ISSUE TWENTY-TWO

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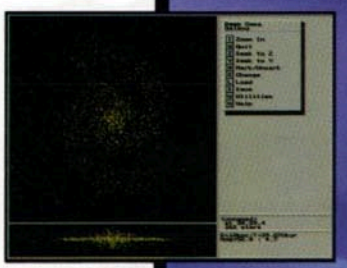

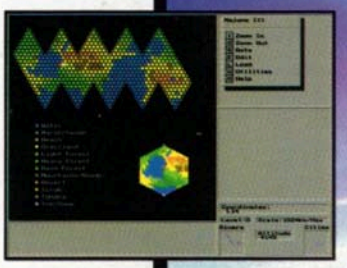

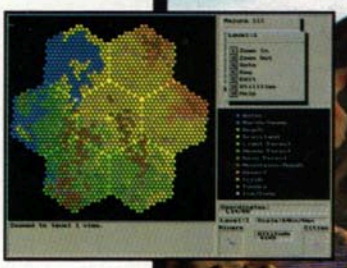

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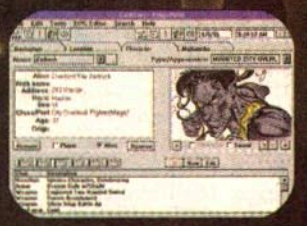

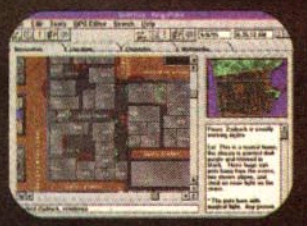

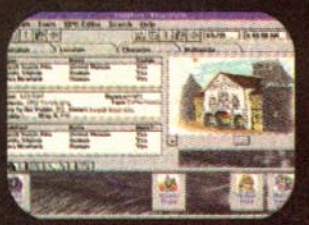

It's as serious as your heart's frenzied jump against the walls of your chest. As heavy as the pouch you just snatched. And as worrisome as the crowded cobblestones of Kingspoint where so many saw and pawed you, as you navigated the snaky streets.

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The Independent Games Magazine

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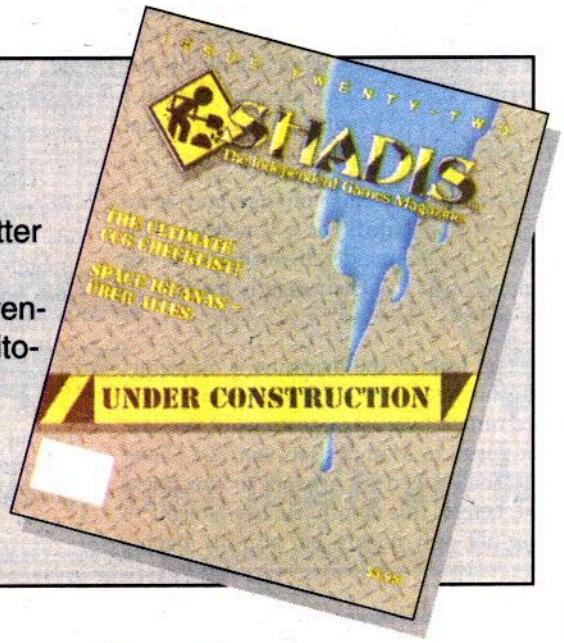
About the Cover:

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



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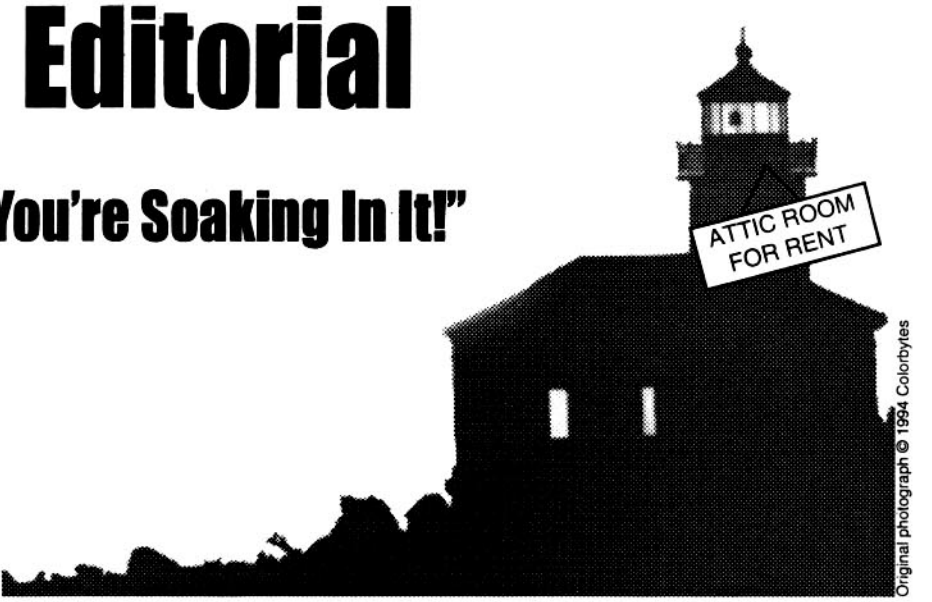
Our policy — written in stone — is that **SHADIS** will not review products produced by **AEG** and that **AEG** is limited to one full page ad per issue. In addition, articles relating to **AEG** games will be limited to two issues per year — not to exceed a combined total of fifteen pages for both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

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

Editorial

"You're Soaking In It!"



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

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

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

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

SHADIS-watchers may be wondering where Issue #21.5 is. The half-issue idea has been retired; SHADIS Presents may occasionally occur as a bonus, large issue, possibly quarterly or twice a year, but its future is still up in the air. Meanwhile, we've gone monthly. There will be a full issue of SHADIS every month, but it won't be 112 pages; it'll be 96. This is the same total page count as before (when it was 112-80-112-80), but with a full issue every month. Other changes will include:

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

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

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

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

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

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

—D.J. Trindle

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Spies For the Holidays

More From the World of Real Spies

By Dave Dollar © 1995
Art by John Kovalic © 1995

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

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

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

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

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

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

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

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

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

"No."

"Oh."

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

"But sir, it's Christmas!"

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

"Can I go to Beirut?"

"No."

"Lebanon?"

"No."

"Bosnia!?"

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

Real spies don't like vacations much for one simple reason; while you are not working, N.A.T.O. temporarily suspends your L.G.M. (License for General Mayhem). As a result, operatives who, for the last three-hundred and sixty-four days, have become accustomed to "firing at will" and solving the simplest household dilemmas via the use of high explosives, are abruptly told to "act like a regular person." This is extremely difficult, not just because C-4 really lays waste to the toughest drain clogs, but also because being a spy is fun! Really, it is. Demolitions class gave me hundreds of new ideas for my model railroad, and all my bathtub toys are now armed with working depth-charges.

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

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

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

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

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

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

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

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

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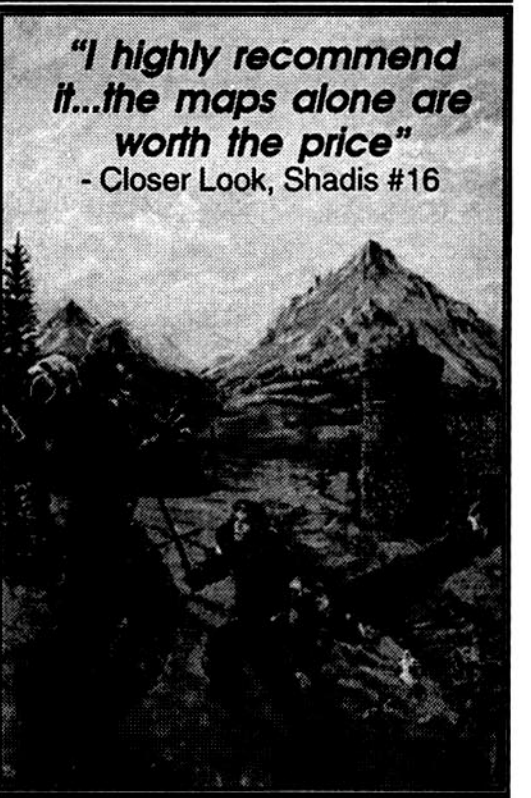

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"For two days the clashing fleets littered the sea with
of battle drew to a close, rising smoke muted the
At sunset, the Anuirean line of battle broke: In
el-Arrasi led his fleet to grapple
"As far as one could see, ships closed men
across enemy decks.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

December Releases

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

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

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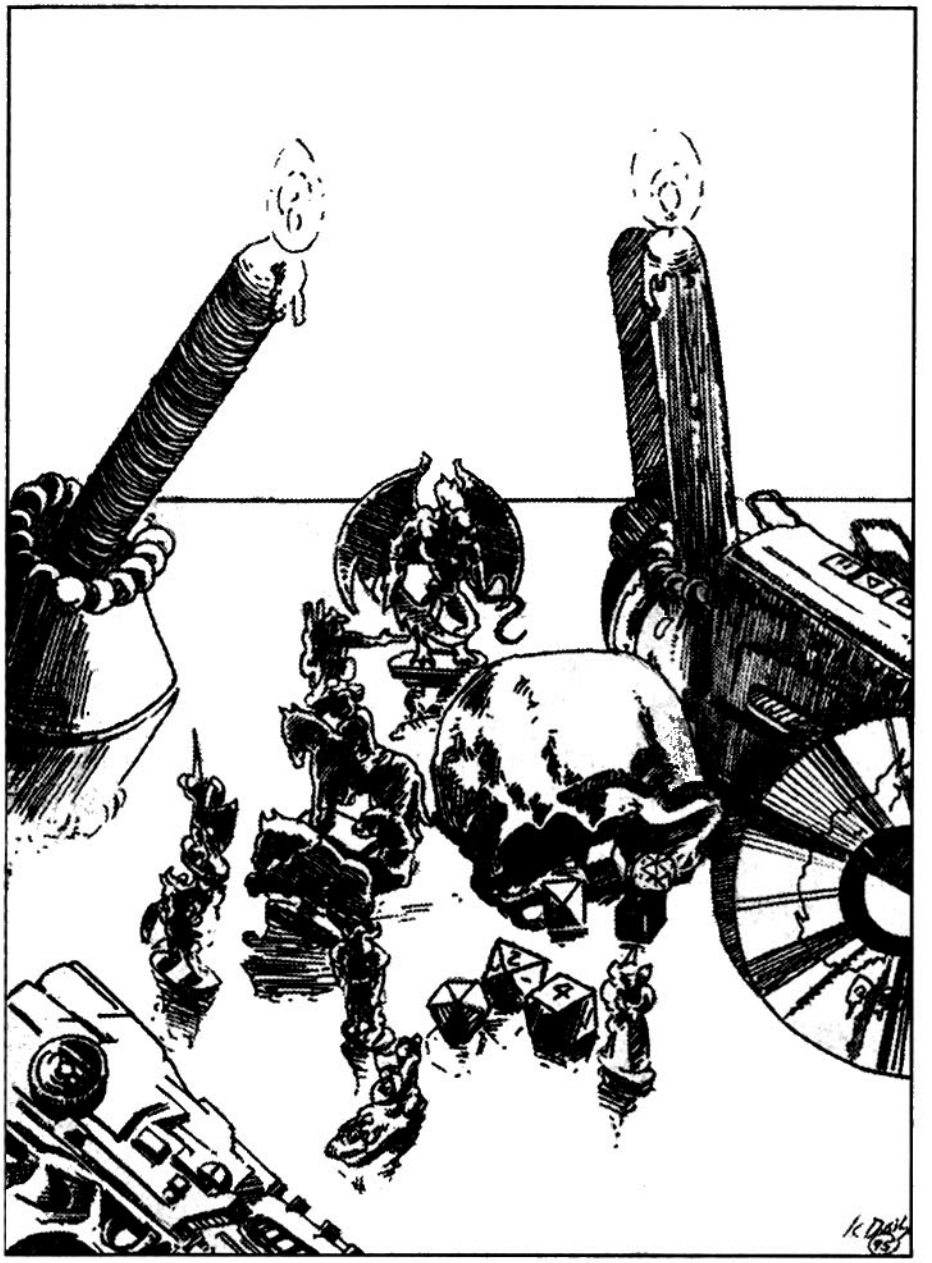
What's On the Table Besides Dice

Playing with Props

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



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

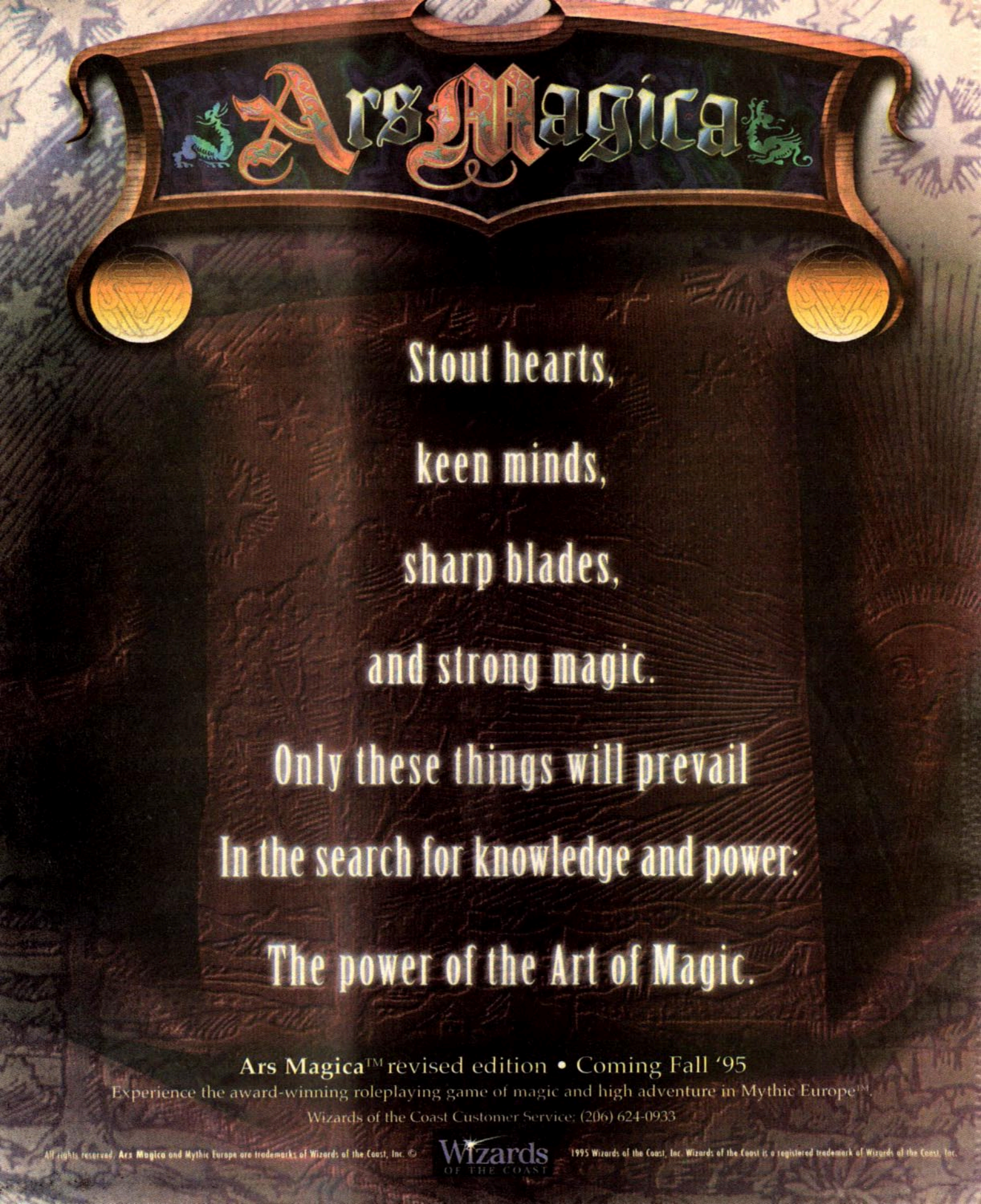
Well, it may have been fun — once or twice. But after awhile, I'll bet, the novelty wore off and the effort of putting together all those props became more than it's worth just for a friendly game of table-top role-playing. Not to mention awkward and dangerous with candles dripping, cloaks and arms flailing,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

So was it a worthless idea? Absolutely not!

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

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

Personally, I love to use props — just so long as they don't dominate the game. As a player, props help me to "get in character." I'm not a trained actor, so I'm not the best role-player in the world. Props help me to feel as if I'm actually a different person. Some people criticize them as a crutch, but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who cares? If it works, and you have fun in the game, go for it. As a Game Master or Storyteller, properties help me increase suspense and drama in the scenes I present to my players. I've found many and diverse ways to integrate props into a game, yet keep them simple and easy.

Player Props — Aids to Getting In-Character

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

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

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

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

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

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

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

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

GM Props — Enhancing the Drama

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

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

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

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

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

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

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

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

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

Juxtaposition Music: Finally, if you feel thoroughly confident in your ability to sustain a scene through conventional role-playing techniques, you might try playing Juxtaposition Music. This is music opposite to what one might expect to accompany a particular scene. For example: a beautiful operatic aria during a bloodbath battle. Or a religious chant during an atheistic villain's monologue wherein he describes all his plans for world conquest. Or a precise waltz underscoring a long-in-coming duel between disagreeable personalities.

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

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

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

Of course the cheapest sound effects are those you can make with your hands, mouth or household items. Raid your kitchen for metal, plastic and glass items that clink-and-clank, scrape-and-scratch, or bonk-and-clunk together interestingly. Start a kitchen timer ticking when the players are defusing a bomb, or any other intense, "time is running out" activity. Tap off the unseen footsteps of a stalker. Rattle some nails and screws in a jar for the sound of machinery. Tune a radio to static or "ghost signals" for the ambience of an abandoned ship.

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

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

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

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

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Medieval Credit Cards

The Role of Gemstones Through History

Article and Artwork by Jeffrey Yette © 1995

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

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

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

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

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

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

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

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

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

Armenian stone — see lapis lazuli.

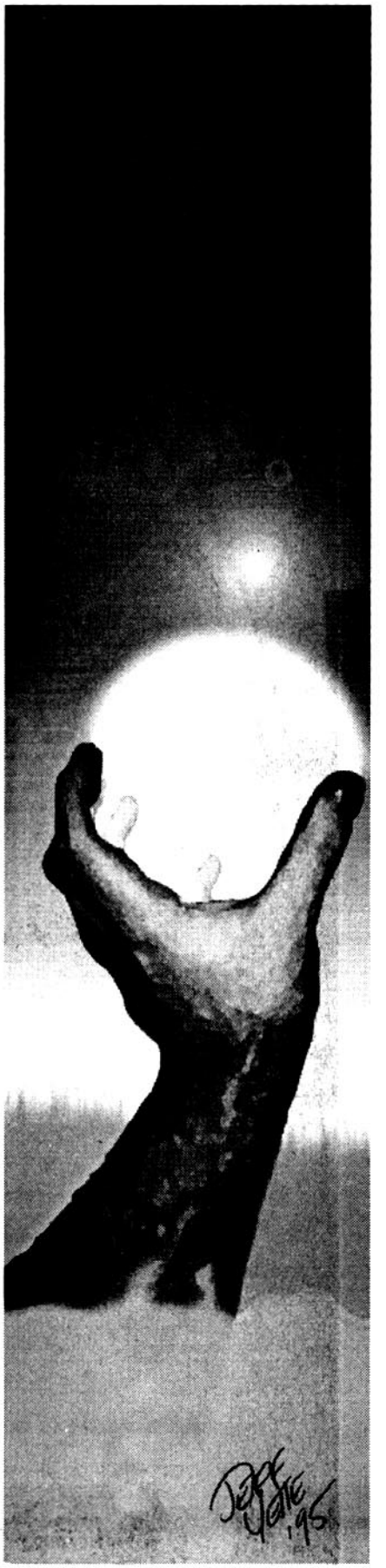
asisu — See figius.

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

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

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

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



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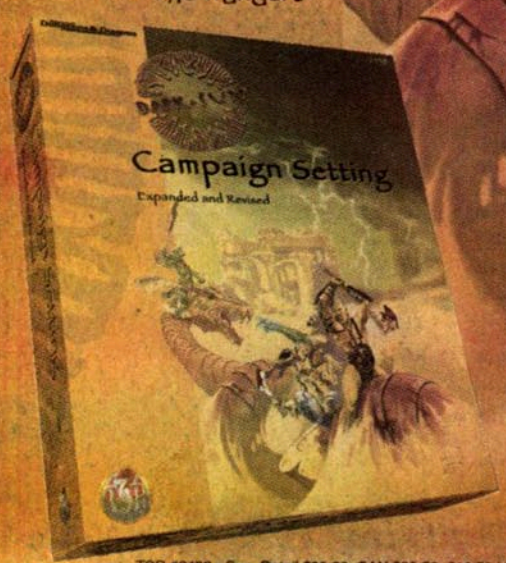

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brimstone — The old world term for sulphur.

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

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

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

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

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

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

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

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

crisolite — See chrysolite.

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

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

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

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

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

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

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

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

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

galgate — See pyrite below.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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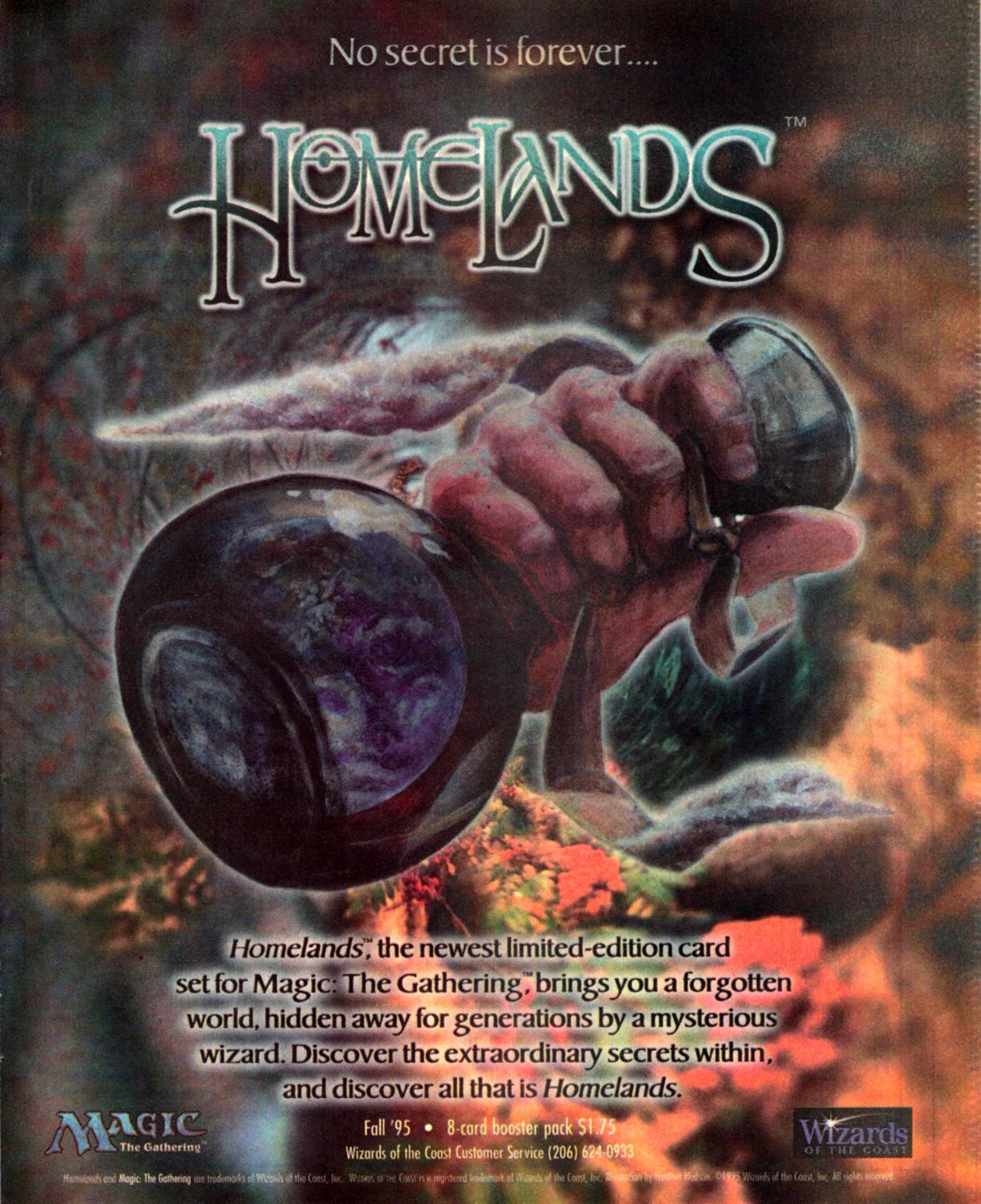

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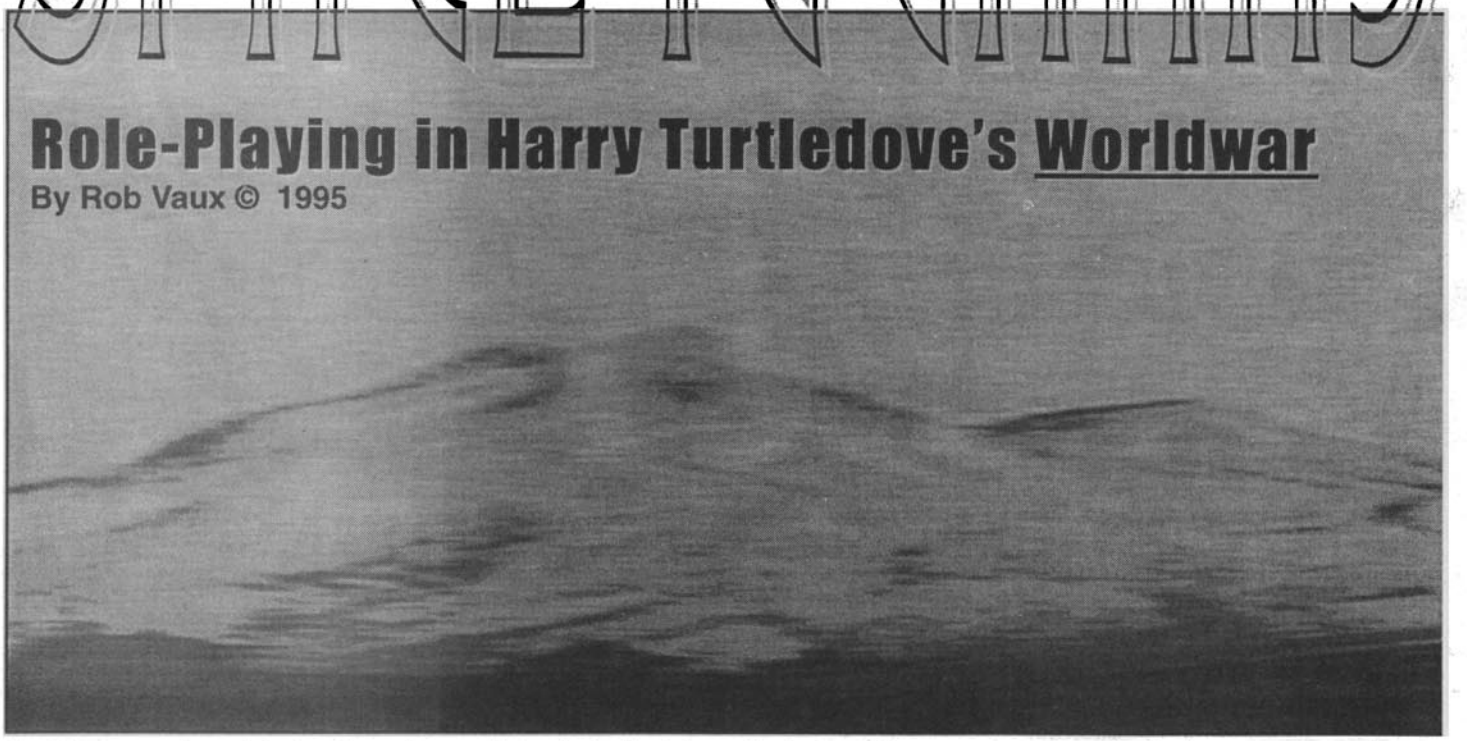
SPACE IGUANAS

Role-Playing in Harry Turtledove's Worldwar

By Rob Vaux © 1995



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

From a cloud just below him, a silver flash appeared, and he dove his plane to match it. His guns spat out a rattle of a thousand rounds in desperate pursuit of the blur, trying to capture it and make it burn the way it had made so many of the Luftwaffe's planes burn. No such luck. With effortless ease, the killercraft shot around and locked its own weapons on the hopelessly slow Messerschmidt. Just before the fire seared his face to oblivion, Kurt thought he could see the other pilot through the windshield — its scaly, inhuman face cracked in a hideous grin...

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

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

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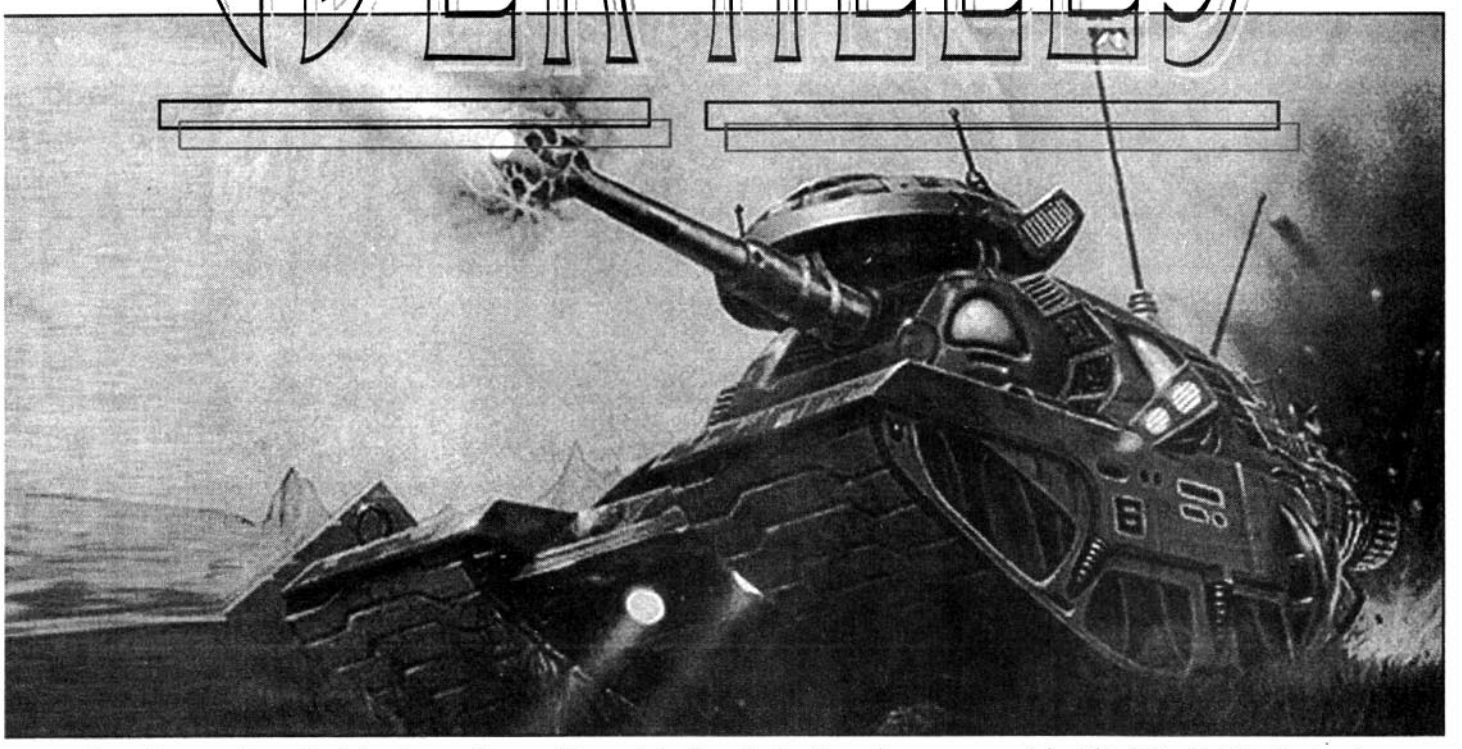

Or so it seemed, until sci-fi writer and history professor Harry Turtledove released the first book in the *Worldwar* series. An ongoing epic of four volumes, *Worldwar* managed to revive the notion of good old fashioned space invaders while simultaneously providing a terrific framework for role-playing.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

It's May, 1942. The armies of the world are locked in vicious, deadly combat across every corner of the globe. In Europe, Hitler's dreams of domination are all but realized, with only England remaining in defiance of his tyranny. Russia and Germany lie in an ideological death grip, as millions of dead on both sides pile up on the steppes of the Ukraine. Asia lies at the feet of Japan's imperialist expansion, while the United States slowly turns its industrial might towards avenging Pearl Harbor. And in the heart of Poland, the first steps of a "final solution" against the European Jews are being enacted by Nazi occupiers. Never before has humanity been so divided, never before has the fate of our planet been so much in doubt.

And then they came: a fleet of huge spaceships piloted by reptilian invaders from beyond the stars. "The Race," as they called themselves, had arrived to conquer the Earth and make it their own. They moved quickly, utilizing their superior technology to brush aside our forces like toys. Mainland China was seized from the Japanese, as was occupied France and most of the Third World. The Russian front was divided up the middle, the United States cut in half at the Mississippi. And nothing we had seemed capable of stopping them. Suddenly, our all-but insurmountable differences had to be shunted aside, and lifelong foes had to join forces in the face of this common threat. To do otherwise was to risk eternal slavery at the hands of an utterly inhuman foe. Slowly and grudgingly, the divided forces of mankind joined together in defense of their planet... and thus the true worldwar began.

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

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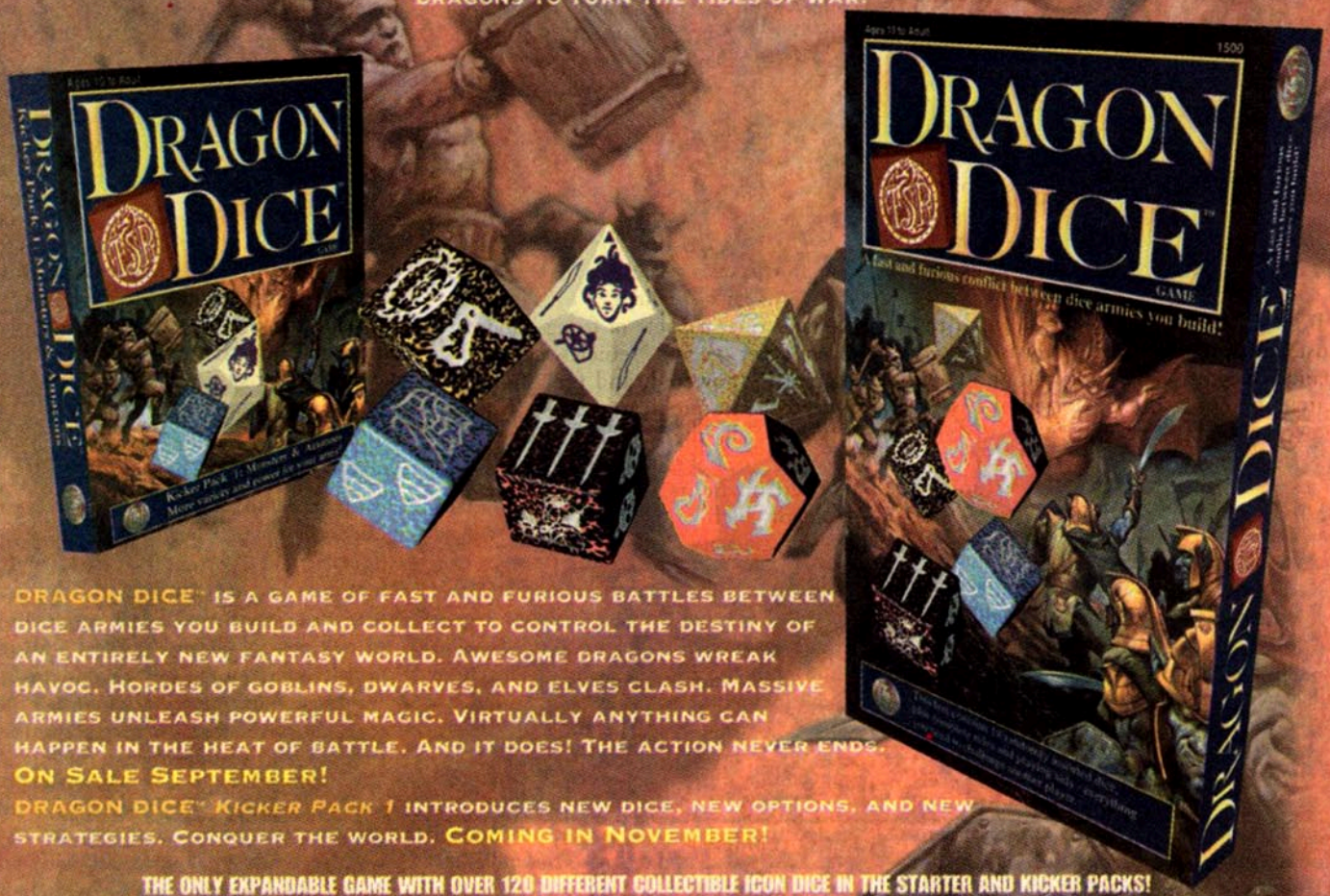

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ance, with two more promised in the near future), as well as the more "mundane" histories of World War II. A healthy overview of other alien invader stories can be useful as well; *War of the Worlds* is an obvious one, and the original miniseries *V*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

The Race

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

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

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

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

The army which landed on Earth in May of 1942 did so through the use of interplanetary travel (of course). A conquest fleet of numerous ships under the Lizard Fleetlord Avtar was launched from Home several decades before, its inhabitants hibernating within "coldsleep" coffins to await revival upon arrival. A second fleet containing colonists and settlers was launched some twenty years after them, assuming that a peaceful, pacified Earth will be waiting at the end journey (the colonization fleet is set to arrive sometime in the 1960s). Some of the Race's ships have remained in orbit, but many have landed on occupied areas of the planet — impossibly huge towers visible for miles around. From them, the Lizards launch their forays against Earth's armies, expanding their territory further and further. Only a few have thus far been damaged by the efforts of Earth's forces.

Weaknesses

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

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

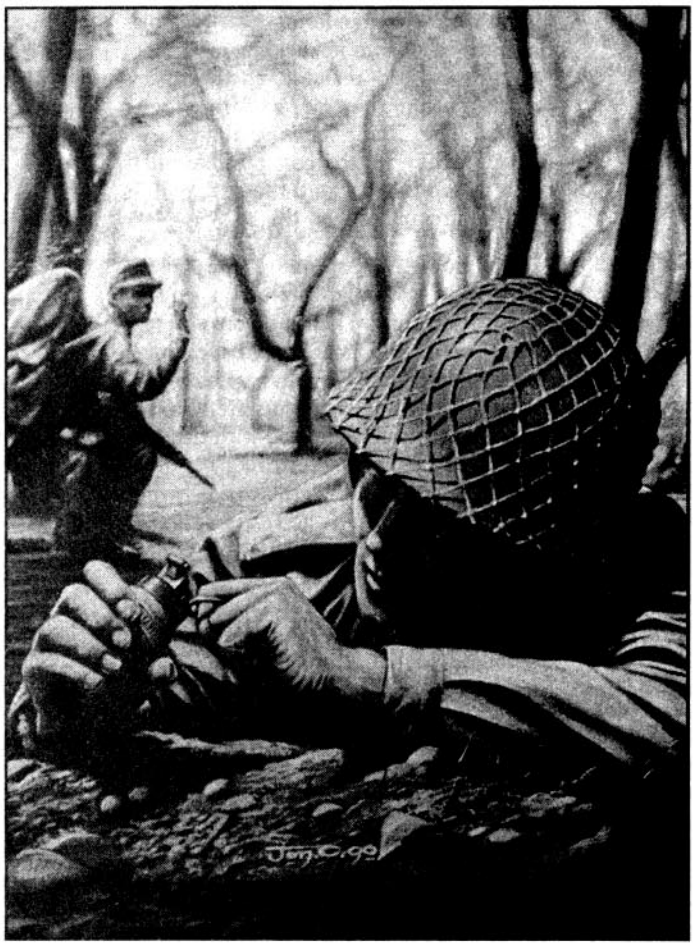
history) make it all but impossible to simply withdraw, and the conquest went forward as planned. But our staggering level of advancement has caused a serious crimp in their schemes for the planet.

