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MAGAZINE

FEBRUARY 1988, #130

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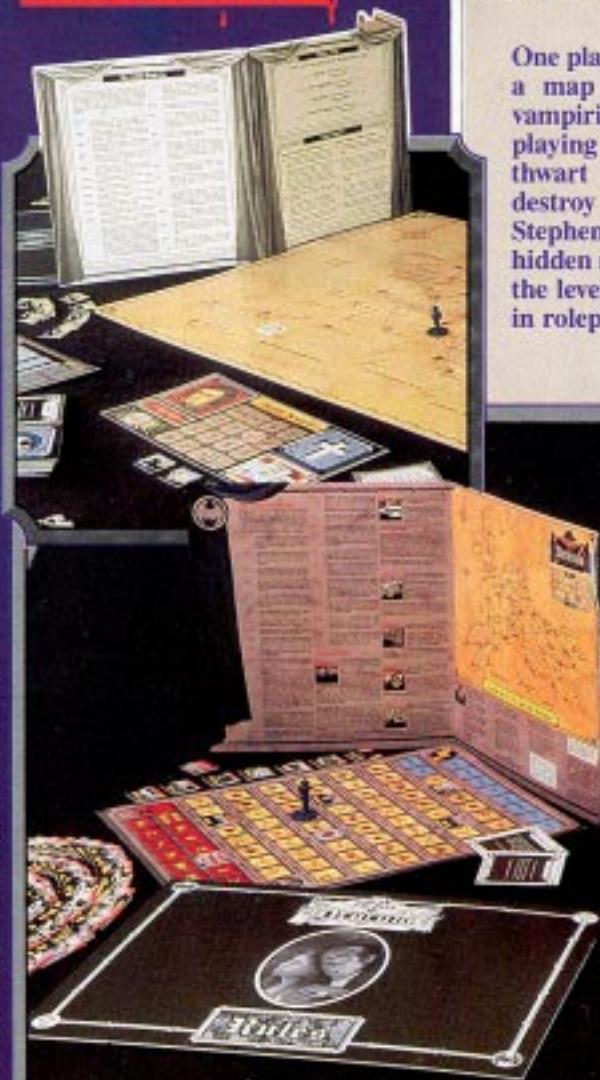


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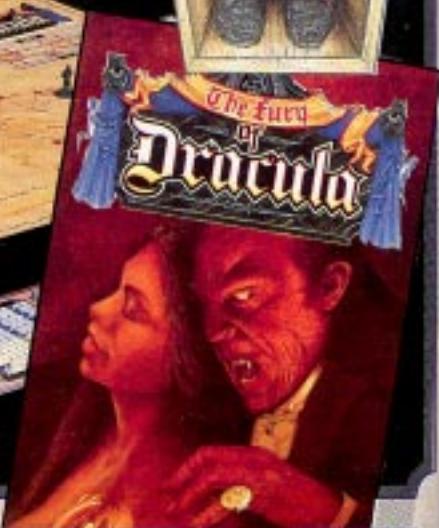
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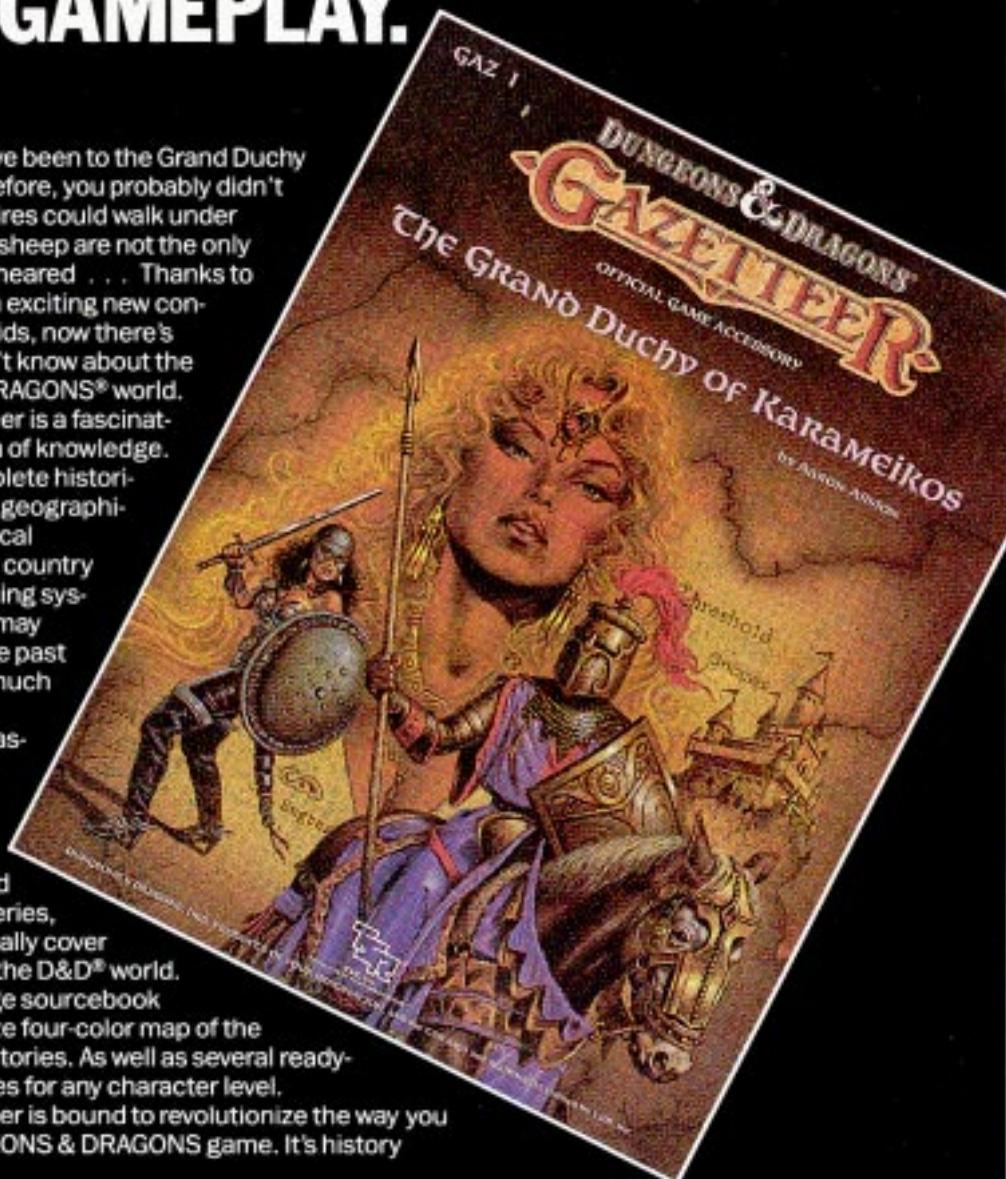
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COVER

One of the things about being a magic-user, as cover artist Linda Medley shows, is that you never have to worry about not having anyone to talk to. The lady's froggie familiar seems to think differently about the matter, though — but that's a frog for you.

LETTERS

More miniatures

Dear Dragon:

I am writing in response to David Howery's letter in issue #126. I do not play role-playing games, but large-scale fantasy wargames have my interest. I greatly enjoy reading DRAGON® Magazine for the ideas it gives me for spells and statistics for creatures in my games. However, like Mr. Howery, I would also like to see coverage of new figure releases, painting tips, and other miniatures-related topics. There are so many figures on the market now that it is not always possible to keep up to date on what is available, especially as so many stores have only a limited stock. I hope you do decide to run these kinds of articles again.

Patrick Presnall-Kelleher
San Diego CA

in fact, we are thinking about doing this very thing. We urge our readers with interests in miniatures and miniature games to write and tell us what you would like to see if we had such a column.

Dungeons & designers

Dear Dragon:

Though I thoroughly enjoy playing D&D® games, I never really had a set of my own. So around last year, I made up a set of rules for a game. Please send me some information concerning how I would go about getting this game patented, published, copyrighted, etc.

James J. Boland
Trenton NJ

Jim Ward had some ideas on how to become involved in the gaming industry in his column for "The Game Wizards," in issue #128 (page 34). You might also read the third letter in the "Letters" column for issue #124 (page 3) for more information. Legal information on copyrighting your game is best received by consulting a lawyer.

DRAGON Magazine is also interested in publishing small fantasy-based games, though we accept very few submissions. You could send an SASE for our writers guidelines and query us on details relevant to your proposed design.

Hoist the flag!

Dear Dragon:

I was curious why you changed the flag of the magazine (you know, the big "DRAGON Magazine" logo on the cover). . . It's different, and I like the new format. I especially like having the month and year on the cover. Before, if you wanted to figure out what month and year the magazine was from, you had to open the magazine and look at the bottoms of pages.

It's a small thing, but a great convenience.

While I'm at it with the covers, I would like to compliment you on the artwork you've been able to get. It is good enough to hold my attention for a few minutes before I launch into digging through the magazine.

One other thing: What font do you use?

Mark R. Mulik
Neosho MO

We changed the logo because we got tired of calling our periodical a "monthly adventure role-playing aid" when it is actually a magazine. Stephanie Tabat designed the new logo, and we are in seventh editorial heaven over it. We're glad you like it.

Thank you, too, for your praise of DRAGON Magazine's artwork. We've been very proud of it, and we have more high-quality art coming in every issue. Our art director, Roger Kaupp, deserves some praise too, even if he does chase editors around with plastic mailing tubes.

The body copy of this magazine is 9-point Zapf Book Light with a leading of 10, set on a 14-pica margin in three-column format. Certain sections like the "Letters" and "Forum" columns are set in 8-point type with a leading of 9. The body copy of the magazine (like its logo) has changed several times over the years; it used to have Baskerville II type, and before that we used Triumvirate Regular:

Roger returns

Dear Dragon:

Just out of curiosity, whose job is it to decide on a color for the DRAGON logo, the logo's perimeter, and the outline of special features printed on the cover? I think he, she, it, or whatever does a fine job.

Tony DeFigio
Edinboro PA

We'll tell Roger Raupp you like his work.

Gamers wanted

Dear Dragon:

I recently moved and am having a lot of problems finding players. I am 13 years old and not a regular D&D game player; that makes gaming clubs even harder to find. Do you have any advice for finding players or announcing myself to gaming parties in my area?

Jacob Burby
Orange Vale CA

The best way I could imagine would be to visit all of the games and hobby stores in your area and post an index-card notice in each, giving your name, gaming interests, and phone number. Many game stores have bulletin boards for this very purpose. The more gamers they can draw into the hobby the better their sales.

The real world

Current events can provide an inexhaustible source of adventure ideas for any modern or futuristic role-playing setting, as many writers have pointed out. However, it is safe to say that many gamers involved in such campaigns have visions of the present or future modeled instead after popular movies, novels, comic books, and TV shows. (I sure did.) There are galaxy-spanning empires, laser-toting gunmen, rebels and interstellar wars – all of it cast out of the three Star Wars films, with *Road Warrior*, *RoboCop*, and *Max Headroom* as well. Sometimes you get some Japanese spice, too (a la *Robotech*). It's fun, bizarre, and much stranger than the real world.

