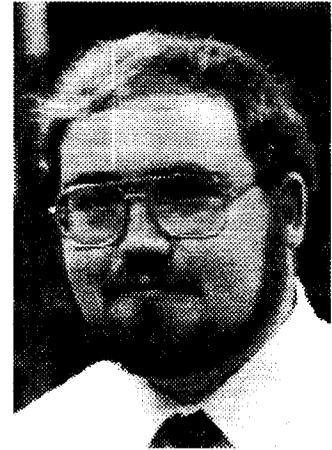




It looks as if it really will be a small issue this time. Ah well! What we lack in quantity, we'll make up in quality—I hope. ☺



*Okay, I admit it—I might have a little less hair now... ☺*

## THE NEXT LEAP FORWARD

It wasn't so very long ago that I was writing "Rack & Rune #1" for The Wild Hunt on an abandoned IBM 8086 at work. The result was visually crude, of course. Since then, increasingly sophisticated hardware and resources have made it possible to include an ever-increasing amount of art in my zines—and, by extension, in Interregnum as a whole.

Two major jumps in art "technology" have been accomplished since last issue. First, I've picked up a set of four CD-ROMs of black and white clip art; though much of the art isn't appropriate for IR, a surprising quantity of it is.

Second, and perhaps more significantly, I finally broke down and bought a scanner. It's a simple model, a TWAIN-compatible 256-greyscale hand-held unit. Still, with a maximum resolution of 400 dpi it's more than equal to the task of translating the thousands of images in my collection of clip-art books.

All of which is to say that we should have a greater variety of art in the future. Contributors who are looking for unusual art should get in touch with me; I may be able to help out.

## NET GAIN

On another, related front, I'm glad to say that I've finally learned how to send and receive binary files over the Internet. As a result, I can now send clipart files to contributors, and can receive complete print-to-disk files (formatted for the Okidata OL400e or HPIIP) as well. Anyone interested in more information should drop me a line.

## TOPIC #14: NPCs

Here's another unusual topic (two in a row!): Non-player characters. We've all experienced some interesting ones, I'm sure. In fact, we've all no doubt *created* interesting NPCs!

I'd like to hear about them. Describe several, if you'd like. You can tie them into plot hooks or a scenario if you want, or include them in campaign writeups. It's perfectly acceptable to make up new ones just for IR, too. Have fun with it.

Take care, everyone! Stay cool!

—>Pete



*Skippy, the unofficial IR mascot, in a rare left-looking pose*