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Table of Contents

RUNES p.3

by Stewart Wieck

The promised reaction to the recent Reader Survey, including another very interesting figure.

From the Pack p.4

Our new letters column continues.

Giving the Devil his Due p.6

by Jonathan Tweet and Mark Rein-Hagen

The creators of the Ars Magica FRPG help those of you who can't do without these evil creatures in your campaigns.

Shadowrun Novice Archetypes p.11

by Lance Webber

The archetypes in the SR rules are already advanced in skill. Here's your chance to build from Day One. Also, it's pronounced *arketype*.

The Key and the Gate p.19

by Chris Hind

A Call of Cthulhu adventure for investigators capable of piecing clues together (and surviving a few strange encounters!).

Drought at Dirty Cities p.28

by Clay Gibson

An adventure for the new AGE of RUIN by one of the game's designers. The chases at the end are right out of Mad Max.

Tabletop News p.36

by Ken Cliffe

You know Ken can review miniatures, now see how well he photographs them. Plus, A Brush with Destiny continues.

PBM Corner p.39

by Edward Schoonover

The programmer for RSI Hyborian War PBM game explains how he translated the work of Robert E. Howard into a PBM format.

PBM Game Review p.41

by Dale Cook

Dale reviews Eckert Gaming Group's Death and Sorrow PBM game. Welcome back, Dale.

Reign Storm p.45

by Christopher Earley

An interesting encounter for any characters in any fantasy game. Be ready to use your wits, because fighting these opponents will win you little.

Feature Review p. 52

by Lisa Stevens

Lisa gives her impression of the new Battletech Center in Chicago. FASA Corp. has heralded a new era in computer gaming.

Capsule Reviews p.54

by various writers

Our longest review section to date. We look at over a dozen new game products.

Silicon Dungeon p.60

by Jim Trunzo

Jim changes pace a bit this issue and gives several suggestions on how to use your computer as a GMing assistant. Game reviews continue next issue.

On the Horizon p.64

If you liked this issue, then just wait 'til you see what we have planned for next time. WHITE WOLF Magazine just keeps getting better.

Horror Issue

Credits

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Special thanks this issue to:

West End Games for providing our beautiful cover (see a smaller version of it on the soon-to-be-released TORG paperback book).

FASA Corp. for the photographs of the Battletech Center.

Lion Rampant for the article, "Giving the Devil his Due."

Cutting Edge Games for the adventure, "Drought at Dirty Ernies."

Advertiser Index

Ark Royal Games	57
Avian	27
Bard Games	49
Better Games	22
Blue Panther Enterprises	32
Classified Information	42
Cosmos Creations	38
Creative Encounters	inside front cover
Creative Keys	56
Cutting Edge Games	33
Cyborg Games	46
Dragon Games	64
Empire Wargames	60
Emprise Game Systems	40 & 62
Enchanted Horizons	61
FASA Corp.	back cover
Game Designers' Workshop	35
Game Systems, Inc.	39
Game Masters Association	51
Gamescience	26
Graaf Simulations	42
Hastur Hobbies	3
Inner Dimensional Games	10
Koplow Games	23
Lance and Laser	31
Lion Rampant	55
Marquee Press	21
Mayfair Games	inside back cover & 51
Mediagenics	15
Midnight Games	17
P.J.'s Pier	48
Paper Tiger	56
Pegasus Productions	43
Reality Simulations Inc.	9
Shield Maiden	58
Steve Jackson Games	47
TRAIID Entertainments	7
Twenty-First Century Games	22
Twin Engine Gaming	41
Waterford Publishing	34
West End Games	5
White Wolf Publishing	58 & 63

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Things are being reorganized here at White Wolf Publishing and that's partially due to the results of the recent reader survey (printed in the previous issue).

The biggest change is coming in how we handle the art in the magazine. In the past, only the cover has really been open to freelance artists and Art Director Richard Thomas has assumed the task of providing the interior art. Starting with this issue, you'll see the results of Richard assigning other artists to do the interior work. This should help vary the look of the interior of the magazine and also expose you to a number of fine new artists. I'm especially happy with Tom Dow's work for the Call of Cthulhu adventure.

The cover art for this issue comes courtesy of West End Games; it's the cover for their third TORG paperback book. However, future issues will feature the work of several fine freelance artists. Previous cover artists Michael Weaver (#21) and Jeff Menges (#15) will return within four issues.

One reason for this new emphasis on organizing of the art department is to help things run more smoothly, but a big factor is the three comic book series we begin early next year. Richard is going to be putting a lot of work into these (including painted covers for all three first issues and interior art for two of them).

We are really pleased with the results of the reader survey. You readers seem to be coming to WHITE WOLF Magazine for the reasons we hoped - information and game material for the products of many different game companies. While there is certainly an emphasis on fantasy games, your taste is also fairly eclectic. I was especially pleased with the showing that the cyberpunk and horror genres had.

We will begin to feature fantasy material much more prominently in the magazine as a result of the survey and will probably provide at least one extra article per issue to supplement the ever-present fantasy adventure.

I was disappointed with the showing that our fiction serial "Demon Killer" had, but I attribute this primarily to what a number of you mentioned - it ran too long. I should have cut it down to six or perhaps even five longer installments. The performance of "Demon Killer" had me down on the inclusion of fiction in the magazine, but that may have been a poor decision. Over half of you requested that we continue to feature fiction in WHITE WOLF Magazine, so I am willing to put a foot back in that arena. However, we are going to make one major stipulation - all fiction must be *game-related*. That is, the action must be set in the universe of an established game world. A number of fine ones exist. The Shadowrun and TORG settings already have fiction on the market, and games like Ars Magica, Reich Star, Chill, and



Stewart Wieck

many more all incline themselves toward such treatment.