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

Their most formidable weakness, however, lies not in military resources or rapid response capacity, but in something far simpler. The ginger spice, a household flavor-enhancer suitable for any family dinner, is horrifically addictive to the Race. A few grains on the tongue produces feelings of euphoria, invincibility and unassailable optimism while simultaneously reducing focus, reaction time and hand-eye coordination. As with most addictive chemicals, greater and greater amounts of the spice are required to reach these feelings, and coming down hits harder and harder every time. Addicts can often think of nothing save the spice they crave, which — coupled with their increasing physical impairment — makes it all but impossible to perform at peak effectiveness. Few are capable of resisting the addiction once felt, and as the war progresses, it spreads further and further into the Lizard ranks. Its final impact on the outcome of the conflict can only be speculated on, but it's clear that the Race has not profited by its introduction.

The World

Before the coming of the Lizards, history had progressed exactly the same way it had in the real world. World War II began on Sept. 1, 1939 with the German invasion of Poland. France had fallen in May of 1940 and the Battle of Britain had taken place that fall. Pearl Harbor was attacked on Dec. 7, 1941, and Germany had invaded Russia several months earlier. All of the events, historical figures, and national/ideological allegiances existed and occurred exactly as they did in the real world.



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

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

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

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

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

America

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

Europe

Europe is a patchwork of Lizard/human control; the Race has carved out a huge foothold along the Russian front, including Poland and large tracts of the Soviet Union. In addition, Spain, Italy and southern France are also in Lizard hands, and the southeastern part of the continent has taken a tremendous beating from air raids. Germany has been forced to cede much of its territory conquered early in the war, but continues to fight with a ferocity only Germany is capable of. Berlin was the site of a nuclear attack by the Lizards (just as Washington was). While hundreds of thousands were killed and a significant number of the Nazi Inner Circle incinerated, Hitler himself survived, and has continued to push his beloved Fatherland toward defeating the invaders. Whether this is a good or bad thing has been a matter of some debate among Earth's other inhabitants, but none can deny *Der Führer*'s effectiveness in combating the Lizards. Germany remains the greatest obstacle in the Race's quest for domination.

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

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

Asia

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

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

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

Politics

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

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

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

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

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

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

Role-playing in the World of Worldwar

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

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

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

The war in China is mostly underground, consisting of guerrilla raids and sneak attacks augmented by the more direct tactics of the Japanese army. Clandestine operations are the name of the game here; characters will most likely conduct hit and run raids, carry out assassinations, or participate in smuggling operations. Within the urban centers, active resistance is a little more downplayed in favor of more secretive activities; steamy intrigue, midnight meetings and mysterious packages delivered while dodging Lizard patrols are the order of the day.

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

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

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

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

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

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

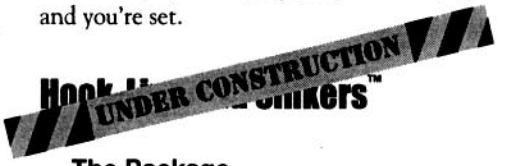
Another great way to get the players together is to have them captured by the Lizards and subsequently escape (see below). The Race took many captives during their initial raids and threw them together with little regard to ethnicity or nationality. The group could find themselves in a camp on foreign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

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

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

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

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



The Package

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

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

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

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

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

If de Gaulle Could Do It...

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

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

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

"Zer Vill Be No Escepes From Zis Cemp!"

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

L: During their plans, an independent escape attempt is discovered by the Lizards, and the perpetrators are executed. The camp commander warns the remaining prisoners against future escapes.

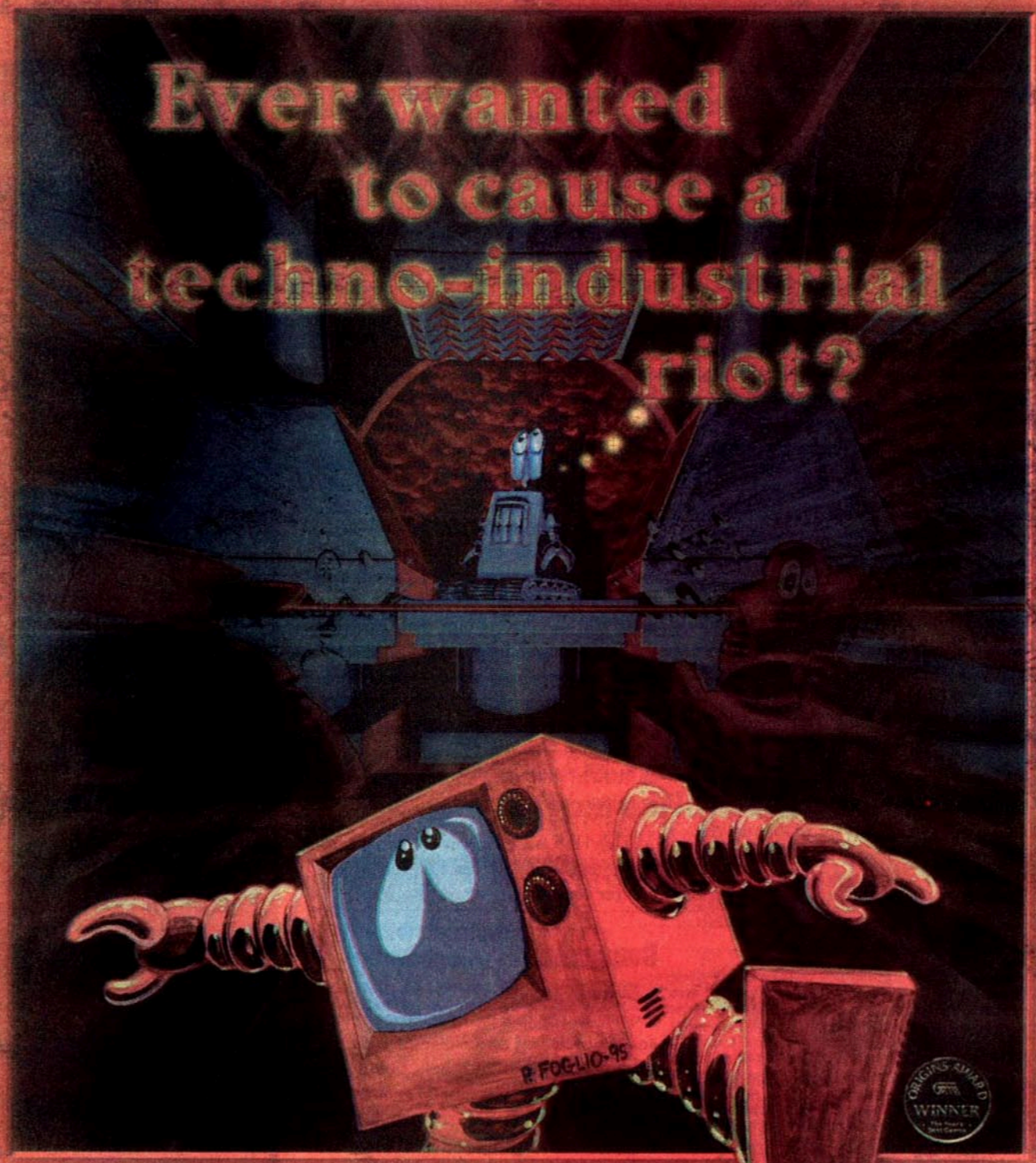
S: The players, being the cocky bastards that they are, ignore the warning. They put their plan into action and surprise! It works. Once free, they must make their way through occupied territory to reach a friendly power. Knowing that capture and return to the camp would mean a death sentence, the players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

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

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

Conclusion

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



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Nexus Park

Mutual of Oh My God's Wild Kingdom

A wilderness setting for Nexus: The Infinite City

By Rob Heinsoo ©1995

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

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

The Park

Tech and Magic Varies

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

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

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

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

The Park's Geography

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

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

The inner core of the Park is known as "the Green," "the Rough," and "the Core." It contains much rougher terrain that often blocks line-of-sight completely: forests, jungles, badlands, cliffs and mountains. Reality chunks in the Green are usually smaller than in the Flats, anywhere from two hundred yards to a mile in diameter.

The Nexan Family Tide Table: Picnics in the Park!

Low Tide

Funny-looking hyenas

Bring the kids

Rising Tide

Watchful wolves

Watch the kids carefully

Moderate Tide

Dire wolves

Watch the kids get carried away by dire wolves

Surf's Up

Killer dinosaurs

What kids? Are you crazy?

High Tide

Things that prey on killer dinosaurs

Time for you to join the kids

—excerpted from *Nexus Life* magazine

The Tides

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

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

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

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

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

Tide-related Slang

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

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

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

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

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

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

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

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

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

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

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

The Wind

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

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

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

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

The higher the Tide, the easier it is to 'hear' the Wind and properly recognize which direction it is coming from. The Check to tune in to the Wind is made using the Charisma statistic, reflecting the Park's sensitivity to visitors' self-concepts. At the GM's option, nature-oriented PCs may receive a bonus on such Mnd:Cha Checks. Failure to properly hear the Wind can have several effects. In some cases the GM should inform the characters that they can't hear the Wind properly; in other cases the characters misjudge the Wind and receive incorrect information.

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

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

High Park

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

Groups Associated with the Park, AKA "Parkies"

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

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

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

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

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

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

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

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

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

Entering the Park

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

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

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

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

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

Wind Gates

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

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

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

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

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

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

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

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

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

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

Sun Gates

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

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

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

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

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

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

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

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

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

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

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

Exiting the Park

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

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

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

Story Ideas

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

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

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

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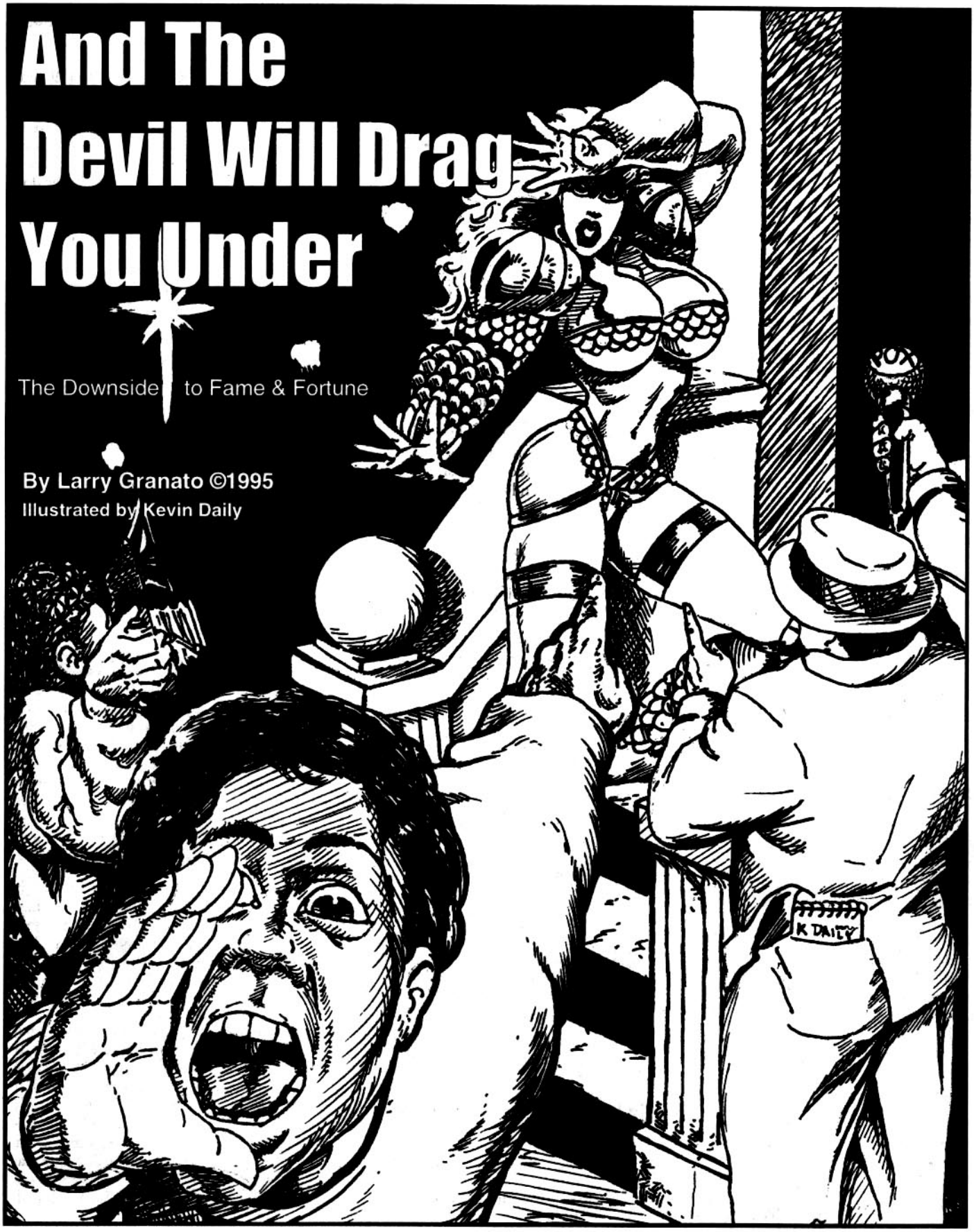
And The Devil Will Drag You Under

The Downside to Fame & Fortune

By Larry Granato ©1995
Illustrated by Kevin Daily



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

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

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

Fame

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

A PC who's often been ignored or rudely treated under various social circumstances will suddenly find strangers fawning on her when she becomes famous. This may seem like fun, until she realizes that this friendliness is merely a facade, and these people don't see her as an individual, just a celebrity to be exploited (see #4, #7, and #27).

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

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

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

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

Fortune

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

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

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

Anyone who makes a lot of money tends to attract the attention of the government (#17), in addition to less desirable persons (#11). Naturally, anyone who wants money will show up as well (#9 and #21).

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

Effrontery

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

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

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

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

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

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

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

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

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

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

9. Agents, Public Relations Reps, Managers, Promoters, Lobbyists: If the PC doesn't have someone to represent her, then these people will constantly pester her for the job. Their usefulness lies in handling and diverting many of the annoying situations that come with notoriety, like those listed in this table. However, they will want a cut of the take, and may misrepresent the PC to the public, in addition to interfering in her personal life. Some are not honest in their dealings.

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

11. Conniving Con Artists: High class, sophisticated swindlers try to defraud the PC. The best con artists are not sleazy types but seemingly respectable ones, for instance, merchants or businessmen of spotless reputation (until now, that is).

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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The Ultimate Card List

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

With the occasional exception, all of the lists are formatted in the same way. They're sorted first by set, and then by card type. Within each sorting by card type, the cards are listed alphabetically. Rarities are given for each card. Most card games have three levels of rarity: Common (C), Uncommon (U), and Rare (R). Some games have Ultra-Rare (UR) or Ultra-Common (UC) cards as well. Games which don't follow this pattern have an explanatory note attached to them.

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

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

SHADIS
The Independent Games Magazine

Battlelords

Optimus Design Group

Battles

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

Battlelords

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

Equipment

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

Hotspots

- Abel C
- Alpha-2 C
- Annogrebia U
- Auckland C
- Balshrom C
- Beta Delphis U
- Binghamton C
- Coandas C
- Connec C
- Drendlets U
- Drenels C
- Edtne C
- Evance R
- Faraway C
- Fear C
- Ghalak C
- Grandle Hospis U
- Harper's World C
- Huma C
- Jaloon R
- Jilleal C
- Kente C
- Kermadec C
- Killing's Asteroid C
- Krisr C
- Krytea Naval Yard U
- Makin C
- Mentio C
- Misery C
- Naxtar U
- Nephgia 6 C
- Nitros U
- Nreil U
- Omus U
- Ophea C
- Puringa C
- Slanger C
- Ssithiss C
- Suelmma C
- Talberma C
- Uottre C
- Uro's World R
- Xxipt C
- Yeppter C

Matrices

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

Missions

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

Operations

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

PUDs

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

Battlelords

Optimus Design Group

- ____Tsa Zen Hacker ..... U
- ____Tsa Zen Warlock C
- ____Zend Medic ..... R

Wild Events

- ____Aeodronian Incursion ..... U
- ____Aeodronian Invasion ..... R
- ____Alliance Crackdown ..... R
- ____Antidote ..... U
- ____Arachnid Invasion ..... R
- ____Bank Folds ..... R
- ____Bar Room Brawl ..... R
- ____Battlefield Promotion ..... U
- ____Blacklisted ..... R
- ____Blockade C
- ____Civilian Security Sweep C
- ____Computer Theft ..... U
- ____Cornered C
- ____Credit Card ..... U
- ____Cyber Ghouls ..... U
- ____Cyber Rejection ..... U
- ____Defection ..... U
- ____Disinformation ..... U
- ____Escape ..... R
- ____False Lead ..... U
- ____Feature Article ..... R
- ____Forced Retreat ..... R
- ____Genetic Virus: Eridani ..... R
- ____Genetic Virus: Gen Human ..... R
- ____Genetic Virus: Orion Rogue ..... R
- ____Genetic Virus: Phentari ..... R
- ____Genetic Virus: Ram Python ..... R
- ____Hand of Fate ..... U
- ____High-Tech Security Sweep ..... R
- ____Line of Credit ..... U
- ____Loan ..... R
- ____Loan Shark Busted ..... R
- ____Madd Mike's Brochure ..... U
- ____Maelstrom General ..... R
- ____Malfunction ..... R
- ____Mayday ..... U
- ____Medal of Honor ..... U
- ____Military Security Sweep ..... U
- ____New Recruits ..... U
- ____Peacemaker Support ..... R
- ____Plasmoid Devourer ..... R
- ____Position Compromised C
- ____Price Went Up C
- ____Riot C
- ____Scrub Mission ..... R
- ____Second Chance C
- ____Suicide Bomb ..... R
- ____Tactics Shift C
- ____Tecreasean Incursion ..... U
- ____Theft ..... U
- ____Traitor C
- ____Urgent Mission ..... U
- ____Weapons Sale C
- ____Wrong Place, Wrong Time ..... R

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Blood Wars

TSR, Inc.

Battlefields

- ____The Abyss ..... M
- ____Acheron C
- ____Amun-Thys ..... U
- ____Arborea C
- ____Arcadia C
- ____Asgard ..... U
- ____Astral Plane C
- ____Automata ..... U
- ____Azzagrat V
- ____Baator ..... M
- ____Barnstable ..... R
- ____Beastlands C
- ____Bedlam ..... U
- ____Bifrost the Rainbow Bridge ..... R
- ____Bytopia C
- ____Carceri ..... M
- ____Caverns of Thought ..... R
- ____Court Under the Stars ..... U
- ____Curst ..... U
- ____Deepshaft Hall ..... U
- ____Demonweb Pits V
- ____Dothion ..... U
- ____Dwarven Mountain V
- ____Ecstasy ..... U
- ____Elshava ..... R
- ____Elysium C
- ____Excelsior ..... U
- ____Faunel ..... U
- ____Floating City ..... R
- ____Forbidden Citadel V
- ____Fortitude ..... U
- ____Fortress of the Arcanaloth ..... U
- ____Gaola ..... U
- ____Gates of the Moon ..... U
- ____Gehenna ..... M
- ____The Gilded Hall ..... R
- ____Glorium ..... U
- ____Grandfather Oak ..... R
- ____The Gray Waste ..... M
- ____The Harmonica ..... R
- ____The High Grove of Alfheim ..... R
- ____Hopeless ..... U
- ____Hruggekolokh V
- ____Infinite Staircase V
- ____Iron City of Dis ..... U
- ____Jade Palace V
- ____Jotunheim ..... U
- ____Limbo C
- ____Madhouse ..... R
- ____Mausoleum of Chronepsis V
- ____Mechanus C
- ____Merratet ..... U
- ____Minauros the Sinking ..... U
- ____The Mines of Marsellin ..... U
- ____Mount Celestia C
- ____Mount Olympus C
- ____Naratyr ..... U
- ____Nidavellir ..... U
- ____The Outlands V
- ____Palace of Judgement V
- ____Pandemonium C
- ____The Pillar of Skulls ..... U
- ____Plague-Mort ..... U
- ____Plain of Infinite Portals V
- ____Plains of Gallenshu ..... U
- ____Regulus V
- ____Release from Care ..... R
- ____Ribcage ..... U
- ____Rigus ..... U
- ____River Ma'at V
- ____River Oceanus C
- ____River Styx V
- ____Semuanya's Bog V
- ____Sheela Peryroyl's Realm ..... U
- ____The Ship of Chaos ..... U
- ____Shra'kt'lor ..... R
- ____The Silver Sea ..... U
- ____Smaragd ..... U
- ____Soot Hall ..... U
- ____Spawing Stone ..... R
- ____The Spire V
- ____Straifling ..... U
- ____Strongale Hall ..... U
- ____Sylvania ..... U
- ____Teardrop Palace V
- ____Torch ..... U
- ____Torremor V
- ____Tradegate ..... U
- ____Valhalla ..... R
- ____Vanaheim ..... U
- ____The Viper Wastes ..... U
- ____Vorkehan ..... R
- ____Wasting Tower of Khin-Oin V
- ____Windglum ..... R
- ____Winter's Hall V
- ____Xaos ..... U
- ____Yggdrasil C
- ____Ysgard C
- ____Zoronor, City of Shadows ..... U
- ____Zrintor the Viper Forest ..... U

Warlords

- ____Aferoxxynomak ..... U
- ____Amnizu Warden ..... M
- ____Archon Guardian ..... M
- ____Bahamut (Avatar) V
- ____Bladeling Hero ..... M
- ____Cat Lord C
- ____Chronepsis (Avatar) V
- ____Cornugon Whiplord ..... M
- ____Darktome the Arcanaloth ..... U
- ____Deva Commander ..... M
- ____Duchess Callisto ..... U
- ____Duke Lucan ..... U
- ____Duke Windheir ..... U
- ____Echarus C
- ____Ercid, Avenger of Rudra C
- ____Exiraati C
- ____Faaram the Slaadi King C
- ____Faerie Queen Morwel (Avatar) ..... R
- ____Faerinaal, Queen's Consort ..... U
- ____Gazra C
- ____Gelugon Overlord ..... M
- ____Graz'zt (Avatar) V
- ____Gwynarwhyf the Veiled C
- ____Hawk Lord ..... M
- ____Lazaret the Brown C
- ____Lizzard Lord C
- ____Lord Hwhyn ..... U
- ____Lord Rhanok ..... U
- ____Lord Tenarrus V
- ____Lord Thomstel the Maedarson ..... U
- ____Marilith Colonel ..... M
- ____Marisa C
- ____Mellinos the Rrakkmal C
- ____Molydeus Magistrate ..... M
- ____Nalfeshnee Captain ..... M
- ____Nycaloth Warrior ..... M
- ____Old Hannirian V
- ____Pazrael (Avatar) ..... R
- ____Phylaras V
- ____Planetar General ..... M
- ____Quarton Hierarch ..... M
- ____Quinton Hierarch ..... M
- ____Sardior (Avatar) V
- ____Scion of Ilsensine ..... M
- ____Talisid the Leonal Prince C
- ____Throne Archon ..... M
- ____Tiamat (Avatar) ..... R
- ____Tokarrast Mercenary ..... R
- ____Tulani Champion ..... M
- ____Tulani Warlord ..... M
- ____Urial, the Celestial Arrow ..... R
- ____Vardarther the Ultroloth (Avatar) C
- ____Wolf Lord C
- ____Xerxes the Vigilant C

Legions

- ____Aasimar ..... U
- ____Abishai C
- ____Agathinon ..... U
- ____Alu-Fiend C
- ____Asrai ..... R
- ____Avoral ..... U
- ____Babau Recruiter C
- ____Bacchae C
- ____Baku ..... U
- ____Balaena ..... R
- ____Bar-Lgura ..... R
- ____Barbazu ..... R
- ____Barghest Lord ..... R
- ____Barghest Legionnaire ..... U
- ____Bariaur C
- ____Blue Slaad ..... U
- ____Bralani Eladrin ..... R
- ____Buseni C
- ____Cambion Baron ..... U
- ____Cervidal ..... U
- ____Chaos Beast ..... R
- ____Chaos Imps ..... R
- ____Chasme ..... U
- ____Clueless Warrior ..... R
- ____Clueless Wizard C
- ____Course Eladrin C
- ____Cranium Rats C
- ____Decaton ..... U
- ____Dergholoth ..... R

Bloodwars

TSR, Inc.

- Dretch C
- Einheriar U
- Elves of Arborea C
- Equinal of Guardinal C
- Erinyes C
- Fensir Rakka U
- Fire Mephit U
- Firre Eladrin U
- Ghaele Eladrin R
- Githyanki C
- Githzerai C
- Glabrezu U
- Gray Slaad U
- Green Slaad C
- Hamatula U
- Hound Archon C
- Hydroloth U
- Kochrachon C
- Lantern Archon C
- Leonal Guardinal R
- Light Aasimon U
- Lillend R
- Lupinal C
- Malaetor Rider U
- Malelephant C
- Mezzoloth U
- Monodrone R
- Movanic Deva C
- Nabassu C
- Nic'Epona C
- Night Hag C
- Norse Dwarves U
- Noviere Eladrin C
- Nupperibo C
- Octon R
- Oread U
- Osyluth U
- Outsider Archer C
- Parai R
- Piscoloth C
- Quadrone C
- Quill R
- Red Slaad C
- Rogue Modron C
- Shield Maidens of Odin R
- Shiere Eladrin C
- Snowhair Oread U
- Spinagon C
- Spirit of the Air C
- Succubus C
- Sword Archon C
- Tiefling Amazon U
- Tiefling Wanderer C
- Tiefling Wizard R
- Trumpet Archon U
- Ursinal Guardinal U
- Vargouilles C
- Vrock U
- Warden Archon C
- Yagnoloth U
- Zoveri R

Items

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

Orders

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

Spells

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

Escalation Pack I

(300 above cards plus following chase cards)

Fate

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

Legions

- Bugbear Shaman Ch
- Tutor of the Crone Ch

Warlords

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

Frequencies:

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

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Upper Deck Gridiron Fantasy Football

Precedence Publishing and Upper Deck

Team Assets

____Corporate Sponsors C
____Diehard Fans .....U
____"Friends" in the Stands .....U
____Killer Weightroom .....U
____Military Track Coach .....U
____Shady Assistant .....U
____Awesome Cheerleaders .....R
____Blackmail .....R
____Hometown Referee .....R
____Martial Arts Training .....R
____Mobile Fieldgoals .....R
____Scoreboard Commandos .....R
____Team Sawbones .....R
____Tough Home Turf .....R
____Experimental Technology .....UR
____Lucky Socks .....UR

Team Coaches

____Randal Sackles C
____Jake Everheart .....U
____Jon Miller .....U
____Nate Washington .....U
____Stan Zylstra .....U
____David Hughes .....R
____Mark McKenna .....R
____Pol Braun .....R
____Ralph Siegel .....R

Team Formations

____I - Formation C
____Linebackers Forward C
____Man-to-Man Defense C
____Nickel Defense C
____Shotgun Formation C
____Split-Back Formation C
____Two Tight Ends C
____Zone Defense C

Team Franchises

____Jesters C
____Llamas C
____Barons .....R
____Fugitives .....R
____Griffons .....R
____Marshals .....R
____Piledrivers .....R
____Ravens .....R
____Regimentals .....R
____Thoroughbreds .....R

Team Traditions

____Elite Secondary C
____Come-From-Behind Winners .....U
____New Age Girlfriends .....U
____Pickoff Artists .....U
____Redzone "D" .....U
____Wall of Stone .....U
____Adaptable Team .....R
____Code of Honor .....R
____Determined Line .....R
____Giveaway/Takeaway .....R
____Merciless .....R
____Receiver Corps .....R
____Rough Customers .....R
____Strong Running Game .....R
____Using the Options .....R
____Football Voodoo .....UR
____Vow of Celibacy .....UR

Team Offensive Star Players

____"Missile" Jim Owens (QB) C
____Carlton Davis (WR) .....U
____Darryl Rice (HB) .....U
____Dwight Teague (G) .....U
____George Smalley (FB) .....U
____Ken Fuji (C) .....U
____Kristopher Quinn (T) .....U
____Lorenzo Denver (QB) .....U
____Milton Tanner (QB) .....U
____Paul Swanhart (WR) .....U
____Reno Sanders (HB) .....U
____Shane Bennett (TE) .....U
____T. C. Kraver (Kick Returns) .....U
____Chris Ferguson (K) .....R
____Lawrence Kinkaid (FB) .....R
____Tobias Richards (QB) .....R
____

Team Defensive Star Players

____Gaston Forrester (DE) C
____Antonio Mason (SS) .....U
____Eldon Van Patton (LB) .....U
____Ken Holder (SS) .....U
____Rene Scoffield (CB) .....U
____Rick Barringer (FS) .....U
____Rubin Levine (FS) .....U
____Santos Gil (LB) .....U
____Chester Knight (DT) .....R
____Edward Usher (DE) .....R
____Kurt Harley (CB) .....R
____Ty Richter (LB) .....R

Offensive Run Plays

____Dive C
____Off-Tackle C
____QB Sneak C
____Sweep C
____Attrition Offense .....U
____Draw .....U
____Establish the Run .....U
____Option Run .....U
____Power Dive .....U
____Power Sweep .....U
____Reverse .....U
____Trap .....U
____Catapult Play .....R
____Chain Lightning .....R
____Fumblerooski .....R
____UFO Abduction .....UR

Offensive Pass Plays

____Crossing Pattern C
____Curl C
____Down and Out C
____Flair C
____Product Endorsement C
____Quick Pass C
____Establish the Pass .....U
____Flag .....U
____Screen .....U
____Slant .....U
____Volleyball Pass .....U
____Captive Cheerleaders .....R
____Falling Star .....R
____Flea Flicker .....R
____Hail Mary .....R
____Play to the Crowd .....R
____Post .....R
____Take Out the Ref .....R

Run Defense Plays

____Adaptable Defense C
____Balanced Defense C
____Hold the Line C
____Key on the Halfback C
____20 Man Brawl .....U
____Cutting Corners .....U
____Dogpile Defense .....U
____Flood the Line .....U
____Linebacker in Position .....U
____Safety Stop .....U
____Stay In Bounds .....U
____Stretch the Resources .....U
____Ten Man Wall .....U
____Battle Cry .....R
____Greased Pigskin .....R
____Liquid Heat .....UR

Pass Defense Plays

____Linebacker Blitz C
____Man to Man C
____Outside Blitz C
____Solid Zone C
____Crush the Pocket .....U
____Deep Defense .....U
____Double Coverage .....U
____Linebacker Anchor .....U
____22 Defense .....R
____Carpe Futbol .....R
____Hurry the QB .....R
____Mascot Hostage .....R
____Mixed Defense .....R
____Prevent Defense .....R
____Quick Hands .....R
____Spiked Drinks .....R
____Tight Covergae .....R
____Femme Fatal .....UR

Offensive Nonsymbol Actions

____Bribe the Ref C
____Conservative Offense C
____Onside Kick C
____Adaptable Offense .....U
____Apply Your Strengths .....U
____Ball Control Offense .....U
____The Boot .....U
____Gamble .....U
____Good Karma .....U
____Fan Reception .....U
____Final Surge .....U
____In The Zone .....U
____Long Range Field Goal .....U
____Loose Ball .....U
____No Resistance .....U
____Play It Safe .....U
____Play On .....U
____Ref on the Ball .....U
____Superstar .....U
____Trash Talking .....U
____The Wave .....U
____Aerial Bombardment .....R
____Blitzkrieg .....R
____Celebrity Appearance .....R
____Double Dealing .....R
____He Could Go All The Way .....R
____Hurry-Up Offense .....R
____Know the Enemy .....R
____Lurking Doom .....R
____Mental Matchup .....R
____Reversal of Fortune .....R
____Suck It In .....R
____Twist of Fate .....R
____Well-Drilled Team .....R
____Drastic Measures .....UR

Offensive Challenge Actions

____Adrenaline Rush C
____Bad Attitude C
____Brushed Aside C
____Burst of Speed C
____Dodge and Weave C
____Dodge Out of Bounds C
____Don't Fear the Reaper C
____Exhaustion C
____Field Awareness C
____Footrace C
____Holding C
____In the Line of Fire C
____Maximum Momentum C
____Meat Grinder C
____Offensive Interference C
____Paying the Price C
____Rise to the Challenge C
____Rosin C
____Sidelines C
____Sideline Smash C
____Spearing C
____Sports "Medicine" C
____Test of Strength C
____The Will To Win C
____Broken Defense .....R
____Burns Half As Long .....R
____Crowd Noise .....R
____Favorite Trick .....R
____Fireworks Misfire .....R
____Frontal Assault .....R
____Gopher Holes .....R
____In the Clear .....R
____Low Flying Blimp .....R
____Other Priorities .....R
____Riot in the Stands .....R
____Rolling Thunder .....R
____Smokescreen .....R
____Topsy - Turvey .....R
____Unstoppable .....R
____Vigilante Fans .....R
____Where'd He Go? .....R
____Wind At Your Back .....R

Defensive Nonsymbol Actions

____Blocked Kick C
____Disputed Call C
____Solid Impact C
____Breakthrough .....U
____Bring In the Big Guns .....U
____Dame Fortune .....U
____Delay of Game .....U
____Eagle-Eyed Ref .....U
____God On Your Side .....U
____I Got It! .....U
____Kick Return .....U
____Linebacker Assist .....U
____Star Power .....U
____Third and Inches .....U
____Three and Out .....U
____Adapt and Overcome .....R
____Crush the Enemy .....R
____Cursed Play .....R
____Delay the Inevitable .....R
____Erroneous Flag .....R
____Friendly Reminder .....R
____Not This Time .....R
____Quick Hands .....R
____Secret Weapon .....R
____Shake Up the QB .....R
____Smothering Backfield .....R
____Stolen Playbook .....R
____They're Everywhere .....R
____Winds of Change .....R
____Blimp Disaster .....UR
____Spontaneous Human Combustion .....UR

Defensive Challenge Actions

____110 Percent C
____Back Against the Wall C
____Bad Spot C
____Concealed Punch C
____Crushing Impact C
____Demoralized C
____Facemasking C
____Flush the Quarterback C
____Good Hustle C
____Intimidation C
____Jump the Gun C
____Late Hit C
____Nightmare C
____Out of Bounds C
____Plow Them Under C
____Pressure's High C
____Roughing the Passer C
____Second Wind C
____Shoving C
____Stuffed C
____Tip Your Hand C
____Tripping C
____Wear Them Out C
____You Can Run But You Can't Hide C
____5th Down .....R
____Ball-Breaker .....R
____Burn Twice as Bright .....R
____Cheerleader Distraction .....R
____Clear the Benches .....R
____Elbow Smash .....R
____For the Good of the Team .....R
____Good Timing .....R
____Keep Your Eye on the Ball .....R
____Penetrate the Line .....R
____Pointing Fingers .....R
____Quick Reflexes .....R
____Raising the Stakes .....R
____Right Place, Right Time .....R
____Solid Coverage .....R
____Team Psychic .....R
____Twelfth Man .....R
____War of Attrition .....R

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Heresy: Kingdom Come

Last Unicorn Games

____Abaddona ..... U
____Abdiel ..... U
____Access Denied C
____Adetum C
____Affirmation C
____Albertus Magnus ..... R
____Alchemic Citadel ..... U
____Anakim C
____Anathema C
____Ankh of the Necropolis ..... U
____Apollyon ..... R
____Arakab ..... U
____Archon ..... U
____Artic Razor I ..... U
____Arena ..... R
____Ariadne C
____Arioch ..... U
____Arizone Expanse ..... R
____Ark of the Covenant ..... R
____Arthur Glaston ..... R
____Ashmedai ..... R
____Asser Criel ..... U
____Astaroth ..... R
____Atrophy ..... U
____Aureum Vellus ..... R
____Avarice C
____Awakened ..... R
____Azrael C
____Bael ..... R
____Balance of the Qaddisin ..... R
____Balberith C
____Banish C
____Basilica Philosophica ..... R
____Beelzebul ..... R
____Beleth ..... U
____Belial C
____Belphegor C
____Betrayal ..... R
____Blind Faith ..... U
____Body Thief ..... U
____Book of the Angel Raziel ..... R
____Bookworm v.1 C
____Boomerang C
____Boon of Vassago C
____Bordeaux-Barcelona Sp ..... R
____Breach ..... U
____Byblos ..... U
____Cacophonites C
____Caim ..... U
____Caliel ..... U
____Camiel, Chief of Aeons ..... U
____Carnivean ..... U
____Cartephilus ..... R
____Cassiel ..... U
____Castrum C
____Charity C
____Charon ..... R
____Chief of the Apostates ..... R
____Chief of the Destroyers ..... R
____Chief of the Planets ..... R
____Chief of the Punishers ..... R
____Chosen One C
____Chromeopaths C
____City of Metal ..... R
____Cloak C
____Congo Depth Preserve ..... UC
____Conventicle of the Chalice ..... U
____Corporate AI ..... R
____Corporate Arcology ..... UC
____Corpsemen C
____Cosmic Furnace ..... U
____Crown of Solomon ..... U
____Cup of Oblivion ..... U
____C.U.R.E. ..... R
____Cyberdeck C
____Cyberzealot C
____Damnation ..... R
____Demagogue ..... U
____Denounce ..... R
____Derdekea ..... U
____Desert Perimeter ..... U
____Diadem of Anu ..... R
____Dies Irae (Day of Wrath) ..... R
____Divinopolis ..... R
____Doppleganger ..... R
____Drain C
____Dubiel ..... U
____Emerald Tablet ..... R
____Encrypt ..... U
____Enlightenment ..... R
____Envy C
____Ephemerae C
____Epiphany C
____Ethnarch ..... U
____EuroReach ..... UC
____Exael ..... U
____Excalibur Corporation ..... R
____Excalibur MegaTrust ..... R
____Exodus ..... R
____Eye and the Wind C
____Faith C
____False Messiah ..... U
____False Prophet C
____Fanatics ..... U
____Federal Core ..... R
____Fellowship of Cyber C
____Ferrymen ..... U
____Firestorm C
____First Church of Eugenics C
____Fixer C
____Flatline ..... U
____Focalor ..... U
____Followers of the New C
____Force Majeure C
____Fortitude C
____Fractual Heresy ..... R
____Free City ..... UC
____Gabriel, Chief of the Angels ..... R
____Gabrielities C
____Gaians C
____Gamaliel C
____Geasa C
____Ghost in the Machine C
____Gluttony C
____Golab ..... R
____Golem C
____Government Geodesic ..... U
____Governor of the Four ..... R
____Governor of the Zodiac ..... R
____Great Crusade ..... R
____Great Pack ..... R
____Grift ..... R
____Grigori C
____Hadraniel ..... U
____Haniel, Chief of the Prncplt ..... U
____Harbinger C
____Harbonah C
____Hard Corps C
____Harlequin ..... U
____Harrowing ..... R
____Hate C
____Haven ..... R
____Headhunter C
____Heliopolis ..... U
____Helix C
____Hemah ..... U
____Hermeticum ..... U
____Hermit ..... R
____Holy Grail ..... R
____Hope C
____Horn of Reckoning ..... U
____Houri C
____Iblis C
____Imprisonment ..... U
____Imram ..... R
____Incubi C
____Industrial Underground ..... U
____Infernus ..... R
____Intercept ..... U
____Interdict ..... U
____Invocation C
____Invulnerability ..... U
____Ionian Column ..... U
____Israfel ..... U
____Ithuriel C
____Jihad ..... R
____Judgement ..... R
____Juggler C
____Jurors ..... U
____Justice C
____Kabael ..... U
____Karoz C
____Kiev Grid ..... UC
____Kushiel ..... U
____Lauviah C
____Lawless Merchantile Ctr ..... U
____Lazarus Project ..... U
____Lehiah ..... U
____Leonardo DaVinci C
____Lillith ..... R
____Living Breach ..... R
____London Dome ..... R
____Looking Glass ..... R
____Los C
____Lurk ..... U
____Lust C
____Mage ..... R
____Malik C
____Mammon ..... U
____Manichaeans C
____Mansemat C
____Marchosias ..... U
____Martial Law ..... U
____Martyr C
____Maskweavers ..... U
____Megacity Core ..... U
____Melchisedic C
____Memory Cache C
____Memunim C
____Mephistophiel ..... U
____Michael, Chief of the Arch ..... R
____Michaelines ..... U
____Minion ..... U
____Mole ..... U
____Moloch ..... U
____Mulciber C
____Murmur C
____Namaah C
____Nanael C
____Nathanael ..... R
____Nergal C
____Netlink C
____Netwalking ..... U
____Neuroplugs C
____New Templars ..... U
____Nile Shard ..... UC
____Ocean Military Sphere ..... U
____Old World City ..... UC
____One of the Lost ..... R
____Ophaniel, Chief o' Chrbm ..... R
____Optical Server Hub ..... R
____Oracle ..... R
____Orbital Strike Platform C
____Orphic Egg ..... U
____Osaka Expanse ..... UC
____Outland Tunnels ..... UC
____Outmodes C
____Paimon ..... U
____Parashim C
____Patron C
____Pax Sanctorum ..... R
____Pestilence ..... U
____Phantom Box ..... R
____Phanuel C
____Phorlakh ..... U
____Pillar of Fire C
____Populeum ..... U
____Possibility Rakers ..... U
____Pride C
____Prince of the Four ..... R
____Prometheus Project ..... U
____Prophecy ..... R
____Proxy ..... R
____Prudence C
____Puffer C
____Purgatory V ..... U
____Pursan C
____Pythagorean ..... R
____Rabdos C
____Raguel C
____Raphael, Chief of Athrts C
____Raphaelites ..... U
____Rapture C
____Rashiel C
____Raum ..... U
____Raziel ..... U
____Reaper ..... U
____Recompile ..... U
____Redemption ..... R
____Remiel C
____Remote Biodome ..... UC
____Renegade ..... R
____Renunciation ..... U
____Repair ..... U
____Replication ..... U
____Research Arcology ..... U
____Resounding ..... R
____Resurrection ..... U
____Revelation ..... R
____Revoke ..... U
____Rhasis ..... R
____Rim ..... R
____Rimmon ..... R
____Rimspace ..... UC
____Rio Net ..... UC
____Rodolphine C
____Rodolphine Tables ..... U
____Rogue ..... U
____Rogue Maelstrom ..... R
____Ruler of the 28 Mansions ..... R
____Sabrael C
____Salvation ..... R
____Sammael ..... R
____Sandalphon, Chief ..... R
____Sarim C
____Scylla ..... R
____Scythe of Saturn ..... U
____Seafloor Metroplex ..... UC
____Seal of Solomon ..... R
____Sentinel C
____Shift ..... U
____Silat C
____Simulacrum ..... U
____Sisters of the Rood ..... R
____Sithriel C
____Skinner Box C
____Sloth C
____Soldiers of Gaia ..... U
____Solomon ..... R
____Soulless ..... R
____Sovereign C
____St. Crispin's Day ..... R
____Stim Puppets C
____Stirring Oration C
____Subterfuge ..... U
____Suture ..... U
____Sword of Abdiel ..... R
____Sybil ..... U
____Tacouin C
____Taliesin ..... R
____Tartaruchi C
____Temperance C
____Tempest ..... R
____Terethel ..... U
____Terror ..... U
____Thausael ..... R
____The Black Angel C
____The Clavicle ..... U
____The Iron Maiden ..... R
____Theft ..... U
____Theurgicum ..... U
____Thread ..... R
____Tir fo Thuinn, Land ..... R
____Titania Perimeter ..... U
____Towers of Ur ..... R
____Travelling ..... R
____True Messiah, The Lamb ..... R
____True Messiah, The Lion ..... R
____True Name ..... R
____True Prophet ..... U
____True Word ..... R
____Tsunami ..... R
____Turmoil C
____Tutankhamen ..... R
____Unchallengeable ..... R
____Uncle Jack ..... U
____Unseen Aid ..... R
____Uplink C
____Urban Defense Grid C
____Urban Sprawl ..... UC
____Uriel ..... U
____Usiel ..... R
____Vatican Arcology ..... R
____Vault ..... R
____Vedic Datacache ..... U
____Veil ..... U
____Verchiel ..... U
____Vessel of Hauras ..... U
____Vevaliah C
____Virtual Cross ..... R
____Virtual Dead ..... R
____Virtual Messiah ..... U
____Vivisection C
____Vual ..... U
____Wailing One ..... R
____Wall ..... U
____Warden of the Elements ..... R
____Warden of the Seven ..... R
____Weaver ..... R
____Web C
____Wild Hunt ..... R
____Wipe C
____Word of the Irin ..... U
____World Tree ..... R
____Wotan's Hall ..... R
____Wraith v. 6.6 ..... R
____Wrap-Around C
____Wrath ..... U
____Xaphon ..... U
____Zadkiel, Chf of Dmnns ..... U
____Zaphkiel, Chf of Thrns C
____Zoners C
____Zophiel ..... R
____Zurich Metabank ..... U