Or is it? Within the last 50 years, we've had Adolf Hitler, the Bomb, *Apollo 11*, and Chernobyl. High technology cloaks our world just as deeply as high sorcery cloaks the mysterious lands of fantasy games. Some events in our "real world" even make events in science-fiction and fantasy worlds seem mundane.

The following are examples of real-world themes I have rarely seen in science-fiction campaigns – or in espionage, superpowered hero, and modern warfare settings, either. How realistic would they seem in a game campaign?

Civilian atomic accidents: Many game campaigns consider civilian nuclear power to be of minor importance, completely safe, or little seen – but poor control of nuclear "junk" caused several deaths in a poverty-stricken area in Brazil in 1987. In addition to the famous accidents at Windscale, Three Mile Island, and Chernobyl, the worst-ever nuclear disaster apparently took place in the southern Urals of the U.S.S.R., late in 1957. A chemical explosion in a nuclear waste facility scattered radioactive plutonium over 1,000 square miles, killing perhaps hundreds of people and dooming thousands more to lingering deaths from cancer. This so-called "Kyshtym explosion" left vast regions of land uninhabitable for ages to come. Will colonists on other worlds be any better at nuclear management?

Nuclear extortion: *Thunderball* was fiction – but a Florida city in 1970 was threatened with destruction unless the blackmailer was given a million dollars and safe conduct out of the country. Plans for a cobalt-wrapped H-bomb ac-

(continued on page 60)

The World Gamers Guide

With issue #131 of DRAGON® Magazine, "The World Gamers Guide" will come to a close. We will run the listings in this column until they have appeared for three times, then discontinue the column. No further listings will be taken. Our increased distribution and circulation worldwide are responsible; because of the great increase in international sales, we will soon not be able to cope with the increase in WGG entries with our small staff size.

However, we are always open to submissions for the "Letters" and "Forum" columns, as well as regular gaming articles, and we welcome contributions from anywhere in the world. We also encourage gamers to organize gaming clubs, set up conventions, and use the resources of their local game and hobby stores.

This column had a long run and a good one. We wish all gamers across the world the best this year. Keep gaming!

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BS: BATTLESYSTEM™ Supplement

CC: CALL OF CTHULHU® game

CH: CHAMPIONS™ game

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DD: D&D® game

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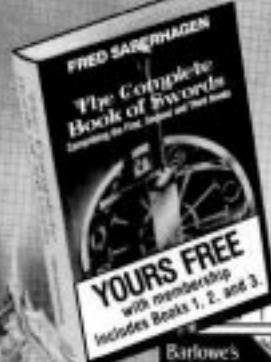
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FORUM

I would like to suggest a change to Intelligence Table II of the *Players Handbook* (p. 10). In my opinion, the current data for magic-user ability does not accurately reflect specific conditions which should affect ability ranges listed. My own changes which expand upon the table are detailed in the following paragraphs.

First, the wizard's "base spell-power level of efficiency" must be calculated by finding one-third of intelligence, rounding as appropriate. A wisdom of 18 adds 1 to the base number determined, the result being the spell level of efficiency. A 14 intelligence (with 18 wisdom) would result in a base efficiency with sixth-level spells ($14/3 = 4.66$, rounded to 5; $5 + 1 = 6$).

What this means is that for sixth-level spells, the magic-user's proficiency with regard to "maximum spells per level" and "chance to know spells" remains just as shown in the table, with no modification (this does not include experience of the mage, mentioned below). It is well known that first-level spells are "easier" than second-level spells, which are "easier" than third-level ones, and so on. Gamers can put this concept into a more mystic perspective: The innate force manifestations stored within all spells are of an increasingly arcane nature; thus, the level attribute is assigned as a gauge of relative complexity. With this in mind, consider base efficiency as + 0 (0%). Each spell level below this (i.e., the less complex incantations) receives a cumulative + 1 (or 5%) bonus to "max. spells/level" and "chance to know," respectively. Conversely, each spell level above the base power level (i.e., the more difficult ones) is penalized by - 1 (or - 5%).

To make the data obtained even more progressive or individualized, every experience level of the mage (above first) improves the limits generated above by + 0.2 (or + 1%); in other words, + 1 (5%) at 6th level, +2 (10%) at 11th level, etc. Please note that the chance-to-know-spells percentage may never go above 95% or below 5%, due to modifications brought about by this new formula.

And now, the example: The same mage of 14 intelligence is also 14th level. Consulting the magic-user ability table, we find that he has a 55% chance to know (and can learn a maximum of) nine spells of the sixth level. (To use the standing rules, he could illogically learn nine ninth-level spells as easily as he could learn nine first-level ones.) With my proposed formula, his level (or rank, to avoid confusion) alone raises this limit to a 69% chance and an 11-spell limit with sixth-level spells. To rationalize, this greater degree of ability would be due to his extensive experience with matters arcane; a 1st level magic-user with 18 intelligence would justifiably find the casting of a first-level spell more difficult than would a higher ranking mage of lesser intelligence. Taking spell power and character experience into account, our exemplified mage may know 74% of the fifth-level spells he tries to learn, retaining a maximum of 12 spells of that level; he may know 64% of the seventh-level spells he tries to learn,

and can retain only 10 of those spells.

It should be pointed out that the rules for intelligence minimums needed to cast spells of higher levels as shown in Intelligence Table I (14 intelligence limits spell-casting to spells of the seventh level of power, for instance) are a good compliment to this new rule, assuring that a situation will not arise where a character is of a level where he is able to cast spells of a certain power but has a maximum of zero learnable spells in that category. With that in mind, the overriding of the "minimum spells/level" data should prove no great problem.

Christopher Earley
Mastic NY

As a DM, I have often wondered how to handle a PC affected by lycanthropy. PCs often tried to seek help after falling victim to the disease, but I prohibited this [because] I doubted that a werewolf would want to be human any more than a human would want to be a werewolf. (I tried to keep in mind what the actual character would want, not the player.) Thus, I encountered the following problem: Should I consider the character no longer a PC, or should I allow the player to continue playing the character?

For the sake of the character, I decided to prolong his life by continuing with the game. What next? The rules did not go into great detail on the subject. Therefore, I allowed the character to receive help, but not consciously.

For instance: A PC wereboar is chasing a cleric down the street. The cleric ducks into a magician's shop and ambushes the boar, injuring him badly. Later, the local mage (being of high level) comes upon the unconscious wereboar and, in sympathy, heals him of his lycanthropy.

Brent Silvis
Corry PA

With all the talk about the future of the various classes in the revision of the AD&D® game books, I have one suggestion. Remove the illusionist class entirely. "Why remove this class?" you ask. Two reasons. First, it is one of the hardest classes to qualify for. Second, the spell selection is pitiful.

My solution to this is to simply incorporate the existing illusionist class into the magic-user class. This would mean the illusionist-to-be only has to roll an intelligence of 9 and a dexterity of 6, as opposed to the 15 intelligence and 16 dexterity required. This also allows the illusionist more choices in magical items.

The next step would be to merge the two spell tables. This is easily done, as most spells are already available to magic-users. Some of the spells left are not exact duplicates of magic-user spells, but are close enough to existing spells to be redundant (e.g., alter reality vs. limited wish). Any spells that are unique to the illusionist class can be transposed to the magic-user table, with the spell level being two levels higher than on the illusionist spell table.

I know there are some of you who have

played and enjoyed the illusionist as is; I am not one of them. I think that the suggestion given above can only improve the play of the AD&D game.

Kelly Calabro
Walnut Creek CA

Chaelmon von Zarovic was feeding Andy Wright a lot of bull (in issue #125). In some animal species, it is possible for each sex to find the other a pain at times. No species, however, will refuse contact between sexes to the point where breeding is interfered with (as von Zarovic would have with harpies). And if male harpies produce only male harpy children, while female harpies bear only female young, the two sexes could never produce any children with each other.

Van Zarovic is correct on some points, though. Harpies can breed with a wide variety of creatures, mostly humanoids or birds. But they follow the standard laws of crossbreeding genetics. The case of the harpy follows: A human and a bird (the vulture) were bred through powerful magic to form the harpy (other bird/man types may also have been formed depending on the magic, bird, and humanoid used). The harpy prefers to breed with other harpies, but will mate with anything at least half-man or half-bird. When bred with a pure breed, the resulting child is similar to its crossbreed parent (the harpy in this case). When bred with another crossbreed (e.g., the centaur), the child may resemble either parent or (rarely) both. In either case, if the child is bred again to the same species as its nonharpy parent, the grandchild is usually a normal type of the nonharpy ancestry (with an occasional trace of harpy traits). In the case of harpies, such throwbacks rarely survive since the harpies usually kill and eat them.

It is also true that the male harpy is clean and gentle — when compared with female harpies, that is. The female harpy lays two to four eggs at a time, but provides barely enough food for one chick, which means that only the strongest chick can survive. Since the female is slightly larger than the male (a common trait among large birds), the only time a male chick survives is when all the eggs are male, which occurs one out of eight times.

With a ratio of seven females for every male, the adult male doesn't need to hunt for food and thus spends much of his time grooming himself for the women (who usually henpeck him anyway). He is kept out of any danger, and the typical adventurer either doesn't see him or just assumes him to be a fleeing female. (The physical difference is minor to the casual viewer as the males also have large breasts.) However, the male's gentleness consists purely of an unwillingness to put himself to unnecessary trouble or danger while there are females who will do it for him. The weak and helpless are no safer in the hands of a male than a female harpy.

David Carl Argall
La Puente CA

In regards to the letter from Mr. Van Veen in the "Forum" of issue #123, I have to disagree with his handling of orcs. Orcs are not meant to fight high-level characters; they are the cannon fodder of the AD&D game, just like zero-level humans.

Instead of increasing the number of orcs, or making the orcs more powerful, change the monster. Use gnolls, ogres, trolls, even hill giants. These are the types of monsters that mid- to high-level characters should be facing —

(continued on page 13)



THE ARCANE ARTS



Illustration by Valerie Valusek





Get the Most From Your Magic

Spell-casting advice for magic-users of all levels

by John N. Kean

Magic-users are limited in the number of spells they can memorize and therefore use during an adventure. Individual and group survival depends upon having the right resources to survive the various challenges encountered; the more spells available, the greater the chance of survival. This article discusses a way to increase the number of spells that a magic-user can make use of during an adventure.

Some spells are permanent, such as continual light; others last until triggered, like magic *mouth*, or last for many hours or days, like charm *person*. These spells can be cast on one day, and they will still be in effect the next day or possibly longer. Rest and study allow the magic-user to regain his or her full complement of spells. The magic-user can then start the adventure with a greater number of active and potential spells available.

For example, a conjurer (3rd-level magic-user) can memorize one second- and two first-level spells at one time, or four cantrips instead of one first-level spell. She knows she will be traveling to a distant town in three days. During the three days before she leaves, she casts three second-level spells (one each day) - *continual light* (permanent duration) on a wand to serve as a torch, invisibility (special duration) on a halfling thief companion, and *protection from cantrips* (three days duration) on herself. Note that she casts the spells with the longest duration first.

