

The Roleplaying Game of Surreal Danger by Jonathan Tweet with Robin D. Laws





Electronic Edition Saint Paul, Minnesota WWW.ATLAS-GAMES.COM THIS GAME IS A CODED MESSAGE. YOU WILL DECODE THE MESSAGE IN YOUR DREAMS AND EXECUTE ITS INSTRUCTIONS IN THE SPACES BETWEEN MOMENTS OF WILL. NEITHER YOU NOR I WILL EVER KNOW THE CONTENTS OF THE MESSAGE.

- JONATHAN TWEET, JUNE 1997

CREDITS

Conception: Jonathan Tweet

Design: Jonathan Tweet, Robin D. Laws

Design Contributions: Lisa V. Padol, Chris Pesl, John Nephew

Editing and Coordination: John Nephew

Editorial Assistance, 2nd Edition: Donna Millheim, Jeff Tidball

Index: Bruce Baugh

Cover Art & Graphic Design: C. Brent Ferguson

Interior Art: David Brown, C. Brent Ferguson, Ovi Hondru, Eric Hotz, Cheryl Mandus, H.J. McKinney, Lee Moyer, Kevin O'Neill, Grey Thornberry

Cartography: Eric Hotz, Jay Ferm

Interior Graphic Design and Layout: John Nephew

Playtesting: Steve Cook, Robert "Doc" Cross, Marty Dennis, Jay Ferm, Nicole Lindroos Frein, J.M. Gibbs V, Gail Hermodson, Mike Halse, Barbara A. Hare, Alex Hogg, Mike Lach, Donna Millheim, John Nephew, Mary Oettinger, Kevin O'Neill, Rembert N. Parker, Lee E. Paulison, Jr., Victor Raymond, Chuck Sohlberg, Greg Stolze, Eric Tumbleson, Gretchen Tweet, James Wallis

Special Thanks to Lee Gold, whose tireless efforts to run *Alarums & Excursions* made this work possible

DEDICATION

TO JAY FERM, WHOSE DEMENTED PERFORMANCE DURING THE FIRST-EVER OTE GAME SCARED US ALL.

LEGALESE

Copyright ©1992, 1997, 2004 John A. Nephew. Published under license by Trident, Inc., d/b/a Atlas Games. AL AMARJA, OVER THE EDGE and OTE are trademarks of John A. Nephew, used with permission. ON THE EDGE is a trademark of Trident, Inc. All rights reserved. Reproduction of this work in whole or part without the written permission of the publisher, except in the cases of props copied for personal use or short excerpts for the purpose of reviews, is strictly prohibited by international copyright law.

This is a work of fiction. All incidents, situations, and characters portrayed within are fictional. Any similarity, without satiric intent, to actual events or persons living or dead is purely coincidental.

DIGITAL EDITION VERSION I.O

TABLE OF CONTENTS

Introduction4
CHAPTER 1: Players' Rules
Basic rules, advice for players
CHAPTER 2: Overview of Al Amarja
For players of experienced characters only
CHAPTER 3: Deep Overview
This and all following material is for the GM only
CHAPTER 4: The Edge
General guide to the biggest city on the island
CHAPTER 5: At Your Service
Businesses and other establishments
CHAPTER 6: Forces to Be Reckoned With 109
Overt and covert groups and people
CHAPTER 7: Game Moderator's Rules176
Special rules, advice for GMs
CHAPTER 8: Plots
Three introductory adventures, summaries of major plots
CHAPTER 9: Props
To give to the players
Index