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Highlander

Thunder Castle Games

Amanda

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

Attacks

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

Blocks

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

Connor MacLeod

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

Duncan MacLeod

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

Events

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

Luther

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

Nefertiri

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

Objects

Extra Weapon	C
Quality Blade	C

Plots

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

Richie Ryan

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

Situations

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

Slan Quince

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

Xavier St. Cloud

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

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Hyborian Gates

CARDZ

Asgard Troopers

Action Mistress	U
Agrelius	UR
Antarea	R
Bladed Couple	U
Blaster	UR
Del Sin	R
Drop Troops of Zen	C
Emerald Titan	R
Guardian of the Mists	C
Hyde	UR
Laz Couple	UR
Lightning Thrower	UR
Major Players	C
Pistoleer	C
Red Slayer	C
Rok the Relentless	R
Sea Challenger	C
Silencers	C
Spirit Gunner	UR
Task Master	UR
The Man	R
The Rider	U
Tronst	R
Universal Trooper	UR
White Rider	U
Zaben Tat	U

Asgard Companions

Bar Folk	R
Dinos of the Mount	C
Feline Fems of Nerth	C
Galaxy Lightning Corp	UR
Last Defenders	U
Lights Lady	U
Mark in Defense	UR
Mentalists of Tunetha	C
Power Blade Master	U
Reever	R
Serfs of Nod	C
Sigmund	R
Sinder	UR
Tellat	R
Treen	U
Tun	R
Vanessa	UR
Wolves of Garthank	U

Asgard Vehicles

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

Asgard Gates

Bor's Gate	G

Hyborian Gates

CARDZ

____Fregja's Gate ..... G
____Garm's Gate ..... G
____Hel's Gate ..... G
____Loki's Gate ..... G
____Odin's Gate ..... G
____The Norns' Gate ..... G

Atlantean Troopers

____Archeens ..... UR
____Death Rider ..... R
____Djin ..... UR
____Dream Warriors ..... U
____Illusion Maker ..... R
____Lady of Ice C
____Land's Guardian C
____Lightning Sifter ..... UR
____Mer-Lass C
____Mer-done ..... R
____Nevik ..... R
____Night's Teacher ..... UR
____Nile's Gift C
____Quickbeam ..... R
____Romulus ..... U
____Salazia ..... U
____Star Warrior C
____Tainted Merchant ..... UR
____Troubled Centaurian ..... U
____Watcher ..... UR

Atlantean Companions

____Archeons ..... U
____Brothers to the Sword C
____Dragon Knight ..... R
____Jaded Couple ..... UR
____Leviathan of Taz C
____Lizardeen Specialist ..... UR
____Mer-Cees ..... U
____Mer-She ..... R
____Mer-Tians ..... U
____Saurian Rider ..... UR
____Surge Protector C
____The Friend C
____The Russels ..... R
____The Telden ..... U

Atlantean Gates

____Cleito's Gate ..... G
____Doris' Gate ..... G
____Nereus' Gate ..... G
____Oceanus' Gate ..... G
____Pontus' Gate ..... G
____Scylla's Gate ..... G

Chaos Monsters

____Aquanian ..... R
____Atlun ..... UR
____Beast of Temple Doom C
____Centaurin ..... UR
____Char Dragon C
____Charta Harpy ..... U
____Condoon ..... UR
____Death Sentinel C
____Dragon of the Veil ..... UR
____Emerald Slayer C
____Georgian Avian C
____Goblin ..... U
____Green Dragon of Thuu ..... U
____Grow-alt ..... UR
____Gruug ..... UR
____Just A Dragon C
____Monarch Bat C
____Monster Willow C
____Mountain Monster C
____Roon ..... R
____Rulers of Anselon ..... UR
____Senella ..... U
____Shrieken ..... R
____Stone Dragon ..... U
____Tareel ..... U
____The Crimson Courser C
____Typhus ..... UR
____Were-Lion C
____Winged Piercer ..... R

Chaos Companions

____Adeluvians ..... R
____Amber Watcher C
____Bengali ..... R
____Chargest ..... R
____Dragon Rage ..... UR
____Dragon Riders of Ott ..... R
____Feline ..... U
____Flyers of the Vortex C
____Gorgat ..... R
____Interested Cats ..... R
____Last Minotaun ..... U
____Lifters C
____Lightning Dragon ..... UR
____Mawling ..... R
____Midnight Web Spinner C
____Mist Dwellers ..... R
____Mistress of Horse C
____Quatzalatzan ..... U
____Quest for Truth C
____Tanian ..... UR
____The Dancing Pair C

Chaos Gates

____Annwn's Gate ..... G
____Cerberus' Gate ..... G
____Chimaera's Gate ..... G
____Gorgons' Gate ..... G
____Grendel's Gate ..... G
____Kraken's Gate ..... G
____Pazuzu's Gate ..... G
____The Hydra's Gate ..... G
____Typhon's Gate ..... G

Gaean Troopers

____Dragon Slayer ..... UR
____Earth Rise ..... UR
____Flortian ..... R
____Just A Man C
____Kai-Louw C
____Kufu's Blessing C
____Last Bridge Holder ..... UR
____Merlina ..... U
____Moon Dance C
____Nomad ..... UR
____Quick Star C
____Red Blade C
____Red Titan ..... U
____Rumblers ..... UR
____Simmer ..... R
____Sky Mistress ..... U
____Slave Freer ..... UR
____The Axer C
____The Bladesman C
____The White Lady C
____Xerecles ..... R
____Xermies ..... R

Gaean Companions

____Boon Companions C
____Cloak Master ..... U
____Corbin ..... U
____Dark Challenger ..... U
____Dazzler ..... UR
____Hera's Blade ..... R
____Horse Allies C
____Leveler ..... U
____Mist Dwellers of Surn C
____Sanshall ..... R
____Snow Cats ..... UR
____Sword of Protection ..... R
____Tandaleea ..... U
____The Archer of Fletch C
____Ton C
____Unicorn of Zen C

Gaean Magics

____Agrippa's Curse ..... R
____Angel in Glass ..... U
____Can't Happen ..... R
____Deceiver ..... U
____Elf Action ..... U
____Encapsulation ..... R
____Light Storm ..... U
____Lightning Striker ..... R
____Lost in Thought ..... U
____Misty City ..... U
____Monster Friendship ..... U
____Mountain Protection ..... U
____Not Today ..... R
____Osiran Safety ..... U
____Painted Woman ..... U
____Peace Bringer ..... R
____Peace Peak ..... U
____Peaceful Intent ..... U
____Protected ..... R
____Salezians ..... U
____Tarn Women ..... U
____The Enchanted Falls ..... U
____The Pond of Peace ..... U
____Twister ..... R
____World Essence ..... U
____Zapper ..... R

Gaean Gates

____Apollo's Gate ..... G
____Cronus' Gate ..... G
____Demeter's Gate ..... G
____Europa's Gate ..... G
____Hade's Gate ..... G
____Hera's Gate ..... G
____Hespera's Gate ..... G
____Hestia's Gate ..... G
____Io's Gate ..... G
____Styx's Gate ..... G
____Zagreus' Gate ..... G
____Zeus' Gate ..... G

Hyborian Troopers

____Absorption ..... R
____Black Gambit One ..... UR
____Brak the Brave ..... U
____Dark Drifter ..... UR
____Death's Sister ..... UR
____Dragon Rider ..... U
____Easy Rider ..... UR
____Ebony Death Watcher ..... U
____Forcien ..... R
____Formulators ..... UR
____Imps of Neff C
____King Tuan ..... UR
____Kingdom Breaker ..... UR
____Lesser Ebony Guardian ..... R
____Lesser Siren ..... U
____Light's Godling ..... UR
____Little Fiend ..... R
____Lone Guardian ..... UR
____Minor Black Grunnel C
____Minor Char Beast ..... U
____She Who Watches ..... UR
____Shejun ..... UR
____Shield Man ..... UR
____Sky Slasher ..... UR
____Summoned Aggressor ..... UR
____Terzan ..... U

Hyborian Companions

____Alasandra ..... UR
____Death Mists ..... UR
____Flutter Twins ..... UR
____Himself ..... R
____Ivory Lady ..... UR
____Lightning Master ..... UR
____Minor Bold Ones ..... U
____Minor Raider ..... UR
____Path's Handmaiden ..... U
____Protectors ..... U
____Shadow Creature ..... UR
____Snake Minions ..... UR
____Thief in the Night ..... UR
____Uncaring Fiend ..... R

Hyborian Gates

____Brigit's Gate ..... G
____Crom Cruach's Gate ..... G
____Dagda's Gate ..... G
____Lugh's Gate ..... G
____The Firbolg's Gate ..... G

Non-Dimensional

____Ancient Gate ..... UR
____Victoria Companion ..... G

Osiran Troopers

____Arnth ..... R
____Blaze ..... R
____Blaze Goddess C
____Icon Warrior ..... UR
____Kargars ..... R
____Seket ..... UR
____Serpent Warriors ..... U
____She Terror ..... UR
____Swords Woman C
____The Fire Axeman C
____The Red Seeress C
____The Resistors ..... U
____Threes ..... UR
____Tomaniee ..... U
____Weapons Masters C
____Winged Warrior ..... R
____Wren ..... U
____Wrestlers ..... UR

Osiran Companions

____Amazons of Troy C
____Baath ..... R
____Death Taster ..... UR
____Dragon Helper ..... U
____Electra ..... UR
____Far Eyed Soarer C
____Helios ..... R
____Light Bringers ..... U
____Lightning Daughter ..... R
____Peek Twins ..... U
____Red Ghosts of Time C
____Reptile Mistress C
____Rider ..... R
____Tarnish ..... R
____Warden's Castle ..... U
____Wingling ..... U

Osiran Tech

____Axes of Horleen ..... R
____Bringers of Light C
____Bugle of the Vortex C

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Hyborian Gates

CARDZ

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

Osiran Gates

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

Power Surges

- A Vampire Moon ... C
- Amber Tide ... UR
- Anger of the Gods ... UR
- Art Imitates Life ... C
- Attack! ... R
- Awesome Strength ... UR
- Castle Rising ... R
- Crimson Force ... U
- Crimson Ice ... U
- Crimson Tide ... R
- Doom Suit ... C
- Ebony Darkness ... UR
- Emerald Force ... R
- Emerald Ice ... UR
- Emerald Tide ... U
- Energy Mountain ... U
- Fallen ... C
- Feathered Mistress ... C
- Gigavolts ... C
- Glitz ... U
- Gold Ice ... U
- Ice Nightwing ... C
- Immuna ... R
- Ivory Ice ... U
- Modern Man ... C
- Monster Confusion ... U
- Mutating ... R
- Nature's Call ... R
- New Growth ... UR
- New Life ... R
- Night Lightning ... UR
- Night's Cloak ... UR
- Olympus Beckons ... R
- Power of the Mountain ... R
- Recovery ... R
- Red Assassin ... UR
- Red Field of Force ... C
- Restless ... R
- Royal Ice ... U
- Royal Inspection ... R
- Running For Your Life ... U
- Sky Technician ... UR
- Testing ... R
- The Call ... R
- The Power Within ... C
- Tomorrows City ... UR
- Transformation ... UR
- Ultimate Battle ... U
- Victor's Wish ... C
- Victory ... R
- Victory's Grasp ... UR
- Viking Gods ... C
- Vortex Quake ... C
- Wax and Wane ... R
- Winning ... UR

Vortex Tactics

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

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Illuminati: New World Order

Steve Jackson Games

Type:

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

Illuminati

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

Groups

- A.M.A. ... C
- American Autoduel Ass. ... C
- Anti-Nuclear Activists ... C
- Antiwar Activists ... R
- B.A.T.F. ... U
- Bank of England ... R
- Big Media ... C
- Black Activists ... C
- Boy Sprouts ... C
- C.I.A. ... R
- Cable TV ... C
- Cattle Mutilators ... R
- CFL-AIO ... R
- Church of Elvis ... U
- Clone Arrangers ... C
- Comic Books ... U
- Congressional Wives ... U
- Conspiracy Theorists ... C
- Cycle Gangs ... C
- Democrats ... U
- Dentists ... C
- Deprogrammers ... U
- Druids ... C
- Eco-Guerrillas ... C
- EFF ... R
- Elders of Zion ... R
- Empty Vee ... C
- Evil Geniuses for a Better Tomorrow ... R
- F.B.I. ... C
- Fast Food Chains ... C
- Federal Reserve ... U
- Feminists ... U
- Fiendish Fluoridators ... C
- Flat Earthers ... C
- Fnord Motor Company ... C
- Fraternal Orders ... C
- Fred Birch Society ... R
- Gay Activists ... U
- Girlie Magazines ... C
- Goldfish Fanciers ... R
- Gun Lobby ... C
- Hackers ... U
- I.R.S. ... U
- Intellectuals ... C
- Int. Cocaine Smugglers ... C
- Int. Communist Conspiracy ... R
- Int. Weather Organization ... U
- Joggers ... C
- Junk Mail ... U
- KKK ... C
- L-4 Society ... U
- Lawyers ... C
- Libertarians ... R
- Liquor Companies ... R
- Loan Sharks ... C
- Local Police Departments ... U
- Madison Avenue ... C
- MI-5 ... U
- Moonies ... C
- Moral Minority ... C
- Mossad ... R
- Multinational Oil Corporations ... U
- N.S.A. ... R
- NASA ... U
- NATO ... R
- Nephews of God ... C
- Ninjas ... C
- Nuclear Power Companies ... C
- Offshore Banks ... U
- OPEC ... C
- Paranoids ... C
- Phone Company ... U
- Phone Phreaks ... C
- Pollsters ... R
- Post Office ... C
- Professional Sports ... U
- Psychiatrists ... U
- Punk Rockers ... C
- Pyramid Marketing Schemes ... S
- Recording Industry ... C
- Red Cross ... R
- Reformed Church of Satan ... U
- Religious Reich ... C
- Republicans ... U
- Rifkinites ... R
- Robot Sea Monsters ... U
- Rosicrucians ... C
- S.M.O.F. ... R
- Saturday Morning Cartoons ... U
- Savings and Loans ... R
- Science Fiction Fans ... C
- Secret Service ... R
- Secular Humanists ... U
- Semiconscious Liberation Army ... C
- Society for Creative Anarchism ... C
- South American Nazis ... R
- Subliminals ... R
- Supreme Court ... R
- Survivalists ... C
- Tabloids ... U
- Telephone Psychics ... C
- Templars ... C
- The Mafia ... R
- The Men in Black ... R
- Tobacco Companies ... C
- Trading Card Games ... S
- Trekkies ... C
- Triliberal Commission ... R
- TV Preachers ... C
- Underground Newspapers ... R
- United Nations ... C
- Urban Gangs ... C
- Vampires ... C

Illuminati: New World Order

Steve Jackson Games

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

Plots

Car Bomb	Ass.	C
Hit and Run	Ass.	C
Poison	Ass.	C
Sniper	Ass.	U
Withering Curse	Ass.	R
Atomic Monster	Dis.	C
Earthquake	Dis.	C
Epidemic	Dis.	C
Giant Kudzu	Dis.	U
Hurricane	Dis.	C
Meteor Strike	Dis.	U
Nuclear Accident	Dis.	C
Plague of Demons	Dis.	R
Rain of Frogs	Dis.	U
The Oregon Crud	Dis.	R
Tidal Wave	Dis.	C
Tornado	Dis.	C
Volcano	Dis.	U
18-Minute Gap		R
Agent in Place		C
Air Magic (Limited)		U
Albino Alligators		C
Alternate Goals		C
An Offer You Can't Refuse		R
And STAY Dead!		C
Angst		R
Annual Convention		R
Are We Having Fun Yet?		C
Assertiveness Training		C
Backlash		C
Bank Merger		U
Benefit Concert		C
Bimbo at Eleven		C
Blitzkrieg		R
Blood, Toil, Tears and Sweat		C
Bodyguard		R
Botched Contact		U
Bribery		U
Celebrity Spokesman		U
Censorship		U
Charismatic Leader		C
Citizenship Award		C
Clone		U
Cold Fusion		C
Combined Disasters		U
Commitment		U
Computer Security		R
Computer Virus		U
Corruption		R
Counter-Revolution		R
Counterspell		U
Cover of Darkness		R
Cover-Up		R
Crop Circles		C
Currency Speculation		C
Deasil Engine		R
Deep Agent		C
Dictatorship		C
Dollars for Decency		U
Double-Cross		C
Early Warning		C
Earth Magic		C
Eat The Rich!		R
Embezzlement		R
Emergency Powers		C
Exposed!		C
Faction Fight		R
Flower Power		U
Fnord!		C
Foiled!		U
Forgery		U
Freaking the Mundanes		U
Full Moon		U
Fundie Money		C
Gang War		U
George the Janitor		C
Goal: Criminal Overlords		U
Goal: Fratricide		C
Goal: Hail Eris!		C
Goal: Kill For Peace!		R
Goal: Let Them Eat Cake!		U
Goal: Power for Its own Sake		R
Goal: Power to the People		U
Goal: The Corporate Masters		C
Goal: The Hand of Madness		C
Goal: Up Against the Wall!		R
Good Polls		C
Grassroots Support		C
Gremlins		R
Harmonica Virgins		C
Hat Trick		C
Head in a Jar		U
Hex		R
Hidden Influence		R
Hoax!		U
I Lied		U
Impostor		C
Infobahn		C
Interference		C
Jake Day		C
Jihad		C
Just Say No		C
Ketchup Is A Vegetable		C
Kinder and Gentler		C
Let's Get Organized		C
Let's Get REALLY Organized		U
Let's You and Him Fight		R
Liberal Agenda		C
Logic Bomb		R
March on Washington		C
Market Manipulation		U
Martial Law		C
Martyrs		C
Mass Murder		R
Media Blitz		C
Media Connections		R
Messiah		R
Miracle Diet Plan		C
Mistaken Identity		R
Mob Influence		C
Monopoly		C
Mothers' March		C
Murphy's Law		U
Mutual Betrayal		C
Nationalization		C
Never Surrender		C
New Blood		C
New Federal Budget		U
Nice Idea. It's Mine Now.		R
Nobel Peace Prize		C
NWO:1000 Points of Light (B)		U
NWO: Bigger Business (Y)		U
NWO: Chicken in Every Pot (B)		C
NWO: Don't Forget Smash State (Y)		C
NWO: Energy Crisis (B)		R
NWO: Fear and Loathing (B)		U
NWO: Gun Control (R)		U
NWO: Law and Order (Y)		U
NWO: Military-Industrial Complex (Y)		C
NWO: Peace In Our Time (R)		C
NWO: Political Correctness (R)		U
NWO: Solidarity (R)		C
NWO: Tax Reform (R)		R
NWO: World Hunger (B)		C
NWO: World War 3 (Y)		R
Opportunity Knocks		R
Payoff		C
Pledge Drive		U
Power Corrupts		C
Power Grab		C
Privatization		C
Privileged Attack		C
Pulitzer Prize		C
Purge		C
Reach Out . . .		R
Read My Lips		C
Red Scare		U
Reload!		U
Reorganization		C
Resistance Is Useless!		R
Revolution!		U
Rewriting History		R
Sabotage		R
Save the Whales		C
Savings & Loan Scam		U
Scandal		R
Secrets Man Was Not Meant To Know		U
Seize The Time!		U
Self-Esteem		C
Senate Investigating Committee		R
Slush Fund		C
Spasm of Violence		R
Stealing the Plans		C
Stock Split		C
Straighten Up		C
Sucked Dry and Cast Aside!		U
Sweeping Reforms		U
Sweepstakes Prize		C
Swiss Bank Account		C
Talisman of Ahrimanes		C
Tax Breaks		U
Terrorist Nuke		C
The Auditor from Hell		C
The Big Score		C
The Big Sellout		R
The First Thing We Do, Let's Kill Lawyers		R
The Internet Worm		U
The Second Bullet		C
The Stars Are Right		R
The Weak Link		R
The Weird Turn Pro		C
Time Warp		R
Unlucky 13		R
Unmasked!		R
Upheaval!		C
Volunteer Aid		C
Voodoo Economics		C
Vultures		C
Whispering Campaign		C
World Cup Victory		R

Resources

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

Boxes

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

SHADIS
The Independent Games Magazine

Legend of the Five Rings

Alderac Entertainment Group

Dynasty Cards

Events

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

Holdings

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

Personalities

- ❑ Hida Sukune ..... Crab C
- ❑ Hida Tampako ..... Crab C
- ❑ Yasuki Taka ..... Crab C
- ❑ Hida Amoro ..... Crab ..... U
- ❑ Hida Tsuru ..... Crab ..... U
- ❑ Kuni Yori ..... Crab ..... U
- ❑ Hida Kisada ..... Crab ..... R
- ❑ Hida Yakamo (Hero) ..... Crab ..... R
- ❑ Hida Yakamo (Oni) ..... Crab ..... R
- ❑ Asahina Tomo ..... Crane C
- ❑ Daidoji Uji ..... Crane C
- ❑ Doji Yosai ..... Crane C
- ❑ Asahina Tamako ..... Crane ..... U
- ❑ Kakita Yinobu ..... Crane ..... U
- ❑ Kakita Yuri ..... Crane ..... U
- ❑ Doji Hoturi ..... Crane ..... R
- ❑ Kakita Toshimoko ..... Crane ..... R
- ❑ Kakita Yoshi ..... Crane ..... R
- ❑ Agasha Tamori ..... Dragon C
- ❑ Mirumoto Daini ..... Dragon C
- ❑ Mirumoto Hitomi ..... Dragon C
- ❑ Mirumoto Sukune ..... Dragon ..... U
- ❑ Togashi Mitsu ..... Dragon ..... U
- ❑ Togashi Yoshi ..... Dragon ..... U
- ❑ Kitsuki Yasu ..... Dragon ..... R
- ❑ Togashi Hoshi ..... Dragon ..... R
- ❑ Togashi Yokuni ..... Dragon ..... R
- ❑ Kitsu Toju ..... Lion C
- ❑ Matsu Gohei ..... Lion C
- ❑ Matsu Yojo ..... Lion C
- ❑ Akodo Kage ..... Lion ..... U
- ❑ Matsu Agetoki ..... Lion ..... U
- ❑ Matsu Imura ..... Lion ..... U
- ❑ Ikoma Ujiaki ..... Lion ..... R
- ❑ Matsu Tsuko ..... Lion ..... R
- ❑ Isawa Uona ..... Phoenix C
- ❑ Shiba Katsuda ..... Phoenix C
- ❑ Shiba Tsukune ..... Phoenix C
- ❑ Isawa Kaede ..... Phoenix ..... U
- ❑ Isawa Tadaka ..... Phoenix ..... U
- ❑ Isawa Tomo ..... Phoenix ..... U
- ❑ Asako Yasu ..... Phoenix ..... R
- ❑ Isawa Tsuke ..... Phoenix ..... R
- ❑ Shiba Ujimitsu ..... Phoenix ..... R
- ❑ Bayushi Kachiko ..... Scorpion ..... R
- ❑ Bayushi Togai ..... Scorpion ..... R
- ❑ Horiuchi Shoan ..... Unicorn C
- ❑ Otaku Kamoko ..... Unicorn C
- ❑ Shinjo Yasamura ..... Unicorn C
- ❑ Iuchi Daiyu ..... Unicorn ..... U
- ❑ Iuchi Karasu ..... Unicorn ..... U
- ❑ Shinjo Hanari ..... Unicorn ..... U
- ❑ Ide Tadaji ..... Unicorn ..... R
- ❑ Iuchi Takaai ..... Unicorn ..... R
- ❑ Shinjo Yokatsu ..... Unicorn ..... R
- ❑ Ginawa ..... Unaligned C
- ❑ Goblin Warmonger ..... Unaligned C
- ❑ Heichi Chokei ..... Unaligned C
- ❑ Hisa ..... Unaligned C
- ❑ Morito ..... Unaligned C
- ❑ Morito Tokei ..... Unaligned C
- ❑ Moshi Wakiza ..... Unaligned C
- ❑ Naga Shugenja ..... Unaligned C
- ❑ Naga Warlord ..... Unaligned C
- ❑ Ninja Spy ..... Unaligned C
- ❑ Sanzo ..... Unaligned C
- ❑ Toku ..... Unaligned C
- ❑ Yotsu Seiki ..... Unaligned C
- ❑ Alhundro Cornejo ..... Unaligned ..... U
- ❑ Kolat Servant ..... Unaligned ..... U
- ❑ Kyoso no Oni ..... Unaligned ..... U
- ❑ Matsu Hiroru ..... Unaligned ..... U
- ❑ Miya Yoto ..... Unaligned ..... U
- ❑ Moto Tsume ..... Unaligned ..... U
- ❑ Necromancer ..... Unaligned ..... U
- ❑ Ninja Shapeshifter ..... Unaligned ..... U
- ❑ Ogre Bushi ..... Unaligned ..... U
- ❑ Oni no Shikibu ..... Unaligned ..... U
- ❑ Oni no Tsuburu ..... Unaligned ..... U
- ❑ Shuten Doji ..... Unaligned ..... U
- ❑ Air Dragon ..... Unaligned ..... R
- ❑ Akodo Toturi ..... Unaligned ..... R
- ❑ Demon Bride of Fu Leng ..... Unaligned ..... R
- ❑ Dragon of Fire ..... Unaligned ..... R
- ❑ Earth Dragon ..... Unaligned ..... R
- ❑ Ki-Rin ..... Unaligned ..... R
- ❑ Naka Kuro ..... Unaligned ..... R
- ❑ Oni no Akuma ..... Unaligned ..... R
- ❑ Void Dragon ..... Unaligned ..... R
- ❑ Water Dragon ..... Unaligned ..... R
- ❑ Yogo Junzo ..... Unaligned ..... R

Fate Cards

Actions

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

Followers

- ❑ Archers C
- ❑ Goblin Chuckers C
- ❑ Goblin Mob C
- ❑ Lesser Mujina C
- ❑ Light Cavalry C
- ❑ Light Infantry C
- ❑ Medium Cavalry C
- ❑ Medium Infantry C
- ❑ Naga Bushi C
- ❑ Ratling Pack C
- ❑ Scout C
- ❑ Skeletal Troops C
- ❑ Spearmen C
- ❑ Battering Ram Crew ..... U
- ❑ Greater Mujina ..... U
- ❑ Heavy Cavalry ..... U
- ❑ Heavy Infantry ..... U
- ❑ Marsh Troll ..... U
- ❑ Naga Bowmen ..... U
- ❑ Naga Spearmen ..... U
- ❑ Ninja Genin ..... U
- ❑ Ratling Bushi ..... U
- ❑ Wyrm Riders ..... U
- ❑ Zombie Troops ..... U
- ❑ Apprentice ..... R
- ❑ Fire Breather ..... R
- ❑ Foxwife ..... R
- ❑ Gaijin Mercenaries ..... R
- ❑ Hawk Riders ..... R
- ❑ Personal Champion ..... R
- ❑ Samurai Cavalry ..... R
- ❑ Samurai Warriors ..... R
- ❑ Scribe ..... R
- ❑ Shadow Samurai ..... R
- ❑ Spirit Guide ..... R

Items

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

Spells

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

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Magic: the Gathering

Wizards of the Coast

Fourth Edition

Artifacts

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

Black

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

Blue

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

Land

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

Green

- Aspect of Wolf R
- Birds of Paradise R
- Carnivorous Plant C
- Channel U
- Cockatrice R
- Craw Wurm C
- Crumble U
- Desert Twister U
- Durkwood Boars C
- Elven Riders U
- Elvish Archers R
- Fog C
- Force of Nature R
- Fungusaur R
- Gaea's Liege R
- Giant Growth C
- Giant Spider C
- Grizzly Bears C
- Hurricane U
- Instill Energy U
- Ironroot Treefolk C
- Killer Bees U
- Land Leeches C
- Ley Druid U
- Lifeforce U
- Lifelace R
- Living Artifact R
- Living Lands R
- Llanowar Elves C
- Lure U
- Marsh Viper C
- Nafs Asp C
- Pradesh Gypsies C
- Radjan Spirit U
- Rebirth R
- Regeneration C
- Sandstorm C
- Scryb Sprites C
- Shanodin Dryads C
- Stream of Life C
- Sylvan Library R
- Thicket Basilisk U
- Timber Wolves R
- Titania's Song R
- Tranquility C
- Tsunami U
- Untamed Wilds U
- Venom C
- Verduran Enchantress R
- Wall of Brambles U
- Wall of Ice U
- Wall of Wood C
- Wanderlust U
- War Mammoth C
- Web R
- Whirling Dervish U
- Wild Growth C
- Winter Blast U

Red

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

Magic: the Gathering

Wizards of the Coast

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

White

- Alabaster Potion C
- Amrou Kithkin C
- Angry Mob U
- Animate Wall R
- Armageddon R
- Balance R
- Benalish Hero C
- Black Ward U
- Blessing R
- Blue Ward U
- Brainwash C
- Castle U
- Conversion U
- CoP: Artifacts U
- CoP: Black C
- CoP: Blue C
- CoP: Green C
- CoP: Red C
- CoP: White C
- Crusade R
- Death Ward C
- Disenchant C
- Divine Transformation U
- Elder Land Wurm R
- Eye for an Eye R
- Fortified Area C
- Green Ward U
- Healing Salve C
- Holy Armor C
- Holy Strength C
- Island Sanctuary R
- Karma U
- Kismet U
- Land Tax R
- Mesa Pegasus C
- Morale C
- Northern Paladin R
- Osai Vultures U
- Pearled Unicorn C
- Personal Incarnation R
- Piety C
- Pikemen C
- Purelace R
- Red Ward U
- Reverse Damage R
- Righteousness R
- Samite Healer C
- Savannah Lions R
- Seeker C
- Serra Angel U
- Spirit Link U
- Swords to Plowshares U
- Tundra Wolves C
- Visions U
- Wall of Swords U
- White Knight U
- White Ward U
- Wrath of God R

A.W.O.L.s

Not in Alpha, but in Beta and Unlimited:

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

In Unlimited Edition:

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

In Revised Edition, removed from Fourth:

Artifacts

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

Land

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

Black

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

Blue

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

Green

- Fastbond R
- Kudzu R
- Regrowth U

Red

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

White

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

Arabian Nights

Artifacts

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

Black

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

Blue

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

Green

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

Land

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

Red

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

Magic: the Gathering

Wizards of the Coast

____Ydwen Efreet U2

White

____Abu Ja Far U3
____Army of Allah C3,C1
____Camel C5
____Eye for an Eye U3
____Jihad U2
____King Suleiman U2
____Moorish Cavalry C4,C1
____Piety C3,C1
____Repentant Blacksmith U2
____Shahrazad U2
____War Elephant C3,C1

Antiquities

Artifacts

____Amulet of Kroog C4
____Armageddon Clock U2
____Ashnod's Altar U2
____Ashnod's Battle Gear U2
____Ashnod's Transmogrant U3
____Battering Ram C4
____Bronze Tablet U1
____Candelabra of Tawnos U1
____Clay Statue C4
____Clockwork Avian U1
____Colossus of Sardia U1
____Coral Helm U1
____Cursed Rack C1
____Dragon Engine C4
____Feldon's Cane C1
____Golgothian Sylex U1
____Grapeshot Catapult C4
____Ivory Tower U3
____Jalum Tome U2
____Mightstone U3
____Millstone U3
____Mishra's War Machine U1
____Obelisk of Undoing U1
____Onulet U3
____Ornithopter C4
____Primal Clay U3
____Rakalite U3
____Rocket Launcher U3
____Shapeshifter U1
____Staff of Zegon C4
____Su-Chi U3
____Tablet of Epityr C4
____Tawnos's Coffin U1
____Tawnos's Wand U3
____Tawnos's Weaponry U3
____Tetravus U1
____The Rack U3
____Triskelion U1
____Urza's Avenger U1
____Urza's Chalice C4
____Urza's Miter U1
____Wall of Spears U3
____Weakstone U3
____Yotian Soldier C4

Black

____Artifact Possession C4
____Gate to Phyrexia U3
____Haunting Wind U3
____Phyrexian Gremlins C4
____Priest of Yawgmoth C4
____Xenic Poltergeist U3
____Yawgmoth Demon U1

Blue

____Drafna's Restoration C4
____Energy Flux U3
____Hurkyl's Recall U1
____Power Artifact U3
____Reconstruction C4
____Sage of Lat-Nam C4
____Transmute Artifact U3

Green

____Gaea's Avenger U1
____Citanul Druid U3
____Powerleech U3
____Argothian Pixies C4
____Argothian Treefolk C4
____Titania's Song U3
____Crumble C4

Land

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

Red

____Artifact Blast C4
____Atog C4
____Detonate U3
____Dwarven Weaponsmith U3
____Goblin Artisans U3
____Orcish Mechanics C4
____Shatterstorm U1

White

____Argivian Archaeologist U1
____Argivian Blacksmith C4
____Artifact Ward C4
____CoP: Artifacts U3
____Damping Field U3
____Martyrs of Korlis U3
____Reverse Polarity C4

Legends

Artifacts

____Al-abara's Carpet ..... R
____Alchor's Tomb ..... R
____Arena of the Ancients ..... R
____Black Mana Battery U1
____Blue Mana Battery U1
____Bronze Horse ..... R
____Forethought Amulet ..... R
____Gauntlets of Chaos ..... R
____Green Mana Battery U1
____Horn of Deafening ..... R
____Knowledge Vault ..... R
____Kry Shield U1
____Life Chisel U2
____Life Matrix ..... R
____Mana Matrix ..... R
____Marble Priest U1
____Mirror Universe ..... R
____North Star ..... R
____Nova Pentacle ..... R
____Planar Gate ..... R
____Red Mana Battery U1
____Relic Barrier U2
____Ring of Immortals ..... R
____Sentinel ..... R
____Serpent Generator ..... R
____Sword of the Ages ..... R
____Triassic Egg ..... R
____Voodoo Doll ..... R
____White Mana Battery U1

Black

____Abomination U1
____All Hallow's Eve ..... R
____Blight U1
____Carrion Ants ..... R
____Chains of Mephistopheles ..... R
____Cosmic Horror ..... R
____Cyclopean Mummy C2
____Darkness C1
____Demonic Torment U1
____Evil Eye of Orms-By-Gore U1
____Fallen Angel U1
____Ghosts of the Damned C2
____Giant Slug C2
____Glyph of Doom C2
____Greed ..... R
____Headless Horseman C1
____Hell Swarm C1
____Hell's Caretaker ..... R
____Hellfire ..... R
____Horror of Horrors U1
____Imprison ..... R
____Infernal Medusa U1
____Jovial Evil ..... R
____Lesser Werewolf U1
____Lost Soul C2
____Mold Demon ..... R
____Nether Void ..... R
____Pit Scorpion C2
____Quagmire U1
____Shimian Night Stalker U1
____Spirit Shackle C1
____Syphon Soul C2
____Takklemaggot U1
____The Abyss ..... R
____The Wretched ..... R
____Touch of Darkness U1
____Transmutation C1
____Underworld Dreams U1
____Vampire Bats C2
____Walking Dead C1
____Wall of Putrid Flesh U1
____Wall of Shadows C2
____Wall of Tombstones U1

Blue

____Acid Rain ..... R
____Anti-Magic Aura C1
____Azure Drake U1
____Backfire U1
____Boomerang C2
____Brine Hag U1
____Devouring Deep C2
____Dream Coat U1
____Elder Spawn ..... R
____Enchantment Alteration C1
____Energy Tap C2
____Field of Dreams ..... R
____Flash Counter C2
____Flash Flood C2
____Force Spike C2
____Gaseous Form C1
____Glyph of Delusion C1
____In the Eye of Chaos ..... R
____Invoke Prejudice ..... R
____Juxtapose ..... R
____Land Equilibrium ..... R
____Mana Drain U1
____Part Water U1
____Psionic Entity ..... R
____Psychic Purge C1
____Puppet Master U1
____Recall ..... R
____Relic Bind U1
____Remove Soul C2
____Reset U1
____Reverberation ..... R
____Sea King's Blessing U1
____Segovian Leviathan U1
____Silhouette U1
____Spectral Cloak U1
____Telekinesis ..... R
____Teleport ..... R
____Time Elemental ..... R
____Undertow U1
____Venarian Gold C1
____Wall of Vapor C2
____Wall of Wonder U1
____Zephyr Falcon C2