She casts four first-level spells as well: *armor* (special duration) on herself and her horse; *charm person* (special duration) on a mercenary fighter companion to insure his loyalty; and, *wizard mark* (permanent duration) on her forehead to simulate a birthmark.

She also casts eight cantrips. She uses a *hairy* cantrip (permanent duration) to change the length of her hair, and *color* cantrips (30-day duration) to change the color of her hair, eyes, skin, and robe (one

cantrip each). The birthmark and other changed features provides a very effective disguise. She also uses three *wrap* cantrips (special duration) to prepare packets of spell ingredients for the spells she anticipates needing. The packets can be quickly retrieved with a *present* cantrip to expedite spell casting during emergencies.

The day she leaves town, she memorizes the two first-level spells and the one second-level spell allowable by her level. The following spells are still in effect for at least two more days:

Cantrips: color, hairy, wrap.

First level: armor, charm person, wizard mark.

Second level: invisibility, continual light, protection from cantrips.

Having these spells in effect increases her chances of surviving encounters.

It is important to remember that although a magic-user can only have a certain number of spells memorized at one time, rest and study allow spells to be reacquired. A 3rd-level magic-user can memorize only one second-level spell. It requires four hours of rest and a half-hour of study to memorize another second-level spell (*Dungeon Masters Guide*, page 40). Theoretically, the 3rd-level magic-user can cast a second-level spell approximately every 4½ hours. This works out to *five* in a 24-hour period! Circumstances usually allow only one rest and memorization period each day, but it is possible to have more if the magic-user is clever and careful. Assuming only one appropriate spell of a certain level can be memorized and cast per rest period, then five first-, five second-, three third-, three fourth-, two fifth-, two sixth-, two seventh-, or two eighth-level spells can be cast in a 24-hour period, under ideal circumstances.

The table in this article presents spells that would be useful on adventures. Each has a duration of one day or longer, or a special duration such that the spell is triggered by a specific set of circumstances. Other spells not listed may also qualify; check your spell books closely. Only imagination limits the possibilities.

There is no mention in the AD&D® game literature of the time required to rest for and memorize cantrips. I have assumed that the time required is one-quarter of that required for first-level spells, because four cantrips can be substituted for one first-level spell.

"Usable duration" is the spell's duration minus the time required to rest, then memorize a spell of the same level. In other words, usable duration is the length of time that a particular spell will be in effect after a spell of the same level is replaced in the caster's memory.

Particular notes on magic-user spells mentioned in the table follow, arranged by the level of the spells concerned.

Cantrips

Color: This can change the color of skin, hair, eyes, clothes, or other items for a quick disguise.

Flavor: This cantrip is useful to mask the flavor of poisons or other additions to food or drink.

Hairy: This can be used to change the length of hair or beards for a quick disguise.

Wrap: This can be used to wrap spell components for quick retrieval for spell-casting.

First level

Armor: One of the best spells, this one improves the armor class of unarmored characters (to AC 8) or creatures such as mounts or familiars (by one step).

Charm person: This spell improves the loyalty of companions, but it works best on NPCs (PCs might be angered). See the *forget* spell that follows.

Grease: This is primarily a defensive spell used to increase the difficulty for thieves or others trying to enter an area by climbing or other means. It is good to use on a magic-user's home before the magic-user leaves on a trip.

Nystul's magic aura: This can be used to give nonmagical items a magical aura, to mislead unwary thieves or others. This is a good spell to use on worthless items for use in trade later on; any number of magi-

Long-Duration Magic-User Spells Table

Level	Spell	Duration	Sleep time (hours)	Study time (hours)	Usable duration
Cantrips	<i>Color</i>	30 days	1*	1/16*	30 days
	<i>Flavor</i>	Permanent	"	"	Permanent
	<i>Hairy</i>	Permanent	"	"	Permanent.
	<i>Wrap</i>	Special	"	"	Special
First	<i>Armor</i>	Special	4	1/4	Special
	<i>Charm person</i>	Special	"	"	Special
	<i>Grease</i>	Permanent	"	"	Permanent
	<i>Nystul's magic aura</i>	1 day/level	"	"	(1 day/level) -4½ hours
	<i>Wizard mark</i>	Permanent	"	"	Permanent
Second	<i>Continual light</i>	Permanent	4	1/2	Permanent
	<i>Forget</i>	Permanent	"	"	Permanent
	<i>In visibility</i>	Special	"	"	Special
	<i>Leomund's trap</i>	Permanent	"	"	Permanent
	<i>Magic mouth</i>	Special	"	"	Special
	<i>Preserve</i>	Permanent	"	"	Permanent
	<i>Protection from can trips</i>	1 day/level	"	"	(1 day/level) -4½ hours
	<i>Wizard lock</i>	Permanent	"	"	Permanent
Third	<i>Explosive runes</i>	Special	6	3/4	Special
	<i>Invisibility 10' radius</i>	Special	"	"	Special
	<i>Item</i>	1 or 4 hours/level	"	"	(1 or 4 hours/level) - 6¾ hours
	<i>Material</i>	Permanent	"	"	Permanent
	<i>Secret page</i>	Special	"	"	Special
Fourth	<i>Sepia snake sigil</i>	Special	"	"	Special
	<i>Charm monster</i>	(1+ weeks)	6	1	Special
	<i>Dig</i>	Permanent	"	"	Permanent
	<i>Fire trap</i>	Special	"	"	Special
	<i>Hallucinatory terrain</i>	Special	"	"	Special
	<i>Massmorph</i>	Special	"	"	Special
	<i>Plant growth</i>	Permanent	"	"	Permanent
	<i>Polymorph other</i>	Permanent	"	"	Permanent
	<i>Rary's mnemonic enhancer</i>	1 day	"	"	17 hours
	<i>Stoneskin</i>	Special	"	"	Special
Fifth	<i>Animate dead</i>	Permanent	8	1¼	Permanent
	<i>Avoidance/attraction</i>	Permanent	"	"	Permanent
	<i>Beckon</i>	Special	"	"	Special
	<i>Fabricate</i>	Permanent	"	"	Permanent

* Assumed values.

cal items can be faked, from weapons to miscellaneous devices. "Traps" on one's home may also be devised before leaving on a long trip, deterring all but the most determined thieves – and those thieves may find only fake items.

Wizard mark: Though useful to create or remove birthmarks or tattoos, this can also be used to mark items to prove ownership, identify which items are trapped, indicate direction, etc.

Second level

Continual light: This spell is often used to create a permanent, portable light source. If it is cast on the bottom of a long, narrow tube (possibly with a glass lens and cap), a flashlight is created. This spell can also be used as a warning device. If the magic-user covers the light source with a lightproof material and sets it up by a door, chest, or other item, then when

the item is manipulated, the cover is removed and the light shines forth, alerting those nearby. This is particularly effective against thieves who employ *silence 15' radius* spells to cover the noise of their activities. If used in conjunction with warning devices that make a noise when disturbed, then only thieves with silence *15' radius* and *continual darkness* spells can enter undetected. If thieves catch on to this, then two or more *continual light* spells can be used. One *continual light* will be cancelled by one *continual darkness*, but the second *continual light* will still shine forth.

Forget: This is useful for causing others to forget things that are better left unknown – such as who cast the *charm person* on the recipient.

Invisibility: This is most useful in rendering companions, mounts, familiars, valuable possessions, and so forth *invisible* before embarking on a trip or adventure.

Leomund's trap: This makes things difficult for thieves, and may slow them down enough to prevent the loss of valued goods at home or on the road.

Magic mouth: One of the best spells, this one won't activate until a general or specific set of circumstances occurs (*Players Handbook*, page 71). The spell can be set on a money pouch, activating when touched by any creature except the owner. The spell can be placed on a portable item which can be taken along on a journey and placed in a room or campsite, activating when a stranger enters or approaches. The spell can be used for a distraction, shouting "Fire!" or a similar message when activated (especially from distance) by the caster, perhaps using a combination of gestures. The spell can even be used to identify certain creatures (shouting "Demon!" when a demon approaches, for example).

Lead sheeting blocks certain magical

Level	Spell	Duration	Sleep time (hours)	Study time (hours)	Usable duration
Fifth (continued)	<i>Leomund's secret chest</i>	60 days	8	1½	60 days - 9½ hours
	<i>Magic jar</i>	Special	"	"	Special
	<i>Stone shape</i>	Permanent	"	"	Permanent
Sixth	<i>Wall of iron/stone</i>	Permanent	"	"	Permanent
	<i>Contingency</i>	Special	8	1½	Special
	<i>Ensnarement</i>	Special	"	"	Special
	<i>Geas</i>	Special	"	"	Special
	<i>Invisible stalker</i>	Special	"	"	Special
	<i>Move earth</i>	Permanent	"	"	Permanent
	<i>Reincarnate</i>	Permanent	"	"	Permanent
Seventh	<i>Spiritwrack</i>	Special	"	"	Special
	<i>Transmute water to dust</i>	Permanent	1 0	"	Permanent
	<i>Cacodemon</i>	Special	"	1¾	Special
	<i>Charm plant</i>	Permanent	"	"	Permanent
	<i>Drawmij's instant summons</i>	Special	"	"	Special
	<i>Limited wish</i>	Special	"	"	Special
	<i>Mass invisibility</i>	Special	"	"	Special
	<i>Phase door</i>	1 use/2 levels	"	"	Special
	<i>Sequester</i>	1 week + 1 day/level	"	"	(1 week + 1 day/level) - 11¾ hours
	<i>Simulacrum</i>	Permanent	"	"	Permanent
Eighth	<i>Antipathy/sympathy</i>	2 hours/level	10	2	(2 hours/level) - 12 hours
	<i>Clone</i>	Permanent	"	"	Permanent
	<i>Glassteel</i>	Permanent	"	"	Permanent
	<i>Mass charm</i>	Special	"	"	Special
	<i>Mind blank</i>	1 day	"	"	12 hours
	<i>Permanency</i>	Permanent	"	"	Permanent
	<i>Polymorph any object</i>	Permanent	"	"	Special
	<i>Sink</i>	Special	"	"	Special
	<i>Symbol</i>	Special	"	"	Special
	<i>Trap the soul</i>	Special	"	"	Special
Ninth	<i>Astral spell</i>	Special	12	2¼	Special
	<i>Crystalbrittle</i>	Permanent	"	"	Permanent
	<i>Energy drain</i>	Permanent	"	"	Permanent
	<i>Imprisonment</i>	Permanent	"	"	Permanent
	<i>Succor</i>	Special	"	"	Special
	<i>Wish</i>	Special	"	"	Special

energies, as per the *Players Handbook* (*detect magic*, page 44; *ESP*: page 70; and, *clairvoyance*, page 73) and the *DMG* (*medallion of ESP*, page 150). If magical energies are blocked, then it is reasonable to rule that lead sheeting blocks the "signals" that activate the *magic mouth* spell. Thus, lead wrapping of *magic mouthed* items should prevent them from being activated, allowing them to be brought on adventures for later use. They can then be unwrapped when needed. Lead wrapping can also be used to protect other cast spells such as *continual light* or *sepia snake sigil*, and potions as well, from *dispel magic*.

