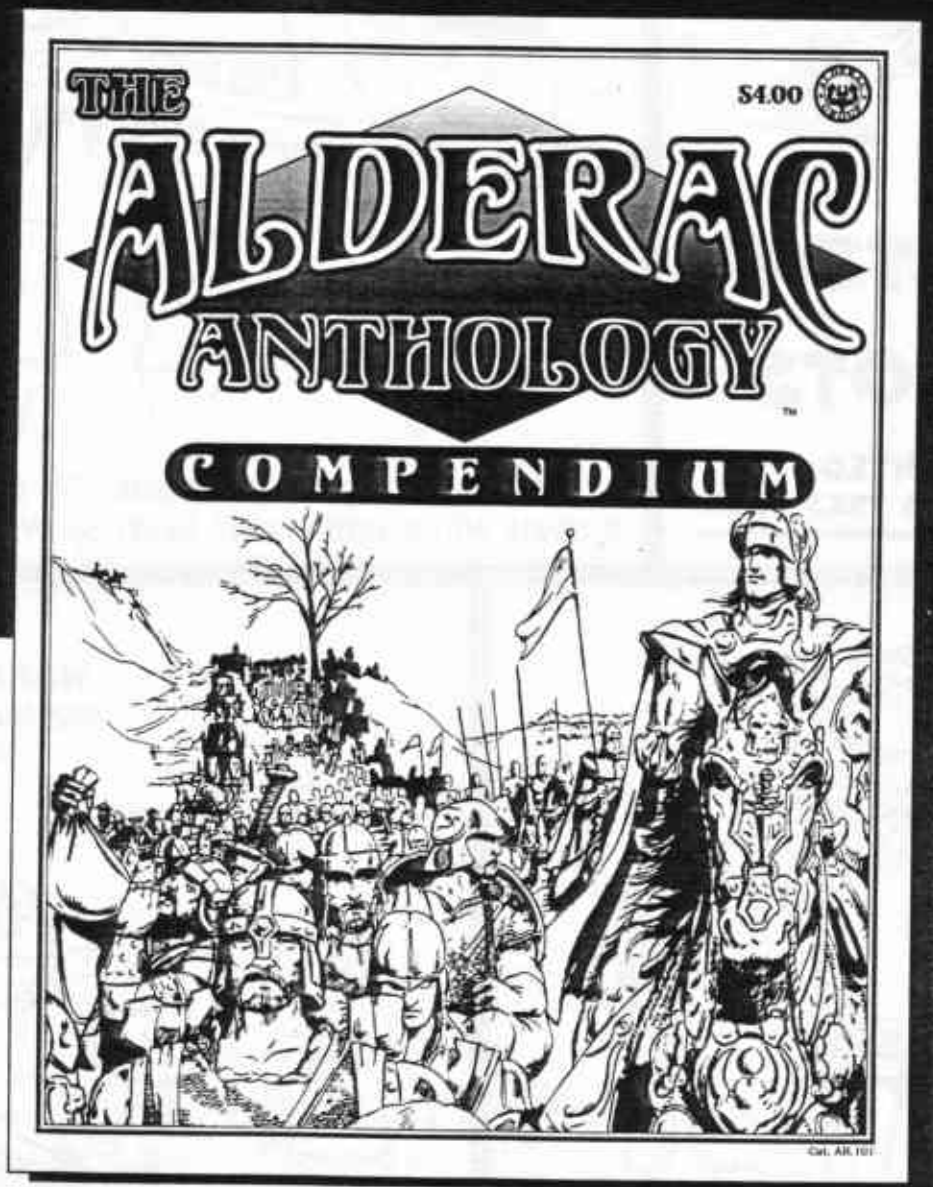
MY WORST FEARS HAVE COME TRUE. MY PLAYERS HAVE **UNIONIZED!!**

HMM... I THINK YOU'RE ON TO SOMETHING

SOUND'S GOOD TO ME

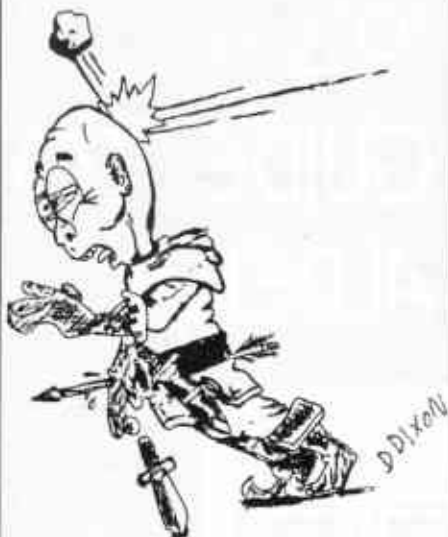


COMING IN '94 YOUR COMPLETE GUIDE TO THE WORLD OF ALDERAC



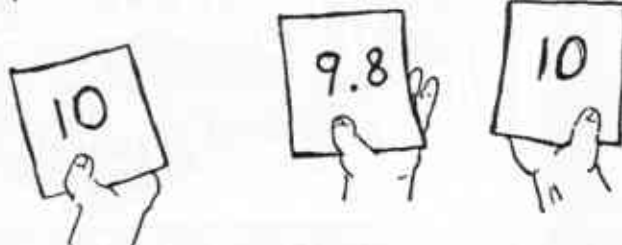
- Dozens of Maps and Charts
- Political Entries - over 24 principalities fully described!
- Illustrated by George Vrbanic of Infinite Images.
- Detailed bios on all the main characters of the Alderac Anthology.
- Extensive time-line and history of the Ragean Empire.
- In depth coverage of the Zelarian Mythos
- Compatible with the Alderac PBM campaign!





PARTING SHOTS

**WANTED!
TOONS FOR THIS PAGE.**



WHILE EXPLORING THE ICE CAVERNS, THE EXPLORERS STUMBLE INTO A FROST GIANT TALENT SHOW...AND **WIN!**

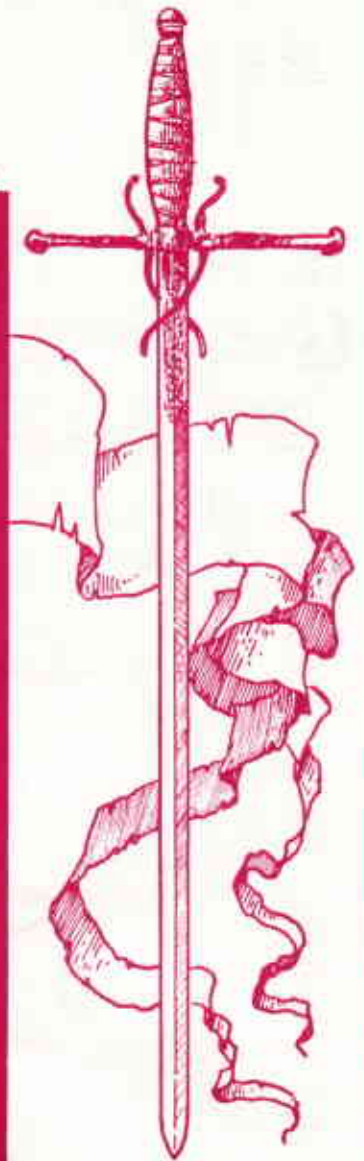


LISTEN COACH, I'M NOT GOING TO TELL YOU AGAIN.
STOP ANIMATING THE PIG-SKINS!



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a new magic system for AD&D
Gary Gygax Interview*



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a system for maritime trade in FRPGs
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Role-Playing Games on Trial!*



ISSUE NO.#6- \$3.50
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MATRIX GAMING
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