Gold

____Adun Oakenshield ..... R
____Angus Mackenzie ..... R
____Arcades Sabboth ..... R
____Axelrod Gunnarson ..... R
____Ayesha Tanaka ..... R
____Barktooth Warbeard U1
____Bartel Runeaxe ..... R
____Boris Devilboon ..... R
____Chromium ..... R
____Dakkon Blackblade ..... R
____Gabriel Angelfire ..... R
____Gosta Dirk ..... R
____Gwendlyn Di Corci ..... R
____Halfdane ..... R
____Hazezon Tamar ..... R
____Hunding Gjornersen U1
____Jacques le Vert ..... R
____Jasmine Boreal U1
____Jedit Ojanen U1
____Jerrard of the Closed Fist U1
____Johan ..... R
____Kasimir the Lone Wolf U1
____Kei Takahashi ..... R
____Lady Caleria ..... R
____Lady Evangela ..... R
____Lady Orca U1
____Livonya Silone ..... R
____Lord Magnus U1
____Marhault Elsdragon U1
____Nebuchadnezzar ..... R
____Nicol Bolas ..... R
____Palladia-Mors ..... R
____Pavel Maliki U1
____Princess Lucrezia U1

Magic: the Gathering

Wizards of the Coast

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

Green

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

Land

- Adventurers' Guildhouse U1
- Cathedral of Serra U1
- Hammerheim U2
- Karakas U2
- Mountain Stronghold U1
- Pendelhaven U2
- Seafarers' Quay U1
- The Tabernacle at Pendrell Vale R
- Tolaria U2
- Unholy Citadel U1
- Urborg U2

Red

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

White

- Akron Legionnaire R
- Alabaster Potion C2
- Amrou Kithkin C2
- Angelic Voices R
- Cleanse R
- Clergy of the Holy Nimbus C2
- D'Avenant Archer C2
- Divine Intervention R
- Divine Offering C2
- Divine Transformation R
- Elder Land Wurm R
- Enchanted Being C1
- Equinox C1
- Fortified Area U1
- Glyph of Life C2
- Great Defender U1
- Great Wall U1
- Greater Realm of Preservation U1
- Heaven's Gate U1
- Holy Day C1
- Indestructible Aura C2
- Infinite Authority R
- Ivory Guardians U1
- Keepers of the Faith C2
- Kismet U1
- Land Tax U1
- Lifeblood R
- Moat R
- Osai Vultures C1
- Petra Sphinx R
- Presence of the Master U1
- Rapid Fire R
- Remove Enchantments C1
- Righteous Avengers U1
- Seeker U1
- Shield Wall U1
- Spirit Link U1
- Spiritual Sanctuary R
- Thunder Spirit R
- Tundra Wolves C2
- Visions U1
- Wall of Caltrops C1
- Wall of Light U1

The Dark

Artifacts

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

Black

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

Blue

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

Gold

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

Green

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

Land

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

Red

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

White

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

Magic: the Gathering

Wizards of the Coast

____Dust to Dust C3
____Exorcist U1
____Fasting U2
____Festival C3
____Fire and Brimstone U2
____Holy Light C3
____Knights of Thorn U1
____Martyr's Cry U1
____Miracle Worker C3
____Morale C3
____Pikemen C3
____Preacher U1
____Squire C3
____Tivadar's Crusade U2
____Witch Hunter U1

Fallen Empires

Artifacts

____Aeolipile U1
____Balm of Restoration U1
____Conch Horn U1
____Delif's Cone C
____Delif's Cube U1
____Draconian Cylix U1
____Elven Lyre U1
____Implements of Sacrifice U1
____Ring of Renewal U1
____Spirit Shield U1
____Zelyon Sword U1

Black

____Armor Thrull (x4) C
____Basal Thrull (x4) C
____Breeding Pit U3
____Derelor U1
____Ebon Praetor U1
____Hymn to Tourach (x4) C
____Initiates of the Ebon Hand (x3) C
____Mindstab Thrull (x3) C
____Necrite (x3) C
____Order of the Ebon Hand (x3) C
____Soul Exchange U3
____Thrull Champion U1
____Thrull Retainer U3
____Thrull Wizard U3
____Tourach's Chant U3
____Tourach's Gate U1

Blue

____Homarid Shaman U1
____River Merfolk U1
____Vodalian Knights U1
____Vodalian War Machine U1
____Deep Spawn U3
____High Tide (x3) C
____Homarid (x4) C
____Homarid Spawning Bed U3
____Homarid Warrior (x3) C
____Merseine (x4) C
____Seasinger U3
____Svyelunite Priest U3
____Tidal Flats (x3) C
____Tidal Influence U3
____Vodalian Mage (x3) C
____Vodalian Soldiers (x4) C

Green

____Elvish Farmer U1
____Fungal Bloom U1
____Thelon's Curse U1
____Thelonite Monk U1
____Elven Fortress (x4) C
____Elvish Hunter (x3) C
____Elvish Scout (x3) C
____Feral Thallid U3
____Night Soil (x3) C
____Spore Cloud (x3) C
____Spore Flower U3
____Thallid (x4) C
____Thallid Devourer U3
____Thelon's Chant U3
____Thelonite Druid U3
____Thorn Thallid (x4) C

Land

____Bottomless Vault U1
____Dwarven Hold U1
____Dwarven Ruins U2
____Ebon Stronghold U2
____Havenwood Battleground U2
____Hollow Trees U1
____Icatian Store U1
____Rainbow Vale U1
____Ruins of Trokair U2
____Sand Silos U1
____Svyelunite Temple U2

Red

____Brassclaw Orcs (x4) C
____Dwarven Armorer U1
____Dwarven Catapult U3
____Dwarven Lieutenant U3
____Dwarven Soldier (x3) C
____Goblin Chirurgeon (x3) C
____Goblin Flotilla U1
____Goblin Grenade (x3) C
____Goblin Kites U3
____Goblin War Drums (x4) C
____Goblin Warrens U1
____Orcish Captain U3
____Orcish Spy (x3) C
____Orcish Veteran (x4) C
____Orgg U1
____Raiding Party U3

White

____Combat Medic (x4) C
____Farrel's Mantle U3
____Farrel's Zealot (x3) C
____Farrelite Priest U3
____Hand of Justice U1
____Heroism U3
____Icatian Infantry (x4) C
____Icatian Javelineers (x3) C
____Icatian Lieutenant U1
____Icatian Moneychanger (x3) C
____Icatian Phalanx U3
____Icatian Priest U3
____Icatian Scout (x4) C
____Icatian Skirmishers U1
____Icatian Town U1
____Order of Leitbur (x3) C

Chronicles

Artifacts

____Arena of the Ancients U1
____Ashnod's Altar C2
____Ashnod's Transmogrant C2
____Barl's Cage U1
____Book of Rass U1
____Bronze Horse U1
____Feldon's Cane C2
____Fountain of Youth C2
____Gauntlets of Chaos U1
____Horn of Deafening U1
____Jalum Tome U1
____Jeweled Bird U1
____Living Armor C2
____Obelisk of Undoing U1
____Rakalite U1
____Runesword C2
____Sentinel U1
____Serpent Generator U1
____Tormod's Crypt C2
____Triassic Egg U1
____Voodoo Doll U1

Black

____Banshee U3
____Bog Rats C3
____Cuombajj Witches C3
____Fallen Angel U3
____Giant Slug C3
____Hasran Ogress C3
____Hell's Caretaker U1
____Shimian Night Stalker U3
____Takklemaggot U3
____The Fallen U3
____The Wretched U1
____Transmutation C3
____Wall of Shadows C3
____Yawgmoth Demon U1

Blue

____Azure Drake U3
____Boomerang C3
____Dance of Many U1
____Dandán C3
____Enchantment Alteration U3
____Fishliver Oil C3
____Flash Flood C3
____Juxtapose U1
____Puppet Master U3
____Recall U3
____Remove Soul C3
____Teleport U1
____Wall of Vapor C3
____Wall of Wonder U3

Gold

____Arcades Sabboth U1
____Axelrod Gunnarson U1
____Ayesha Tanaka U1
____Chromium U1
____Dakkon Blackblade U1
____Gabriel Angelfire U1
____Johan U1
____Kei Takahashi C1
____Nebuchadnezzar U1
____Nicol Bolas U1
____Palladia-Mors U1
____Rubinia Soulsinger U1
____Sol'kanar the Swamp King U1
____Stangg U1
____Vaevictis Asmadi U1
____Xira Arien U1
____Marhault Elsdragon C1
____Sivitri Scarzam C1
____Tobias Andrion C1
____Tor Wauki C1

Green

____Argothian Pixies C3
____Cat Warriors C3
____Cocoon U3
____Concordant Crossroads U1
____Craw Giant U3
____Cyclone U1
____Emerald Dragonfly C3
____Erhnam Djinn U3
____Ghazbán Ogre C3
____Metamorphosis C3
____Rabid Wombat U3
____Revelation U1
____Scavenger Folk C3
____Storm Seeker U3

Land

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

Red

____Active Volcano C3
____Aladdin U1
____Beasts of Bogardan U3
____Blood Moon U1
____Fire Drake U3
____Goblin Artisans U3
____Goblin Digging Team C3
____Goblin Shrine C3
____Goblins of the Flarg C3
____Land's Edge U1
____Mountain Yeti C3
____Primordial Ooze U3
____Wall of Heat C3
____Wall of Opposition U3

White

____Abu Ja Far U3
____Akron Legionnaire U1
____Angelic Voices U1
____Blood of the Martyr U3
____D'Avenant Archer C3
____Divine Offering C3
____Indestructible Aura C3
____Ivory Guardians U3
____Keepers of the Faith C3
____Petra Sphinx U1
____Repentant Blacksmith C3
____Shield Wall U3
____War Elephant C3
____Witch Hunter U3

Ice Age

Artifacts

____Adarkar Sentinel ..... U
____Aegis of the Meek ..... R
____Amulet of Quoz ..... R
____Arcum's Sleigh ..... U
____Arcum's Weathervane ..... U
____Arcum's Whistle ..... U

Magic: the Gathering

Wizards of the Coast

____Barbed Sextant.....C
____Baton of Morale.....U
____Celestial Sword.....R
____Crown of the Ages.....R
____Despotic Scepter.....R
____Elkin Bottle.....R
____Fyndhorn Bow.....U
____Goblin Lyre.....R
____Hematite Talisman.....U
____Ice Cauldron.....R
____Icy Manipulator.....U
____Infinite Hourglass.....R
____Jester's Cap.....R
____Jester's Mask.....R
____Jeweled Amulet.....U
____Lapis Lazuli Talisman.....U
____Malachite Talisman.....U
____Nacre Talisman.....U
____Naked Singularity.....R
____Onyx Talisman.....U
____Pentagram of the Ages.....R
____Pit Trap.....U
____Runed Arch.....R
____Shield of the Ages.....U
____Skull Catapult.....U
____Snow Fortress.....R
____Soldevi Golem.....R
____Soldevi Simulacrum.....U
____Staff of the Ages.....R
____Sunstone.....U
____Time Bomb.....R
____Urza's Bauble.....U
____Vexing Arcanix.....R
____Vibrating Sphere.....R
____Walking Wall.....U
____Wall of Shields.....U
____War Chariot.....U
____Whalebone Glider.....U
____Zuran Orb.....U

Black

____Abyssal Specter.....U
____Ashen Ghoul.....U
____Brine Shaman.....C
____Burnt Offering.....C
____Cloak of Confusion.....C
____Dance of the Dead.....U
____Dark Banishing.....C
____Dark Ritual.....C
____Demonic Consultation.....U
____Dread Wight.....R
____Drift of the Dead.....U
____Fear.....C
____Flow of Maggots.....R
____Foul Familiar.....C
____Gangrenous Zombies.....C
____Gaze of Pain.....C
____Gravebind.....R
____Hecatomb.....R
____Hoar Shade.....C
____Howl from Beyond.....C
____Hyalopterous Lemure.....U
____Icequake.....U
____Infernal Darkness.....R
____Infernal Denizen.....R
____Kjeldoran Dead.....C
____Knight of Stromgald.....U
____Krovikan Elementalist.....U
____Krovikan Fetish.....C
____Krovikan Vampire.....U
____Legions of Lim-Dûl.....C
____Leshrac's Rite.....U
____Leshrac's Sigil.....U
____Lim-Dûl's Cohort.....C
____Lim-Dûl's Hex.....U
____Mind Ravel.....C
____Mind Warp.....U
____Mind Whip.....R
____Minion of Leshrac.....R
____Minion of Tevesh Szat.....R
____Mole Worms.....U
____Moor Fiend.....C
____Necropotence.....R
____Norritt.....C
____Oath of Lim-Dûl.....R
____Pestilence Rats.....C
____Pox.....R
____Seizures.....C
____Songs of the Damned.....C
____Soul Burn.....C
____Soul Kiss.....C
____Spoils of Evil.....R
____Spoils of War.....R
____Stench of Evil.....U
____Stromgald Cabal.....R
____Touch of Death.....C
____Withering Wisps.....U

Blue

____Arnjlot's Ascent.....C
____Balduvian Conjurer.....U
____Balduvian Shaman.....C
____Binding Grasp.....U
____Brainstorm.....C
____Breath of Dreams.....U
____Clairvoyance.....C
____Counterspell.....C
____Deflection.....R
____Dreams of the Dead.....U
____Enervate.....C
____Errant Minion.....C
____Essence Flare.....C
____Force Void.....U
____Glacial Wall.....U
____Hydroblast.....C
____Iceberg.....U
____Icy Prison.....R
____Illusionary Forces.....C
____Illusionary Presence.....R
____Illusionary Terrain.....U
____Illusionary Wall.....C
____Illusions of Grandeur.....R
____Infuse.....C
____Krovikan Sorcerer.....C
____Magus of the Unseen.....R
____Mesmeric Trance.....R
____Mistfolk.....C
____Musician.....R
____Mystic Might.....R
____Mystic Remora.....C
____Phantasmal Mount.....U
____Polar Kraken.....R
____Portent.....C
____Power Sink.....C
____Ray of Command.....C
____Ray of Erasure.....C
____Reality Twist.....R
____Sea Spirit.....U
____Shyft.....R
____Sibilant Spirit.....R
____Silver Erne.....U
____Sleight of Mind.....U
____Snow Devil.....C
____Snowfall.....C
____Soldevi Machinist.....U
____Soul Barrier.....U
____Thunder Wall.....U
____Updraft.....U
____Wind Spirit.....U
____Winter's Chill.....R
____Word of Undoing.....C
____Wrath of Marit Lage.....R
____Zur's Weirding.....R
____Zuran Enchanter.....C
____Zuran Spellcaster.....C

Gold

____Altar of Bone.....R
____Centaur Archer.....U
____Chromatic Armor.....R
____Diabolic Vision.....U
____Earthlink.....R
____Elemental Augury.....R
____Essence Vortex.....U
____Fiery Justice.....R
____Fire Covenant.....U
____Flooded Woodlands.....R
____Fumarole.....U
____Ghostly Flame.....R
____Giant Trap Door Spider.....U
____Glaciers.....R
____Hymn of Rebirth.....U
____Kjeldoran Frostbeast.....U
____Merieke Ri Berit.....R
____Monsoon.....R
____Mountain Titan.....R
____Reclamation.....R
____Skeleton Ship.....R
____Spectral Shield.....U
____Storm Spirit.....R
____Stormbind.....R
____Wings of Aesthir.....U

Green

____Aurochs.....C
____Balduvian Bears.....C
____Blizzard.....R
____Brown Ouphe.....C
____Chub Toad.....C
____Dire Wolves.....C
____Earthlore.....C
____Elder Druid.....R
____Essence Filter.....C
____Fanatical Fever.....U
____Folk of the Pines.....C
____Forbidden Lore.....R
____Forgotten Lore.....U
____Foxfire.....C
____Freyalise Supplicant.....U
____Freyalise's Charm.....U
____Freyalise's Wind.....R
____Fyndhorn Brownie.....C
____Fyndhorn Elder.....U
____Fyndhorn Elves.....C
____Fyndhorn Pollen.....R
____Giant Growth.....C
____Gorilla Pack.....C
____Hot Springs.....R
____Hurricane.....U
____Johtull Wurm.....U
____Juniper Order Druid.....C
____Lhurgoyf.....R
____Lure.....U
____Maddening Wind.....U
____Nature's Lore.....U
____Pale Bears.....R
____Pygmy Allosaurus.....R
____Pyknite.....C
____Regeneration.....C
____Rime Dryad.....C
____Ritual of Subdual.....R
____Scaled Wurm.....C
____Shambling Strider.....C
____Snowblind.....R
____Stampede.....R
____Stunted Growth.....R
____Tarpan.....C
____Thermokarst.....U
____Thoughtleech.....U
____Tinder Wall.....C
____Touch of Vitae.....U
____Trailblazer.....R
____Venomous Breath.....U
____Wall of Pine Needles.....U
____Whiteout.....U
____Wiitigo.....R
____Wild Growth.....C
____Woolly Mammoths.....C
____Woolly Spider.....C
____Yavimaya Gnats.....U

Land

____Adarkar Wastes.....R
____Brushland.....R
____Forest (x3).....VC
____Glacial Chasm.....U
____Halls of Mist.....R
____Ice Floe.....U
____Island (x3).....VC
____Karplusan Forest.....R
____Land Cap.....R
____Lava Tubes.....R
____Mountain (x3).....VC
____Plains (x3).....VC
____River Delta.....R
____Snow-Covered Forest.....VC
____Snow-Covered Island.....VC
____Snow-Covered Mountain.....VC
____Snow-Covered Plains.....VC
____Snow-Covered Swamp.....VC
____Sulfurous Springs.....R
____Swamp (x3).....VC
____Timberline Ridge.....R
____Underground River.....R
____Veldt.....R

Red

____Aggression.....U
____Anarchy.....U
____Avalanche.....U
____Balduvian Barbarians.....C
____Balduvian Hydra.....R
____Barbarian Guides.....C
____Battle Frenzy.....C
____Bone Shaman.....C
____Brand of Ill Omen.....R
____Chaos Lord.....R
____Chaos Moon.....R
____Conquer.....U
____Curse of Marit Lage.....R
____Dwarven Armory.....R
____Errantry.....C
____Flame Spirit.....U
____Flare.....C
____Game of Chaos.....R
____Glacial Crevasses.....R
____Goblin Mutant.....U
____Goblin Sappers.....C
____Goblin Ski Patrol.....C
____Goblin Snowman.....U
____Grizzled Wolverine.....C
____Imposing Visage.....C

Magic: the Gathering

Wizards of the Coast

_____Incinerate.....C
_____Jokulhaups.....R
_____Karplusan Giant.....U
_____Karplusan Yeti.....R
_____Lava Burst.....C
_____Márton Stromgald.....R
_____Melee.....U
_____Melting.....U
_____Meteor Shower.....C
_____Mountain Goat.....C
_____Mudslide.....R
_____Orcish Cannoneers.....U
_____Orcish Conscripts.....C
_____Orcish Farmer.....C
_____Orcish Healer.....U
_____Orcish Librarian.....R
_____Orcish Lumberjack.....C
_____Orcish Squatters.....R
_____Panic.....C
_____Pyroblast.....C
_____Pyroclasm.....U
_____Sabretooth Tiger.....C
_____Shatter.....C
_____Stone Rain.....C
_____Stone Spirit.....U
_____Stonehands.....C
_____Tor Giant.....C
_____Total War.....R
_____Vertigo.....U
_____Wall of Lava.....U
_____Word of Blasting.....U

White

_____Adarkar Unicorn.....C
_____Arctic Foxes.....C
_____Arenson's Aura.....C
_____Armor of Faith.....C
_____Battle Cry.....U
_____Black Scarab.....U
_____Blessed Wine.....C
_____Blinking Spirit.....R
_____Blue Scarab.....U
_____Call to Arms.....R
_____Caribou Range.....R
_____Cold Snap.....U
_____Cooperation.....C
_____CoP: Black.....C
_____CoP: Blue.....C
_____CoP: Green.....C
_____CoP: Red.....C
_____CoP: White.....C
_____Death Ward.....C
_____Disenchant.....C
_____Drought.....U
_____Elvish Healer.....C
_____Enduring Renewal.....R
_____Energy Storm.....R
_____Formation.....R
_____Fylgja.....C
_____General Jarkeld.....R
_____Green Scarab.....U
_____Hallowed Ground.....U
_____Heal.....C
_____Hipparion.....U
_____Justice.....U
_____Kelsinko Ranger.....C
_____Kjeldoran Elite Guard.....U
_____Kjeldoran Guard.....C
_____Kjeldoran Knight.....R
_____Kjeldoran Phalanx.....R
_____Kjeldoran Royal Guard.....R
_____Kjeldoran Skycaptain.....U
_____Kjeldoran Skyknight.....C
_____Kjeldoran Warrior.....C
_____Lightning Blow.....R
_____Lost Order of Jarkeld.....R
_____Mercenaries.....R
_____Order of the Sacred Torch.....R
_____Order of the White Shield.....U
_____Prismatic Ward.....C
_____Rally.....C
_____Red Scarab.....U
_____Sacred Boon.....U
_____Seraph.....R
_____Shield Bearer.....C
_____Snow Hound.....U
_____Swords to Plowshares.....U
_____Warning.....C
_____White Scarab.....U

Homelands

Artifacts

_____Apocalypse Chime.....U1
_____Clockwork Gnomes.....C1
_____Clockwork Steed.....C1
_____Clockwork Swarm.....C1
_____Didgeridoo.....U1
_____Ebony Rhino.....C1
_____Feroz's Ban.....U1
_____Joven's Tools.....U3
_____Roterothopter.....C1
_____Serrated Arrows.....C1

Black

_____Baron Sengir.....U1
_____Black Carriage.....U1
_____Broken Visage.....U1
_____Cemetery Gate (x2).....C2
_____Drudge Spell.....U3
_____Dry Spell (x2).....C2
_____Feast of the Unicorn (x2).....C2
_____Funeral March.....C1
_____Ghost Hounds.....U3
_____Grandmother Sengir.....U1
_____Greater Werewolf.....C1
_____Headstone.....C1
_____Ihsan's Shade.....U3
_____Irini Sengir.....U3
_____Koskun Falls.....U1
_____Sengir Autocrat.....U1
_____Sengir Bats (x2).....C2
_____Timmerian Fiends.....U1
_____Torture (x2).....C2
_____Veldrane of Sengir.....U1

Blue

_____Æther Storm.....U3
_____Baki's Curse.....U1
_____Chain Stasis.....U1
_____Coral Reef.....C1
_____Dark Maze (x2).....C2
_____Forget.....U1
_____Giant Albatross (x2).....C2
_____Giant Oyster.....U3
_____Jinx.....C1
_____Labyrinth Minotaur (x2).....C2
_____Marjhan.....U1
_____Memory Lapse (x2).....C2
_____Merchant Scroll.....C1
_____Mystic Decree.....U1
_____Narwhal.....U1
_____Reef Pirates (x2).....C2
_____Reveka, Wizard Savant.....U1
_____Sea Sprite.....U3
_____Sea Troll.....U3
_____Wall of Kelp.....U1

Green

_____An-Havva Constable.....U1
_____An-Havva Inn.....U3
_____Autumn Willow.....U1
_____Carapace (x2).....C2
_____Daughter of Autumn.....U1
_____Faerie Noble.....U1
_____Folk of An-Havva (x2).....C2
_____Hungry Mist (x2).....C2
_____Joven's Ferrets.....C1
_____Leaping Lizard.....C1
_____Mammoth Harness.....U1
_____Primal Order.....U1
_____Renewal.....C1
_____Root Spider.....U3
_____Roots.....U3
_____Rysorian Badger.....U1
_____Shrink (x2).....C2
_____Spectral Bears.....U3
_____Willow Faerie (x2).....C2
_____Willow Priestess.....U1

Land

_____An-Havva Township.....U3
_____Aysen Abbey.....U3
_____Castle Sengir.....U3
_____Koskun Keep.....U3
_____Wizards' School.....U3

Red

_____Aliban's Tower (x2).....C2
_____Ambush.....C1
_____Ambush Party (x2).....C2
_____An-Zerrin Ruins.....U1
_____Anaba Ancestor.....U1
_____Anaba Bodyguard (x2).....C2
_____Anaba Shaman (x2).....C2
_____Anaba Spirit Crafter.....U1
_____Chandler.....C1
_____Dwarven Pony.....U1
_____Dwarven Sea Clan.....U1
_____Dwarven Trader (x2).....C2
_____Eron the Relentless.....U3
_____Evaporate.....U3
_____Heart Wolf.....U1
_____Ironclaw Curse.....U1
_____Joven.....C1
_____Orcish Mine.....U3
_____Retribution.....U3
_____Winter Sky.....U1

White

_____Abbey Gargoyles.....U3
_____Abbey Matron (x2).....C2
_____Aysen Bureaucrats (x2).....C2
_____Aysen Crusader.....U1
_____Aysen Highway.....U1
_____Beast Walkers.....U1
_____Death Speakers.....U3
_____Hazduhr the Abbot.....U1
_____Leeches.....U1
_____Mesa Falcon (x2).....C2
_____Prophecy.....C1
_____Rashka the Slayer.....U3
_____Samite Alchemist (x2).....C2
_____Serra Aviary.....U1
_____Serra Bestiary.....C1
_____Serra Inquisitors.....U3
_____Serra Paladin.....C1
_____Soraya the Falconer.....U1
_____Trade Caravan (x2).....C2
_____Truce.....U1

Promotional Cards

_____Arena.....Land.....P
_____Giant Badger.....Green.....P
_____Mana Crypt.....Artifact.....P
_____Nalathni Dragon.....Red.....P
_____Sewers of Estark.....Black.....P
_____Windseeker Centaur.....Red.....P

On the Edge

Trident/Atlas Games

Unlimited

Characters

Jagannath Adhi	11	R1
Dalal Allar	13	R1
Sunshine Allarha	14	R1
Mattias Allemande	15	R1
Ghadir Allemi	16	U1
Fahd Amaq	17	R2
Armada	21	U1
Dev Ashana	22	R1
Julio Beitleiro	34	U1
Bellow	35	U2
Betelguesan	37	R1
Bitter & Herb	38	C2
Avan Bloodlord	40	R1
Aurora Bolt	43	C2
Mikhail Borisov	44	U1
Break-Bones	45	C2
Lino Briazzi	47	U1
Gemma Candiru	50	U1
James R. Cartwright	51	C2
Ricardo Cerdo	52	C1
Roger Chalk	53	U2
Chikutorpl	55	C2
Mihaly Cieznick	56	U2
Sir Arthur Compton	59	R2
Coral Entity	63	R2
Cheryl D'Aubainne	68	R1
Constance D'Aubainne	69	R1
Jean-Christophe D'Aubainne	70	R1
Monique D'Aubainne	71	R1
Joana d'Fabelle	72	C1
Silver Detti	76	C1
Cyril Doros	80	R2
Akorra Encombi	85	U1
Adelina Escobar	86	U2
Manuela Eselbrust	87	R1
Abanobi Famani	88	U2
Harry Fang	89	R1
Lou Farazzi	90	C1
Ben Feather-on-Wind	91	U2
Mugly Flats	92	U1
Frogbreath	100	C1
Frank Germaine	104	C2
Deborah Grierson	107	R1
Erik Gudne	108	R1
Anwar Hallajin	109	R1
Umar Halleen	110	R1
Twilight Hammer	111	C1
Barber Hammock	112	C1
Leif Hardarson	113	C1
Hank Henderson	114	R2
Saxolf Hermann	115	U1
Kunigunde Himmelsbach	117	C1
Isa Ifaq	123	C1
Mamduh Jalla	128	R1
Johnny Kazoo	130	U1
Hans Knudson	133	C2
Joey Ko	134	U2
Rigor Kwasek	135	U1
George Lazarus	139	R1
Lee G'won Foo	140	U1
Lope	143	U1
Abel Ludo	145	U1
Giovanni Mancini	146	C2
Mantra	147	C1
Arwa Marabu	148	C1
Ricardo Martinez	149	R1
Fabrissa Melors	150	U2
Molly, Queen Mum/Baboons	154	R2
Dr. Paulo Montserrat	156	U1
Akio Morimoto	157	C1
Abdullah Mustafa	159	R1
Kamorro N'Duban	163	R1
Nachtmeister	164	R1
Number Three	169	R1
Dr. Furchtegott Nusbaum	170	U2
Marla Oceana	171	U2
Martin Oumage	173	U1
Patrol Baboon	174	C2
Arthur Pendrick	175	C1
Portia	179	R1
Jack Rack	187	U1
Dinesh Rajpal	189	C2
Jonny Rama	190	U1
Ravage	193	R1
Asha Rayhar	194	R2
Reek Rend	196	C1
Angela Reyes	197	U1
Robert Richardson	198	U1
Cherri Robinson	200	C1
J.S. Rocket	201	C1
Fernando Rodriguez	202	U1
Randy Rogers	203	U2
Aleksandr Rominosky	204	U1
Mars Royale	205	R1
Don Rozo	206	C1
Pietro Ruffo	207	C1
Thor Runestone	208	U1
Juana Salvador	211	U1
Veronica Sellers	215	R1
Havani Shagasemi	217	R2
Prem K. Sharma	218	R1
Shreds	219	R1
Simon Xin	220	R1
Giuseppe Sizo	221	U1
Slag	222	C1
Burford J. Slystick	223	U1
Eliza Smith	225	R2
Peer Solgerkvist	227	C2
Karla Sommers	228	R2
Linda Sourinen	229	U1
Raw Steamer	231	C1
Wheeler Stein	232	U1
Takeshi Sumanoto	238	R1
Malak Suzier	240	C2
Clyde Throckmorton	245	R1
Trugga	249	R1
Stefano Turolli	251	R2
Ali Twine	252	C1
Sally Undokku	256	C1
Vibe Valiant	258	C2
Dmitri Vatsavos	259	C2
Andrea Vernon	260	C1
Guglielmo Vigneto	261	U2
Weegzon	263	C1
Holly Winter	266	U1
Zipper	268	C2
Mary Zule	269	R2
Resounding Bell	270	R1

Conditions

Amok	18	U1
Astral Mimicry	26	R1
Atavism: Ninja	29	R1
Bloodlust	41	U2
Body Double	42	R1
Charisma	54	R1
Deportation Investigation	75	U1
Gremlins	106	R2
Hostage	118	U1
Inspiration	125	U1
International Influence	127	R1
Karmic Assassin	129	R1
Kergillian Implant	131	R1
Kidnap	132	U1
Latent Hero	136	R2
Latent Psychic Attack	137	R1
Latent Strength	138	R2
Loyalty Conditioning	144	U1
Mind Control Messages	152	R1
Multi-Dimension	158	U1
Mutation	162	U2
Nano-Tech Med. Machines	165	R1
Negative Energy	166	C1
Possession	180	U1
Psychic Virus	185	U1
Radio Laser Satellite	188	R2
Seklut Poison	213	U1
Sensitivity	216	C1
Smear Campaign	224	U2
Super-Vitamin Diet	239	U1
Switch-Flipping	241	R1
Terrors	243	U1
Trident Morale	248	U2
Tulpa	250	U2
Unanticipated Influence	254	U1
Weird Radiation	264	C1

Environmentals

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

Gear

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

Resources

Al Amarjan Friends	12	C2
Astral Wisdom	28	C3
Contacts in the Art Scene	61	C3
Friends in Arms Barrio	93	C3
Friends in Broken Wings	94	C3
Friends in Flowers Barrio	95	C3
Friends in Four Points	96	C3
Friends in Golden Barrio	97	C3
Friends in Great Men	98	C3
Friends in Sunken Barrio	99	C3
Intelligence Contacts	126	U2
Ley Line Nexus	141	R1
Military Contacts	151	U2
Mutant Sympathies	161	U2
Oppenheimer Contacts	172	C3
Psychic Sensitivity	183	C3
Red Orca	195	R1
The Terminal	242	R1
Throckmorton Device	244	R1
Trade Contacts in the Edge	247	U2
UN Forces	253	R1
Underground Trident HQ	255	R1

Secrets

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

Whammies

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

Promo Cards

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

On the Edge

Trident/Atlas Games

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

The Cut-Ups Project

Characters

Jeroen Brinker	C10		U
Pere Brinker	C11		U
Brownshirt	C12		C
The Centipede	C14		C
Yuzhou Chen	C18		U
Dzamilla Chielminski	C19		C
Robert "Doc" Cross	C23		C
Death Car	C25		U
Eyeballs Drillbit	C29		U
Antenella Falchi	C31		C
Giblets Granberry	C35		U
Eunice Rae Hopner	C36		U
Horrors Count	C37		U
Michiko Ishii	C39		U
John Isidor	C40		C
Audrey Itsulaaq	C41		C
Emmanuelle Karmitz	C42		U
William Kear	C43		U
Koanhead	C44		U
Evan MacDonald	C46		C
Mircea ?	C48		U
Oliver de Moleron	C49		U
Matti Aaltonen	C5		C
Apocalypse Moorhouse	C50		U
Akio Morimoto	C51		U
Mrs. Brinker	C52		U
Abbas Nadjafi	C53		C
Kofi Ogunlala	C55		U
Oil Pan Annie	C56		C
Mary Olekobaai	C57		U
Emer O'Tillery	C58		C
Andalusia Dog	C6		U
Protoplankton	C62		C
Excel Quitlong	C65		U
C. A. Radford	C66		U
C. A. Radford	C67		U
C. A. Radford	C68		C
C. A. Radford	C69		U
Blatant Scam	C7		U
C. A. Radford	C70		C
Really Quite Angry Kid	C72		C
Rex	C74		U
Claude-Lucien Rouvier	C76		C
Claus Brinker	C8		C
Serhiy Stech	C80		U
Malak Suzier	C82		U
Anatoly Taghel	C83		U
Olimpia Urgeghe	C88		U
Anoop Varma	C89		U
Jacob Brinker	C9		U
Isil Ziya	C90		C

Conditions

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

Environmentals

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

Gear

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

Resources

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

Secrets

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

Whammies

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

Shadows

Characters

Monty Albion	D5		U3
All-Fours	D6		U1
Ghadir Allemi	D7		U1
Lyubov Anatova	D8		U1
Alicia Andromeda	D9		C2
Annie the Rib	D10		C2
Tommy Bakka	D13		U3
Andrew Banks	D14		U1
Rixa Bekker	D15		U3
Dr. Renee Boneau	D17		U1
Ace J. Cirrus	D19		C3
Jorge Corriendo	D21		U3
Monique D'Aubainne	D23		U1
T. Joe Dreck	D26		U3
Eel	D27		U2
El Zod 7	D28		C2
May Ferendi	D30		U1
Roz Fernsch	D31		U2
Otto Finkelstein	D32		U2
Fishwipe	D33		C2
Flux	D34		U2
Formless	D35		U2
Betty Frenum	D36		U1
Miriam Galaxy	D39		C3
Pepper Grange	D40		C3
Julie Grouse	D41		U1
Thunder Gruen	D42		U2
Jill Grunder	D43		U2
Roman Gundle	D45		U2
Hack-Master	D46		C2
Eddie Haggle	D47		U3
Barber Hammock	D48		U1
Jerry Heckle	D51		U1
Consuela Herrera	D52		U1
Howdah	D54		U2
Anya Huesco	D55		U1
Azza Jami	D56		U3
Knobs	D57		C3
Mr.Tramh LeThuy	D60		U1
Giovanni Mancini	D61		U1
Freddie Manger	D62		U3
Gregory Mantle	D63		U3
Kalev Maran	D64		U2
Rita Milagro	D65		U2
Vincent Moire	D66		C2
Moonsilk	D67		U2
Ajay Obalago	D68		U1
Rodney Odge	D69		C2
Seiji Ogata	D70		U1
Lissy Omgek	D71		U1
Giurgiu Otinka	D73		U2
Otz	D74		U3
Elizabeth Pock	D75		U1
Lujayn Qufra	D76		U1
Hank Ramas	D77		C2
Wanda Rod	D78		U2
Alonzo Rubio	D79		U2
Norton Rumple	D80		C2
Benjamin Sells	D81		C2
Gayth Silver	D83		C2
Slaughter	D84		U2
Sludge	D85		C2
Spike	D87		C2
Squeaks	D88		U3
Aniela Stansky	D89		U2
Startle	D90		C2
Starwalk	D91		C2
Robert Stop	D92		C2
Cooper Syme	D93		C2
Rod "Scabs" Tar	D94		C2
Fea Terronez	D95		U1
"The Radiator"	D96		U2
Clyde Throckmorton	D99		U1
Dolores Titania	D100		U1
Vortex	D104		U1
Tanja Voss	D105		U1
Simon Wallop	D106		C3
Walter Was	D107		U3
Great White	D108		C2
Rhonda Widdershins	D109		C2
Wrench	D110		C2
Xotok	D111		U1
Sandy Yama	D112		C2
Margarita Yelmo	D113		U2
Omni Yushka	D114		C2
Oma Zero	D115		U3
Laura Zoom	D116		U1
M'ay Zung	D117		U1

Conditions

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

Environmentals

Crackdown	D22		U1
Heating Up	D50		U2

Gear

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

Resources

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

Secrets

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

Whammies

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

Arcana

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

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On the Edge

Trident/Atlas Games

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

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Marvel: Overpower

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Heroes & Special Cards

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

Marvel: Overpower

Fleer, Inc.