Preserve: This preserves perishable foods, spell ingredients, or "monster parts" while traveling.

Protection from cantrips: This protects recipients from annoying or troublesome cantrips such as *present*, *change*, *mute*, *distract*, or *spider*.

Wizard lock: Use of this spell secures spell books, scroll tubes, manacles, etc.

Third level

Explosive runes: This protects items from unauthorized reading, but can be used offensively when a means of getting opponents to read the runes is devised.

Invisibility 10' radius: See invisibility,

Item: A very useful spell, this permits the transport of large or bulky items. No mention is made about weight reduction of the itemized object, but it would not be unreasonable to rule that weight is also reduced. Also, items that are normally difficult or impossible to carry, such as a pool of burning oil, can now be carried safely.

Material: Common materials can be created for later use with this spell, when such items may be hard to locate or obtain. If used in conjunction with other

spells, remarkable effects may be obtained; for example, stone may be produced, made into a statue with *stone shape*, given a *magic mouth* to call out and attract an enemy's attention, then given a *sepia snake sigil* to catch the enemy.

Secret page: This spell prevents the unauthorized reading of maps, instructions, introductions, or other writings.

Sepia snake sigil: Another of the best of spells, this spell's second application (*Unearthed Arcana*, page 56 - a glyph marked on some surface that is touched or gazed upon) is very useful. If the glyph is cast on a coin, gem, or similar item that is likely to be touched or gazed upon, it can be packed away until needed. Thus, the spell can be used offensively, or to delay pursuit or defend against thieves (with the sigil-marked item in a money pouch or pocket). The third application (a small character written into some magic work to protect it) will protect scrolls and spell

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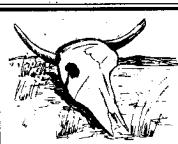
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FORUM

(continued from page 6)

that is, assuming you want to stick with humanoid monsters. The lists of monsters that are not humanoid are too lengthy to get into here.

Furthermore, a DM could be really mean and give the party something really dangerous: human opponents. These will definitely not be laughed at - not if the party has any intelligent members.

Following these suggestions will enable you to use orcs as they are meant to be used - as threats to low-level parties, and as the main force in any large battles that may occur. Admittedly, goblins and other smaller monsters are also found as cannon fodder in the large battles, but they are not the threat that orcs are.

Against the same size force, orcs will do much more damage than the smaller humanoids; and the orcs still have a high enough rate of birth to keep their population replaced. This makes them ideal for use as shock troops and for harassing smaller parties of characters.

Tom Brinefield
Bridgewater VA

books, and can also be used as explosive *runes*.

Fourth level

Charm monster: Cast on a mount or monster companion, this spell becomes especially useful when communication with the recipient is possible.

Dig: This can't be "taken along" on an adventure, but the spell can be cast upon a campsite or similar area to aid in its defense. In combination with other spells mentioned herein, a remarkable defensive setting can be created in only one evening.

Fire trap: This is used to defend closable items. It can be used offensively when a way to get an opponent to open the item is devised.

Hallucinatory terrain: This spell persists until dispelled or contacted by an intelligent creature. Proper preparation pays off. See *dig*.

Massmorph: This is only cast upon willing creatures. It lasts until dispelled or the caster commands it to cease; it is best used in advance to set up ambushes. See *dig*.

Plant growth: See *dig*.

Polymorph other: A great spell! Almost any creature can be "created" with this, if enough is known about the creature. When combined with **charm monster** and other spells, one can create useful creatures such as pegasi for traveling, a giant scorpion for guarding a passage, or a hellhound for attacking. Dangerous creatures can be **polymorphed** into harmless creatures that can be safely handled, then changed back with **dispel magic** when needed. Even a tyrannosaur can be quickly disposed of if changed into a small creature and drowned.

Rary's mnemonic enhancer: After this spell is replaced, the caster receives three additional spell levels for the next 17 hours! Don't miss this one on trips.

Stoneskin: This is another good spell that protects the recipient from one physical attack or attack sequence, such as the claw/claw/bite of a dragon, a giant-thrown rock, or even falling damage (so the recipient can jump to avoid a bad situation). Soft weapons, such as fists, won't dispel the dweomer. The whole party, including familiars and valued mounts, should be protected with this one.

Fifth level

Animate dead: Turn those vanquished humanoids and high-level monster foes into your own ever-vigilant and loyal undead legions (if you aren't good-aligned, of course). The skeletons and zombies are immune to *sleep*, **charm**, **hold**, cold-based attacks, and morale checks. This is great for defending an area, or for producing cannon-fodder when attacking.

Avoidance: When cast on your valuables, such as money pouches and magic rings, this protects them from thievery. If **attraction**, the reversed version, is cast upon cursed or trapped items (like those with *sepia snake sigil*, **explosive runes**, fire

trap, etc.), they make great gifts for enemies.

Beckon (reverse of **dismissal**): A conjured, other-planar creature can be used to investigate an area or soften up the opposition before the party commits itself. This is **very** dangerous, however.

Fabricate: See *material*.

Leomund's secret *chest*: This keeps valuables secure at home and on trips.

Magic jar: This spell can be useful, but only in limited situations. It is worth considering if circumstances permit and if the risk seems reasonable.

Stone shape: See *material*.

Wall of iron/stone: See *dig*.

Sixth level

Contingency: This causes a companion spell to come into effect upon the occurrence of a specific circumstance. Don't be without this. See the spell's description.

Ensnarement: See *beckon*.

Geas: This is similar to **charm person/monster**. See *beckon*.

Invisible stalker: See *beckon*.

Move earth: See *dig*.

Reincarnate: This is of limited usefulness, unless a companion dies.

Spiritwreck: See *beckon*.

Transmute water to dust: This spell is of limited usefulness, unless a large supply of water or dust is needed, or must be removed. See *dig*.

Seventh level

Cacodemon: See *beckon*.

Charm plant: See **charm person/monster** and *dig*. This allows communication with the subjects, as does **speak with plants**, so information can be acquired.

Drawmij's instant summons: This keeps valuables secure, yet quickly available.

Limited wish: Almost unlimited uses exist with this spell for preparatory or on-the-spot uses.

Mass invisibility: See *invisibility*.

Phase door: This provides a secure, long-lasting escape route. See *dig*.

Sequester: This spell keeps valuables secure or opponents "on ice."

Simulacrum: This spell is of limited usefulness. Unless a specific creature and its knowledge and personality are required, **polymorph other** is more useful. Nonetheless, it could prove valuable in defensive situations in the magic-user's home or lair.

Eighth level

Antipathy/sympathy: This is similar to **avoidance/attraction** in its uses.

Clone: See *simulacrum*.

Glassteel: Though of limited usefulness, this spell creates almost unbreakable potion containers, scroll tubes, etc.

Cheaply made "gems" may also be created for trading purposes.

Mass charm: See **charm person/monster**.

Mind blank: This gives 12-hour protection against devices or spells that detect, influence, or read emotions or thoughts, making it very nice to use before a

commando-style raid.

Permanency: Of course, this makes certain spell effects permanent. It can be extremely useful on the spell-caster's own person, as the *Players Handbook* (page 91) indicates.

Polymorph any object: See *polymorph* other, material, and simulacrum.

Sink: See *sequester*.

Symbol: See **explosive runes** and *sepia snake sigil*.

Trap the soul: This is usually used to confine a foe. Other-planar creatures can be required to perform a service immediately upon being freed, but the magic-user should back off afterward.

Ninth level

Astral spell: See the *Manual of the Planes* for details on the use of this spell and what it may entail, as well as spell-recovery times.

Crystalbrittle: This spell is of limited usefulness, unless used to weaken a foe or obstruction for a future encounter.

Energy drain: See *crystalbrittle*.

Imprisonment: See *sequester*.

Succor: This spell *teleports* another individual without error to the caster's sanctuary, or the caster is brought to the presence of the individual. **Succor** lasts until used.

Wish: See *limited wish*.

Checks and balances

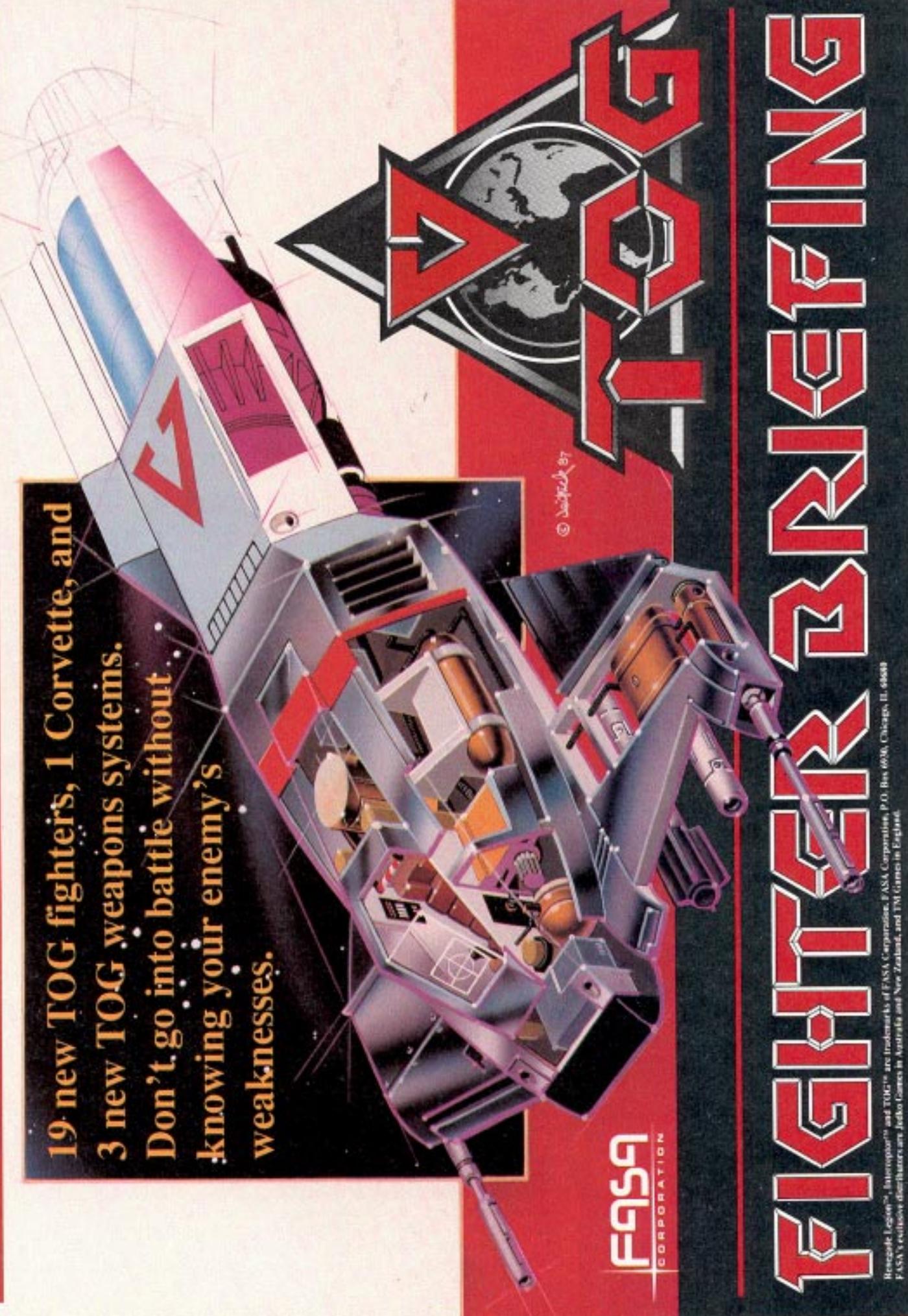
Using this spell-casting strategy requires keeping track of what spells and how many of each have been memorized and cast "between" adventures. Some risk is inherent because the "normal" complement of spells is not available if a surprise encounter occurs. If caution is taken, this risk can be much less than the benefit obtained from having these long-duration spells in effect.