I am not worried about the rather high non-readership rates that features such as Silicon Dungeon, Tabletop News and our PBM material received. These are specialized areas of coverage and not everyone is expected to enjoy them. Many people praised Tabletop News in their letters, so that's looking good. Also,

when 72% of our readers play computer games and 70% read Silicon Dungeon, then there is obviously no problem. Though the least read, the PBM articles received the highest ratings for quality, showing that those who do read it really like it, and the figures also show that we have introduced over 1,000 gamers to the exciting world of Play by Mail. That statistic alone insures continued coverage.

Both of our review columns were highly rated, so we have decided to expand our coverage of new game products. The lengthy Capsule Review column in this issue is testament to this. There are a number of game products being released these days and we are determined to help you find the best ones. If we helped you find something you like, please let us know. By the same token, if you disagree with a review, tell us why. Maybe you saw something in the product that the reviewer did not.

Finally, I was overwhelmed by how much money the readers of WHITE WOLF Magazine spend every month on games. If you multiply all of the figures out, then you'll see that our readers spend over \$4 million per year on games! Hey, send some of that our way in the form of subscription orders. Only \$22 for twelve issues. What a deal.

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From the Pack

Name origins

Is WW named for the [Michael] Moorcock story Weird of the White Wolf?

-- Rich Ostorero

[First, Rich, let me thank you for your three page letter. We appreciate the time it takes to make so many comments. Sorry to use only your P.S., but I thought this is something that would interest everyone.]

Yes, the inspiration for the name of WHITE WOLF Magazine came from the Elric of Melnibone stories of Michael Moorcock. Elric's nickname (or one of them, anyway) is White Wolf. I'm a fan of all of Moorcock's works, so it seemed an appropriate dedication.]

A reaction to TORG

Mr. Wieck:

I just wanted to write and tell you that I was very pleased with the June/July issue's spotlight of West End Games' new role-playing game, TORG. I enjoyed the adventure and felt that your review was excellent.

I have long felt that there is a need for this kind of game system. TORG can easily handle the whole spectrum of game settings, and I hope that West End will find a way to incorporate Science Fiction, Science Fantasy, Super Heroes, Cthulhu-esque adventuring and other kinds of interesting scenarios.

TORG has accomplished what, in my opinion, GURPS and the Hero System aimed for and missed. TORG has encapsulated the whole universe in one simple set of rules — nice job!

-- Bill Smith

[I'm obviously pleased with TORG as well, Bill — everyone else, see issue #21 if you missed it. More than the way TORG fits the various genres together, I enjoyed the creative handling of the structure of reality and how various laws and axioms (both from the game) bend and shape reality. There's almost unlimited room for adventure in TORG.]

Praise that must see print

Dear WW:

Thus far, I have resisted the urge to write in with my opinions about WHITE WOLF Magazine. Why? Because I didn't want to sound like I was a fawning young sycophant.

I was giving myself ample time to reflect and giving WHITE WOLF Magazine ample time to falter.

Two years and several months later, things have changed only for the better. What I thought of as a quaint little publication that would run out of steam before reaching an issue number equal to my age has become my primary RPG periodical, eagerly awaited, lovingly browsed, consulted and re-consulted as the seasons go by in a manner reminiscent of my former relationship with a once-great giant in the field that has gotten a bit bland with the passing years.

See what I mean about fawning?

In order to regain some pride, I'll try to find some things to pick on. Let's see. Issue scheduling? That seems pretty stable of late. Price increase? I'd be a hypocrite to complain after my opening paragraph; besides, I paid the subscription rate and haven't felt the new price yet. The loss of the "On the Horizon" section? With issue 21, it's returned — like an old friend I haven't seen for almost a year.

What? I'll have to try harder. Page count? No, that's back to higher, actually, than before. I've got it! Too many blasted Super Hero articles. The only thing that bores me more than Super Hero RPGs are fantasy and SF PBM games that are nothing more than endless combat sequences.

What's that? Other people like them and are entitled to see them covered in the magazine? Well . . . okay, I guess. Variety is WHITE WOLF Magazine's strongest characteristic, after all. No single-company publication here, no sir.

Okay, then, how about esthetic opinions. A hex on those darn enamel pages. I want my plain, old, dull, non-Teflon pages back. So what if they disintegrate in twenty years, I like them better. And what's with this tiny little window to which cover art has been confined since issue #18? I'd prefer full page art, even if it meant that the content announcements would have to be superimposed over the picture. But that's just me.

-- Christopher Earley

[I don't have to respond to most of your points, Christopher, as you seem to have answered yourself on almost every count. Well, you've got your crummy paper back. Hope you like it. About the page count, though, we would appreciate comments from anyone, with their thoughts on taking the count to 96 pages but at the cost of adding as much as \$1 to the cover price.]

As for the cover art, I like the unadulterated look that the paintings have now. Plus, our artists are free to use the whole frame for their art as they no longer need to leave space at the top for the logo of the magazine. See Richard Thomas' cover on issue #20 for an example. That giant hand would have been wiped over.]

By the way, WHITE WOLF has only now passed my age as well. As of this issue, that is.]

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