____Telekinesis*.....U
____Mind Over Matter.....R
____Telepathic Unity*.....UR
____JUBILEE.....C
____Fireworks.....U
____Spectrum Tease.....R
____Blinding Flare.....U
____Distracting Burst.....U
____Plasmoid Flash*.....UR
____MAGNETO.....UR
____Repel Object.....R
____Evil Genius.....R
____Gravity Alteration.....R
____Magnetic Shield.....R
____Paralyze Opponent*.....UR
____MR. FANTASTIC.....UR
____Stretch Attack.....R
____Team Leader.....R
____Protect Teammate.....R
____Ingenuity.....U
____Python Hold*.....UR
____MYSTIQUE.....UR
____Cool Under Fire.....R
____Infiltration.....U
____Commando Raid.....R
____Surprise Attack*.....UR
____Illusion of Ally.....R
____OMEGA RED.....UR
____KGB Training.....R
____Sacraficial Lamb.....R
____Drain Lifeforce.....R
____Carbonadium Coils.....R
____Tendril Tactics*.....UR
____PROFESSOR X.....UR
____Cerebro.....U
____X-Men Founder.....U
____Psychic Scan.....U
____Psionic Hold*.....UR
____Telepathic Coordination*.....UR
____PSYLOCKE.....UR
____Combat Prowess.....R
____Psi Fighting.....U
____Thought Probe.....R
____Mental Hold*.....UR
____Psychic Knife*.....UR
____PUNISHER.....UR
____Full Auto.....U
____Smoke Screen.....R
____Sniper.....R
____Secret Weapon*.....UR
____Vendetta*.....UR
____RHINO.....U
____Pinball Blow.....U
____Romp'n Stomp.....U
____Rhino Hide.....R
____Bowl Over.....R
____Rhino Charge.....U
____ROGUE.....U
____Intercept Attack.....U
____Sky Soar.....U
____Super Strength.....R
____Power Transfer.....U
____Mutagenic Drain*.....UR
____SABRETOOTH.....U
____Bloodlust.....R
____Danger Scent.....U
____Healing Factor.....U
____Wildcat Attack.....U
____Blood Hunt*.....UR
____SILVER SURFER.....UR
____Energy Protection.....U
____Force Shield.....R
____Rearrange Matter.....R
____Cosmic Healing.....R
____Power Cosmic*.....UR
____SPIDER-MAN.....UR
____Arachnid Agility.....R
____Web Shield.....R
____Wall Crawl.....U
____Spider Sense.....R
____Web*.....UR
____SPIDER-WOMAN.....U
____Spider Strength.....U
____Spider Attack.....U
____Web Lines.....U
____Arachnophobia.....U
____Psi Web*.....UR
____STORM.....UR
____Chain Lightning.....U
____Flight.....U
____Hurricane Winds.....U
____Emotional Outburst*.....UR
____Summon Elemental Power*.....UR
____THING.....U
____Temper Tantrum.....R
____Rock Skin.....U
____Bear Hug.....U
____Clobberin' Time*.....UR
____Revoltin' Development*.....UR
____THOR.....U
____Mystic Uru Met.....U
____Protect Teammate.....U
____Mjolnir Speaks.....R
____Power of Asgard*.....UR
____God of Thunder.....C
____VENOM.....UR
____Rampage.....C
____Creepy Crawler.....R
____Alien Webbing.....R
____Symbiotic Snare*.....UR
____Panic Attack*.....UR
____WAR MACHINE.....U
____Hidden Weapon.....R
____Guided Missile.....U
____Energy Shield.....U
____Unleash Arsenal*.....R
____Battle Computer*.....UR
____WOLVERINE.....UR
____Berserk Attack.....U
____Snikt.....U
____Fighting Instinct.....U
____He.....U
____Wounded Animal*.....UR

Any Hero

____Death From Above*.....X
____God of Mischief*.....X
____Guardian Angel*.....X
____Unlucky at Love*.....X
____Gamma Terror*.....X
____Web-Headed Wizard*.....X

Universe Cards

____6/+1 Generator.....C
____6/+2 Power Lines.....C
____6/+3 Energy Enhancer.....R
____7/+1 Energy Booster.....C
____7/+2 Energy Maximizer.....C
____7/+3 Power Cosmic.....UR
____8/+1 Divine Intervention.....C
____8/+2 Alien Technology.....U
____8/+3 EM Force Lines.....R
____6/+1 Throwing Blades.....C
____6/+2 Hand Grenade.....C
____6/+3 Laser Pistol.....R
____7/+1 Rocket Launcher.....C
____7/+2 Sword.....U
____7/+3 Machine Gun.....UR
____8/+1 Booster Shot.....C
____8/+2 Chain.....U
____8/+3 Crossbow.....R
____6/+1 Hot Dog Cart.....C
____6/+2 Manhole Cover.....U
____6/+3 Dumpster.....R
____7/+1 Hunk of Asphalt.....C
____7/+2 Tree.....U
____7/+3 Taxi Cab.....UR
____8/+1 Girder.....C
____8/+2 Lamp Post.....U
____8/+3 City Bus.....R
____6E To Use/6E+1+1.....R
____7E To Use/6E+2+2.....UR
____8E To Use/6E+1+3.....UR
____6F To Use/6F+1+1.....R
____7F To Use/6F+2+2.....UR
____8F To Use/6F+1+3.....UR
____6S To Use/6S+1+1.....UR
____7S To Use/6S+2+2.....UR
____8S To Use/6S+1+3.....UR

Training

____5 E/S To Use/+3 E/S.....U
____5 E/S To Use/+4 E/S.....U
____5 F/E To Use/+3 F/E.....U
____5 F/E To Use/+4 F/E.....U
____5 F/S To Use/+3 F/S.....C
____5 F/S To Use/+4 F/S.....C

Power Cards:

Multi-Power

____1 E/F/S.....C
____2 E/F/S.....C
____3 E/F/S.....C
____4 E/F/S.....C

Power

____1E(Nebula).....C
____2E(Black Cat).....C
____3E(Sauron).....C
____4E(Electro).....C
____5E(Century).....C
____6E(Storm).....C
____7E(Cyclops).....U
____8E(Professor X).....R
____1F(Bloody Mary).....C
____2F(Black Widow).....C
____3F(Long Shot).....C
____4F(Nightcrawler).....C
____5F(Venom).....C
____6F(Wolverine).....C
____7F(Domino).....U
____8F(Cyber).....R
____1S(Archangel).....C
____2S(Spider-Man).....C
____3S(War Machine).....C
____4S(Loki).....C
____5S(Cyber).....C
____6S(Super Skrull).....C
____7S(Thing).....U
____8S(Abomination).....R

Mission Cards

____Age of Apocalypse 1.....U
____Age of Apocalypse 2.....U
____Age of Apocalypse 3.....U
____Age of Apocalypse 4.....U
____Age of Apocalypse 5.....U
____Age of Apocalypse 6.....U
____Age of Apocalypse 7.....U
____Annihilation Affair 1.....U
____Annihilation Affair 2.....U
____Annihilation Affair 3.....U
____Annihilation Affair 4.....U
____Annihilation Affair 5.....U
____Annihilation Affair 6.....U
____Annihilation Affair 7.....U
____Fatal Attractions 1.....U
____Fatal Attractions 2.....U
____Fatal Attractions 3.....U
____Fatal Attractions 4.....U
____Fatal Attractions 5.....U
____Fatal Attractions 6.....U
____Fatal Attractions 7.....U
____Infestation Incident 1.....U
____Infestation Incident 2.....U
____Infestation Incident 3.....U
____Infestation Incident 4.....U
____Infestation Incident 5.....U
____Infestation Incident 6.....U
____Infestation Incident 7.....U
____Fatal Attractions 1.....U
____Fatal Attractions 2.....U
____Fatal Attractions 3.....U
____Fatal Attractions 4.....U
____Fatal Attractions 5.....U
____Fatal Attractions 6.....U
____Fatal Attractions 7.....U
____Infinity Gauntlet 1.....C
____Infinity Gauntlet 2.....C
____Infinity Gauntlet 3.....C
____Infinity Gauntlet 4.....C
____Infinity Gauntlet 5.....C
____Infinity Gauntlet 6.....C
____Infinity Gauntlet 7.....C
____Maximum Carnage 1.....C
____Maximum Carnage 2.....C
____Maximum Carnage 3.....C
____Maximum Carnage 4.....C
____Maximum Carnage 5.....C
____Maximum Carnage 6.....C
____Maximum Carnage 7.....C

RAGE

White Wolf Game Studio

Limited & Unlimited

Actions

- Shape Shift — C
- Sneak Attack — U
- Taunt — U

Allies

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

Characters

- Allamande — Ratkin — R
- Allison Kachina — Wendigo — U
- Amari Howls-from-Soul — Blk Fur. — C
- Anna 'Eyes/Sun' Pelfrey — Uktena — U
- Anna Kliminski — Shad. L. — R
- Antonine Teardrop — StargazersU
- Aurgra — Gurahl — R
- Banana Split — Bone Gn. — C
- Bladetooth — Get of F. — C
- Blood-on-the-Wind — Wendigo — R
- Bron Mac Fionn — Fianna — R
- Buggerhead — Bone Gn. — U
- Carla Grimsson — Get of F. — U
- Carleson Ruah — Shad. L. — C
- Cernonous — Child./G. — U
- Charging Bull — Wendigo — U
- Crick Rumwrangler — Bone Gn. — C
- Dharma Bum — Bone Gn. — C
- Diem — Child./G. — C
- Eater-of-Bears — Red Tal. — C
- Edgewalker — Shad. L. — C
- Evan Heals-the-Past — Wendigo — C
- Eyes-of-Frost — Wendigo — C
- Fang Jumper — Get of F. — C
- Gere Hunts-the Hunters — Get of F. — U
- Gesar — StargazersC
- Golgol Fangs-First — Get of F. — R
- Goll Mac Mourna — Fianna — U
- Grek Twice-Tongue — Sil. Str. — U
- Greyfist — Silv. F. — U
- Grimfang — Silv. F. — R
- Growls-at-Moon — Red Tal. — U
- Guides-to-Truth — Uktena — R
- Howard Koar — StargazersC
- Ivan Korda — Shad. L. — C
- Jacky Gecko — Uktena — C
- Jubati — Uktena — C
- Julisha/Thousand Masks — Blk Fur. — R
- Lamurun — Uktena — U
- Lord Albrecht — Silv. F. — U
- Mamu — Red Tal. — R
- Mari Cabrah — Blk Fur. — U
- Morgan the Unworthy — Fianna — C
- Morihei High-Mountain — StargazersR
- Mother Larissa — Bone Gn. — R
- Natasha Moon Chaser — Sil. Str. — C
- Nephthys Mu'at — Sil. Str. — U
- No'iri'n Ni' Dhonaill — Fianna — C
- Old Storm-Chaser — Red Tal. — U
- Passer — Sil. Str. — C
- Pearl River — Child./G. — R
- Questor Treetalker — Child./G. — C
- Rainpuddle — StargazersC
- Roar of Storms — Shad. L. — U
- Roger Daly — Glass W. — R
- Roshen One-Arm — Silv. F. — C
- Running Creek — Uktena — C
- Scar Throat Leech-Killer — Get of F. — C
- Scratches-at-Fleas — Bone Gn. — U
- Shakar — Bagheera — R
- Simon Gentle — Glass W. — C
- Sings-for-the-Beast — Silv. F. — C
- Sister Judith Paws-of-Light — Blk Fur. — U
- Sofya Softkiller — Silv. F. — C
- Son-of-Moonlight — Fianna — U
- Song Chiang — Glass W. — U
- Spotlight — Red Tal. — C
- Stands-Like-Mountain — Red Tal. — C
- Susan Anthony — Blk Fur. — C
- Syntax — Glass W. — C
- Tanzut — Sil. Str. — C
- Teeth-of-Titanium — Glass W. — U
- Thomas Kachina — Wendigo — C
- Thunder Tiger — StargazersU
- Tim Rowantree — Child./G. — C
- True Silverheels — Child./G. — U
- Virus-to-Wyrm — Glass W. — C
- Volcheka Ibarruri — Blk Fur. — C
- Walks-with-Might — Sil. Str. — R
- Wind-Across-the-Hills — Fianna — C
- Zachary Ellison — Shad. L. — U

Combat

- Attacking the Wyrm — C
- Bite — C
- Block and Strike — U
- Block — C
- Body Blow — C
- Broken Limb — C
- Bum Rush — U
- Careful Strike — U
- Critical Blow — R
- Disarm — U
- Disembowelment — R
- Dodge — C
- Dry Gulch — U
- Entrail Rend — R
- Evade and Strike — R
- Evasion — R
- Eyes Gouged — U
- Fast Strike — R
- Feint — U
- Flesh Wound — C
- Forceful Wind — R
- Frenzy — U
- Fur Gnarl — U
- Glancing Blow — C
- Grazing Wound — C
- Head Wound — U
- Hunting Party — U
- Kneecapper — C
- Lucky Blow — R
- Mangle — R
- Massive Wound — R
- Nerve Cluster — U
- No Escape — U
- Offbalanced Attack — C
- Organ Puncture — U
- Overextended Attack — C
- Pack Defense — U
- Rend and Tear — U
- Run Like Hell — U
- Shield Mate — U
- Solid Blow — C
- Spine Crushed — R
- Stinging Wound — C
- Surprise Ally — R
- Surprise Attack — R
- Swipe — C
- Taking the Death Blow — R
- Telling Blow — U
- Umbral Escape — R
- Vital Blow — U

Enemies

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

Equipment

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

Events

- Alaskan Wolf Hunt — R
- Chimera — U
- Cockroach — U
- Crescent Moon — C
- Drunken Revelry — R
- Entrapment — U
- Falcon — U
- Fenris — U
- Full Moon — C
- Garbage Food Poisioning — R
- Gibbous Moon — C
- Grandfather Thunder — U
- Griffin — U
- Half Moon — C
- Harano Gloom — R
- Inbred Disorder — R
- Journey Onward — R
- Journey to the East — R
- Leadership Challenge — R
- Lost Calling — R
- Lunar Eclipse — R
- Matriarch Mourning — R
- New Moon — C
- Owl — U
- Peace of Nature — R
- Pegasus — U
- Ragnarok — R
- Rat — U
- Reclaiming the Stolen — C
- Scouring the Wyrm — C
- Scouting Mission — R
- Stag — U
- Uktena — U
- Umbral Quest — C
- Unicorn — U
- Wendigo — U
- Wyrm Taint — R

Gifts

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

RAGE

White Wolf Game Studio

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

Moots

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

Past Lives

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

Rites

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

The Umbra

Actions

Fast Shift	R
Moon Bridge Attack	U
Step Sideways	U

Allies

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

Caerns

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

Characters

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

Combat

Redirected Attack	U
Sap Strength	R
Umbral Flurry	C

Enemies

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

Equipment

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

Events

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

Gifts

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

Moots

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

Quests

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

Realms

Battleground	UR
Legendary	UR

Rite

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

The Wyrm

Actions

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

Board Meetings

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

Allies

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

Caerns

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

Characters

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

Combat

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

Equipment

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

RAGE

White Wolf Game Studio

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

Events

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

Gifts

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

Past Lives

- Mockmaw ... UR

Quests

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

Realms

- Malfeas ... UR

Rites

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

Victims

- Angus, The White Howler ... R
- Avenging Wraith ... R
- Beat Cop ... C
- Bob Goldstein, Ace Reporter ... R
- Bus Full of People ... C
- Cult Leader ... R
- Cultist ... C
- Family of Five ... C
- Family Pet ... C
- FBI Agent ... U
- Garou Kinfolk ... U
- Glade Child ... U
- Greenpeace Assault Team ... R
- Happy Tourist ... R
- High School Athlete ... C
- Honest Senator ... U
- Incarna Avatar ... R
- Lost Cub ... U
- Mage of the Celestial Chorus ... R
- Mailman ... C
- Movie Star ... R
- Neighborhood Watch Group ... C
- Newspaper Vendor ... C
- Playground Full of Kids ... C
- Priest ... U
- Renegade Werewolf Hunter ... U
- Ronin Garou ... R
- Sidhe Knight ... R
- Street Bum ... C
- Survival Nut ... U
- Swat Officer ... U
- Unlucky Lune ... C
- Vigilante ... U
- Wandering Gaffling ... C

SHADIS
The Independent Games Magazine

Shadowfist

Daedalus Games

Feng Shui Sites

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

Edges

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

Events

- Abominable Wave ... Architects ... C
- Arcanowave Pulse ... Architects ... U
- Array of Stunts ... Dragons ... U
- Assassins in Love ... Dragons ... R
- Back for Seconds ... Dragons ... C
- Banish ... Lotus ... R
- Beneficial Realignment ... G. Hand ... C
- Bite of the Jellyfish ... Ascended ... U
- Blade Palm ... Unal. ... U
- Booby Trap ... Dragons ... C
- Bull Market ... Ascended ... R
- Celluar Reinvigoration ... Architects ... U
- Code Red ... Architects ... C
- Confucian Stability ... G. Hand ... C
- Covert Operation ... Ascended ... C
- Cry/Forgotten Ancestor ... Ascended ... U
- Curtain of Fullness ... Unal. ... U
- Dance of the Centipede ... Lotus ... C
- Dangerous Experiment ... Architects ... R
- Dark Future ... Architects ... R
- Dawn of the Righteous ... Unal. ... C
- Difficulty at the Beginning ... G. Hand ... U
- Expendable Unit ... Architects ... C
- Faked Death ... Ascended ... C
- Final Brawl ... Dragons ... C
- Golden Comeback ... Dragons ... C
- Healing Earth ... Unal. ... C
- Hostile Takeover ... Ascended ... U
- Imprisoned ... Architects ... C
- Inauspicious Reburial ... Lotus ... C
- Infernal Plague ... Lotus ... U
- Into the Light ... G. Hand ... U
- Iron and Silk ... G. Hand ... C
- Killing Rain ... Unal. ... C
- Larcenous Mist ... Unal. ... U
- Last Outpost ... Dragons ... C
- Last Stand ... Dragons ... R
- Mole Network ... Ascended ... C
- Mysterious Return ... G. Hand ... C
- Natural Order ... G. Hand ... C
- Nerve Gas ... Architects ... C
- Neutron Bomb ... Architects ... U
- Now You've Made Us Mad ... Dragons ... U
- Onslaught of the Turtle ... G. Hand ... U
- Operation Killdeer ... Ascended ... C
- Orbital Laser Strike ... Unal. ... C
- Police State ... Architects ... U
- Positive Chi ... G. Hand ... U
- Progress of the Mouse ... G. Hand ... U
- PubOrd Raid ... Architects ... C
- Realpolitik ... Ascended ... C
- Return to the Center ... Unal. ... U
- Rigorous Discipline ... G. Hand ... C
- Roar of the Beast ... Ascended ... R
- Robust Feng Shui ... G. Hand ... U
- Salvage ... Unal. ... U
- Satellite Surveillance ... Unal. ... U
- Scroll of Incantation ... Unal. ... U
- Shattering Fire ... Unal. ... C
- Shattering Jade ... G. Hand ... U
- Shifting Loyalties ... Lotus ... R
- State of Emergency ... Architects ... U
- Subterfuge ... Ascended ... U
- Suicide Mission ... Ascended ... R
- Superior Technology ... Architects ... C
- The Crucible ... Dragons ... R
- Thunder on Thunder ... Dragons ... U
- Tortured Memories ... Lotus ... C
- Victory for the Underdog ... Dragons ... C
- Wind on the Mountain ... G. Hand ... U

Shadowfist

Daedalus Games

States

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

Characters

	$10,000 Man	Jammers	U
	Abysmal Daughter	Lotus	R
	Abysmal Horror	Lotus	C
	Abysmal Spirit	Lotus	U
	Adrienne Hart	Ascended	R
	Alpha Beast	ArchitectsVC	
	Arcanotechnician	Architects	U
	Arcanowave Researcher	Architects	U
	Average Joe	Dragons.VC	
	Battlechimp Potemkin	Jammers	R
	Big Brother? Tsien	Lotus	R
	Big Bruiser	Dragons	U
	Brain Eater	Architects	U
	Buro Assasin	Architects	C
	Buro Official	Architects	U
	Cabinet Minister	Ascended	C
	Capoeira Master	Dragons	R
	Chin Ken	G. Hand	R
	Chinese Doctor	Dragons	C
	Chromosone Screamer	Jammers	U
	Church Official	Ascended	U
	Confucian Sage	G. Hand	U
	Desdemona Deathangel	Architects	R
	DNA Mage	Architects	C
	Dr. April Mucosa	Architects	R
	Draco	Ascended	R
	Dragon Adept	Dragons	U
	Dragon Fighter	Dragons	C
	Dump Warrior	Jammers	C
	Edge Warrior	Jammers	C
	Elderly Monk	G. Hand	R
	Eunuch Underling	Lotus	VC
	Everyday Hero	Dragons.VC	
	Evil Twin	Lotus	R
	Fist of the Bear	Ascended	U
	Fong Sai Yuk	G. Hand	R
	Friends of the Dragon	Dragons.VC	
	Gadgeteer	Dragons	C
	Gao Zhang	Lotus	R
	Gardener	G. Hand	C
	Ghostly Seducer	Lotus	R
	Gnarled Horror	Lotus	U
	Gnarled Marauder	Lotus	U
	Golden Candle Society	G. Hand.VC	
	Green Monk	G. Hand	U
	Gruff Lieutenant	Ascended	C
	Homo Omega	Architects	R
	Hopping Vampire	Lotus	C
	Iala Mane	Dragons	R
	Ice Warriors	Monarchs	C
	Imperial Guard	Lotus	U
	Instrument of the Hand	G. Hand.VC	
	Jack Donovan	Dragons	R
	Johann Bonengel	Architects	R
	Johnny Tso	Dragons	R
	Jueding Shelun	Lotus	R
	Kan Li	Lotus	R
	Kar Fai	Dragons	R
	King/Thunder Pagoda	Monarchs	R
	Kun Kan	Lotus	U
	Liquidators	AscendedVC	
	Luis Camacho	Unal.	R
	Mad Dog McCroun	Dragons	R
	Masked Avenger	Dragons	U
	Maverick Cop	Dragons	U
	Midnight Whisperer	Architects	C
	Might of the Elephant	Ascended	U
	Military Commandant	Ascended	U
	Monster Hunter	Architects	U
	Mooks	Unal.	VC
	Mother of Corruption	Lotus	R
	Mr. X	Ascended	R
	Muckraking Journalist	Ascended	U
	Mutoid	Architects	U
	Mysterious Stranger	Unal.	U
	Nine Cuts	Unal.	R
	Nirmal Yadav	Architects	R
	Old Hermit	Dragons	U
	Old Master	G. Hand	R
	One Hundred Names	G. Hand	U
	Orange Monk	G. Hand	U
	Oscar Balbuena	Dragons	R
	Phillipe Benoit	Ascended	R
	Prototype X	Architects	R
	PubOrd Officer	ArchitectsVC	
	PubOrd Sniper	Architects	C
	PubOrd Squad	ArchitectsVC	
	Qaui Li	G. Hand	R
	Quan Lo	G. Hand	R
	Queen of the Ice Pagoda	Monarchs	R
	Redeemed Assassin	Dragons	R
	Righteous One	Dragons	C
	Ring Fighter	Dragons.VC	
	Shadow Creeper	Lotus	C
	Shadowy Horror	Lotus	VC
	Shamanistic Lieutenant	Dragons	R
	Shaolin Master	G. Hand	U
	Shaolin Monk	G. Hand.VC	
	Shaolin Warrior	G. Hand	C
	Shell of the Tortoise	Ascended	R
	Shih Ho Kuai	G. Hand	R
	Silver Band	Dragons	U
	Silver Fist	Dragons	R
	Sinister Priest	Lotus	VC
	Snake Man	Lotus	R
	Soul of the Shark	Ascended	U
	Sting of the Scorpion	Ascended	U
	Strike Force	Ascended	R
	Student of the Bear	AscendedVC	
	Sun Chen	G. Hand	R
	Super Soldier	Architects	U
	SWAT Team	AscendedVC	
	Swiss Banker	Ascended	C
	Swordsman	G. Hand.VC	
	Tactical Team	Architects	R
	Tatsua Yanai	Ascended	R
	Test Subjects	ArchitectsVC	
	The General	G. Hand	U
	The Pledged	AscendedVC	
	The Reconstructed	Architects	U
	The Unspoken Name	Ascended	R
	Thing with 1000 Tongues	Lotus	R
	Thorns of the Lotus	Lotus	VC
	Thunder Knights	Monarchs	C
	Tomb Spirit	Lotus	R
	Tooth of the Snake	Ascended	U
	Tranquil Persuader	G. Hand	R
	Undercover Cop	Ascended	U
	Vassals of the Lotus	Lotus	VC
	Vivisector	Architects	U
	Vladimir Kovalov	Ascended	R
	Walker/Purple Twilight	Lotus	U
	Walking Corpses	Lotus	C
	Web of the Spider	Ascended	R
	White Disciple	Lotus	C
	White Ninja	Unal.	R
	Wong Fei Hong	G. Hand	R
	Zheng Yi Quan	Dragons	R

Star Trek: the Next Generation CCG

Decipher

Limited & Unlimited

Artifacts

- Betazoid Gift Box R
- Horga'hn R
- Interphase Generator R
- Kurlan Naiskos R
- Thought Maker R
- Time Travel Pod R
- Tox Uthat R
- Varon-T Disruptor R
- Vulcan Stone of Gol R

Dilemmas

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

Equipment

- Engineering Kit C
- Engineering PADD C
- Federation PADD C
- Klingon Disruptor C
- Klingon PADD C
- Medi-Kit C
- Medical Tricorder C
- Romulan Disruptor C
- Romulan PADD C
- Starfleet Type II Phaser C
- Tricorder C

Events

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

Interrupts

- Alien Groupie R
- Amanda Rogers U
- Asteroid Sanctuary C
- Auto-Destruct Sequence U
- Crosis R
- Disruptor Overload C
- Distortion of Space/Time Continuum U
- Emergency Transporter Armbands C
- Energy Vortex U
- Escape Pod C
- Full Planet Scan U
- Honor Challenge R
- Hugh R
- Incoming Message - Federation U
- Incoming Message - Klingon U
- Incoming Message - Romulan U
- Jaglom Shrek - Information Broker R
- Kevin Uxbridge U
- Kivas Fajo - Collector U
- Klingon Death Yell R
- Klingon Right of Vengeance C
- Life-Form Scan U
- Long-Range Scan C
- Loss of Orbital Stability C
- Near-Warp Transport U
- Palor Toff - Alien Trader C
- Particle Fountain C
- Q2 U
- Rogue Borg Mercenaries C
- Scan C
- Ship Seizure C
- Subspace Interference C
- Subspace Schism U
- Tachyon Detection Grid C
- Temporal Rift U
- The Devil R
- The Juggler U
- Transwarp Conduit U
- Vulcan Mindmeld U
- Wormhole C

Missions

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

Outposts

- Federation Outpost C
- Klingon Outpost C
- Romulan Outpost C

Personnel - Federation

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

Personnel - Klingon

- B'Etor R
- B'ljik C
- Ba'el U
- Batrell C
- Divok C
- Dukath C
- Duras R
- Fek'lhr U
- Gorath C
- Gowron R

Star Trek: the Next Generation CCG

Decipher

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

Personnel - Non-aligned

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

Personnel - Romulan

- Alidar Jarok ... R
- Bochra ... U
- Galathon ... C
- Jaron ... C
- Jera ... C
- Mendak ... R
- Mirok ... U
- Movar ... U
- N'Vek ... U
- Neral ... U
- Palteth ... C
- Pardek ... U
- Parem ... U
- Sela ... R
- Selok ... C
- Taibak ... U
- Takket ... C
- Tallus ... C
- Tarus ... C
- Taul ... C
- Tebok ... U
- Thei ... C
- Tokath ... U
- Tomalak ... R
- Tomek ... C
- Toreth ... R
- Varel ... C

Ships - Federation

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

Ships - Klingon

- I.K.C. Bortas ... R
- I.K.C. Buruk ... R
- I.K.C. Hegh'ta ... R
- I.K.C. K'Vort ... C
- I.K.C. Pagh ... R
- I.K.C. Qu'Vat ... R
- I.K.C. Vor'Cha ... C
- I.K.C. Vorn ... U

Ships - Non-aligned

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

Ships - Romulan

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

Alternate Universe

Artifacts

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

Dilemmas

- Alien Labyrinth ... C
- Cardassian Trap ... U
- Coalescent Organism ... R
- Conundrum ... C
- Edo Probe ... U
- Empathic Echo ... C
- Ferengi Attack ... C
- Frame of Mind ... U
- The Gatherers ... C
- Hidden Entrance ... C
- The Higher ... The Fewer ... U
- Hunter Gangs ... C
- Interphasic Plasma Creatures ... C
- Malfunctioning Door ... C
- Maman Picard ... U
- Outpost Raid ... C
- Parallel Romance ... U
- Punishment Zone ... C
- Quantum Singularity Lifeforms ... U
- Rascals ... U
- Royale Casino: Blackjack ... U
- Thought Fire ... C
- Worshiper ... C
- Zaldan ... U

Doorways

- Alternate Universe Door ... C
- Devidian Door (AU) ... R

Equipment

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

Events

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

Interrupts

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

Missions

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

Outpost

- Neutral Outpost ... C

Personnel - Federation

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

Personnel - Klingon

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

Personnel - Non-aligned

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

Personnel - Romulan

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

Ships - Federation

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

Ships - Klingon

- I.K.C. Fek'lhr (AU) ... R
- I.K.C. K'Ratak ... C

Ships - Non-aligned

- Edo Vessel (AU) ... R
- Gomtuu ... R
- Tama ... U

Ship - Romulan

- Decius (AU) ... R

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Ultimate Combat!

Ultimate Games

Basic Set

Action

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

Advantages

- Adrenaline (W)
- Banana Peel (Bl)
- Beijing Blitz (Bl)
- Berserker (Br)
- Body Odor (W)
- Combination 0 (W)
- Combination 1 (W)
- Combination 2 (Br)
- Combination X (Bl)
- Counter 0 (W)
- Counter 1 (W)
- Counter 2 (Br)
- Counter X (Bl)
- Jumping (Br)
- Kiai (W)
- Primal Kiai (G)
- Speed 1 (W)
- Speed 2 (Br)
- Speed X (Bl)
- Strength 1 (W)
- Strength 2 (Br)
- Strength X (Bl)
- Stumble (W)

Armor

- Kevlar Vest (Bl)
- Warrior's Helmet (Bl)

Environments

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

Foundations

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

Movement

- Move Back (W)
- Move Front (W)
- Move Left (W)
- Move Left/Back (G)
- Move Left/Front (G)
- Move Right (W)
- Move Right/Back (G)
- Move Right/Front (G)

Talismans

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

Techniques

- Arm Lock (Bl)
- Arm Lock (Br)
- Arm Lock (G)
- Atlas Overhead Slam (Bl)
- Ax Kick (Bl)
- Ax Kick (Br)
- Ax Kick (W)
- Back Fist (Bl)
- Back Fist (Br)
- Back Fist (W)
- Barrel Roll (Bl)
- Barrel Roll (Br)
- Barrel Roll (W)
- Belly Punch (Br)
- Belly Punch (W)
- Champ's Side Body Slam (G)
- Charging Front Kick (Bl)
- Crusher's Wheel (G)
- Cup Hand Ear Crush (G)
- Cyclone Elbow Smash (Bl)
- Double Leg Tackle (Bl)
- Double Leg Tackle (Br)
- Double Leg Tackle (W)
- Double Wrist Lock (Bl)
- Double Wrist Lock (Br)
- Drop Jab (Bl)
- Drop Jab (W)
- Drop Spin Kick (Br)
- Drop Spin Kick (W)
- Elbow Smash (Br)
- Enforcer's Back Kick (G)
- Fall Prone (Br)
- Finger Lock (W)
- Flying Double Kick (G)
- Flying Scissors (Br)
- Flying Side Kick (G)
- Footsweep (Bl)
- Footsweep (Br)
- Footsweep (W)
- Front Kick (Bl)
- Front Kick (Br)
- Front Kick (W)
- Full Nelson (Br)
- Full Nelson (G)
- Full Nelson (W)
- Guillotine Block (G)
- Hair Grab Elbow Strike (Bl)
- Hair Grab Elbow Strike (G)
- Hair/Elbow Strike (Br)
- Hammer Fist Strike (W)
- Head Butt (Br)
- Head Butt (W)
- Head Lock (Bl)
- Head Lock (Br)
- Head Lock (W)
- Inferno's Round Kick (G)
- Inner Leg Reap (Bl)
- Inner Thigh Throw (Bl)
- Instep Stomp (Bl)
- Instep Stomp (Br)
- Instep Stomp (W)
- Jump Crescent Kick (Bl)
- Jump Crescent Kick (G)
- Jump Hook Kick (Bl)
- Jump Hook Kick (Br)
- Jump Hook Kick (G)
- Knee Kick (Bl)
- Knee Kick (Br)
- Knee Kick (W)
- Knife Hand Strike (Bl)
- Knife Hand Strike (Br)
- Knife Hand Strike (W)
- Leaping Ax Kick (Bl)
- Leaping Ax Kick (Br)
- Leaping Ax Kick (G)
- Left Hook (Br)
- Left Hook (W)
- Leg Trap Block (G)
- Lifting Sleeve Throw (Bl)
- Low Round Kick (Bl)
- Low Round Kick (Br)
- Low Round Kick (W)
- Outer Leg Reap (Br)
- Quick Jab (Bl)
- Quick Jab (Br)
- Quick Jab (W)
- Reverse Punch (Bl)
- Reverse Punch (Br)
- Reverse Punch (W)
- Rib Shot (Br)
- Right Cross (Bl)
- Right Cross (Br)
- Right Cross (W)
- Right Hook (Bl)
- Right Hook (Br)
- Right Hook (W)
- Round Kick (Bl)
- Round Kick (Br)
- Round Kick (W)
- Shoulder Throw (Bl)
- Shoulder Throw (G)
- Side Kick (Bl)
- Side Kick (Br)
- Side Kick (W)
- Single Leg Tackle (Br)
- Single Leg Tackle (W)
- Solar Plex Strike (Bl)
- Solar Plex Strike (Br)
- Solar Plex Strike (W)
- Spear Hand (Bl)
- Spear Hand (Br)
- Spear Hand (W)
- Spinning Back Fist (Bl)
- Spinning Back Fist (G)
- Spinning Back Kick (G)
- Spinning Round Kick (G)
- Standing Choke (Bl)
- Standing Choke (Br)
- Standing Choke (W)
- Sweeping Leg Throw (Br)
- Throat Grab (Bl)
- Throat Grab (Br)
- Throat Grab (W)
- Throat Jab (Bl)
- Throat Jab (Br)
- Throat Jab (W)
- Uppercut (Bl)
- Uppercut (Br)
- Uppercut (W)
- Wrist Lock (Bl)
- Wrist Lock (G)
- Wrist Lock (W)

Weapons

- Bojutsu Stick (G)
- Boken (G)
- Escrima Sticks (G)
- Nunchaku (G)
- Oak Staff (G)
- Tonfa (G)

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

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Ultimate Combat

Ultimate Games

Ancient Fighting Arts of China

Actions

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

Advantages

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

Armor

Padded Armor	W
Shin Guards	Br

Coaches

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

Environments

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

Impacts

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

Talismans

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

Techniques

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

Weapons

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

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Wildstorms

Fairchild & Aegis Entertainment

Characters (by team)

Backlash

Taboo	U

Cabal

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

Coda

Andromache	R
Coda Warrior	C
Destine	R
Hestia	U

Gen13

Burnout	U
Fairchild	R
Freefall	U
Grunge	U
Rainmaker	U
Lynch	R

Grifter

Lonely	C

I.O.

Alicia Turner	U
Ben Santini	R
Black Razor	C
Bliss	U
I.O. Agent	C
Ivana Baiul	U
Keeper	C
Miles Craven	R
Threshold	R

Julie Winters

The Maxx	UR

MERCs

Brutus	U
Deathtrap	U
Hellslayer	C
Kilgore	U
Razer	U

None

Black Angel	UR
Cybernary	R
Dingo	C
Gnome	R
Gnome with Orb	UR
Helmut	U
Madman	UR
Midnight Devil	UR
Mindscape	R
Mnemo	R
Pitt	UR
Regent	U
Savant	U
Shi	UR
Soldier	C
Spawn	UR
Tapestry	UR
Union	U
Virtual Bob	U

Stormwatch

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

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The Independent Games Magazine

Wildstorms

Fairchild & Aegis Entertainment

Tapestry
- Soma ..... U

Team7
- DeathBlow ..... R

Troika
- Attica ..... U
- H.A.R.M. ..... U
- Slag ..... U

Vampire Nation
- Beastmaster ..... U
- BloodQueen ..... R
- Frenzied Vampire C
- Johnny Savoy ..... U
- Prince Drakken ..... R
- Red/Persephone ..... R
- Vampire C

WarGuard
- Despot ..... UR
- Doreen ..... U
- Hexon ..... U
- Judgment ..... U
- Nychus C
- Stricture ..... U
- Talos ..... U

WereNation
- Armand Waering ..... R
- Werewolf C

WetWorks
- Big Dozer ..... UR
- Claymore ..... U
- Dozer ..... U
- Grail ..... R
- Jester ..... U
- Mother One ..... R
- Pilgrim ..... U
- Dane ..... R
- Dane Unleashed! ..... UR

WildC.A.T.s
- Emp ..... R
- Maul ..... U
- Mr. Majestic ..... U
- Ultimate Zealot ..... UR
- Upgraded Spartan ..... UR
- Void ..... R
- Voodoo ..... U
- WarBlade ..... U
- Zealot ..... R
- Possessed Voodoo ..... UR
- Spartan ..... R
- Grifter ..... R

Combat
- Acrobatic Dodge ..... U
- Aim C
- All or Nothing ..... R
- Blindsided C
- Block C
- Bullseye! ..... R
- Careful Aim ..... R
- Caught in the Crosshairs ..... R
- Charging Slam ..... R
- Clay Pigeon C
- Clothesline C
- Combat Extraction ..... U
- Combat Medic ..... R
- Counterattack C
- Cover ..... U
- Dodge C
- Energy Blast Defense ..... U
- Feint C
- Fish in a Barrel ..... U
- Flying Tackle ..... U
- Full Defense ..... U
- Grappling ..... U
- Hangfire ..... R
- Hide! ..... R
- High Block C
- Jab C
- Jam C
- Judo Throw ..... U
- Jump-Kick C
- Karate Kick ..... R
- Karate Punch ..... U
- Kidney Punch C
- Knockback C
- Knockout Kick ..... R
- Knockout Punch ..... U
- Left Hook C
- Leg Block C
- Mental Wall ..... R
- Narrow Escape ..... U
- Near Miss C
- Off-Balance C
- One-Two Punch ..... U
- Overbearing ..... R
- Partial Cover C
- Possession C
- Quick-Aim C
- Quickdraw C
- Right Cross C
- Roundhouse C
- Second Strike ..... U
- Shoot from the Hip C
- Shred Armor ..... R
- Shroud of Gloom ..... R
- Sitting Duck C
- Snapshot C
- Sniper Practice ..... U
- Spare Ammo C
- Spinning Back-Kick ..... U
- Super Possession ..... R
- Tactical Retreat ..... R
- Take a Bullet ..... U
- Think Happy Thoughts ..... U
- Throat Punch ..... U
- Total Cover ..... R
- Tracer C
- Uppercut ..... U
- Vitals Punch ..... U
- Wrestling Takedown ..... U

Equipment
- Armor Piercing Ammo C
- Automatic Pistol C
- Biokev Bodysuit C
- Bow & Arrows C
- Bulletbike ..... U
- Bulletproof Vest C
- Clef Blade C
- Coda Cycle ..... U
- Flame-thrower ..... R
- Fusion Detonator ..... R
- Grenade ..... U
- HEAP Ammo ..... R
- Helicopter: Gunship ..... U
- Helicopter: Troop Transport ..... U
- Hi-Vel Ammo ..... R
- Hollowpoint Ammo C
- Infrared Sight C
- Jetpack ..... R
- Jumpjet ..... R
- Knife C
- Laser Sight C
- Machine Pistol ..... U
- Man-Portable Gatling ..... R
- Metal Exosheath C
- Military Parafoil ..... U
- MIRV ..... R
- Personal Defense System ..... R
- Personal Forcefield ..... R
- Powered Armor (Black Razor) ..... U
- Powered Armor (M.A.D.-1) ..... R
- Revolver C
- Satellite Uplink ..... U
- Shotgun C
- Spear C
- Suborbital Rocket ..... U
- Sword C
- Teflon Ammo C
- Teleportation Device ..... R
- Telescopic Sight C
- VAD Hypercannon ..... R
- VAD PP30s ..... R

Plot Twists
- A Doctor in the House ..... R
- A Killing Moon C
- Achilles' Heel ..... R
- Act of Mercy C
- Advanced Security System C
- Anti-Aircraft Fire ..... U
- Avoid Obstacle ..... U
- Bad Part of Town C
- Bad Reputation ..... U
- Bareknuckled Brawling C
- Battlefield Flare C
- Black Razor Training C
- Blitz C
- Breakdown C
- Call In a Favor ..... R
- Call in the Cavalry! ..... R
- Clean Getaway ..... R
- Coda Blood Ritual ..... U
- Coda Discipline C
- Coda Mission C
- Coda Training C
- Commlink ..... R
- Cyber-Augmentation ..... U
- Cyber-Resurrection ..... R
- Daemonite Search C
- Determination ..... R
- Disguise C
- Diversity C
- Dramatic Pose ..... R
- Dud C
- Electromagnetic Pulse ..... R
- Emergency Evac ..... U
- Emergency First Aid ..... R
- Emergency Repair ..... R
- Escape Plan ..... R
- Espionage Mission C
- Fancy Flying C
- Flawed Gen-Factor ..... U
- Friends in High Places ..... U
- Gen-Factor ..... R
- Get the Goliath C
- Government Investigation ..... R
- Grudge Match C
- Hang with the Kids C
- Hard Training ..... R
- Haze of Battle C
- Heavily Defended C
- Hidden C
- Higher Powers at Work ..... R
- I.O. Investigation C
- Inaccessible C
- Inconspicuous C
- Join MERCs C
- Join the WildC.A.T.s C
- Join WetWorks C
- Keep in Formation C
- Keep Your Distance C
- Kherubim Search C
- Kindred Foundling Discovered C
- Know Someone C
- Leadership ..... U
- Magick Boost C
- Med-Evac ..... R
- Media Circus C
- Misfire ..... U
- Mysterious Disappearance ..... R
- Night Tribes Intervention ..... R
- No Holding Back C
- Old Rivalry Resurfaces ..... R
- On a Roll C
- One Shot, One Kill C
- Out of Ammo ..... U
- Outflank C
- Pact of Honor C
- Prophet of the Orb ..... U
- Providence Intervenes ..... U
- Psi-Op Tracking ..... R
- Reboot ..... R
- Recharge ..... R
- Recruited by the Cabal C
- Reorganize! C
- Sabotage ..... R
- Scanning the Timelines ..... R
- Second Wind ..... U
- See the Light C
- Smoke and Mirrors ..... R
- Strength of Will ..... R
- Subterfuge Attack C
- Supercharge ..... R
- System Crash ..... R
- Tag Team C
- Tapestry Re-Draws Timeline ..... R
- Teleport Boost ..... R
- The Rush ..... R
- The UN Wants You! C
- Toe to Toe C
- Upgrade ..... U
- Void Intervenes ..... R
- We Don't Need No Stinkin' Armor! C
- Will of Iron C

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

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____62 Flood C1
____63 Hailstorm C2
____64 Tsunami C1
____65 High Winds R2
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____67 Frost Breathing C1
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____69 Poison Breathing C2
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____74 Whirlpool R2
____75 Medea's Spell R2
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____80 Avalanche C2
____81 Earthquake C1
____82 Golden Apple C2
____83 Armor C2
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____85 St. George C2
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____180 Apollo R2
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____187 Ra C2
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____189 Zeus C2
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____195 Valley R2
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____221 Treasure Thief C1
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____226 Catch A Thief C1
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____229 Steal Strength R2
____230 Archers R2
____231 Giant Ants R2
____232 Ravens R2
____233 Fog R2
____234 Giant Anteater R2
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____236 Frozen Assets R2
____237 Lightning C1
____238 Help From Beyond R2
____239 Invisibility R2

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____6 Tarasque U2
____7 Vittra U2
____8 Fafnir U2
____9 Pakawjak U2
____10 Moghur U2
____11 Tiamat U2
____12 Colchis C1
____13 Gryphon U2
____14 Leviathan U2
____15 Basilisk R1
____16 Typhon C1
____17 Echidna U2
____18 Chimera U3
____19 Azhi Dahaka U2
____20 Mushussu U2
____21 Lung Wong U2
____22 Kakutan U2
____23 Scylla U2
____24 Vouivre R1
____25 Thuhan R1
____26 Amphisbena R1
____27 Phrygian R1
____28 Cynoprosopi R1
____29 Draco R1
____30 Shapeshifter R1
____91 Shan U2
____92 Gani U2
____93 Hydra U2
____94 Grendel R1
____95 Celestial U2
____96 Mokelembembe U2
____97 Naga U2
____98 Gargouille U2
____99 Rahah U2
____100 Kioh-Lung U2
____101 Kulkulcan U2
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____103 Gandarewa U2
____104 Ajatar R1
____105 Pan Lung U2
____137 Vampire R1
____138 Loki U2
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____140 Geates U2
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____144 Chen Lung U2
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____148 Giant U1
____149 Abraxus U1
____150 Ea U1
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____156 Bride's Serpent U1
____157 Blue R1
____158 White R1
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____163 Delphyne U1
____164 Python U2
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____31 Moat U1
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____210 City in the Sky R1
____211 Subterranean Tunnels C2
____212 Dwarven Gold Mine R1
____214 Library of Ninevah R1
____216 Windsock Banner R1
____217 Subterranean Treasure R1
____219 Feast R1
____220 Growth Spurt R1

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____3 Tortoise C
____5 Elephants ..... U
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____7 Achilles ..... U
____8 Adonis C
____9 Agravain ..... U
____10 Ajax C
____11 Amazons ..... U
____12 Hippolyte ..... U
____13 Minotaur C
____14 Medusa ..... U
____15 Echo C
____17 Poseidon C
____19 Atlas ..... U
____20 Avalon ..... U
____21 Banshee C
____23 Calypso ..... U
____25 Centaurs C
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____29 Fortuna ..... U
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____32 Bribery ..... U
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____41 Ishtar ..... U
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____44 Midas ..... U
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____60 Pathfinder, The ..... R
____61 Red Kangaroo ..... U
____62 Lynx ..... U
____63 Mermaid ..... U
____64 Opinicus ..... U
____65 Owl ..... U
____66 Panther ..... R
____67 Phoenix ..... R
____68 Puk C
____69 Roc ..... U
____70 Seahorse ..... U
____71 Tengu C

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____4 Crocodile C
____72 Golden Dragon C
____73 Violet C
____74 Tatsu C
____75 Sui-Riu C
____76 Han-Riu C
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____80 Heavenly Naga C
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____82 Earthly Naga ..... U
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____30 Inflation ..... U
____33 Price Hike ..... U
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____35 Frey ..... U
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____52 Trojan Horse ..... R

The Dread Forest Biyll

A Generic Segue Adventure For Fantasy Campaigns

By Wm. L. Hahn, ©1995
Illustrated by Matt Wilson, ©1995

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

Disposition and Size

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

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

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

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

General Description

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

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

Movement and Dust

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

Taste

Almost every form of life in Biyll is inimical to human consumption; woodsmen can detect this normally. Forlorn Hares (the sole exception) are completely nutritious. Any other animal or vegetable matter consumed will cause a penalized health check; those who pass will lose strength, take damage, and vomit, while those who fail will suffer double the previous damage and be rendered incapable of moving or fighting for 1 to 16 hours (varying with their health). There are no pools of pure water, and even boiling will not rid standing water of acid content; those who drink it will become ill for at least an hour even if they pass their check, and if failing, the unfortunate imbiber will lose 1 point of strength in addition, for an hour or two. The river water is relatively clear and, if thoroughly boiled, will cause no ill effects.

