

RACK & RUNE GUEST COLUMNIST: LOIS F.

Hello again. This is Lois and I'm back with further notes from Nereyon. The last time I visited Peter's 'zine I related some odds and ends from the game and promised a radio play. I've waited until now because I wanted to be in the July issue out of nostalgic regard for "My Weekly Reader—Summer Edition".

Here's the radio play. It was written a few years ago as a send-up of the grumpy playing style of the Nereyon gang. It is somewhat, no —very, silly but it was supposed to be.

AN RPG/the CB

The Cast of Characters and Their Handles:

GM (guess who); Thief (Robert's player who liked to conduct experiments with finesse); Monster (Vlad's player who was quite the rules lawyer); and Airy (Dara's player — because that's the sort of girlie swot I am).

Thief: Uh... BREAKER... uh... BREAKER... this is Thief on 1.9.

GM: This is GM...uh...go ahead Thief.

Thief: Uh...let's get the game started...ON TIME! If you don't mind.

GM: Uh...I read you, Thief, and I just want to say "IT'S NOT MY FAULT" so let's start...

Thief: OK, I was trying to use my Watcher power to make a slice of marzipan look like the Eiffel Tower and...

Monster: Uh..Could I break in right here? I don't think that it's quite right that he should use his Watcher power on marzipan. After all, confection is...

GM: No, you can't break in right here, Mons-

ter. The rules clearly state that when you're twothirds full of power, then confection can be affected as long as...

Monster: SHOW ME WHERE THE RULES SAY THAT...

GM: Not possible over the air, Monster, but oh, OK, I'll look it up. (Sound of pages riffling) Hmmmm...you may have a point...

Airy: Look, I don't even understand what you are talking about.

Thief: Oh are you there Airy? I didn't...

Monster: I didn't even know you were playing, Airy. You're so quiet.

Airy: Yes. I admit it, I am a very quiet person. (pause) Let me tell you three or four not very interesting anecdotes to illustrate that fact...

GM: Look, could we get back to the game? Thief, you were doing something to a piece of...-what was it? Marzipan?

Thief: Yes. I wanted to use my Watcher power on a slice of marzipan.

Airy: You know, if you combined your Watcher and lute playing abilities you would in effect be inventing radio!

Thief: (Silence)

Monster: Are you there, Thief?

Thief. Yes. (Pause) Thank you.

(SILENCE)

GM: Is this a game of Charades?

Thief: Alright. I'm going off the air now. Because I had all kinds of plans with the marzipan and I keep getting interrupted.

Monster: Yes, I'm really getting kind of, you know...It can't go on like this, frankly.

Airy: I don't know. Don't ask me, because I have no opinion (except that I'm right). Arguing gives me hives...I want some candy...

GM: I'm nauseous and I have a REALLY HORRIBLE HEADACHE...

Well, I think I'll spare you the rest of this little satire. I guess it's best summed up by the

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remark of Vlad's player who, when I asked what he thought of this little piece replied, "You want to know what I think of it? It stinks!" Yes.

NEREYON: (SAM AND) THE WATER ELEMENTAL

I did want to give a few more odds and ends from Nereyon and so I think that I will continue with the story of Sam on the Plane of Water.

(Dara speaks:)

We knew that our foster brother Sam was at first being healed by beings on the water plane. He had sustained grave injury—to his soul I think—when he had closed the opening to Chaos. However, time passed and he did not return. Then we discovered that he was being kept prisoner on the water plane by the powerful Elemental Lord Monstrous Breakers who hoped to force Sam to use his Watcher powers at the Lord's bidding.

Now, Robert and I are Watchers too but Watchers in this degraded age are nothing like the Watcher Heroes of the past. Robert and I shake with fear when one NeMarren Justicar merely passes by, that's how mighty we are. How could we reckon with an Elemental Water Lord such as Monstrous Breakers?

Eventually we decided to journey ourselves to the Plane of Water as a way to find a possible solution.

(Lois: What a terrible pun!)

I won't tell you of all the scheming we did to get on The Water, including a terribly expensive bargain we made with the mage Teranna so that we could use her portal to the plane, but eventually we were able to get through. These days we know of less expensive and more private entrances to the water plane but unfortunately we have a few more enemies there now than we did then.

Two incidents particularly stand out in my memory from that trip: one was the visit the the mage I call Dead Bones and the other was the time we spent in Ocean. Briefly—Dead Bones was a mage who, we guessed, was, for some reason, afraid of the NeMarren and spent much of his time in a hideaway on the water plane. He lived in chambers

within a cavern, within coral mountains all strongly protected by magic. When Robert and I went to him for any possible information or advice he trapped us in the living coral of the mountain and tried to smother us to death. I don't exactly recall how we escaped from that — perhaps Quickling, a friend that we had made on the water plane had helped us.

Quickling took us into the heart of Ocean, a mystical personification of Water Itself, so that we could hide and rest before our attempt to enter the Dream plane on a quest for a spell that could summon Sam away from the Water world. The impressions I received when encountering Ocean overwhelmed me with their strength as I'm certain you can understand. I had a chance to communicate with Ocean and asked: "What's wrong with the world?" (This was referring to Nereyon's seeming slow disintegration). The answer was: "Something strange/some power that does not belong/ not from here/ should not be choking/ world choking." I had heard this kind of thing before that the world was choking or being smothered.

Eventually we did obtain the spell we needed from the dream plane and returning to Nereyon we had fantastic luck in casting it. Sam came back to us in a water elemental body in a big chunk of ice and it was a long time before we, with difficulty, could restore him to his own body, and then to health, and also to sanity, because the Lord Monstrous Breakers had tried to break his mind and his will in order to force Sam to yield.

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Dana E. — In answer to your question of what we did we do when Sam, was possessed by a water elemental (TWH #180): We didn't immediately realize that this was a possession. Sam is usually quiet and in this case had just been through great trauma, but my character is a Sensitive and also empathic, and so eventually realized that their companion was not Sam. It took us quite a while after that to discover what was going on, because this creature only spoke in sounds that had no meaning to us and so there followed a lengthy attempt to establish mutual understanding.



