

REVIEW

THE INNOCENTS OF GAUSS

AN INTRODUCTORY MODULE



Art from INNOCENTS OF GAUSS by George Barr, ©1990, Chessex

"THE INNOCENTS OF GAUSS"

by Mark Frein
Price: \$ 10.00

The latest product in Chessex's *SkyRealms of Jorune* game line. *Innocents of Gauss* is an adventure module designed as an introduction to the game for beginning players and the sholari (the gamemaster in *SkyRealms of Jorune*). It can also fit easily into an existing Jorune campaign by entering the Gauss Valley.

As an example of the Jorune style of play,

the module puts emphasis on collecting and understanding clues. Exploring the cultures and peoples of Jorune is a major attraction of the game. Included in the adventure are background and character sheets for NPCs that can be used as pre-generated player characters.

Attaching the book cover to the pages would prove more helpful in keeping materials together. The character sheets provided are in the center of the book instead of at the end, and may be pulled out to distribute to players.

The locations in the module are clear, sharp and well documented.

It is not necessary for the characters to go through each encounter in order. *The Innocents of Gauss* is written in an open style, covering all the choices characters might make while following the adventure. Hints are provided to allow the sholari to bring additional NPCs into the game, but the clues and information are best gained by the characters through role-playing (and some dice rolling).

Author Mark Frein has packed the conclusion of the scenario with plenty of suggestions on how to wrap up the game.

I found *Innocents of Gauss* to be playable with a different slant on the typical adventure module. Looting and slaying are not the primary goals of this adventure. I think the open nature of the scenario allows play to progress very quickly. Inexperienced players may have a hard time locating all the clues and putting them together, which could lead to a long, frustrating session if you also have an inexperienced GM. Experienced role-players should breeze through the adventure in four to five hours - the book contains only twenty-two pages of story, which may seem like slim pickings.

Overall, I recommend *Innocents of Gauss* to anyone interested in the *Skyrealms of Jorune* setting. As a resource, it's great for ideas on NPCs, locations and atmosphere.

- Richard Eide

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NEXT ISSUE THE SOMAR

A Complete Adventure along the
West Face of Khodre.



ILLUSTRATION BY JERRY HAMLET

The thriddle need to reach the site of an old wound to the land before the Dharsage's personal Iscin can arrive to uncover its secrets. Your team is to provide the muscle to protect the party from crugar and other dangers. What are they really doing at this ancient site? What is the link between the thriddle and the society of muadra nomads from the Doben-al?