Smell

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

Sound and Touch

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

Vision

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

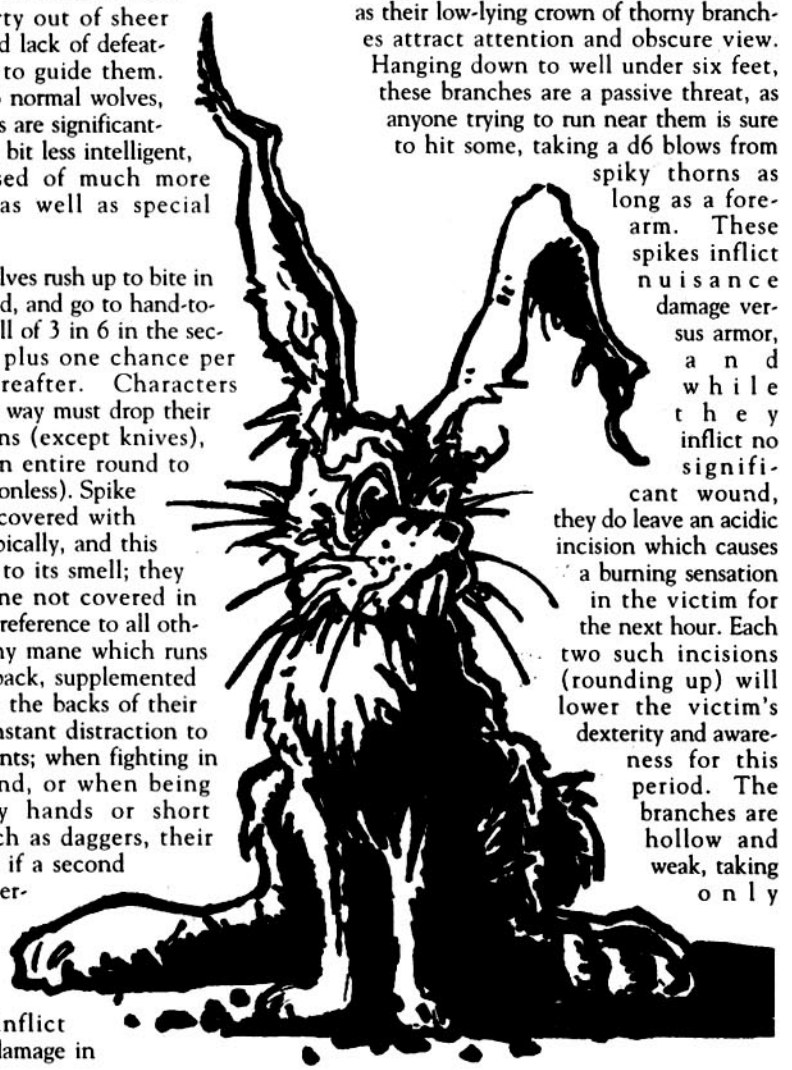
snake slither among branches which are almost their color, and similarly slate-colored slugs and other harmless (but inedible) grubs are found under any rock hang or fallen branch.

The Eco-System of Evil

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

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

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



Spike Wolves rush up to bite in the first round, and go to hand-to-hand on a roll of 3 in 6 in the second round, plus one chance per round thereafter. Characters attacked this way must drop their hand weapons (except knives), and spend an entire round to escape (weaponless). Spike Wolves are covered with moss dust typically, and this inures them to its smell; they attack anyone not covered in this dust in preference to all others. The spiny mane which runs down their back, supplemented by others on the backs of their feet, is a constant distraction to their opponents; when fighting in hand-to-hand, or when being attacked by hands or short weapons such as daggers, their spikes hit as if a second free attack versus their opponent. If they hit, the spikes inflict rapier-level damage in acidic burning; if this is sufficient to penetrate armor, some additional acid damage is inflicted at a rate of 1 hit/round.

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

The Vitriol Trees of Biyll are the most visible link in the evil eco-system. Short, squat, flabby plants of indeterminate genus, they are found near the site of Spike Wolf attacks, who use them as their lairs. From a distance, the trunks of these foul plants are hardly visible and certainly not remarkable, as their low-lying crown of thorny branches attract attention and obscure view. Hanging down to well under six feet, these branches are a passive threat, as anyone trying to run near them is sure to hit some, taking a d6 blows from spiky thorns as long as a forearm. These spikes inflict nuisance damage versus armor, and while they inflict no significant wound, they do leave an acidic incision which causes a burning sensation in the victim for the next hour. Each two such incisions (rounding up) will lower the victim's dexterity and awareness for this period. The branches are hollow and weak, taking only shortsword-level damage before an entire area of them is cleared to within weapon reach. The cut branches will spurt acid; however, this can be avoided by the striker on an easy dexterity roll.

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

GM's Forest Encounter Summary

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

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

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

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

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

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

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

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

Vitrsects attack in a swarm, and if your rules allow for this, use them. Otherwise, an attack of Vitrsects will contain 10-60 creatures, with a d6 attacking each eligible character until driven off or destroyed. Vitrsects can move twice as far in one round as any armored human; their bite is enough to do only 1 hit of damage per attack, and often cannot penetrate heavy armor. Flying, they are hard to hit, but even a strong dagger blow will drop one. Also, smoke and gas can drive them off.

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

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

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

The Cottage of Syco'mun Rhee

In a shaded, dry glen near the river almost three-quarters of the way through the forest, a lone dark elf ranger has his home in a simple wooden cottage, with several coops or pens nearby. Syco'mun Rhee has dwelt in the Biyll for over two centuries, longer than he can remember, and the effect of living in the proximity of such concentrated evil for so long has affected his sanity. Charged long ago by the evil lords who once ruled this land with the task of keeping the forest intact against intruders, Rhee is a sheriff complete with badge (an ancient and recognized unholy symbol). He also carries a powerful missile weapon (either a cartridge crossbow with multiple shots, or a rod with a missile spell and several charges).

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

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

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

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

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

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

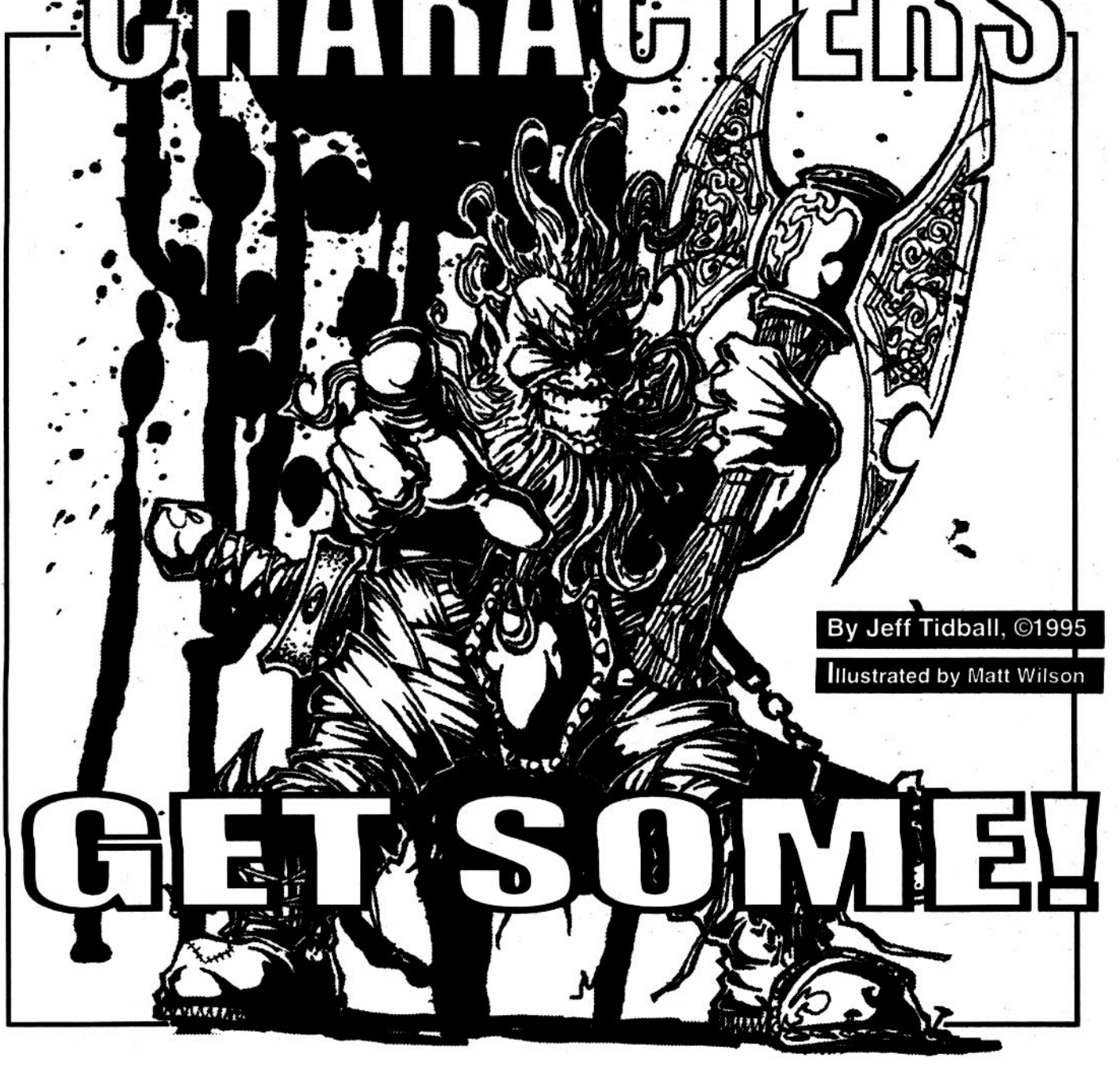
Any goodly party that manages to deduce what he's doing, however, should try to rectify the situation, and that will meet with Rhee's resistance. In any discussion, Rhee will stubbornly argue that he is only tending the natural process in Biyll; if pressed he will shout and begin to suspect the party's intentions. Rhee is hard to surprise in combat, and can employ his ranged weapon and protective abilities to avoid a brute melee. If given the slightest warning, Rhee will drop back, draw his ranged weapon and invoke his ancient sheriff's authority to place the party under arrest. If attacked or approached closer than six feet, he will fire and get to cover, employing his darkness spell to mask his retreat. If the party presses the attack, Rhee will adopt a hit-and-run strategy, luring the party into giving chase, and then turning on the leading characters with ambushes from his bow or ranged weapon. If the party gives up pursuit, Rhee will harass them verbally from a distance, shouting in anger at their intrusion into his lovely domain and promising that as long as he lives, the "natural order" of Biyll will be preserved. Essentially the party should be unable to hunt down this hunter; if their first attack is ill-timed or uncoordinated Rhee will elude it and survive to taunt them.

Yet, it is the nature of evil to provide its own undoing. If the party simply waits, their mere presence will goad Rhee to recklessness. His unstable mind will wear down his patience, and in an ill-advised attack of his own, he may be defeated. Alternately, his ravings from a nearby hill could draw a pack of Spike Wolves; in his deranged state, Rhee will not recognize the danger, and will greet them as brothers. As the party closes up to viewing range, Rhee will begin to realize his peril too late; as he lays about him with his ranged weapon, an errant shot will strike the trunk of a nearby Vitriol Tree.

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

At the GM's discretion, Rhee's magic items can be destroyed in this wet holocaust, or some may survive for a difficult recovery. Rhee's hut will contain simple belongings, and a small set of herbal salve preparations, including three minor healing and one major healing potion. If the campaign is strong on history, an artifact from the ancient period may also be found here, perhaps a map to link the party to its next adventure. In any event, with the death of Rhee, the party has broken the weak link in the ecosystem, and can continue their main quest, knowing that behind them, forest Biyll will no longer deserve the title of dread. ❑

CHARACTER for CHARACTERS



By Jeff Tidball, ©1995

Illustrated by Matt Wilson

GET SOME!

Building A Better Personality

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

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

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

Planning the Concept

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

This information is generally very easy to come by; most skilled players consider it without even thinking about it. If you are familiar with the genre and system you will be playing, you will know that certain types of characters can be ruled out immediately. For example, take the popular **Call of Cthulhu** game. In its 1920s horror genre, a computer programmer, being a construct of the later 20th century, is obviously out of place. Knowing a little about the genre, however, helps you to form a list of appropriate characters. Soldiers returned from the Great War, gangsters participating in bootlegging operations, and virtuous G-Men are all characters that would fit in well with the genre of Call of Cthulhu.

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

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

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

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

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

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

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

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

Rounding Out Your Concept

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

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

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

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

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

Statistics for Fun and Profit

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

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

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

Another bit of good advice in any game system is to remain organized. It can be quite frustrating (when creating the character and when playing) to not have a bit of information you remember generating handy, or to have it written in an obscure hand on a dirty smeared napkin. It pays to be neat. Get a clean character sheet, write neatly (and in pencil). If it makes you happier, make notes on a separate sheet of paper, though beware of accidentally throwing away a note sheet that you still need!

Finally, you should be flexible. In many cases, especially when generation is partially or wholly random, you could come up with a character that is not quite what you wanted or expected. This is not necessarily bad. You can think of it as a challenge, or as a welcome addition to your character's personality. On the other hand, in some cases you will wind up with a character that is so far from the one that you wanted that there is no real resemblance at all. In the latter case, seek your GM's permission to simply start over. Most are reasonable, and should allow that. Please note that this should not be an excuse to re-roll any character that would not put Superman to shame. "But hey, all seventeens isn't nearly as good as I wanted!" is not a good reason to begin anew.

It bears mentioning that you should be familiar with the rules governing your character. It is irritating for the GM to have to explain integral rules mechanics over and over. In a campaign I recently played in, one of the players (who was playing a mage) had absolutely no idea how to cast spells under the system we were playing. Every time he tried to cast a spell, the GM would explain the process, taking up everyone's playing time. Do everyone a favor and, at the very least, learn the rules that pertain to your character.

Quirks and Questions

Now you've got all of the background and personality you could ever hope for. You have all the statistical information you need to play, and you're all set. Well, not quite. One last step is fundamental to creating a character that will seem real. You need to develop the quirks and tendencies that will bring life to your character.

One way to develop these is to answer a series of questions about your new character. Some systems — **Shadowrun**, for example — include something like this in their rule books. I have developed the following list that you can use if your system doesn't include something similar.

What mannerisms does your character have? Your character could have a vocal quirk, a stutter or a funny accent. A particular phrase that he uses often is another good possibility.

How about distinguishing physical characteristics? Maybe your character's entire face turns beet red when he gets angry or goes into a stressful situation. Perhaps an old wound acts up when it's about to rain.

Does the character have any prejudices? Dwarves are known for animosity against elves, but perhaps your character who is a farmer's son has a grudge against the wealthy. You should be careful when creating prejudices for your character, however. Remember that this is a game. There is far too much prejudice in the real world for it to become an obsession in a game as well.

Is your character religious? There are probably many religions within your campaign to choose from, or you could make up your own personal belief system for your character. Also think about how your character reacts to people of other faiths. Before deciding on those reactions, consider the other religions represented in the rest of the party. A fanatical hatred of Thor is a bad trait in a member of a party including his clerics.

Where is your character's family? Does your character ever visit his parents? Perhaps they don't approve of the character's chosen lifestyle, or perhaps the character is adventuring because of a need to prove himself to one or both of his parents. Think about where any siblings or more distantly related relatives fit into the picture.

What does your character like to eat? This could reflect his personality, the area he grew up in, what was commonly available there, or any number of other factors. This is especially interesting for characters with little money to afford their favorite foods.

What does your character think about money? Not everyone is out to accumulate wealth. Perhaps your character donates all of his money to some charity. If that is the case, which one does he give to?

Answering these questions will help you get a feel for your character outside the context of the major personality systems that you have already generated. While it is not strictly necessary to answer all or even any of these questions about your character, you will probably find that the more you think about how your character is, the more others will be in awe of your role-playing ability and the more fun you will have playing your character.

Finishing Work

Once you have all of this information assembled on your character sheet and in the form of a lot of notes on his background, personality, goals, relationships, and quirks, you should write it all up in some kind of cohesive form. Though this is not strictly necessary, it helps make sure that you don't forget about them in between sessions. Many people enjoy doing this write-up. I usually find that one or two pages is more than enough for this description. This will help your GM immeasurably when she is deciding how your character will be introduced. It will also make it easier for her to create adventures that take advantage of your unique background. For example, if your character has strong ties to a particular organization, that group will become a good source of motivation for adventures that your GM would be a fool not to utilize. Likewise, if your character is a money-grubbing type, she will know how to motivate you to do things. Your role-

playing opportunities multiply the more the GM knows about your character and her background.

Some players find that keeping a chronicle of their character's adventures is also exciting and rewarding. After every session of play, you can jot down in as much detail as you like exactly what went on, from your character's point of view. Not only does this make for some interesting reading later on, it can be an important source of clues when considering the campaign on a grand scale. It can serve as a good refresher at the beginning of the next session when everyone is trying to remember what happened last time. At the end of the campaign, everyone might pool their notes and a grand volume of the campaign might be assembled for everyone to read. It will be rewarding to take that collection down from the shelf in years to come and revisit favorite characters and forgotten campaigns.

Characters Develop

No personality is completely static. Everyone changes over time as a reaction to her surroundings. Your character can change, as well. In most cases, the events surrounding a campaign are stressful and can (and should) have an impact upon the psyche of your character.

Specific events in the campaign can have an impact on your character. One example from a **Shadowrun** campaign I ran was of a pair of slovenly characters who suddenly found that a young street kid had "adopted" them. They quickly realized that their beer-swilling and television-watching lifestyle would have to be tempered with making sure that Charlotte had done her homework and was actually in bed instead of roaming the streets. Other events such as a romantic interest or religious experience might similarly change your character.

It is important to note that although characters change over time, they don't change radically with any kind of frequency. If your character is vastly different from session to session (unless he is insane or unstable), then he will become less credible. Generally, if you often find that you are totally outside the scope of the original character concept, then you have probably gone a little too far.

An Example

In order to give you a better understanding of this process of creating a character, I'll work up an example from scratch. For this example we'll assume that we're going to play a science fiction/space opera game. The campaign is just starting out, and so we don't yet know what the other players are playing. The GM has already told us that the campaign will revolve around a group of freelance traders who will travel around the galaxy in search of ever-increasing amounts of money, with all the adventure they can pack in along the way.

Keeping that in mind, we can begin to generate a few concepts that will be both fun to play and will help advance the plot that the GM has set forth. My first idea is an escaped inmate from a mental ward. This character would have many useful skills, since not only is he insane, he comes from a shady background. For a character like this to get along in the group, his insanity would either have to be mild or relatively harmless. Murdoc (from the **A-Team** television series) is a good example of this concept.

My second concept is that of the laconic pilot. This Han Solo archetype flies the group's starship, and probably owns it as well. He is generally gruff and hard to get to know well. His main role-playing shtick would be that he is constantly making wisecracks at dangerous times.

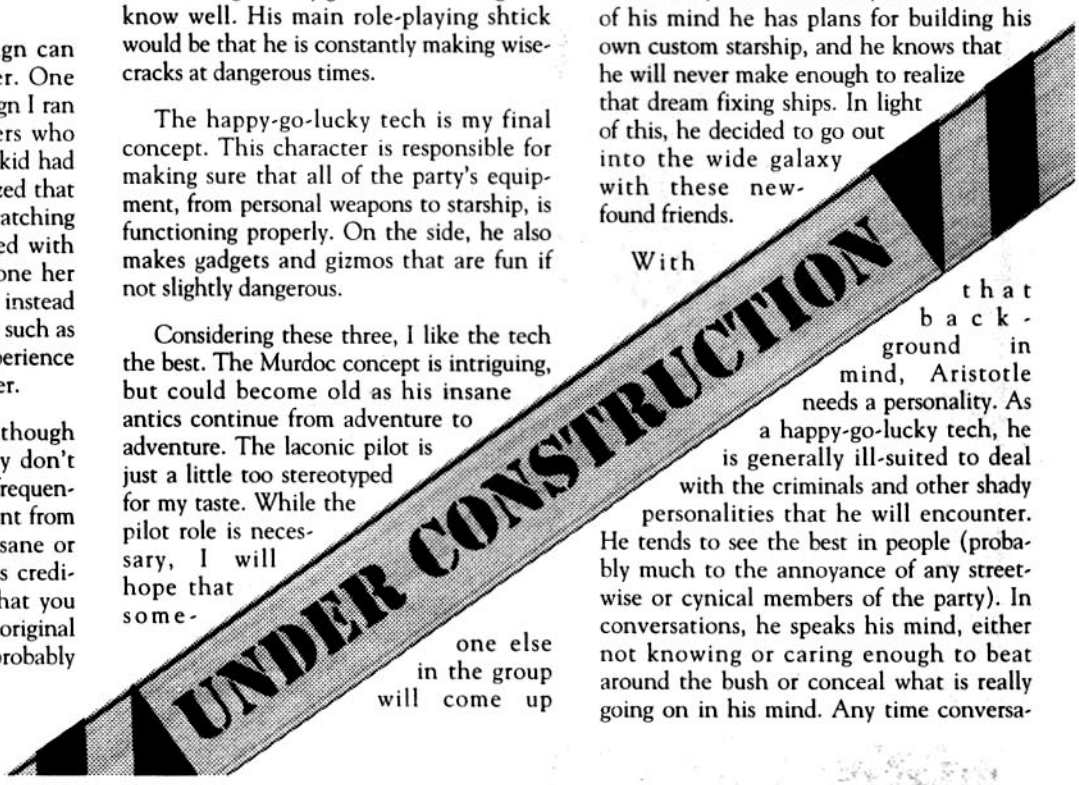
The happy-go-lucky tech is my final concept. This character is responsible for making sure that all of the party's equipment, from personal weapons to starship, is functioning properly. On the side, he also makes gadgets and gizmos that are fun if not slightly dangerous.

Considering these three, I like the tech the best. The Murdoc concept is intriguing, but could become old as his insane antics continue from adventure to adventure. The laconic pilot is just a little too stereotyped for my taste. While the pilot role is necessary, I will hope that someone else in the group will come up with a concept that is not so generic. This leaves the tech, who will be fun to play and will also fill a useful role in the group.

Now that I've decided on a concept, I'll round it out. I think that I'll name him Aristotle (at least that's what everyone calls him). Thinking about his background, I decide that he came from a rocky planet called Rys Prime where the atmosphere is poor and civilization only exists underground and in domes on the planet's surface.

Rys Prime is a major repair and refueling stop for starships on the Terrell Route between two major trade centers, and so a large segment of the planet's industry is involved in servicing starships. Aristotle joined up with one of the mechanical colleges on Rys Prime after having a semi-successful secondary education (he got into trouble a lot, since he spent most of his time in the physics lab constructing bizarre devices out of old experiments). He graduated from the college with honors, and signed up to work as a repair tech in one of the orbital repair facilities. There, he met up with some of the other party members, who persuaded him that it would be much more profitable (and fun) to accompany them in their mostly-but-not-quite-legitimate business. Not normally comfortable with crime, he was hesitant, but in the back of his mind he has plans for building his own custom starship, and he knows that he will never make enough to realize that dream fixing ships. In light of this, he decided to go out into the wide galaxy with these newfound friends.

With that background in mind, Aristotle needs a personality. As a happy-go-lucky tech, he is generally ill-suited to deal with the criminals and other shady personalities that he will encounter. He tends to see the best in people (probably much to the annoyance of any streetwise or cynical members of the party). In conversations, he speaks his mind, either not knowing or caring enough to beat around the bush or conceal what is really going on in his mind. Any time conversa-



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tion turns to spaceships, he will tell anyone and everyone exactly what is wrong with various designs, and how his ship will circumvent those heinous flaws. Finally, due to the lack of abundant living space on Rys Prime, Aristotle is somewhat possessive of his space and his things, his shop and tools in particular. Anyone found touching his tools will be quickly and rudely told exactly whose tools they are and that if they feel the need to use his things, the least they could do is ask.

As far as goals, we know that his main motivation is the construction of his own custom starship. This fits in well with the overall goal of the campaign, that of trading across the galaxy in order to accumulate wealth. It will no doubt take quite a while for Aristotle to accumulate enough money, but in the meantime, he will be drawing up plans, inspecting other ships to see what works and what doesn't, and establishing the contacts he needs to get all the parts and other items he will eventually require.

Others in the party will probably like Aristotle. He generally will treat people decently, as long as they refrain from violent crime in his presence and keep their hands off his tools. He could be at odds with whoever owns the ship, since he will constantly be pointing out which parts are poorly designed and which systems will need to be replaced immediately, "because you just don't put the inverse flow regulator next to the replicator service ductwork."

After all of this, we simply need to sit down with a rule book and figure out Aristotle's stats. He will, of course, be skilled in all things technical, and will probably be smart, perhaps even a genius. I would want to do a little research on how the system handles the construction of gadgets and things like that, since a major part of his arsenal will consist of various self-made contraptions.

Finally, I go through the twenty questions routine. As far as mannerisms, Aristotle has a hydraulic wrench that he tosses up in the air and catches when he's working out a technical problem in his head. "I can't think without my wrench!" he is often heard to say when he has misplaced it. When speaking, he often degenerates into tech-talk, leaving others in the dust. To this end, I might want to jot down a list of technical-sounding words and phrases to use at times like these. Aristotle does not like the starship designs of Hawthorne and Hawthorne, and so is quick to insult and deride their products wherever he finds them. Any employees of that company he should happen to meet should beware the tongue-lashing that they will get for "polluting the galaxy with those rusted garbage scows that they call starships." Aristotle is not religious, and has never really given any thought to it at all. That is something that could develop in the future, though.

Aristotle doesn't think about his family often; he was never really that close to any of them. He has a cousin that joined the Imperial Navy, though, who could be encountered at some time in the future, possibly giving the GM a hook to use sometime. He generally eats whatever is put in front of him, and has been known to subsist on soy from vending machines for as long as a week at a time when he is busy working on a project. Finally, he is interested in acquiring all the money he can, and putting it away until he has enough to realize his dream of completing his own starship.

After all of that was done, I would write up what I know about Aristotle, photocopy it, and give the GM a copy. Then he's ready to begin his space-faring adventures!

Conclusions

This system is not the be-all and end-all method of character creation. It serves only as a guideline to help in the creation of characters that will in the end be more fun to play because of their depth. Much of the joy of role-playing stems directly from the character, which is why it is so important to have a good one. That being the case, I hope that this article has provided you with some insight on how to make good ones that you and your fellow players will find both amusing and inspiring. ❑

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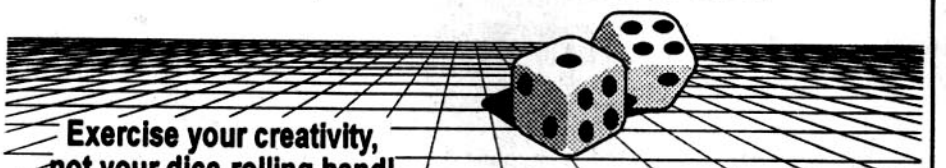

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To Do What We Must

A Passionate Defense

By John Wick © 1995

It was only about a week ago when it happened, and only just now did I realize how stupid I really was.

Oh, no. Not just stupid, but fall down flat on my face, catch the spit in my mouth, jump up and fall right back down again stupid. Yeah, it was that bad.

It was in my local gaming store, in a little shopping complex in Diamond Bar, California, and I was checking out the RPG that makes every gamer cringe in fear. The game that kicks us in our cribs at night, and forces us to realize just how alone and in the dark we really are. And no, it wasn't anything remotely gothic or hip.

It was *Call of Cthulhu*.

(Come on out from behind there, it's not really here. Imagine, a grown-up gamer like yourself hiding behind an Adventurer Screen. Sheesh.)

Anyway, as I was paging through the blasphemous texts, a kid stepped up to me with a sick little Beavis grin on his face and said, "Huh, CoC, huh?"

I ignored the fact that he had begun and ended his statement with 'huh' and said, "You know it." I smiled, fingering the **Keeper's Handbook,** just drooling at all the delicious information therein.

"Stupid, man."

I chanced a glance his way, not daring to say anything. Yet.

"I said it's stupid. What's the point?"

I allowed a glimpse of curiosity to glimmer across my face, my expression begging the sage wearing the *Metallica* T-shirt to speak more wisdom to me.

"I mean, you can't even try to be heroic."

He giggled, picked up his copy of the new weapons list for his favorite RPG and strutted away.

Call of Cthulhu: Unheroic?

That made *something inside of me stir.* Something dark and angry and hungry. So I sat up all night, thinking about that statement. Then, like a nightgaunt silent and swift, it flew into my head, tickling my brain, and I began to laugh.

Like I said, I was stupid then.

But, I'm better now. And now I'm !@% off.

† † †

Heroes are, perhaps, one of the first ideas that humanity ever came up with. The American philosopher Mortimer Adler wrote extensively on the subject, making heroism one of his "Great Ideas," and of course, Joseph Campbell spent his entire life researching the Hero's Journey.

And now, we have an entire industry devoted to the subject. RPGs are designed to simulate myth-making. We are making legends with our pencils, paper and dice, and somehow, we've completely corrupted the idea into a burlesque of the original. Here, let me explain.

Think of some heroes. Go ahead, right off the top of your head. Better yet, think of some people that America regards as heroes. Many sports stars come to mind. People like Michael Jordan, Bo Jackson and Magic Johnson. But why are these guys heroes?

Well, Jordan is certainly successful in his trade. He makes millions of dollars every year playing a game he was born to play, and Bo Jackson shares the same title because of his diversity of talents, and of course, the immense talent of Magic goes without saying. But Johnson has something that the others do not, and I'm not talking about AIDS. He has courage. Real pure plain red hot guts. He put his life on the front page, spoke out about his condition, gave his money and his life, and put his fame on the chopping block. Courage.

And that's what heroism is about. Johnson didn't deserve the title 'hero' until the moment he decided to do something about his condition. AIDS didn't make him a hero, but his selflessness sure did. Magic Johnson decided to make a difference, despite the consequences. The other two are just doing what comes naturally. Remember, they have talent. Do you develop talent? No. Is talent a difficult thing to acquire? No. You're born with it. Born to become a sports star, born to exhibit your physical abilities. Big whoop. It doesn't matter if a person has talent, all that matters is what they do with it.

And then there's George Foreman. That's a *biiiig* man. Again, a case of natural physical prowess. Here's a man who achieved the title of Heavyweight Champion of the World (in other words, the guy who could beat you up with the most effective and most brutal method known to current science). And when he achieved that...he realized there was nowhere else to go, nothing more to do.

So he started a search for ethics. For what Aristotle, Plato and Socrates called the Good Life; what Nietzsche called "the only noteworthy human activity."

Now, many of you are probably wondering, "What do sports heroes have to do with Call of Cthulhu?" My friend, it has everything to do with heroism.

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Heroes act. They do. And they do without thought to consequences they may have to face. That's what made Henry David Thoreau a hero. And Gandhi. And Martin Luther King, Jr. They were heroes because they acted, even if the consequences called for punishment, or pain or imprisonment. Or death. That's who true heroes are, folks.

Now...let's take a look at heroes in role-playing games.

† † †

In many fantasy RPG's, we play "heroes," and these heroes go out swinging swords and slinging spells and fight the forces of evil...for a reward.

Q: Why do we save the town from the evil Wizard-King?

A: Experience Points, Gold, Fame, Power, Magic Items and to gain the amorous attentions of the pretty barmaid in the tavern back home.

So, in essence, what we are doing is prostituting our heroism. We are selling our services as heroes to do the good deed we should be doing anyway because we are the only ones who can.

Why did Frodo take the ring to Mordor? Better still, why did Samwise not keep the ring when he had the chance?

We in the RPG community (I use the term "we", because in the past I have been guilty of it as well), have manipulated and mutilated heroism into gold gobbling. We who are supposed to be the experts in the field. We who interact with modern mythology, who make new stories of old gods, and interface with our imaginations. We have done this.

And how do we gain all the gold and glory?

You know exactly how we get it. Go on, say it.

That's right, we kill.

No, I'm sorry, but there is just no way to get around this.

Kill murder kill.

Kill the kobold, kill the troll, kill the dragon, kill the (insert random victim...I mean villain...here).

So, to sum up: Heroes are people who kill for money, glory, fame, power and political position.

Now, I can see why *Call of Cthulhu* isn't very heroic.

After all, investigators in CoC have absolutely no reward to look forward to when encountering the terrors of the Cthulhu Mythos. Those who succeed in thwarting the servants of the Dark Gods usually wind up maimed, imprisoned, insane or just plain dead — and sometimes they encounter fates even worse than death. If not, they are certainly estranged from society because of the lingering contamination that dealing with Mi-Go, Deep Ones and the Dark Young of Shub-Niggurath leaves on their soul. They're just never the same.

And, why is it then, that these investigators act against the darkness, even if there is no reward? Because, friends and neighbors, they are heroes. They act, because no-one else will. No-one else can. Like Stan "The Man!" Lee once wrote, "With great power comes great responsibility." Knowledge is power, folks, and knowing that something is creeping up on the oblivious pod-people that most of us are demands that we do something about it, regardless of the consequences. That's called duty. **Duty**. Look up James Q. Wilson's book *The Moral Sense*, and read the chapter on that subject. You'll walk a little different.

That's why I don't run games that make gore and violence and profiteering a heroic thing. That's why Call of Cthulhu is the most heroic RPG on the market. There are some others, too, but when it comes down to it, none of them even come close to touching CoC.

And if you ever have the opportunity to enter my interpretation of the worlds of HP & Co., you will find tentacles and terror, slime and sludge and the seventh dimension, but you will also find the most beautiful of human expressions: heroism.

Role-playing offers us a chance to play out the roles of our heroes. To see how you and I — Jack and Jane Mundane — can achieve the greatness that heroes can. To fight against impossible odds, not for the reward - but because we *must*. ❑

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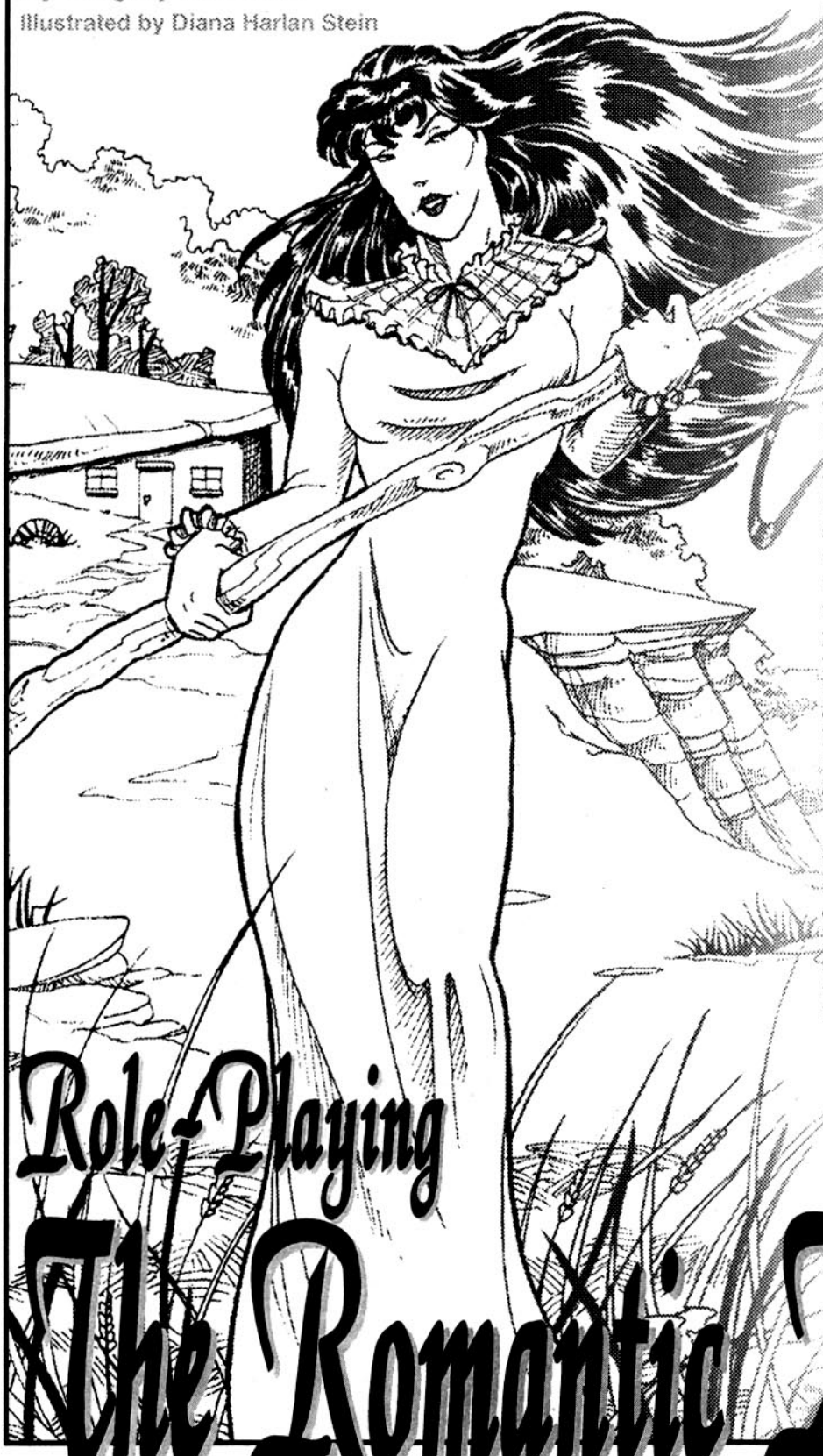

Role-Playing The Romantic Heroine

Every so often an article is written on how player characters could be made more like the heroes out of romantic fantasy, rather than the more common hack and slash types. This article is a response both to them and to the many cries of "...if I'm going to be a Romantic Hero, where's the Romantic Heroine?"