Magic-users will almost inevitably try to abuse this strategy, but it isn't necessary to forbid this strategy out of hand. It can be handled by adding encounters between adventures, when the magic-users don't have their usual spells memorized. This will also use up spells that have been cast, such as *invisibility* or *stoneskin*. Throwing a few *dispel magic* spells at the party will also work, although the PCs can use lead sheeting to protect some items. NPCs can also use this strategy against the PCs. By allowing the players to use this strategy, a DM will have to increase the level of complexity and thought put into his play. DMs who use this strategy with NPCs will likewise force their players to increase the level of their play in the same way. In the end, all will benefit.

This strategy exemplifies the beauty and lure of the AD&D game, and for running magic-users in particular. No limits exist to the layers upon layers of detail and complexity that can be incorporated. The only limits are those of imagination and the amount of time gamers are willing to invest.

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Arcane Lore

Magic from East to West

by Len Carpenter

Among the many new features of the *Oriental Adventures* supplement are two new spell-casting classes, the shukenja and wu jen. These two new classes each have their own complete spell lists, which include many spells borrowed from the spell-casters of traditional AD&D® games. Clerical, druidic, magic-user, and illusionist spells from the *Players Handbook* and *Unearthed Arcana* have been adapted for use by shukenja and wu jen. The *Oriental Adventures* spell lists also include many new and original spells. While many of these spells are specially tailored for use in an Oriental campaign, other spells in the book are fairly broad in nature and could see use in many situations and cultures.

Just as various spells have been adapted from West to East, many of the spells known to Oriental characters would work quite well with the spell-casters of Occidental AD&D games. Presented herein are four lists of Oriental spells adapted to the four major spell-casting classes of Western AD&D game settings.

In choosing which ones to adapt, I looked for ones that were not dependent on the unique qualities and characteristics of an Oriental campaign world. Spells that too greatly overlapped or duplicated the effects of spells given in the *Players Handbook* or *Unearthed Arcana* are not included in the spell lists below. A few new spells are added for Western spell-casters by translating the effects of an Oriental spell into a similar spell that would be proper in an Occidental campaign.

The specifics of these general guidelines are discussed below in the commentaries on the four groups of new spells. Any changes or differences in the details of these adapted spells are noted and explained. The material components, spell levels, casting times, or specific effects of spells are often altered in applying these spells to Western spell-casters. Full descriptions of the few completely new spells are also given in these notes. In these commentaries, one asterisk indicates a spell with a slightly altered title, while two asterisks denotes a totally new spell in the game. Simple abbreviations indicate

the source of a spell; "WJ" stands for a wu jen spell, "Sh" for a shukenja spell. The number following the two letters shows the spell's level.

The many spells presented here need not be introduced into an Occidental campaign all at once. Spells should be introduced a little at a time, appearing on scrolls or in hard-to-find spell books. Cleric and druid spells may be granted by deities as the characters prove their worth. Most fun of all, player characters might find themselves the targets of spells never before seen. A fighter hit by a *magnetism* spell or a thief made lawful good by a *compel* spell make for interesting encounters in the campaign.

Of course, the spell lists can be altered as the Dungeon Master sees fit. Some spells may be considered inappropriate for the campaign, while additional spells from *Oriental Adventures* might be introduced.

Clerical spells

All of the new clerical spells are adapted from the list of shukenja spells. The Occidental cleric differs from the shukenja class in several important ways, which must be taken into account when shukenja spells are chosen. To begin with, the supernatural beings of the Orient are very different from those of the West. The spirit beings of the East have no Occidental counterparts, so the many shukenja spells used to influence kami of all types cannot be adapted for use by Western clerics.

The shape-changers of the East are not known in the West, so the two spells used to detect or forcibly change these beings are inappropriate for clerics. These two spells, however, may inspire new spells that affect those creatures of the West vaguely similar to shape-changers - lycanthropes. *Detect lycanthrope* and *force werechange* are two completely new spells that may be known by clerics.

The metaphysics of the Orient is different from that of the West. Humans of the East commonly experience reincarnation of the spirit and may have many past lives. As humans and most demi-humans in the West are rarely reincarnated, the second use of the *remember* spell is largely unknown to clerics.

Shukenja differ from clerics in their range of possible alignment positions. While shukenja are good-aligned holy persons who revere a great many kami, clerics are worshipers of a specific deity and can hold any one of the nine different alignments. Those spells used by shukenja to coerce a wicked person into following a more enlightened way of life must be modified - or even abandoned - to suit the full range of alignments available to clerics. *Remorse* is a spell quite unsuitable for neutral or evil clerics, and so should be prohibited from use by the cleric class. Other spells such as *oath* and *compel* must be broadened in scope to permit a cleric of any alignment to coerce another into behaving in a way closer to the cleric's alignment and beliefs.

Shukenja are highly adept at casting divination spells. Clerics who do not have such great interest in the future or fortune telling should gain spells such as *omen* or *fate* at a higher spell level.

The material components of a number of spells must be changed to reflect religious or cultural differences between East and West. Other changes in spell descriptions are made for various reasons of magic specialty, a deity's sphere of influence, or clarity of description.

First level

Calm: (Sh1) This spell may be used by a cleric to soothe most forms of mental distress, except for magical *fear*, which can only be cancelled by a *remove fear* spell. This spell is identical to the shukenja spell in all other ways but requires no material component.

Detect disease: (Sh1) The clerical version of this spell uses no material component.

Second level

Detect harmony: (Sh1) The material component for this spell is the cleric's holy symbol.

Omen: (Sh1) This spell is considered to be second level for most clerics, although a deity whose sphere of influence includes divination and fortune telling may bestow *omen* as a first-level spell.

Weapon bless: (Sh1) The material components for the cleric's spell are a quill made from the feather of an eagle and ink made from dragon's blood. The identity of the foe and several prayers of the cleric's religion are written on the weapon using the quill and ink, just as described under the shukenja spell.

Third level

Castigate: (Sh3) As per the *Oriental Adventures* spell.

Detect curse: (Sh3) The material components for this spell are a small gem worth at least 10 gp and a few fresh rose petals.

Snake summoning: (Sh2) This spell will only affect ordinary, nonmagical snakes; no serpent or serpentlike creatures are summoned by the clerical version of this spell. The material components for this

spell are the cleric's holy symbol and a miniature silver flute that disappears when the spell is cast.

Substitution: (Sh3) Deities with little regard for healing or protective magic, notably war gods, barbarian deities, or death gods, will not grant this spell to their clerical worshipers. The prepared statue must be made from materials costing at least 25 gp.

Warning: (Sh2) To more clearly separate this spell from the *find traps* spell, this spell is treated as a third-level improved version of the *find traps* spell, rather than a second-level spell that partly duplicates the powers of the existing clerical spell. The chance to detect any mechanical or magical trap within the 10' radius of detection of the *warning* spell rises to 100%. The chance of detecting any other type of danger, including *invisible* opponents, rises to 50%. The casting time of this spell is 6 segments. This spell is identical to the shukenja's *warning* spell in all other ways.

Fourth level

Detect lycanthrope: (**) This spell is similar to the fourth-level shukenja spell *detect shapechanger*, except it can detect any form of lycanthrope. When cast upon a lycanthrope in human form, the spell reveals the person to be a lycanthrope, but does not identify which type of lycanthrope the person is. If cast upon a lycanthrope in animal form, the spell reveals the creature is a lycanthrope, but does not divulge the creature's human identity. The material component for this spell is a balm of honey, dried carrot, moonwort, and belladonna, which is rubbed onto the caster's eyelids. This spell is otherwise identical to *detect shapechanger* in range, duration, area of effect, and casting time.

Endurance: (Sh4) The material component for the reversed version, *fatigue*, is a small quantity of cumin seeds or poison nut.

Oath: (Sh3) Unlike shukenja with their alignment limitation, clerics of all alignments may cast this spell upon opponents of any alignment in order to force them into a desired behavior. A chaotic cleric will be less likely to abide by the conditions of the oath than a lawful or neutral cleric.

Pacify: (Sh4) As per the *Oriental Adventures* spell.

Reanimation: (Sh4) The material components for this spell are the cleric's holy symbol, burning incense, and the cleric's prayer vestment.

Sustain: (Sh4) The material components for this spell are a few drops of wine and a small piece of bread.

Fifth level

Advice: (Sh5) As per the *Oriental Adventures* spell.

Fare: (Sh4) Many deities with little interest in fate, destiny, or divination will not bestow this spell on their clerics. For a deity with a special interest in divination

or astrology, this spell may be granted as a fourth-level spell instead of a fifth level. The material components for this spell may vary depending on the particular method of divination prescribed by the cleric's religion, as determined by the DM.

Immunity to weapons: (Sh6) This spell is treated exactly as described in *Oriental Adventures*, but is handled as a fifth-level spell to accommodate the existing spell description. Treating this spell as a sixth-level spell poses a problem; although the spell description states that shukenja of 11th level or below can provide immunity to normal weapons with this spell, a shukenja must be at least 14th level to cast *immunity to weapons* as a sixth-level spell. For the existing spell description to make sense, it would be better to treat this spell as fifth level for shukenja and clerics. The casting time of the clerical spell version is 8 segments.

Remember: (Sh5) For most clerics, this spell can only restore lost memories. This spell won't usually confer any knowledge of past lives, because most character races of Western AD&D game campaigns do not experience reincarnation. Only elven clerics might be able to peer into the past lives of other elves with this spell. **Reincarnated** PCs will have a much clearer memory of their previous life with this spell, possibly allowing the use of certain skills and abilities in the new form, as determined by the DM.

Sixth level

Force werechange: (**) This spell is somewhat similar to the sixth-level shukenja spell *force shapechange*. This spell can be used to force a lycanthrope to return back to his or her human form, or to cause a lycanthrope to go from human to wereform against its will. This spell does not inflict the wracking pain of *force shapechange*, but might cause injury if the lycanthrope assumes wereform while constricted by armor (see page 23 of the *Dungeon Masters Guide*). A lycanthrope is entitled to a save vs. spells to avoid having his form changed by this spell. If the save is successful, the lycanthrope does not change form, and does not take any damage in trying to resist this spell. The material component of this spell is a moonstone crushed into dust when the spell is cast. This spell is otherwise identical to *force shapechange* in range, duration, area of effect, and casting time.

