

Review Jorune

# The Gire of Sillipus



Mark Frein, author of *Innocents of Gauss*, brings us *The Gire of Sillipus*. It is published by Chessex, and the sixty four page book has a suggested price of twelve dollars. This is similar to other books put out by Chessex where it is both a source book and an adventure module.

However, the *Gire of Sillipus* concentrates more on the adventure and playability where the *Sholari Pack* and *The Sobayid Atlas* concentrated on source material.

The adventure is very well done. It takes the players to the pirate island of Sillipus (south-east of Ardoth). The characters become part of a complex story involving the locals of Sillipus, the less than ethical merchants, and ramian gire.

There is an amazing amount of data on ramian. Previous to this sourcebook, there was very little information on the race. Ramian are shown with more depth than before - not just flat, crazed killers. There are some terrific drawings of ramian that aren't Miles Teves! They are drawn by George Barr, and they're fantastic. It's really nice to see some artwork that isn't old Teves reproductions, although there are the normal amount of those, too.

Along with the ramian artwork, there's some of the info from the old, out of print, *Companion: Burdoth*. In addition to this

otherwise-lost material, several pages about the island of Sillipus and the flora and fauna that exists there. There are quite a few maps ranging in detail. According to a source of mine (Joe Coleman), Chessex put the wrong map on page eleven. However, I've seen the correct map, and the Chessex-wrong map is functional.

The correct map involves more street names and the name of the port, Sallay. The maps are very helpful in easy GM navigating - even the Chessex foul up.

One of the things that makes *Jorune* so interesting to me is the way that the inhabitants behavior of *Jorune* isn't governed by their race or occupation as in some games. Ramian and other NPCs aren't necessarily evil here. The reverse is also true. Bronth, normally abhorrent of slavery, can be found on Sillipus hearing slaves without a second thought. This is one of the many things that makes this adventure deep and interesting.

As I read through the adventure, I was suprised more than once by what could happen to the PCs next. The adventure is designed to be flexible, but not cumbersome. If the PCs kill the main NPC in the first few minutes of the game, the adventure is flexible enough to handle that and continue somewhat along the original plan.

One of the prize peices that will sell this book is Janet Aulisio Dannhei-ser's cover artwork. There is a drawing of a salu chausis ship on the cover and inside the book. I don't think the bowsprit is practical, but other than that, the "open hull" design of the salu is displayed very well.

The *Gire of Sil-lipus* is written in a manner that it isn't stuck to being played only in *Skyrealms of Jorune* games. The skills are given for all of the NPCs, and all of the monsters mentioned are given stats and a small description in the back of the book. This would translate easily into *GURPS* or *Traveller*. Hey, that gives me an idea.

Game on.

*Fred Langen*  
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## THE GIRE OF SILLIPUS

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