The single most prominent part of the classic Romantic Heroine is her rough equality to the Romantic Hero. Sadly, there are good role-playing reasons this equality can't show up on the battlefield. Player Characters are supposed to be the focus of the game, and more than anything else exceptional combat ability is what sets them apart, if only in the minds of the players. A Romantic Heroine who can fight or cast spells as well as they can is trouble waiting to happen. For every time such a powerful ally is welcome in combat, there wll be a dozen times her presence on the battlefield is resented, both as a distraction when the Game Master should be paying attention to the players, and as a bit player stealing the spotlight away from the real stars. This isn't rooted in gender jealousy by any means. Every other kind of henchman, sidekick, and subordinate is inferior in combat ability to the player characters for these same reasons.

Once out of combat, players need more than faceless cutouts to interact with. Good role-playing demands three dimensional characters with depth, and the reason a Romantic Heroine is in a campaign in the first place is to encourage role-playing. So the non-combat aspects of the Romantic Heroine must define the character.

Two non-combat facets of the Romantic Heroine are crucial. First, the most beautiful part of her should be her soul. Second, whatever she does, she's very good at it. In the body of this article the author hopes to expand on these two aspects and end with a campaign suggestion to help the novice GM.

The Most Beautiful Part Is Her Soul

Lacking combat ability, too many so-called Romantic Heroines are given fantastic good looks as compensation, and are often saddled with a childlike personality and a complete lack of brains to ensure they don't steal the hero's thunder. Nothing could be less accurate or a greater disservice to the classic Romantic Heroine; it is as bad as having every Barbarian warrior be an oatmeal-brained killing machine. Conan of Cimmeria is the prototype for all barbarian fighters and, though unschooled, was as quick-thinking, clever and resourceful an individual as you could meet. Just reflect for a moment on all the languages he spoke with his barbarous accent. Likewise, no one who knows what a Romantic Heroine is supposed to be is going to be satisfied with a balloon-brained bimbo.

An adventurer is assumed to be brave and deadly; he must have moral courage, and be willing to nurture rather than slay.

A classic example of a gorgeous-souled heroine is a lady named Tavia from Edgar Rice Burroughs' novel *A Fighting Man of Mars*, from his Barsoom, or Mars, series. Although described in as many words as being boyish and unbeautiful she was also courageous, honorable, intelligent, resourceful, self-disciplined and always came through in the clutch — as well as being stone cold death in a fight. But her willingness to do what was best for the man she loved, rather than her combat ability, is what makes her so special. The hero thought he was in love with a gorgeous daughter of wealth and privilege and Tavia, rather than trying to thwart the romance (or convince him he really wanted a plain-Jane, dirt-poor nobody) did all in her power to help. To the hero's credit, he was already in love with Tavia by the time he discovered the other woman's beautiful body hid a soul full of blow flies. And shortly afterward he realized marrying a woman with a gorgeous soul, such as Tavia, was a greater wealth and privilege than any man could ask.

Nor is Tavia the only example of a classic Romantic Heroine with ordinary looks and an extraordinary spirit. Andre Norton alone has a number of stories involving heroines who more closely resemble Joan of Arc than Helen of Troy — and no man with a brain in his head ever complained about the difference.

Even Romantic Heroines with great good looks have inner beauty at least the equal of the outer kind. Lady Eowyn of Rohan from J. R. R. Tolkien's *Lord of the Rings* trilogy had legendary beauty; but she is most famous for the spirit and courage which allowed her to face and defeat the leader of the Nazgul. Yes, we are dealing with *fantasy* role playing games, for which reason most prefer the heroine to be gorgeous in addition to everything else; but the everything else is what is most important. In gaming, as in real life (believe it or not), the woman with the charismatic spirit is cherished and remembered long after the classic faces and figures have faded and been forgotten.

All of the above speaks to the lady's heroism, but what about the romance part? Her strength of character is every bit as evident here as well. Even the Romantic Heroine isn't above the kind of pranks and antics which make up the courtship game; but her teasing games are the kind close friends or family play with one another. The malicious manipulation taking place all too often in the real world is anathema to her. The Romantic Heroine is honest about her feelings. If she hasn't chosen a suitor it is because her heart has not yet spoken; she doesn't force her boyfriends to jump through hoops just to please her childish vanity.

She can't be bought by baubles or mesmerized by minor magical knickknacks. A suitor must demonstrate the beauty of his own spirit. Mercy, intelligence, honesty and concern for others are some of the qualities a prospective husband should possess. An adventurer is assumed to be brave and deadly; he must have moral courage, and be willing to nurture rather than slay.

As this is happening within the framework of a role-playing campaign, the GM must give the player character(s) ample opportunity to demonstrate these finer qualities, as well as provide other romantic obstacles to overcome; then let the player(s) role-play the situations out. Some of the classic obstacles on the path of true love are rival suitors, disapproving guardians, vast differences in caste, class, or religion, and previous promises to wed which duty and honor require she fulfill.

A classic bit which isn't as effective as it once was is The Unworthy Suitor. The Suitor is someone whose surface charm conceals a soul at best second-rate, and at worst ruled by depravity and unspeakable evil. The party can tell the fellow is worthless, but everyone else is crazy about him. Trying to protect others from a threat they refuse to believe exists is a powerful theme, and a key aspect of many horror stories. The problem lies with the heroine. If she is nothing more than a pretty face who needs a man to make her decisions for her, it makes sense for her to be taken in by the dastard; but a Romantic Heroine has a lot more on the ball. If the heroes can see the guy's a creep, why can't someone as sharp as the heroine see it? The way this works nowadays is for the characters to know some secret about the suitor no one else will believe without proof (which necessitates an arduous and dangerous quest to obtain the damning evidence). Even then, the heroine should have begun to suspect the truth before the heroes can prove their claims.

Whatever She Does She Is Good At It

The second defining aspect of the Romantic Heroine is her competence.

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While it is unreasonable to expect a noble lady raised in a psuedo-medieval culture to be able to fight or cast spells (a convenient excuse for a lack of combat ability on the part of non-player characters), it is reasonable to expect her to be competent at the sort of things such people were trained in. And given her keen mind and diligent spirit she should be more than just competent! She should have been trained to manage a noble household and its lands, since its lord might be absent for long periods while fighting on behalf of the king. At the very least the holdings should not suffer under her leadership. If the lord is one of those characters whose only non-combat skills are things like Fletcher or Alchemist it probably prospered with him gone.

The Romantic Heroine is a smart, strong, vital and capable woman who is skilled at whatever she turns her hand to.

Most of the Romantic Heroine's skills will be supportive of the player character and useful in furthering his goals, rather than ones which allow her to stand alone and go her own way. (Again, this is because the heroine is a non-player character and shouldn't dominate the spotlight, rather than any innate weakness on her part.) She takes little part in a pure hack and slash game, but looms larger as political, economic and cultural concerns enter the campaign. Now the GM can showcase the value of her peaceful skills. A heroine with musical training might know an old ballad with a vital clue, or be able to sing the words required to activate a magic item. The one with knowledge of weaving could tell if a tapestry is a valuable heirloom or bargain basement eyesore; possibly even have an idea as to its source, which might hint of some secret deed of treachery. All this, plus the Romantic Heroine's more traditional roles of advisor, advocate and informant at court, are just some of the things she can do in the overall campaign.

She can also serve as plot device and voice of the GM. Local legends, politics and common knowledge are easily provided by her as well as key hints about which seeming friend is readying a backstab and which gruff old codger blusters to hide a soft heart. Sometimes the heroine is also the last-resort voice of caution when the players are about to do something disastrously foolish.

In short, the Romantic Heroine is a smart, strong, vital and capable woman who is skilled at whatever she turns her hand to. And many of the weaknesses she shows are required by the game system, rather than some sexist need for masculine superiority. If you want to know whether a particular female NPC is a Romantic Heroine ask yourself the following questions: Were she to command an evacuation, would her emergency preparations prove adequate and does she inspire the weak of heart with her faith in her husband's ability to delay the enemy? Should she and her lord face the smoldering wreckage of what had been their home, would she speak of rebuilding better and stronger than before? And when their foes lie beaten before them, does she help her beloved turn away from vengeance and toward mercy? If the answer to these three questions is "yes" the lady is a true Romantic Heroine. Any GM who introduces her into the campaign is likely to have any number of potential Romantic Heroes eager to win her hand, no matter how plain or pretty she may be.

The Winning Of a Romantic Heroine

With all due respect to Princess Jasmine from the movie *Aladdin*, her heart, and the heart of any other Romantic Heroine, *is* a prize to be won: a prize beyond all the jewels of the earth, but a prize not to be won by macho posturing and vainglorious boasting. Caring and kindness, tenderness and thoughtfulness, as well as the more traditional adventurer virtues of courage and loyalty, are needed to win this contest. In the end the prize will award itself; but there can be no doubt the winning and the awarding is a sub-plot worthy of lengthy exploration in the overall campaign. What follows is a single possible scenario.

The party comes upon a wilderness holding overwhelmed by raiders. Only a single small building remains and it is about to fall as well. One player character, who wishes to take on the role of Romantic Hero, sneaks in and discovers the only survivors are a woman and her two children. She is telling the elder child to take his sister through the secret passage and into the forest; she will stay behind and buy them time. When the hero reveals himself the lady instantly knows he is not one of the butchers outside, so she begs him to go with her children. An adult war-

rior is quite capable of seeing them to safety, but no fighter, no matter how war-skilled, could hold out against the horde of attackers. This gives the hero a chance to showcase his combat ability by playing "Horatius at the Bridge" and holding the doorway until the combined might of the party routs or slays the attackers.

During the long journey back to civilization the Heroine is hard working, uncomplaining and a rock of reassurance to the youngsters, mourning her fallen lord with silent tears only where the children will not see and be frightened by them. Whatever the adventures that befall, she is cool-headed, brave, resourceful and pulls a great deal more than just her own weight. By the time they've reached the royal court the Hero has decided to seek the Heroine's hand — or will if he has the brains of a rock! Unfortunately, she can give no answer until an honorable period of mourning has passed; so for now they can be nothing more than friends. Less scrupulous rivals eye the inheritance she holds in trust for her son and try to force her into marriage. But the political infighting succeeds only in making the hero, the heroine and the children closer than ever.

The Heroine is hard working, uncomplaining and a rock of reassurance...

Then a thwarted rival takes revenge. A peace treaty with a neighboring kingdom requires a bride be provided for a political marriage and he arranges for the heroine to be chosen. Worse yet, the laws of the other kingdom require the issue of her previous marriage be executed in order to safeguard the succession. Then the players discover there is no way for the marriage or the execution to be prevented without renewing the war! As a final irony, the Duke she is to marry is a nobleman in every sense of the word, and has no desire to force her into a loveless marriage or cause the death of her children. In fact, to protect the children he is willing to let himself be assassinated if the party can figure a way which won't trigger a new war. Thus he will be able to join his childhood sweetheart in death. She had been his fiancee before she was lost at sea, and were she still alive their engagement would have made him ineligible for the position of treaty groom.

If the players have even a drop of Romantic Hero blood in their collective veins they will refuse to consider murdering this good man and turn to their last option. While Heroine and Duke stall like Penelope and Telemachus waiting for Odysseus, the player characters embark on a hopeless search for a woman both their good sense and their magic tells them is dead!

After a lengthy quest —where the characters thwarted evil, upheld virtue and generally acted like the figures out of myth and legend they are (or would like to be) — they manage to find the Duke's betrothed in the stronghold of some evil being powerful enough to subvert the magic which had been seeking her.

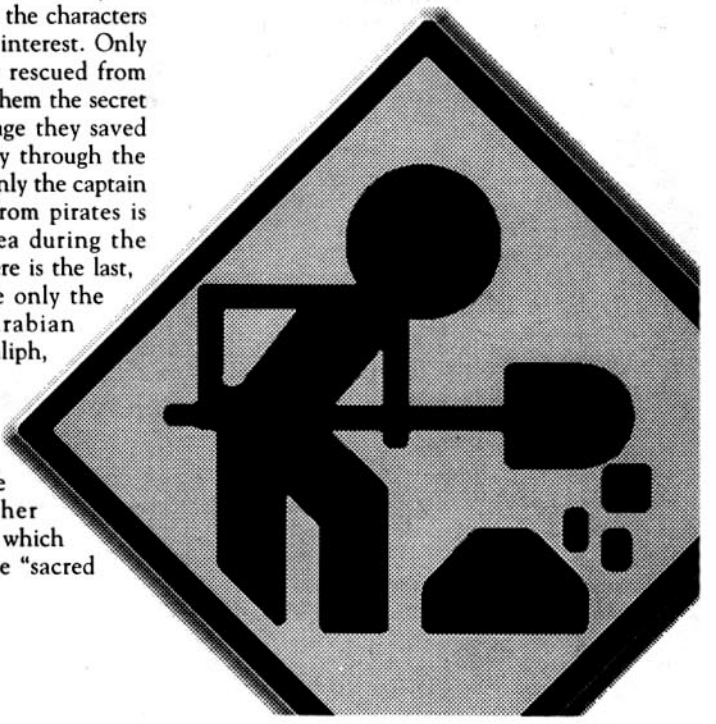
Once rescued, the party must still get her to the church on time in order to stop both marriage and execution. On the journey back all the good deeds the characters performed are repaid with interest. Only the mountain village they rescued from raiding monsters can show them the secret pass. Only the fishing village they saved from slavers knows the way through the deadly reefs and shallows. Only the captain and crew they protected from pirates is bold enough to take to sea during the typhoon season. Finally, there is the last, long speed run: a hell race only the characters' matchless Arabian steeds, gifts of a grateful caliph, can hope to win.

As the PCs arrive in the nick of time, who can blame the Hero and Heroine if they join with the other reunited lovers in marriages which give meaning to the phrase "sacred union."

What follows afterward is up to the GM and players. It would make for some very interesting role-playing if the Romantic Hero tries to learn what his wife has to teach him in the way of courtly graces and manners; likewise if he tries to teach her some war skills. It goes without saying she'll be using the best equipment available, but a single unlucky shot could still be fatal. It should be an illuminating experience to watch these mighty adventurers sweating blood over a little bandit hunt: the GM is encouraged to make the most of it.

In the preceding article certain assumptions were made. That the Romantic Heroine would be a noble woman is a standard convention; that most of the players would be male is the standard at conventions. Both GMs and players are encouraged to set new standards. A Romantic Heroine who is a commoner might just have the horse sense and fresh viewpoint to become the court favorite. The lady hero seeking the hand of her gentleman of choice should be just as much fun, though the GM should come up with a good reason for his lack of war training.

All in all, adventures centering around the Romantic Hero and Heroine can be some of the most enjoyable role-playing around. This author hopes yours turn out that way. ❑



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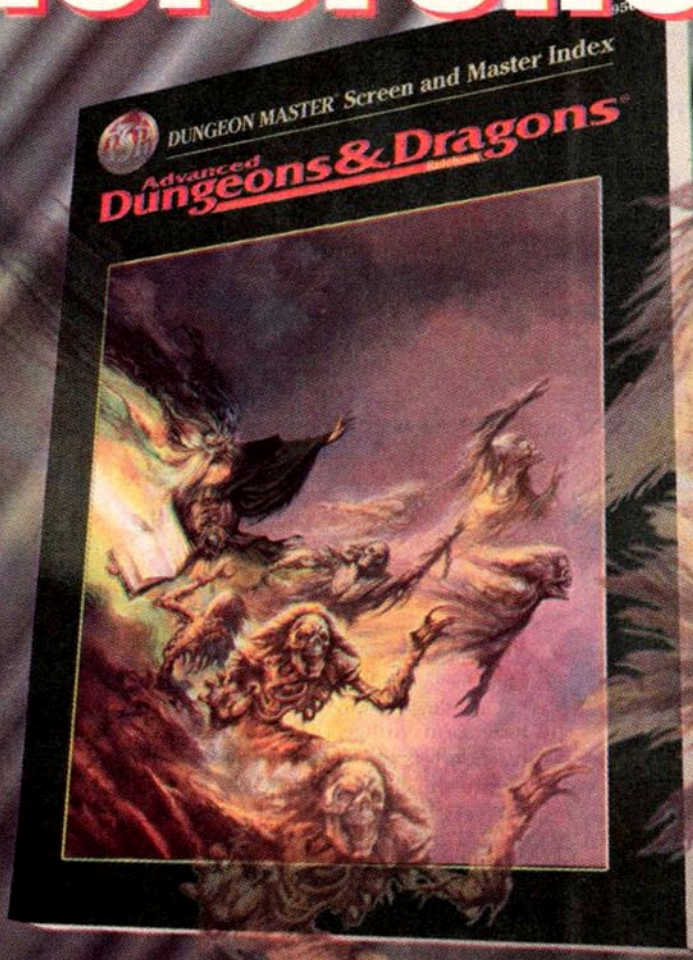

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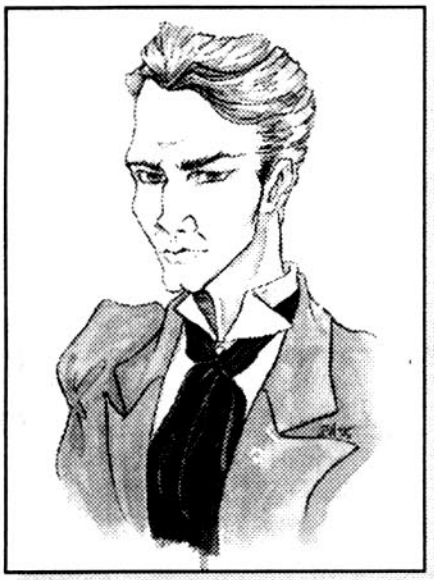
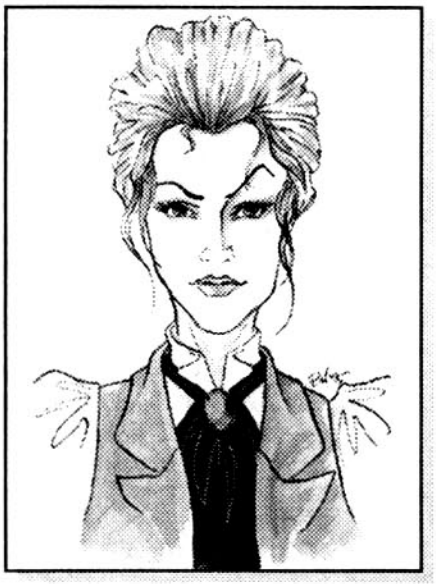


Dr. Quentin Talbot

Occupation: Archaeologist
Skills: Archaeology, Ancient History/Writing
Motivation: Acquiring Knowledge
Weakness: Academic Zeal

Dr. Talbot is the youngest son of a prominent British family. He earned a Doctorate at Cambridge where he taught for several years. In his 37th year Talbot went on an extended sabbatical from his teaching position to join an expedition in search of the tomb of the fabled Egyptian mage Ramna-Tor. The tomb, when found, contained many artifacts including several scrolls. The sarcophagus of the mage, however, was empty.

Soon after the discovery of the tomb, a rash of mysterious deaths swept the expedition's camp with the victims' bodies found in attitudes of extreme agony with looks of utter terror on their faces. Fearing the outbreak of some new plague, the expedition hurriedly packed up and returned to London. The deaths followed it there, with most of the victims coming from the slums and other lower-class sections of the city. Several of the expedition members have also met with gruesome ends, the most recent being a Professor Ashbury-Brighton, a close friend and colleague of Talbot's, who died with his wife when their brand new horseless carriage inexplicably swerved off a bridge into the Thames. At the funeral, Talbot was reported to have been unaffected by the death of his friend, and expressed the desire to get back to his study of the scrolls brought back from Egypt. He has locked himself in his study in order to accomplish this, refusing to see anyone, including the police, who are investigating the rash of deaths. ❑



Lindy Monroe

Occupation: Crusading Newspaper Reporter
Skills: Investigation, deductive reasoning
Motivation: To find the truth
Weakness: Kind-hearted, impulsive

Lindy, an investigative reporter for the *New York Daily Sentinel*, was sent to work for the paper's branch office in London. Although her superiors, wary of upsetting the wrong people, tried to limit her assignments to "Ladies-Oriented" subjects, Lindy still managed to find time to uncover some juicy scandals among the upper crust. She also made lasting friendships with several prominent women, and is reputed to be romantically involved with an English peer. It is because of this that she is able to move about virtually unimpeded among the higher social echelons.

Lindy was assigned to cover the rash of deaths in London's slums when she was contacted by one of her friends. The woman, whose husband financed the expedition to Egypt, informed Lindy that Dr. Talbot had mentioned being on the brink of attaining "Unimaginable Power" at a dinner party some days back, and had witnessed the deaths of Ashbury-Brighton and his wife, and was reported to have laughed as he watched their car sink into the Thames taking them with it. Lindy was also directed to a mental hospital where Talbot's former Chambermaid Sarah is being kept under observation. Based on the testimony of these two women and others, Lindy suspects that Talbot is somehow involved in the rash of deaths and is currently seeking evidence to prove his guilt. ❑

Sarah Templeton

Occupation: Housemaid
Skills: Cleaning, serving
Motivation: To live comfortably
Weakness: Romantic daydreams

Sarah has been secretly in love with the dashing Dr. Talbot for years. Her affections have not been returned in any way by the doctor, yet Sarah is blinded to this by her romantic notions and has often told her fellow servants that "one day he'll be able to freely admit his love for me, and then we can be married!"

When Talbot returned from Egypt, he was a changed man, preoccupied with deciphering the recovered scrolls to the exclusion of all else, and he no longer smiled or gave his customary kind word to Sarah or other members of the staff. The doctor also began receiving an increasing amount of late-night visitors who were always accompanied by "'a smell like out of a charnel house!" It was during one of these visits that Sarah witnessed the event that drove her temporarily insane. Investigating a crash from her master's study, she saw two young girls strapped securely in chairs while her master stood reading from a scroll in the corner. A shadowy figure materialized and enveloped the girls, and when it departed, they were dead, their bodies reduced to emaciated husks. This proved too much for Sarah's fragile mind and she fainted away screaming. She awoke in St. Catherine's Asylum babbling about the devil loose in Cambridge and stealing souls. Her rantings were considered to be delirious until she was discovered by Lindy Monroe, who talked to her and began to piece together exactly what was occurring in the Talbot house. ❑

FROM THE GM'S FORGE

The Bad,

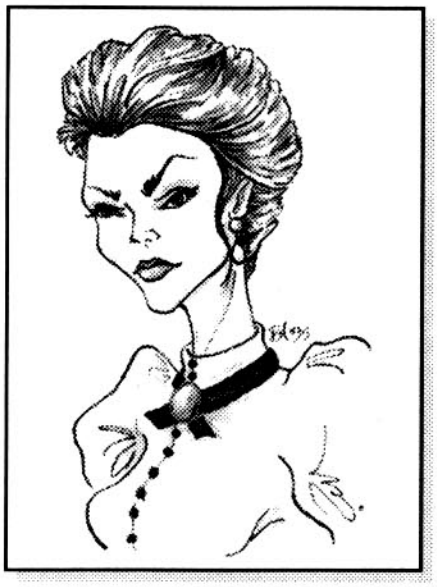
Artwork by Bonnie Hill © 1995
Written by Donald Brynelsen © 1995

Ramna-Tor

Occupation: Ancient Egyptian Mage
Skills: Dark Magic
Motivation: To enslave mankind
Weakness: Weak from passage of centuries

Ramna-Tor was a mage of the first dynasty in Egypt where he served as advisor to the Pharaohs and used his magic to insure their victory in battle. Growing tired of serving those he saw as inferior, he gathered an army of both the living and the dead, and was only defeated by an alliance of wizards. He was interred with honors appropriate to his former position, but the warding spell which had kept him from this plane was broken by Talbot's 1893 expedition. Tor immediately drained the life energies of several people in the camp in order to revitalize his powers and to reanimate his mummified corpse, and would have killed Talbot too if he had not realized he would need a guide of sorts in the strange new world of the late 19th century. Using mind control techniques, he directed the Doctor to have his mummy shipped in secret to England along with several artifacts from his tomb, including the scrolls.

Tor regularly has Talbot bring victims to his home, as venturing too far from his body weakens Tor severely. Often this is not possible, and Tor must venture out into the city to hunt, appearing before his victim as some horrible nightmare creature; this is how he dispatched Professor Brighton when the Professor began to suspect Talbot. Tor has planted in Talbot's mind the idea that the scrolls brought back from Egypt contain the secrets of immortality and cosmic power, which help him maintain his hold over the Doctor. ❑

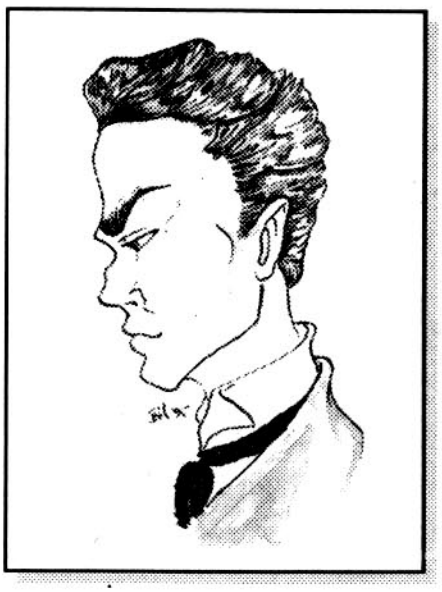


Lady Regina Ashton

Occupation: Titled Noblewoman
Skills: Seduction, Deceit
Motivation: Lust for power
Weakness: Overconfidence, Braggart

As a child, Lady Regina was coddled and pampered to the extent that she became quite spoiled. Seeking to somehow tame their wild offspring, Lord and Lady Ashton arranged for Regina to marry the son of a neighboring landholder. The marriage was a loveless one and ended three years later when Regina's husband was killed during a hunt, leaving his young wife to inherit his vast holdings. Scarcely two months after her husband's death she shocked her family by embarking for Africa with a man of questionable reputation for a year long trek across the continent. Her family and most of polite society turned their backs on Lady Regina, but she didn't care; her late husband's estate would support her comfortably for the rest of her life, and for companionship she gathered about herself a group of women who shared her ideals, including Lindy Monroe.

Lately, Lady Regina has been a strong advocate for equal rights for women. However, her plans do not stop with merely obtaining the right to vote; no, Lady Regina has plans for the rise of a matriarchy that would rule over the Empire. Lady Regina made the acquaintance of Dr. Talbot at the home of a friend and learned of the scrolls. She is aware that they grant their possessor great cosmic power, although at present, she is ignorant as to what the power may be. She does know that it is only a matter of time before Talbot falls under her spell enabling her to learn the scrolls' full secrets. ❑



Dimitri Stavros

Occupation: Dealer in Rare Antiquities
Skills: Deception, Stealth
Motivation: Desire for wealth
Weakness: Greed

Stavros runs a small, successful shop in his home village in Greece when not out working some dig, when the shop is overseen by his sister. The shop deals in rare artifacts which are eagerly snapped up by tourists. Most of the artifacts are carefully crafted forgeries designed to fool the uneducated, but the shop also has several genuine articles to sell for a premium price. Unknown to the general public is the fact that the shop also does a booming trade in fencing items stolen from museums and private collections. To protect himself, Stavros puts potential customers through a rigorous background check. Failure means that the client is turned away, or in some extreme cases, murdered. With a body toned by years of hard labor, and the looks of a classical Greek god, Stavros is a popular figure both with the ladies and with the leaders of archæological expeditions who are impressed with his knowledge of times past. His beaming smile and jolly wit, however, hide the soul of a viper.

Recently, Stavros was approached by a group calling themselves the Black Order who desired that he obtain for them several items from the Talbot dig in Egypt, with an emphasis on the scrolls recovered. Stavros traveled to England and used contacts there to obtain a position as butler in the Talbot household, where he awaits his chance to steal the scrolls. ❑

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FROM THE GM'S FORGE

And The Ugly

Artwork by Bonnie Hill © 1995
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The Black Order

Occupation: Mysterious Cult

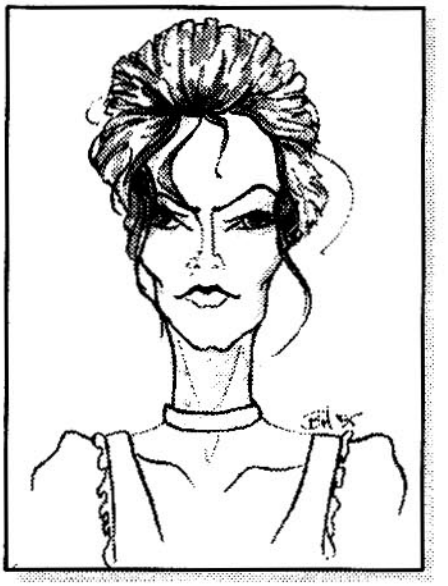
Skills: Mostly unknown, but ritual murder has been hinted at.

Motivation: Unknown

Weakness: Unknown

Very little is known about this group aside from the fact that they are quite secretive about their activities, and are purported to have members all around the world. Attempts to infiltrate the group have all failed, and the whereabouts of their headquarters remains a mystery. The sign of the order; a black pentagram with a clenched fist at the center has been found at the sites of several gruesome murders which has lead authorities to believe that the group may be a cult of assassins similar to India's Thuggee.

Members of the order, when they have been seen, wear long ebony robes with hoods that obscure the wearers face. Although the group is believed to be primarily male, some women may also be members as evidenced by an encounter with Police in 1894, in London. A member of the order was briefly cornered after the murder of a Magistrate and was described as speaking in a decidedly feminine voice. The voice was also described as being very cultured, which has lead to fears that the group may have members in the aristocracy and is planning an overthrow of the Government. ❑



Nightwalkers

Occupation: Undead servants of Ramna-Tor

Skills: Seduction, great physical strength

Motivation: Obtain life energies for their Master

Weakness: Fire, prolonged exposure to sunlight

Realizing that he would need agents, Ramna-Tor has turned many of his victims in the city's slums into Nightwalkers. The vast majority of these are prostitutes who use their seductive skills to draw in their prey.

Nightwalkers resemble normal living humans save for very pale skin tone and vacant staring eyes. Their minds are almost completely gone, taken over by the power of their Dark Master. Despite this, they can be made to recognize former friends and relations if Tor so desires, as well as interact with others as if still alive. Intensive questioning will reveal the deception, and the creature will attempt to kill its victim quickly, then escape. A Nightwalker will first gain the trust of its victim before striking, usually in a secluded place. It will then absorb the life energies of the victim into itself to be transferred later to Tor. Some of the energy is retained after this transfer in order to sustain the Nightwalker's "life." The victim either dies, or is turned into another Nightwalker.

Nightwalkers are also endowed with great strength in order to defend themselves. Due to their undead state, Nightwalkers are immune to most weapons, but can be destroyed by exposure to fire. Likewise, they must hide from the daylight as the sun can burn them after prolonged exposure. If a Nightwalker is "killed" while still retaining energies from an recent victim, this energy will be dissipated in an explosive manner. ❑

Hell Rats

Occupation: Animal Minions of Ramna-Tor

Skills: Stealth, speed, poisonous bite

Motivation: To gather intelligence for their master, kill his enemies

Weakness: Fire, most human weapons

Hell Rats resemble normal rats except that they are 25% larger and come from an alternate dimension. Ramna-Tor uses them as his "Eyes and Ears" to canvass the whole of the City of London as well as other areas he is interested in, such as Cambridge, where he uses them primarily to keep tabs on Dr. Talbot while he is engaged elsewhere. The rats either communicate back to Tor what they observe via telepathy or, in some cases, link their minds with his so that he sees what they see, hear what they hear.

Their bite contains a venom extremely poisonous to humans that kills within several minutes if not treated quickly. They attack either singly or in overwhelming swarms. In most cases, they will choose escape over confrontation if the intelligence they carry is in jeopardy. Their speed and stealth makes them extremely difficult to catch, but they can be killed using conventional means with the exception of poisons and baited traps. (They're too smart for that!) ❑

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New Perspectives

Silent Death: the Next Millennium

By Ken Carpenter © 1995 ❖ Map by Matt Staroscik

Illustrations from *Silent Death: The Next Millennium* courtesy of I.C.E. and used with persmission.

Silent Death: The Next Millennium Deluxe Edition

Published by Iron Crown Enterprises

Design: Kevin Barrett/Matt Forbeck

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Presentation: 9 ❖ Playability: 9 ❖ Value: 10

So, you've been waiting as long as I have and now you're wondering if it was worth the wait. When you go to see a movie for the first time, and all of your friends have been raving about it for the past two weeks, you are often let down because your expectations are so high. Well, my expectations were high for **Silent Death: The Next Millennium**...and I wasn't disappointed.

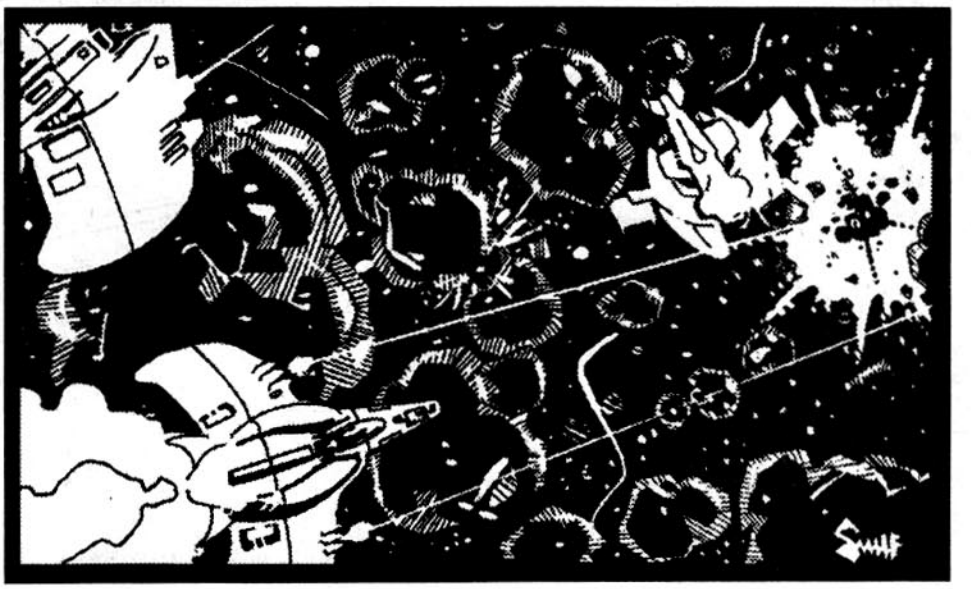
The central mechanics haven't changed that much — the critical hits are now based on multiple dice so the devastating crits don't turn up as often, missiles do better damage, and the point system has been changed so that a ship building system could be added. There are also hordes of cool optional rules that just beg to be used.

In **Silent Death,** fighter class (and gunboat class) space ships dart about in dizzying maneuvers, attempting to stay one step ahead of their enemy while trying to acquire a target for their own deadly hail of fire. It is fast paced and wonderfully strategic. The hit/damage system is elegant in its approach and ease of use.

The rulebook, which is available separately as stock number 7201, has all the rules, a bunch of ship record sheets, and a number of advanced scenarios which can be played as stand alone games or used with the mini-campaign system.

In addition to the rules, the Deluxe Edition comes with 48 plastic ships (and they are nice!), a bunch of missile, torpedo, and asteroid counters, a booklet of introductory scenarios, and a booklet with ship record sheets and easy references. Nowadays, you'd expect to pay $50 for the figures and counters, so I guess the game is FREE!?

Okay, given! — I'm a miniatures fanatic who even gets some perverse enjoyment out of **Critter Command,** but this is a set I'd recommend to even my most serious gaming friends (and some of them are much *too* serious). Surgeon General's Warning —Does not cause cancer, but is *way* too addictive to be consumed by the general public. Not for sale to non-gamers!



Colos Knives

by Ken Carpenter

Radison "Rad" Starbender checked the readings on his spatial positioning system and ran a cross-check against the star-nav equipment. They both positioned his House Colos Pharsi II about 20 minutes out from the Luches Utopia base. Through his cockpit glass, Rad could barely make out his wing-man's green running lights just 100 meters to the port and riding at about ten o'clock.

The usual chatter and bravado that preceded a strike mission was missing — orders were for strict communications silence. Even the internal comm-links between Rad and his two gunners, "Hype" and "Bullseye", were silent. There was an eerie feeling about this one that none of his crew could shake.

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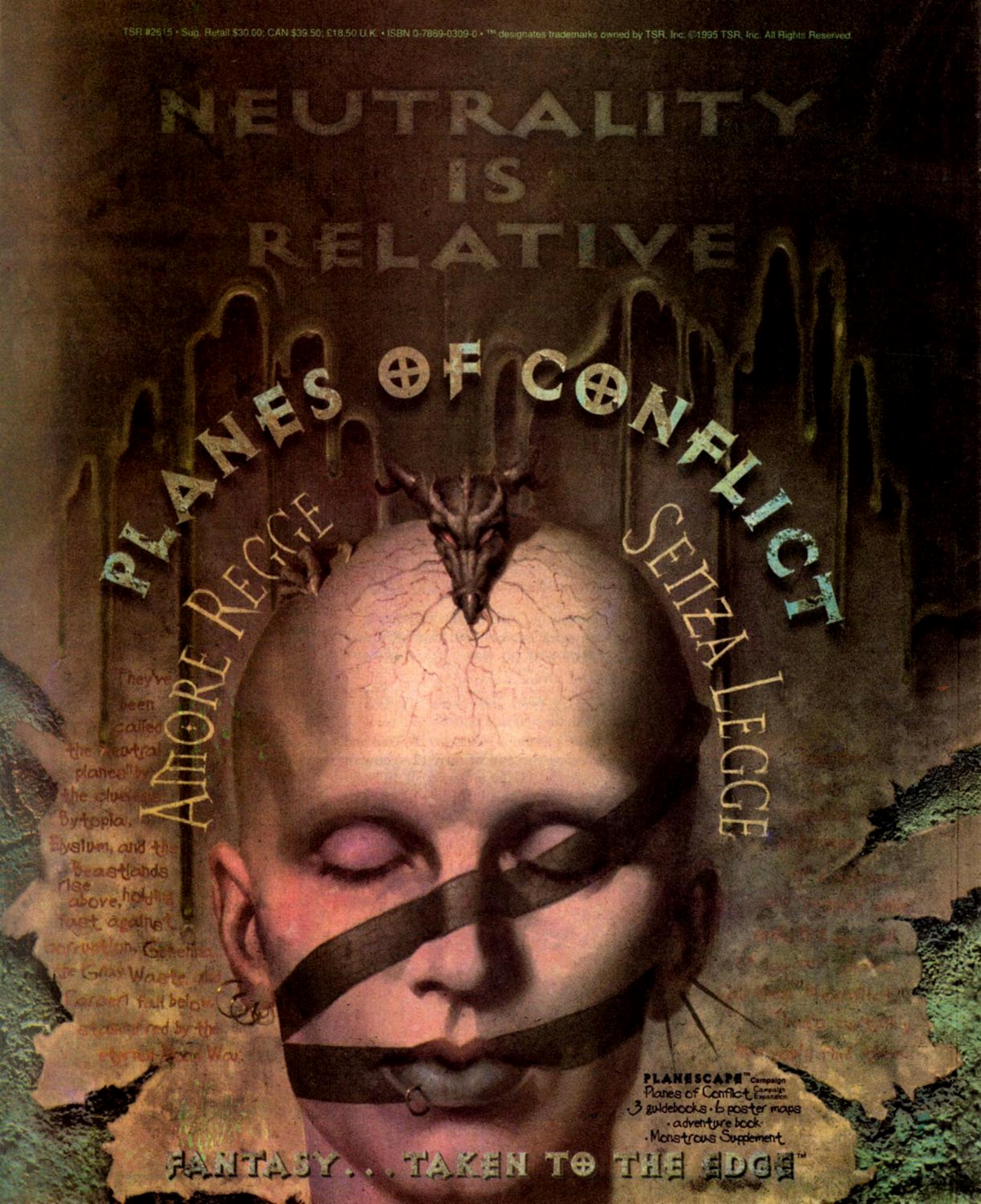

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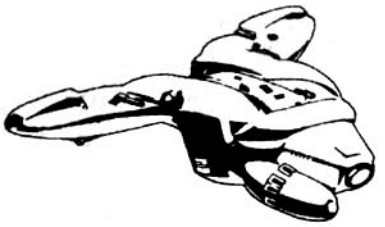


For one thing, this was the first time they had gone in without some sort of escort. The Pharsii was a heavy hitter, but couldn't maneuver as well as the smaller, light fighter craft that it often found itself up against.