Instruct: (Sh6) The clerical version of this spell is greatly altered because clerics of all alignments may cast this spell. A listener whose alignment is very different from that of the caster will not be so easily swayed. Listeners with a difference of one alignment component (either lawful, neutral, chaotic, good, or evil) gain a +1 bonus to the saving throw. Listeners with both alignment components different from that of the caster gain a +3 bonus. A character may still fail the save and become strongly devoted to the new religion

by rolling a 1 for the save vs. death magic.

Clerics, druids, paladins, and rangers all gain an additional +2 to the save for their strong faith in and dedication to their alignment and religion. These characters may still develop a mild interest in the new religion by rolling a 1 for the saving throw, but are immune from becoming strongly devoted to the spell-caster's religion.

A character who becomes mildly interested in the caster's religion may commit some minor transgressions against his or her original alignment, and may be penalized accordingly. A paladin might lose some of his important powers, or a cleric may lose touch with her deity and be denied higher-level spells. The effects of mild interest may be cancelled by an *atonement* spell.

A character developing a strong interest in the new religion is considered to have suffered an involuntary alignment change. The character may be brought back to his original alignment and faith by receiving an *atonement* spell.

When the cleric casting this spell addresses a crowd, the saving throw is handled as described in *Oriental Adventures*, but a bonus of +1 to +3 may be applied to the group's saving throw, depending on the general alignment make-up of the people listening.

Smite: (Sh6) As per the *Oriental Adventures* spell.

Seventh level

Ancient curse: (Sh7) This curse may be called upon by a cleric of any alignment to bring the wrath of the cleric's deity upon a foe of both cleric and deity. The DM must decide whether the deity feels the curse is warranted, judging by the intended target's obstruction or opposition to the cleric's religion and cause. An evil cleric may call this curse upon a good and noble foe of the cleric's religion as readily as a good cleric may call this curse down upon a wicked person. In fact, undoing an *ancient curse* cast by an evil cleric may be the goal of a campaign adventure.

Compel: (Sh7) This spell may be used by a cleric of any alignment to bring a foe into line with the cleric's alignment. If the compelled character is changed to an alignment outside the character's class, then all special abilities and powers of the class are lost. A paladin changed to the neutral-evil alignment becomes an ordinary fighter. This spell may be reversed by a *wish* or *atonement* spell.

Longevity: (Sh6) The material components for this spell are a piece of giant tortoise shell and an offering to the cleric's deity worth at least 1,000 gp.

Druidic spells

The list of new druidic spells contains a mix of wu jen and shukenja spells. The trick of choosing new druidic spells is to pick spells that would suit the druid class

without robbing the Oriental classes of all of their interesting nature spells.

Spells that too closely duplicate existing druidic spells should be avoided, and so should spells that would overload the druid with too many spells that are variations on a single theme. Druids have no need for the *animal companion* spell when they already know *animal friendship*. Druids have plenty of interesting fire spells as it is without piling on more fire spells that should remain unique to the wu jen class.

Spells that seem proper at first glance are revealed to be inappropriate after closer inspection. *Drowsy insects* would seem a natural spell for druids by its very name, but the true effect of the spell is closer to the magic-user's sleep spell. *Reverse flow* is a water-control spell that might appear reasonable as a druidic spell, but why would druids wish to alter the natural flow of rivers or waterfalls just to be able to paddle faster upstream?

The *wood rot* spell is often inappropriate for druids, although its reverse, *prevent rot*, would work well with the class. A totally new spell in the game, *cure rot*, is intended to overcome the main limitation on the power of *prevent rot*.

All of the new druidic spells are altered in some way, usually to accommodate the different material components that druids use with spells. Mistletoe is a holy symbol and is included among the material components of all druidic spells, and the material components that are proper in the Orient must often be replaced by materials commonly found in a Celtic wilderness setting.

First level

Detect disease: (Sh1) This spell is identical to the shukenja spell, but if the druid can identify the disease and it is a normal, nonmagical disease native to the druids homeland, then the druid has a 5% chance per level of experience to concoct a natural cure for the disease. Making the cure takes 2-8 turns. The material component for this spell is mistletoe.

Resist: (Sh1) The material components for this spell are mistletoe, a few edible berries, a drop of water, and a feather from a wren. This spell is a favorite of rangers.

Second level

Animate wood: (WJ1) The material component for this spell is mistletoe.

Create spring: (Sh2) The material components for this spell are mistletoe and a freshwater reed.

Swim: (WJ1) The reverse of this spell, *sinking*, cannot be cast by druids. The material components for this spell are mistletoe and a fish scale.

Third level

Animate water: (WJ2) The material components for this spell are mistletoe

and a small vial of spring water mixed with cinnabar ore.

Still water: (WJ1) The material components for this spell are mistletoe and a small fan.

Wood shape: (WJ3) Druids should be very reluctant to use this spell on living wood, of course, but may use it freely on nonliving wood. The material components for this spell are mistletoe and a miniature adze (as per the Oriental version).

Fourth level

Animate fire: (WJ3) The material components for this spell are mistletoe and a few holly berries.

Elemental turning: (WJ4) This spell does not turn elementals through the power of fear, but causes them to wander away peacefully due to the druids understanding and command of elemental beings. An elemental cannot be forced to return to its plane of origin by cornering it, but it may be sent back to its own plane by the druid if the elemental is willing to return. If the elemental is being controlled by another being, then a way must be found to break the creature's concentration in order for the druid to peacefully send the elemental back to its home plane. The casting time of the druidic spell version is 6 segments. The material components for this spell are mistletoe and a pinch of the element *identical* to the type of elemental to be commanded - a pinch of earth for earth elementals, a puff of breath for air elementals, etc.

Prevent rot: (WJ5*) This spell is the reverse of the fifth-level wu jen spell *wood rot*. *Prevent rot* is the listed spell for druids, since preventing wood rot is of great interest to druids, while *wood rot* would see only limited use. A druid would never use *wood rot* against healthy, living wood, but might use *wood rot* against nonliving wood or hostile plant creatures. The casting time for the druidic spell version is 6 segments. The only material component is mistletoe.

Fifth level

Cure Rot ** (Alteration)

Level: 5 Components: V,S,M

Range: 3" CT: 7 seg.

Duration: Perm. ST: None

AE: Special

Explanation/Description: This spell is like a more powerful version of the *prevent rot* spell. If cast upon a wooden object affected by a *wood rot* spell, this spell completely cures the wood rot at a rate of 1 cubic foot per round until the object is restored to its original condition. At least part of the original wood must be intact for this spell to cure the rot; an object that has totally rotted into dust cannot be cured.

This spell also cures any rotting, decay, or damage to living trees or plants caused by natural disease or living organisms.

Damage is cured at a rate of 1 cubic foot of wood per round, or 1 square yard of plant growth per round. At least part of the original plant life must remain intact for the spell to take effect. This spell may cure up to one acre of plant life, so the spell may treat a small grove of diseased trees or a garden plot partly destroyed by insects. The material components for this spell are mistletoe and a dead woodborer beetle.

Ironwood: (WJ5) The material components for this spell are metal filings mixed with willow tree sap, and mistletoe sprigs.

Sustain: (Sh4) The material components for this spell are mistletoe, a small vial of spring water, and a few edible nuts or berries.

Water to poison: (WJ5) This spell may be cast by druids only if the DM permits druids to use poison. The reverse of this spell, *poison to water* may be used freely. The material components for this spell are mistletoe and the fang of a poisonous snake briefly dipped into the liquid.

Sixth level

Quickgrowth: (Sh6) This spell must be used with care by druids, who should not use it just to create natural curiosities to impress the rubes. A good reason should always be given for this spell's use. The reverse of this spell, *wither*, is rarely used against living plants. Mistletoe replaces the staff as the material component for this spell.

Warp stone: (WJ6) Mistletoe is needed in addition to a piece of twisted clay as this spell's material components.

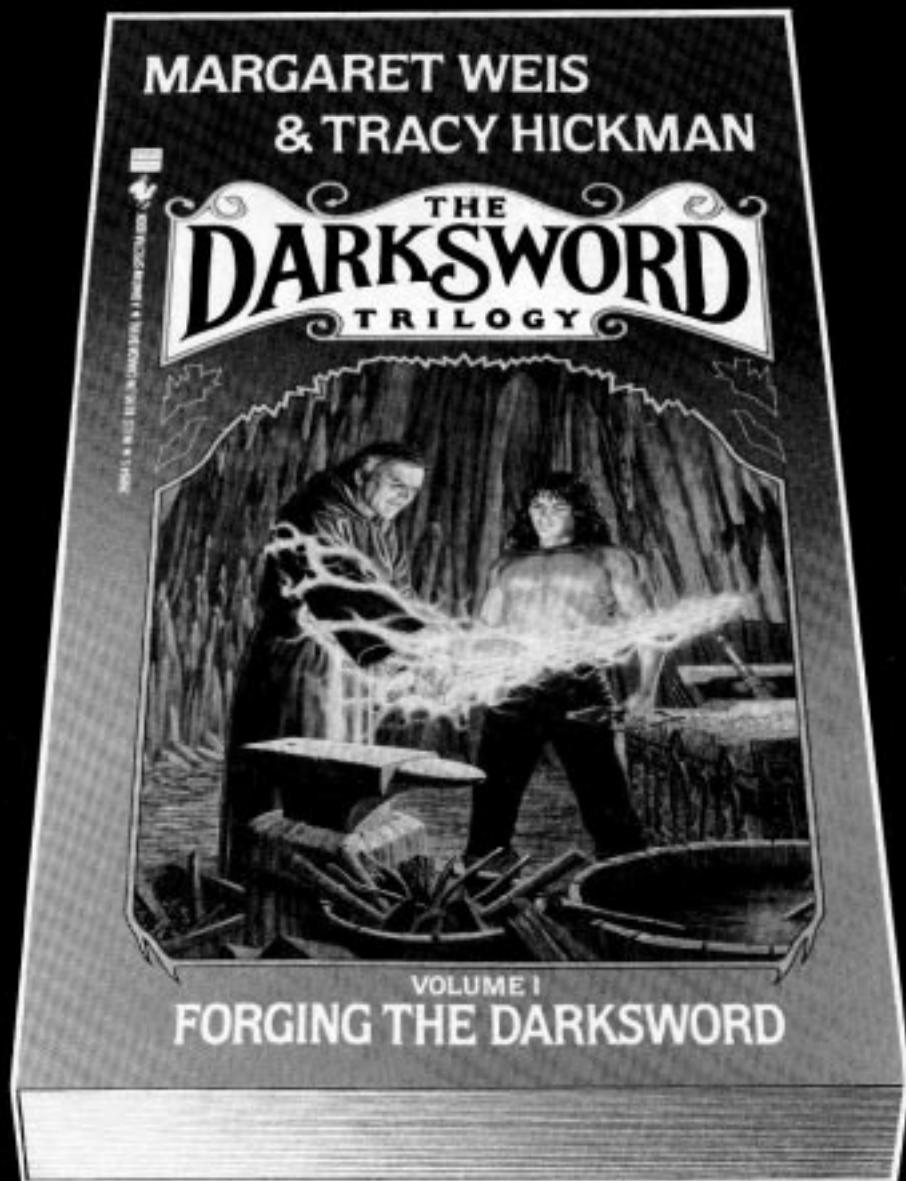
Magic-user spells

The majority of new magic-user spells are culled from the list of wu jen spells. In choosing these spells, it is best to pick those that would see use in a variety of different cultures and societies, and to avoid those special spells that should remain unique to the wu jen class.

While wu jen sorcerers and Occidental magic-users are both able to cast a broad range of spells, wu jen are somewhat more specialized in their abilities. Wu jen are experts in the field of element control; when spells dealing with the elements and elemental beings are adapted for use by the magic-user class, some of these spells made available to the magic-user should be placed at a higher spell level or be toned down in power. Still water and animate water are both treated as one spell level higher for magic-users. *Elemental turning* and *elemental servant* are slightly less powerful when cast by a magic-user than when cast by a wu jen sorcerer.

Certain other spells of element control are too special to be granted to magic-users. The most powerful of element control wu jen spells, notably *ice blight*, *whirlwind*, *internal fire*, and *tsunami*, should be reserved for the wu jen only.

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to allow the class to maintain its special abilities and characteristics.

Other wu jen spells are too similar to existing magic-user spells. Magic-users who can hurl fireballs do not need to have the **fire rain** spell made available to them as well. Magic-users do not need the **water protection** spell when they can already cast **water breathing**. **Fire wings** is too specialized for magic-users to use, and magic-users can already cast fly.

Magic-users do gain a few shukenga spells. Detect curse is gained as a fourth-level spell, because magic-users can cast **remove curse** at the same spell level. The new spell **detect lycanthe** is also available to the magic-user at the third spell level. **Mental strength** and longevity are gained at higher spell levels.

Magic-user spells are not as greatly altered as cleric or druid spells, since the material components for most wu jen spells work well with magic-user spells. Changes made in spells are usually minor.

First level

Accuracy: (WJ1) A quill made from the feather of a hawk is used in place of the brush to inscribe the mystical character on each enchanted missile.

Chameleon: (WJ1) As per the *Oriental Adventures* spell.

Secret signs: (WJ1) As per the *Oriental Adventures* spell.

Swim: (WJ1) As per the *Oriental Adventures* spell.

Second level

Prestidigitation: (WJ1) As per the *Oriental Adventures* spell.

Protection from charm: (WJ2) As per the *Oriental Adventures* spell.

Still water: (WJ1) As per the *Oriental Adventures* spell.

Third Level

Animate fire: (WJ3) As per the *Oriental Adventures* spell.

Animate water: (WJ2) As per the *Oriental Adventures* spell.

Detect lycanthe: (*) This spell is identical to the new fourth-level clerical spell given above.

Magnetism: (WJ3) As per the *Oriental Adventures* spell.

Memory: (WJ3) The material components for this spell are a quill made from an owl's feather, a pot of ink, and a sheet of vellum.

Fourth level

Detect curse: (Sh3) This spell requires no material component.

Elemental turning: (WJ4) Elementals make their saving throw vs. this spell at +2 to their roll, because magic-users are not as adept at controlling the elements and elementals as are wu jen sorcerers.

Melt metal: (WJ4) The material component for this spell is a ruby chip worth at least 100 gp.

Quell: (WJ4) As per the *Oriental Adventures* spell.

Reverse flow: The duration of this spell is only 4 turns/level of experience of the caster.

Transfix: (WJ4) As per the *Oriental Adventures* spell.

Wood shape: (WJ3) As per the *Oriental Adventures* spell.

Fifth level

Ironwood: (WJ5) As per the *Oriental Adventures* spell.

Mass: (WJ5) As per the *Oriental Adventures* spell.

Mental strength: (Sh5) As per the *Oriental Adventures* spell.

Metal skin: (WJ5) As per the *Oriental Adventures* spell.

Servant horde: The casting time of this spell is 5 segments.

Water to poison: (WJ5) As per the *Oriental Adventures* spell.

Wood rot: The casting time of this spell is 5 segments.

Sixth level

Aura: (WJ6) As per the *Oriental Adventures* spell.

Gambler's luck: (WJ6) As per the *Oriental Adventures* spell.

Metal to rust: (WJ6) As per the *Oriental Adventures* spell.

Pain: (WJ6) As per the *Oriental Adventures* spell.

Warp stone: (WJ6) As per the *Oriental Adventures* spell.

Seventh level

Elemental servant: The task to be completed by the elemental can take no longer than one day per two levels of experience of the magic-user.

Tool: (WJ7) As per the *Oriental Adventures* spell.

Eighth level

Longevity: The material components for this spell are a piece of giant tortoise shell and a scale from an ancient dragon of any sort or size.

Surelife: The material component for this spell is a butterfly cocoon floating in a half-filled vial of liquid mercury.

Illusionist spells

Of the four main spell-casting classes of Western AD&D game campaigns, the illusionist gains the fewest new spells. But unlike other Occidental classes, illusionists (who are such great specialists in one area of magic) do not suffer greatly from the spell level changes applied to the other Western character classes.

Prestidigitation is a first-level spell for illusionists, compared to second level for magic-users. Two third-level wu jen spells, **disguise** and **face**, are treated as second level for illusionists. Both spells are considered to be specialized forms of the **alter self** spell, used for very special roles to

fool others regarding the character's true appearance or status. A very powerful wu jen spell, summoning wind, is known in a less-powerful seventh-level form. Few other high-level spells from *Oriental Adventures* are applicable to the illusionist class.

Two wu jen spells are slightly altered and renamed for illusionists. The wu jen's fiery eyes and **smoke shape** spells are known to illusionists under different names and have restricted effects.

First level

Apparition: (WJ2) The casting time of the illusionist version is only 1 segment.

Chameleon: (WJ1) The casting time of this spell is only 1 segment.

Glowing eyes: (WJ1*) This spell is similar to the first-level wu jen spell **fiery eyes** in most respects, but with the following exceptions. This spell version has no heat component to it, so combustibles cannot be set on fire by the beams of light. Also, the casting time of this spell is only 1 segment. This spell behaves as does **fiery eyes** in all other ways.

Prestidigitation: (WJ1) The reverse of this spell, **fumble-fingers**, cannot be cast by illusionists. The casting time of this spell is only 1 segment.

Second level

Disguise: (WJ3) The casting time of this spell is only 1 round.

Face: (WJ3) This spell may improve the apparent social class of the illusionist by Id4 ranks, such as from lower middle class to middle upper class (refer to the Social Class Table on page 82 of *Unearthed Arcana*). The reverse of this spell, **lose face**, is unknown to illusionists. The casting time of this spell is but 1 round.

Fog shape: (WJ2*) This spell is similar to the second-level wu jen spell **smoke shape**, but only fog or mist may be shaped, not smoke from a fire. The casting time of this spell is only 2 segments.

Third level

Memory: (WJ3) The material components for this spell are a quill made from an owl's feather, a pot of ink, and a sheet of vellum. The reverse of this spell, **erasure**, cannot be cast by illusionists.

Fifth level

Creeping darkness: (WJ5) The material components for this spell are a whisker from a black cat, a drop of pitch, and a small bit of obsidian.

Seventh level

Summoning wind: (WJ8) The number of creatures that may be contacted using the illusionist spell version is only five times the level of the caster. This spell has a maximum range limit of 100 miles per level of the caster above ground, or 10 miles per level underground.

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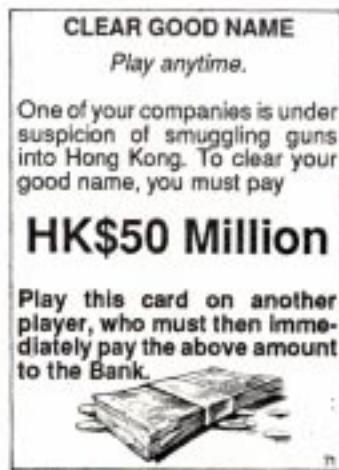


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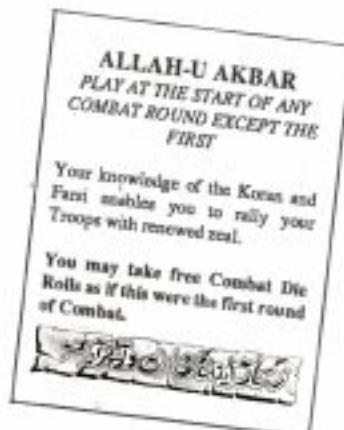
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Hold On to Your Illusions!

Keeping illusions (and illusionists) in balance

by Brian Tillotson

Illusions can be one of the most flexible and creative aspects of the AD&D® game, yet many DMs would rather shake hands with a wraith than referee an illusionist PC. The official rules provide no limits to the power of illusion spells. As a result, the histories of many campaigns include one battle in which a low-level illusionist single-handedly demolished a powerful foe. This battle is usually followed by so many DM-imposed restrictions that illusions become useless in the campaign.

When can PCs or NPCs disbelieve illusions? How much damage can an illusion do? How complex can an illusion be? This article looks at how illusions work, and describes rules for using illusions without upsetting game balance or restricting creativity. Most of the article applies to the *phantasmal force* family of spells, but other illusion/phasmal powers are discussed as needed.

In this article, "illusionist" means anyone who creates and controls illusions. This individual does not have to be a member of the illusionist class. Magic-users may choose *phantasmal force* as a third-level spell, master thieves may cast illusions from scrolls, and some monsters and magical items may create illusions.

How illusions work

The image: mental or physical?

A visual illusion is an image without substance. It cannot affect objects or creatures that do not perceive the image. But is the image itself real? Does it reflect and absorb light as a photograph or painting would, or does it exist only in the minds of its victims? Official publications give no explicit answer, but there are two reasons

to believe that illusions are as visible to the eye as to the mind.

First, if illusions directly affect the mind of the viewer, then they should be blocked by techniques which protect the mind. However, no mental defenses are effective against illusions. As examples, the psionic discipline *mind bar* and the spell *Serten's spell immunity* are each effective against many mental invasions, yet neither is described as defending against illusions. Thus, illusions are unlike mental attacks.

Second, projecting illusory images into viewers' minds seems unreasonably powerful. According to the *Players Handbook*, page 75, "all believing creatures which view the *phantasmal force*" are affected by it. The viewers can be at any distance, and need not be known to the illusionist. To affect all viewers' minds directly requires magic to reach over tremendous range and area, and into an unlimited number of minds. (Consider an illusion of a flying dragon viewed from miles away by a large army.) Further, each viewer's image must be different to account for distance and viewing angle. This unique perspective must be handled automatically by the spell because the illusionist might not know where all the viewers are. If that's how it works, then *phantasmal force* and its kin are powerful spells indeed!

Illusions seem more reasonable if they work like mobile three-dimensional paintings. Painting with magic, the illusionist creates an image which is seen by the viewers' eyes. The magic is restricted in range and area of effect. The illusionist need not locate all the viewers; anyone who looks at the illusion will see the image with the correct perspective.