This mission was different in a few other aspects as well. The two Pharsii were to fly through _enemy_ space on their approach to what the Utopians claimed to be a non-military outpost at the very edge of Colos-claimed territory. They were to destroy it and whatever else they could find, then flee back into Colos territory. Because House Colos was not willing to fight an all-out war for this little-used, worthless area of space, the strike was to be done without warning — hence the surprise attack from "friendly" territory. The base was to be prevented from calling for help until the attack had begun. By then it would be too late to save the base, and the Colos leaders doubted Utopian resolve to risk large numbers of troops and ships in order to build a replacement.

The Pharsii were already in enemy space and on their final approach to the base. Rad keyed the internal comm-link and checked the gunners' readiness. Weapons powered up and Rad's energy usage readout spiked. In another few moments the base appeared on the heads-up display — there were also four Utopian ships in the immediate area.

Computer-generated ship diagrams flashed across Rad's ID screen, searching for a match on the enemy ships. Finally the four diagrams locked in and Rad knew what they were up against — two Shryak Shuttles, a Sorenson III, and a Teal Hawk.

Rad felt slightly relieved, knowing that his Pharsii was too quick for the main armaments of the Sorenson and Teal Hawk to be effective against him, but he also knew that the eight torpedoes between them could more than even the score.

At a signal from Rad, both Pharsii accelerated to top speed and headed straight for the base. Half a dozen torpedoes left the Sorenson, streaking for the invading Pharsii IIs as the Shryak shuttles tried to get to missile range. Rad said a little prayer and launched his own torpedoes.

This scenario for **Silent Death: The Next Millennium** sends two heavy fighters from House Colos against a numerically superior but lighter Luches Utopia fighting force in order to destroy an uncomfortably close "non-military" base. The optional rules for Decoys and Point-Defense should be used, but other optional rules must be agreed upon by both players.

Use the standard scenario map set-up, meaning long-edge to long-edge. The Utopian base is in one corner of the map, taking one hex. Ships may pass through the hex but may not end their turn in the same hex as the base. The asteroid field should be set up so that no two asteroids are adjacent — there should be at least one hex of open space between any two asteroids.

House Colos player:

Those slime-eating Utopians built a base right at the edge of Colos space, thus threatening Colos sovereignty of the area, and it's your job to teach those mealy-mouthed dung heap maggots a thing or two about interspacial etiquette!

Your forces consist of: Two (2) Pharsii heavy fighters.

Your mission is to destroy the base and escape by the end of turn 12. You can destroy the base by inflicting all 30 boxes of damage to the Utopian base or by inflicting the critical damage. If you destroy the base and exit one Pharsii off of the shaded edge of the map, you achieve a Marginal Victory. If you can withdraw both of your Pharsii after destroying the base, you achieve a Decisive Victory. Intelligence operatives have forwarded the information that your torpedoes are useless against the base.

Luches Utopia player:

If space weren't polluted by the likes of those Colos Neanderthals it wouldn't be necessary to build all of those "defensive" bases all along adjoining areas of space.

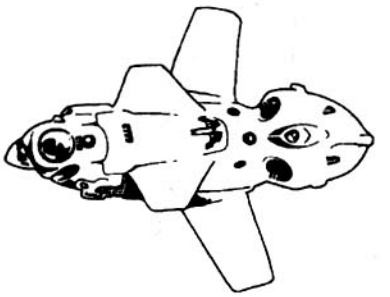
Your forces consist of: one (1) Sorenson III, one (1) Teal Hawk, and two (2) Shryak Shuttles, plus the base.

You are to preserve your base if at all possible. If not, then you are to punish the Colos dogs for destroying it. If the base is still operational at the end of Turn 12, you achieve a Decisive Victory. If the base is destroyed but both Pharsii are either destroyed or still on the map at the end of Turn 12 (when reinforcements would arrive to destroy them), you achieve a Marginal Victory.

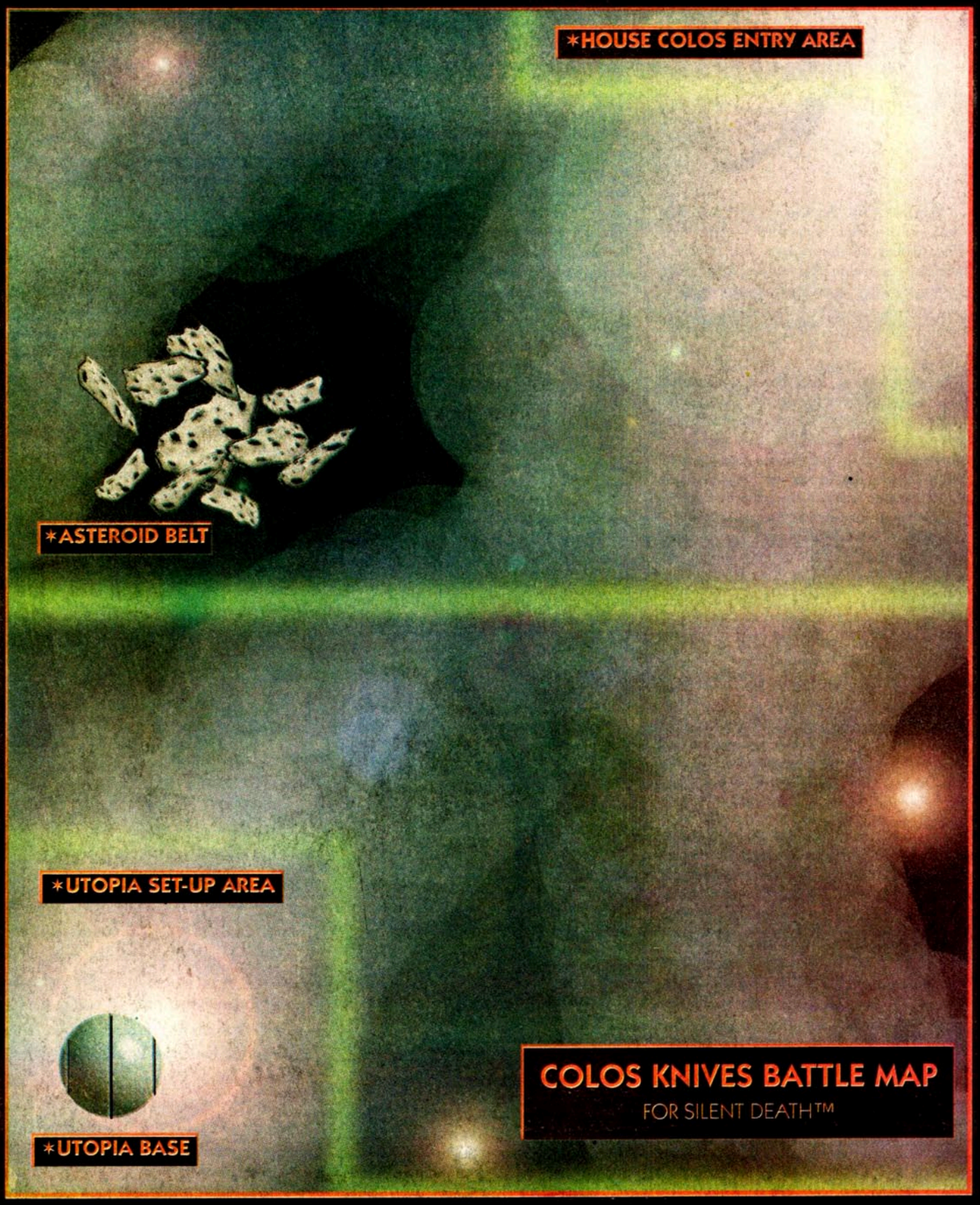
The Base

This is, in fact, a military base. As such, it has a number of special and defensive equipment built in. For one thing, the ECM equipment at the base is so effective that Torpedoes directed at the base automatically detonate at a harmless distance, though torpedoes may target ships in hexes that are adjacent to the base. Also, there are two (2) missile systems, each with 20 missiles, mounted on independent 360° turrets (top and bottom). The base computer system operates the missile systems with an effective gunnery of 7.

The base has two Decoys, a Point Defense of 1-5 (2), Drive 0, Defensive



Value 13, Damage Reduction 4, and thirty (30) damage boxes with a critical hit at #16 (roughly halfway through). When the critical box is reached, the attacker rolls 3d8: if the attacker rolls 14 or more the base blows up as a result of fire and ammo explosions, but if the roll is less than 14 the critical has no effect on the base. Damage to the base does not reduce its Defensive Value of Damage Reduction, since pieces blown away from the base will just become a cloud of debris protecting it from future attacks. ❑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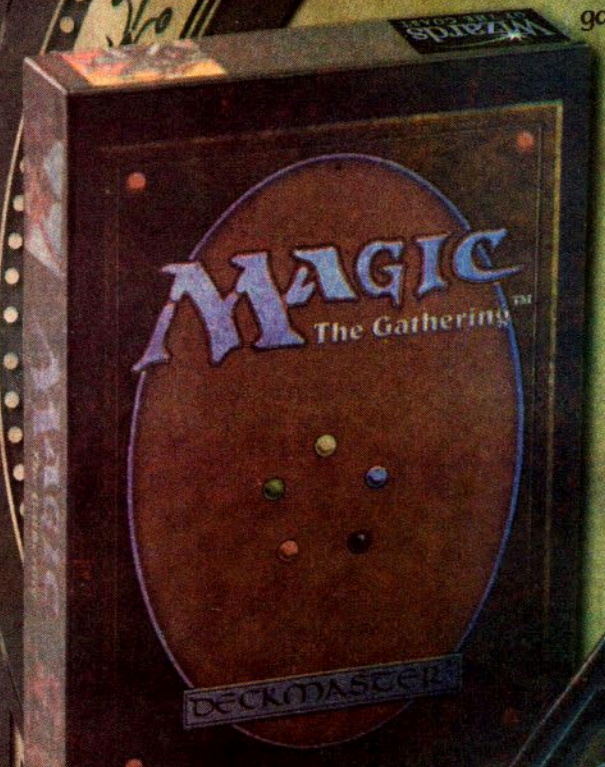

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The Flag Bridge

Sailing the Waters of Play-By-Mail Games

By Joey Browning, U.S. Editor, Flagship Magazine © 1995

Big news all around this issue. As you've no doubt read already, *SHADIS* is going monthly, and with precious little warning to some of the loyal columnists (that's me, among others). As a result, I was caught short with nothing on hand...so I've shamelessly dug up a previous review I did for *Flagship*. Apologies to those who get both, but there ought not be too many of you who get both *and* remember this review.

Speaking of *Flagship*, there's some pretty big news there as well. As many of you know, I functioned as US Editor for that publication and as the PBM Editor here as well. Naturally, such an ordered environment had to bow to the forces of entropy. The US edition of *Flagship* has recently been sold, and will be renamed *American Flagship*. The new owner (and editor) is Bob McLain, a regular columnist and long time veteran of the PBM wars. I'll still be affiliated with *Flagship*, doing some sort of article, review, or column for each issue, and I'll continue to handle the duties here as well. For now, those desiring to get in touch with *American Flagship* by snail mail can still contact me - a new address will be forthcoming. You can contact us at `Flagship@tightbeam.com` if you have e-mail.

Ok, enough housekeeping. Forthwith, I present to you a review of **Continuum** by *Zephyr Games*, a low- to mid-complexity game of galactic conquest.

What, another space PBM?

That's what I imagine that a hefty percentage of you experienced gamers are saying to yourself. 'Tis true that the "galactic empires at war" theme has had more than its share of the PBM market, and it's also true that such games have come and gone across the years. What, then, makes **Continuum** any different from the others, and why should you risk your hard-earned dollars on this game? Read on — I'll cover what makes **Continuum** unique, and what it's good and bad points are. Whether you risk you money is, as always, up to you.

The Basics

The basic premise behind **Continuum** is similar to that behind dozens of other space empire designs — each player begins with a single star system, and strives to eliminate his or her competition in order to fulfill their rightful destiny as ruler of the known galaxy. That established, we turn to what is in one's setup packet: a slim 30-page rulebook (5" x 8.5"), a four-page color hex-grid map of the playing area, information on the player's starting system and know technologies, a listing of other players in the game, and the initial fill-in-the-box turn sheets. All of this is surprisingly complete, even with the brief rules. **Continuum** isn't a horribly complicated game in terms of rules, but is rather deep in terms of strategies, as we'll go into later.

Each game is played on a 40x40 hex grid (2-dimensional) that contains 160 different star systems, over which up to 20 players (fewer at the discretion of the GM, but usually not less than 15) vie for total control. The map printout is split into 4 quadrants, one per page, and depict each star system color-coded by spectral type — important for production purposes. Players are allowed to choose from a list of colorful "icons" that will identify their systems and fleets on a first come, first served basis. These will serve to indicate ownership and fleet dispositions of all one's own holdings, as well as any enemy units within scanning range. This is very neatly done, and the map is one of **Continuum's** nicer points — each turn you can get a good perspective on what is happening just by looking at the "known" area of the map. Once the game gets goings, players will receive reports on leading empires, technology advancements, fleet and ship dispositions, and known ship designs in a fairly easy to read format. The fleet and ship listings do tend to get a bit cluttered at times, due to the large number of each that a player can have. Otherwise, it is a model of clarity.

The basic space PBM theme of "produce, research, expand, negotiate and conquer" holds true here as in other games. **Continuum** does have its own angle on each of these things, however, so I'll address each separately.

Building for a Better Future - Production

The economic system in **Continuum** is very simple, and is kept that way on purpose. The designer wants the players to focus on ship design and combat, not niggling accounting details of taxation, population, raw materials, and the like. As a result, it's quite simple to keep track of the economy of empire. Each star system owned produces number of generic resource points, which is used for all economic activity: ship production, system investment, research and developments, and ship repairs. Home systems will typically have a RP value of 200, regardless of spectral type. Other systems will have a random amount of RP production depending on stellar class: White stars will usually have the lowest income, followed by Red, Blue, Green, Orange, and the coveted Yellow stars, some of which rival homeworlds

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in potential. The budding emperor will do well to keep an eye toward spectral class when planning his initial expansion! Normally, RPs can only be spent at the system where they were generated. However, transfers can be made to other systems or to other players - at a small cost. Any RPs transferred will spend one turn "in transit", during which time they are unavailable for use by anyone. This isn't a significant penalty, but it does encourage good planning. Otherwise, RPs can be used to build ships that will appear at the end of the turn in a "Holding Fleet" — a fleet that can neither move nor fight, and that will be instantly destroyed if engaged by enemy ships. Only after the ships are transferred to an active fleet (and thereby equipped with crew and fuel) on a subsequent turn can these vessels be used. This also forces advanced planning, as building a large fleet this turn to counter a surprise enemy thrust is worthless — you'll have to have the ships already assigned for them to act as defenders. On the other hand, system reinvestment and technology research is immediate — those RPs are applied at once. System reinvestment allows a player to increase the RP production of a system by 1 RP for every 7 RP spent. This is a pretty low return on investment, and should only really be used by a player who is forced into a pure defensive position — and even then, R&D is usually a better choice. Otherwise, RPs are used to repair damaged ships, at 50% of the cost of building new replacement systems. Note that some ships may be equipped with devices that will attempt self-repair, at no cost in RPs at all. Such systems tend to be both slow and expensive, however. Finally, if you desire to do nothing else, you can just accumulate the RPs from turn to turn at the system, to be spent later *en masse* for that really expensive ship design, or that massive transfer of aid to a needy ally...

Scientists and Naval Architects - Research

The heart of **Continuum** is ship design — assembling a listing of different components into a workable warship, and using those designs to eliminate your enemies. There are six technology areas that may be researched: Hulls, Weapons, Defenses, Warp Drives, Sensors, and Miscellaneous Modules. Each player begins at TL 1 in all areas, and research is conducted independently in each — it is quite possible to be, say, TL 3 in Scanner tech, but still TL 1 in all others. Note that *all* research is related to ship construction, with the single exception of Scanner Technology. In other words, there is no way to increase your RP output via R&D, nor are there planetary based defenses. The only things a system contains are a scanner of the very latest TL, an RP production value, and an RP stockpile. Everything else is contained in the various fleets in orbit about the planet.

Every player beings with a listing of the common TL 1 components — ship hulls ranging from the tiny size 4 Scout to the mid-sized size 16 Light Cruiser, as well as a variety of non-mobile "System Defense" platforms, from size 1 to size 50. Upon these hulls can be assembled Warp Drives, Thrusters, Pulse Lasers, Anti-Missiles, Repair Pods, and a plethora of other items — a beginning list of 13 different units. Each subsequent TL breakthrough will bring the ability to construct new modules: better weapons, longer range scanners, bigger hulls. It is in these design considerations that you will decide the style of your battle fleets. Will you rely on small, swift, expendable ships? Huge armored leviathans, sturdy but slow? General purpose jack-of-all-trades vessels? The choice is yours.

Investment in technology is straightforward. Each system can contribute a percentage of its total RP stockpile toward a particular area. Depending on the amount spent, you will then have a chance on subsequent turns of attaining a breakthrough to a new level, at which point spending drops to zero and the cycle continues. For example, let's say you elect to spend 50 RP from your home system on Scanner Tech on turn 1. This will give you x% chance of attaining Scanner TL 2 (the actual chance is not revealed, but you do get a "pie chart" showing the rough chance each turn). Assuming you are unlucky, you will still have an x% chance on the next turn of attaining a breakthrough, even if you spend no RP's on that particular area. Thus, while it is possible to spend enough quickly to get a 100% chance of a breakthrough, it is more economical to spend small amounts each turn, and gain the breakthroughs a bit slower. Make sure that you always have a small amount in each TL area, even if it's not critical to you; the chance of "hitting the jackpot", however small, is worth it.

Manifest (Stellar) Destiny - Expansion

This is the quick grab of surrounding neutral star systems, and is vital to a player's continued success. Note the word "quick" — virtually every one of the 160 systems will be owned by the end of turn 3! Hesitating during this phase is fatal in the long run, but so may be overreaching yourself. For this reason, small ships are the rule of thumb early. However, under no circumstances should you build an unarmed design, as it will automatically retreat when encountering a hostile vessel, losing what ever you may have gained. The preferred explorer ship with the starting equipment is either a size-4 Scout with a TL-1 scanner, a fission missile launcher, and 2 TL-1 warp engines or (preferably) a size-6 Police Ship with a TL-1 scanner, a fission missile launcher, and 4 TL-1 warp engines. The next larger ship, the size-8 Escort, is twice the mass of these two, and so would require twice as many TL-1 warp engines to attain the same speed: not worth it at all! Build as many of these small ships as you can, and stake your claim to all surrounding systems, following them with a second wave of similar or larger ships.

Being the first to take a neutral system has two advantages: first, there is a small stockpile of RPs on each system in addition to the normal production. Second, and more important, there is a small chance that a new technology of a random type will be discovered on a new system — a wrecked alien ship with TL-2 scanners, for example. Once a system has been taken, fortify it heavily with defense platforms, or ship designs with few warp engines and lots of weapons and defenses. After the first 3 or so turns of frantic expansion, the game momentum swings heavily to the defense, as non-mobile designs are more cost effective than fast ships. This is the time to build yourself up, assemble your fleet, and contact your neighbors...

The Silver Tongue - Negotiation

Now comes the ticklish part. You have seized all available galactic real estate, and have a combination of map edges (the map does not wrap around) and potentially hostile neighbors in all directions. While you experiment with ship designs and drive your scientists feverishly onward, you need to contact some of those faceless icons out

there. In a curious twist, cooperation between fleets in **Continuum** is impossible; battle will *always* occur between fleets belonging to different empires. You can, however, negotiate borders with certain of your neighbors, and even send RPs back and forth — assuming you have that much trust! In the initial setup, you can choose how much contact information you wish to disclose: none, name and address, or name, address, and telephone number (work, home, or both). Watch out for those "anonymous" players, as they are usually the most ruthless of the warmongers.

The Iron Fist - Conquest

If you are lucky enough (or skilled enough a diplomat), you can pick your own time in which to attack; otherwise, you'll be defending yourself against enemy fleets sweeping in toward your worlds. This is where your ship designs come into play: just how effective are your missile-carrying destroyers against the enemy's heavily shielded frigate squadrons? Combat is the heart of the system, and it is well-explained in the rules. There are a few twists due to ship and fleet initiatives and retreat levels, but these will become apparent after your first couple of skirmishes. Remember: weapons and defenses aren't the only measure of a ship's combat ability! Advanced warp drives and high-tech scanners will give any fleet a big edge in the grand strategy.

The Tactics of Empire - Beginning Tips

A few rules of thumb for the novice player :

1. Expand as quickly as possible — or faster. See the above commentary

2. Invest early and often in R&D.

3. The most important technologies early are Scanners and Warp, *not* Weapons and Defenses.

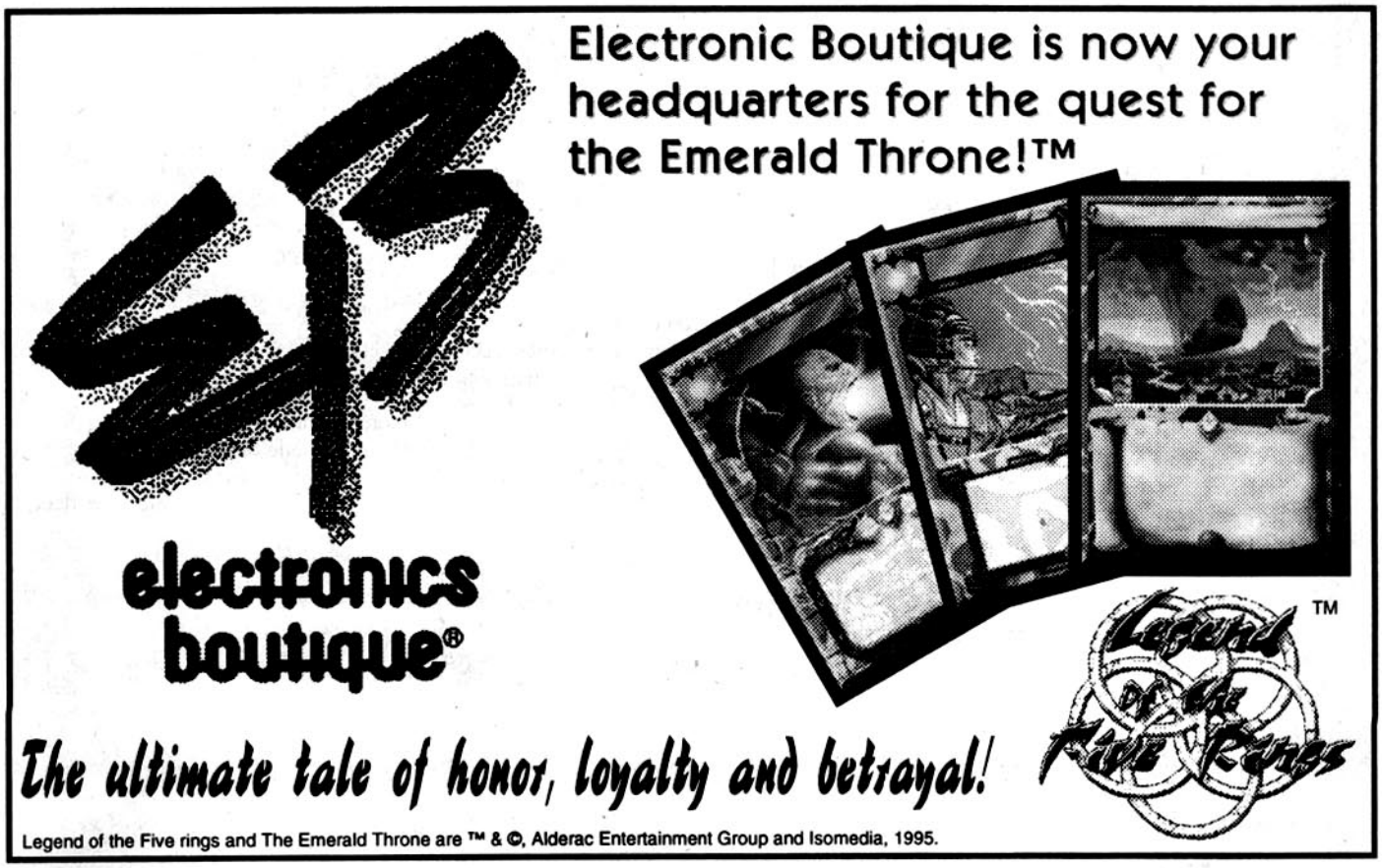
4. Don't forget that ships built this turn are sitting ducks for an attacker, if their cover fleet is forced to retreat.

5. The defender has the advantage early, but this will disappear if you get too complacent. You must spread your defending ships about, while the attacker can concentrate his forces.

6. Even obsolete designs can absorb enemy fire in a pinch.

So, is it any good? - Conclusions

The answer is a qualified yes. If you're not afraid to play "yet another space game", **Continuum** can be a lot of fun. Due to the number of ships involved, filling out the turns can be a bit tedious, but it's not very onerous, and there's no tricky codes to remember — just ship IDs or even names (the GM is very flexible). Turnaround is one turn every 3 weeks, and this is adhered to, most of the time. The GM is quite accommodating if you have problems or late turns, and is reachable by phone at (206) 727-2677. He'll even set up a fax on that number by prior arrangement for those desperately late turns. If you're looking for a moderately deep game with simple rules and an emphasis on naval combat, this is a good one to try. Contact them at Zephyr Enterprises, PO Box 178, Citrus Heights, CA 95611-0178.



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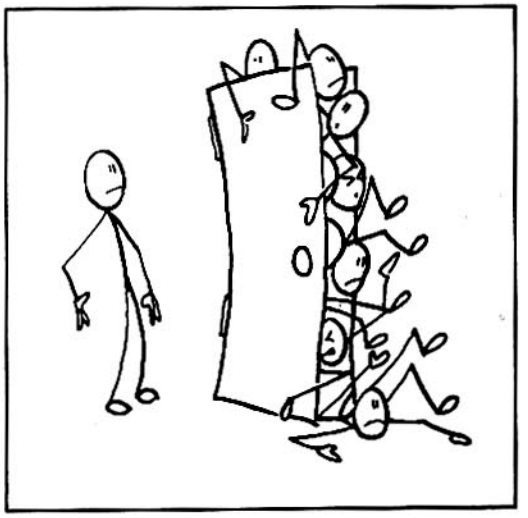
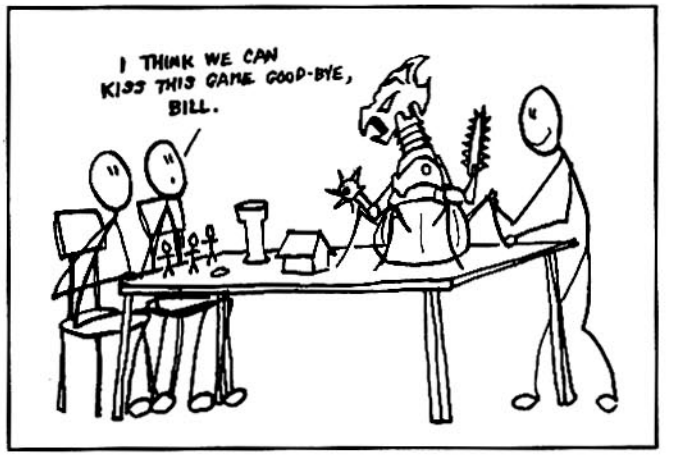
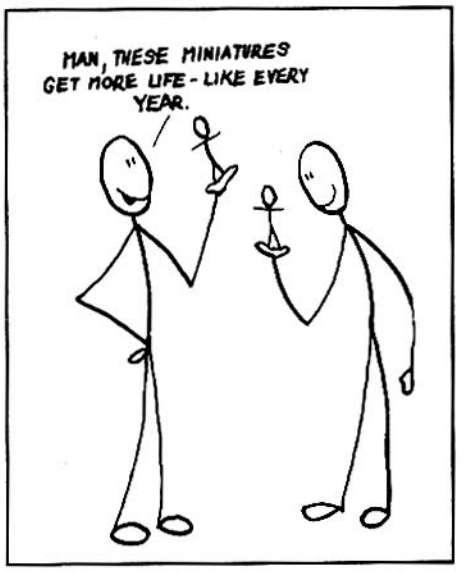


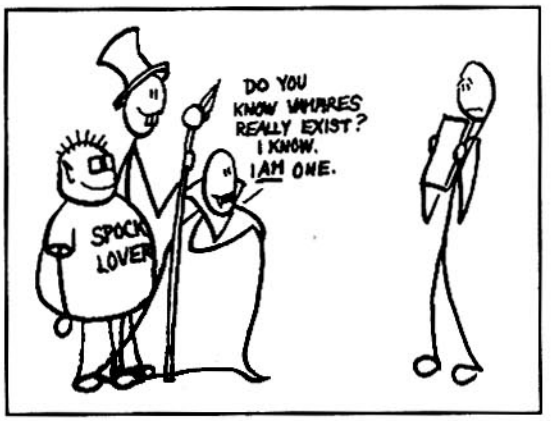
1. Stay in hotel rooms that always have space for "just one more."



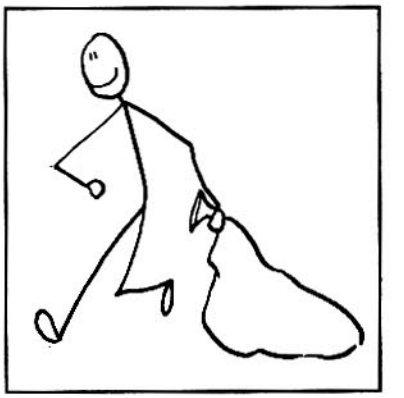
2. Have miniatures battles with people whose style of play may be radically different from your own.



3. See new miniatures designs.



4. Meet new friends.



5. Pick up some more dice for your collection.

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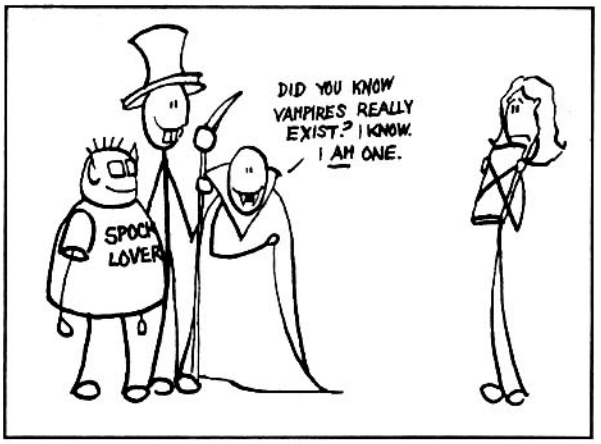
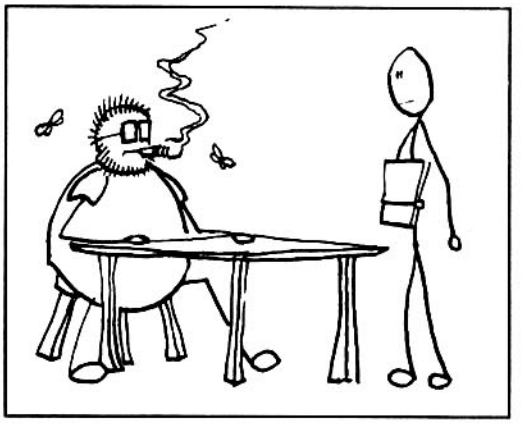
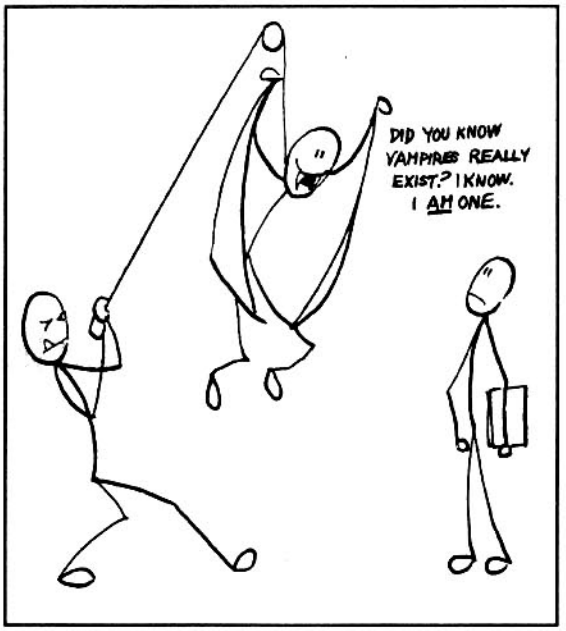


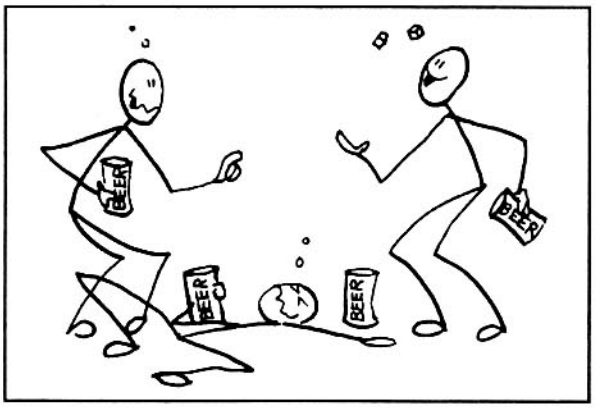
6. Meet chicks.



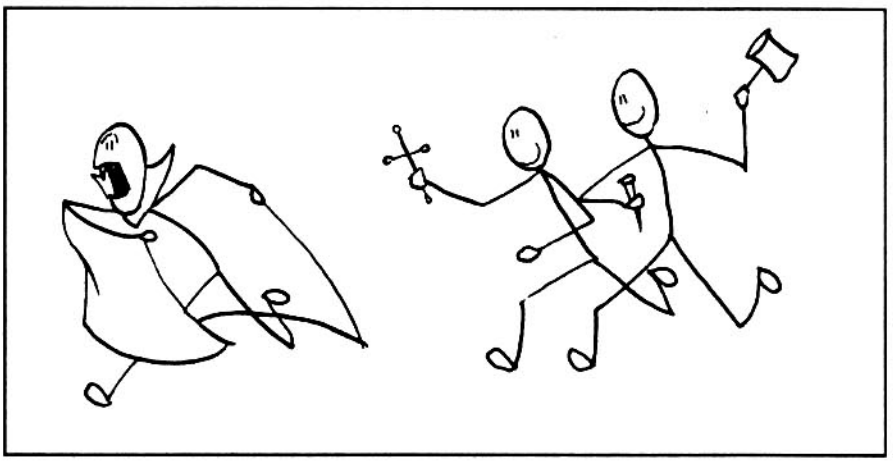
7. Meet your favorite game designers in person.



8. See the new [redacted] display.



9. Attend important design meetings.



10. And, of course, have a little fun.

Begins on last page...

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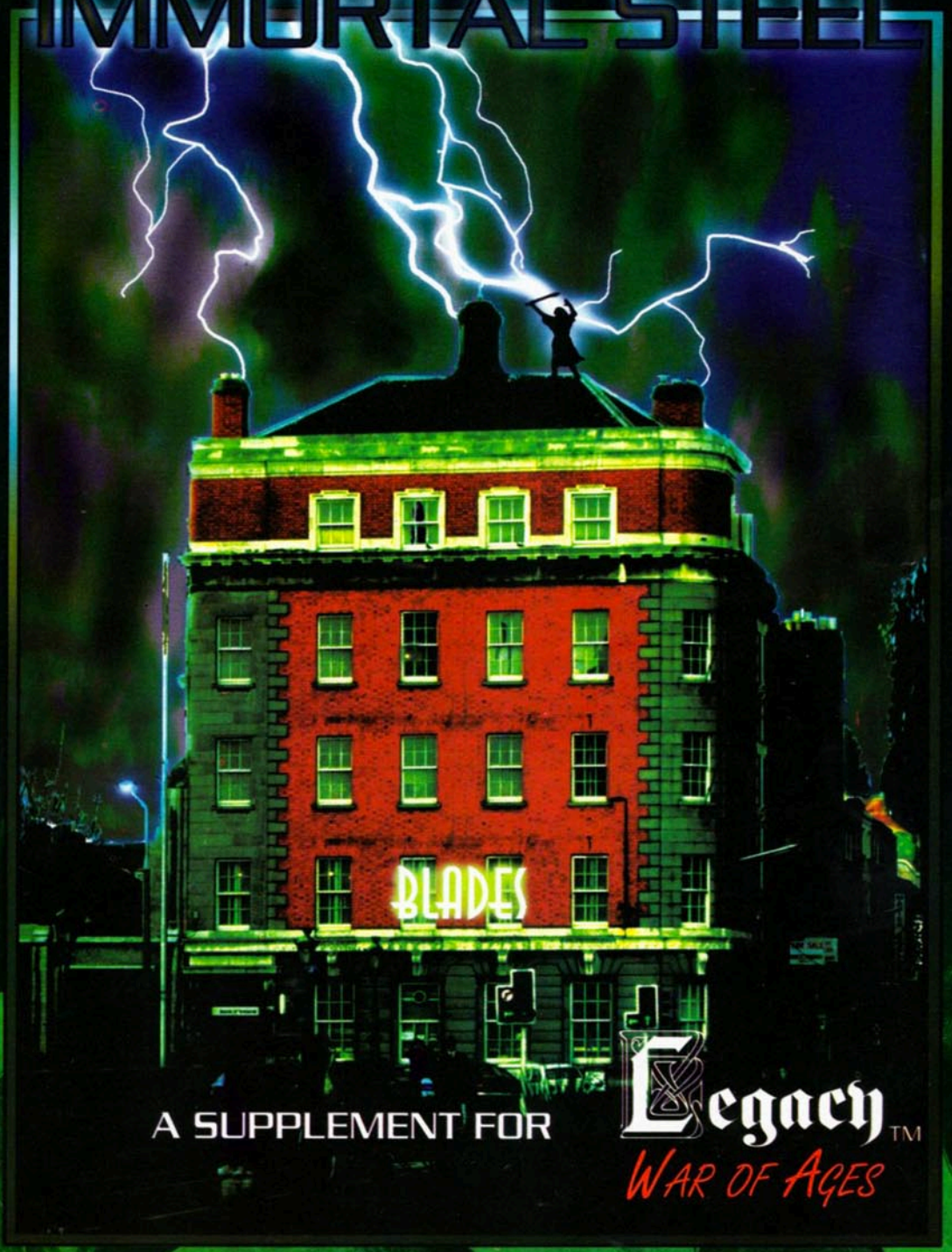

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