The answer to whether the image is imaginary or real determines how illusions work in a campaign. If the image exists only in viewers' minds, then the DM might

rule that the illusion cannot be seen by viewers of whom the illusionist is unaware, or that only a limited number of viewers can be affected. If the image is real, then the image should be visible even when viewers know that it is an illusion. In that case, illusions could be used for special visual effects, such as obscuring a view or providing light. This encourages creative, nonviolent uses of illusionist magic, which is another good reason to choose the "real image" interpretation.

In the rest of this article, it is assumed that illusory images are real. This interpretation applies only to the *phantasmal force* family of spells. Some illusion/phasmal spells, such as *spook* and *phantasmal killer*, are obviously mental attacks.

Purely audible illusions, most of which are cantrips, are harder to interpret. Officially, a successful saving throw (or disbelief roll, in the case of *audible glamer*) makes the target unable to hear the sound. This seems like a mental effect. As discussed above, however, this is inconsistent with what is known about mental attacks and defenses. Furthermore, it is unlikely that audiovisual illusions such as *improved phantasmal force* would have real visual images but mental sound effects. A more reasonable interpretation is that auditory illusions produce real sounds. A successful saving throw reveals that the sound's cause is magical, but does not make the sound inaudible.

Illusory damage: mind over matter

The greatest source of conflict about illusions is their ability to do damage. How can an image with no substance hurt anyone? The answer is that it can't – but the victim's mind can.

Even in the real world, human reactions to fear or stress are not always healthy. People who narrowly escape injury are often left weak and trembling. Many faint; a few actually die of fear. Luckily, this mental trauma is usually short-lived. The victim looks himself over, sees that he is unhurt, and begins to feel better.

With illusions, the victim gets no such relief. Consider a typical case: John the Stealthy sees the white-hot flames of a *fireball* erupt about him. This is upsetting in itself, but in addition, John's clothes and hair vaporize as he watches, and his skin blisters and chars before his eyes. Needless to say, John is going to be pretty shaken up by the experience. Illusions that depict wounds with images of blood and gore should leave any believer weak and shaken, corresponding to a loss of hit points. Some victims would be rendered unconscious, and the weak-hearted few might even die.

DMs could leave it at that, letting illusions do damage to the point of unconsciousness, but rarely or never letting them kill. This has a number of advantages for the campaign. It gives charitable DMs a way to defeat characters without destroying them; it also lets a party of

good characters capture enemies and collect loot without being wanton killers.

The official view seems to be that illusions cannot kill, as shown by case 14.10 of the BATTLESYSTEM™ supplement (page 26): "Illusions that do 'killing' damage actually only put their victims into a cataleptic state." Unfortunately, the duration and effects of catalepsy are not defined. A reasonable choice is to use the definition of unconsciousness on page 82 of the DMG, (i.e., the creature remains in a coma for 1d6 turns and thereafter requires at least one week of rest).

The wounds caused by an illusion need not be imaginary. A creature damaged by an illusion must touch or be touched by part of the image (i.e., the creature must be in the area of magical effect). Suppose that illusion magic does more than create a visible image: It gives power to victims' minds to create real injuries on their bodies. Illusions like this can injure as well as frighten. This is a reasonable interpretation, since the description of the illusionist spell *mirage* arcane states: "As with all powerful illusions, the mind of the beholder will cause appropriate effects upon the viewer's body." An illusion would not immediately kill a victim, since the mind would stop creating wounds when zero hit points was reached. However, unconscious victims with real wounds could bleed to death unless they received aid within 10 rounds (DMG, page 82).

Illusions powerful enough to inflict real wounds might also be used for healing. If a character expects a *cure light wounds* spell and sees wounds being healed, his mind might cause actual healing if the illusion is not detected. Of course, situations where the injured character truly would not suspect illusory healing are rare. An example would be a badly wounded PC meeting a kindly stranger who claims to be a cleric, but is really an illusionist.

Note that the damage potential of illusions comes from both the mind and the eyes acting together. Thus, creatures which do not see the illusion due to blindness, sleep, or unconsciousness cannot be harmed. Likewise, unintelligent creatures such as dinosaurs, insects, and slimes cannot be damaged directly by illusions because they are too stupid to understand that they should be hurt. Indirect harm is still possible, of course. For example, a skeleton is too mindless to be harmed by an illusory *fireball*, but would take damage if the creature fell into a pit concealed by an illusion.

Disbelief: denying the image

The essence of an illusion's power is belief, so a good defense against illusions is disbelief. Successful disbelief occurs when the observer is convinced that what he sees is not real, despite the evidence of his senses.

For disbelief to be possible, there must be differences between each illusion and

the reality it simulates. The scales on a dragon may be the wrong shape, or a soldier's feet might not touch the ground. Spell-casters of higher level and greater intelligence can minimize these differences, but an intelligent observer might still notice them. Noticing some peculiar feature, the observer might attempt to disbelieve. This need not be a conscious act – the viewer might suddenly realize that the troglodyte he is fighting doesn't smell bad enough to be genuine.

Disbelief is automatic if a viewer touches the illusion and it doesn't respond realistically (e.g., someone swings a sword through a goblin without even getting its attention). According to the description of *phantasmal force* in the *Players Handbook*, "the illusion lasts until struck by an opponent – unless the spell-caster causes the illusion to react appropriately." If the illusionist is controlling the image and causes it to react – blood spurts, rock chips fly, a character appears to walk across a bridge, etc. – then disbelief is not automatic.

Illusions in the game

Subconscious disbelief

One problem with illusions is deciding when characters should try to disbelieve. Player characters should have a chance to notice errors, but the illusion should not be obvious. To meet this need, some DMs give lengthy descriptions of every object and creature the party meets. This technique taxes a player's patience and burdens the DM with excessive preparation time. Alternatives are to never give the party a clue, or to risk giving everything away with clues like "John thinks the toads hop funny."

The problem of NPC disbelief is even more difficult. To always try to disbelieve is unfair to the PC illusionist. To never disbelieve is unfair to the NPC. To play it by ear is sticky business: Try as you might to be objective, it's hard to forget that what the NPC sees isn't real, and it's even tougher to convince your players that you're being reasonable.

The disbelief system presented here applies to both PCs and NPCs; it is based on the idea of subconsciously detecting and interpreting errors. Detecting an error means that the character's mind notices something unusual about the image – perhaps the way a monster moves. Interpreting an error means finding some way to explain it; is the creature an illusion, or is it just limping? Detecting errors and interpreting them are different events. More intelligent and skilled illusionists make fewer errors, and more intelligent viewers are better at spotting errors. Interpreting an error as an illusion (i.e., disbelieving) is a function of experience and willpower.

To see how good the image is, the DM subtracts a secretly rolled 1d20 from the sum of the illusionist's intelligence and

level. The result is called the image quality. Any viewer whose intelligence is greater than the image quality detects an error, and that viewer's subconscious immediately tries to disbelieve (i.e., interpret) the image. The disbelief roll is a standard saving throw vs. spells, with magical-attack adjustments for wisdom. Like the error-detection roll, it is secretly rolled by the DM.

If the illusion-caster is not a member of the illusionist class, the character's level for purposes of the image-quality roll is less than his actual level. The effective level for magic-users is two lower than the actual level, just as for the fourth-level magic-user spell *dispel illusion*. A high-level thief has a 25% chance of failure with a scroll, so a thief's effective level is five lower than his thief level. Creatures that use magical items to create and control illusions are effectively zero level, unless they can also cast illusion spells – in which case, a monster's hit dice equate to illusionist level directly. A *deck of illusions* controls itself; it is effectively 12th level with an intelligence of 15.

Each sufficiently intelligent viewer has an automatic chance to disbelieve when he first observes an illusion. For example, a 7th-level illusionist with 15 intelligence casts a *spectral force* which is seen by a fighter, a magic-user, and a thief. A 20-sided die is rolled and comes up 9. Subtracting this from the illusionist's level and intelligence total yields an image quality of $(7 + 15) - 9 = 13$. The fighter's intelligence of 9 is too low, but the magic-user's is 17 and the thief's is 14. Thus the magic-user and the thief, but not the fighter, have detected errors and get an automatic attempt to disbelieve the illusion.

Normally, there is only one subconscious attempt to disbelieve for each sufficiently intelligent viewer. More attempts to disbelieve occur if the illusion and the viewer come into contact (e.g., an illusory *fireball* bursts among the party, or a character touches an illusory wall). If only one important sense component (usually touch) is missing, then a disbelief roll is made for viewers whose intelligence is higher than the image quality. If more than one important sense component is missing, the viewer gets a disbelief roll regardless of intelligence. If disbelief fails, the viewer does not recognize the illusion. Successful disbelief means that the viewer recognizes the illusion, and any illusory attack in progress causes no damage to the viewer. Damage remains from any previous attacks which were not disbelieved.

Which sense components are important depends on the image, the viewer, and other conditions. For example, when touching a wall created by *phantasmal force*, touch is the only important missing sense. The same illusory wall would be missing two important senses if the viewer knocked on it to produce a sound. A *fireball* involves mainly visual, tactile, auditory, and thermal senses, only one of

which is missing from a *spectral force* spell. Blows struck by illusory monsters should include sound as well as touch. Dragons have an acute sense of smell (*Monster Manual*, page 29), so smell is important for any illusion which affects a dragon.

To continue the scenario above, let us assume that the magic-user and the thief failed to disbelieve the illusion at first sight, so all characters believe the image. The illusion depicts a blue dragon which breathes on the three. The lightning breath normally includes visual, tactile, auditory, and thermal aspects. Only one of these, the tactile sense, is missing from *spectral force*, so only the magic-user and the thief get a subconscious attempt to disbelieve. The magic-user succeeds, so she takes no damage and knows that the dragon is an illusion. If she can communicate this to the others, they receive a +4 on any *subsequent* attempt to disbelieve. The fighter and the thief attack the dragon with swords. The thief hits, so he gets another automatic chance to disbelieve. If he succeeds, he is still wounded from the dragon's first attack.

Beings with superhuman intelligence automatically detect some illusions. According to *Legends & Lore*, page 7, beings with 19 or higher intelligence automatically detect first-level illusions; those with 20 intelligence detect second-level illusions, etc. The level of the illusion depends on its level as an illusionist spell. This means that *phantasmal force* cast by a magic-user is a first-level illusion, not third. Cantrips are zero-level spells, so illusion cantrips are automatically detected by creatures with 18/51 or higher intelligence (as might be obtained by using *wish* spells, as per the *DMG*, page 11).

Conscious disbelief

The disbelief attempts described above occur automatically, secretly, and instantly (in game time). Player characters, of course, may attempt to disbelieve at any time. To prevent a chorus of "I disbelieve!" on every encounter, explain that a character can do nothing else during the round

he attempts to disbelieve. This is because the character hasn't spotted anything wrong with the image, and must spend time looking - looking *hard* - for errors, and deciding whether any errors are significant. For example, when blasted by some magical effect, a character may attempt to disbelieve voluntarily. If successful, the character recognizes the illusion and takes no damage. If the disbelief fails or the effect turns out to be real, the character receives **no saving throw**, because while everyone else was jumping out of the way, he was standing there looking for errors in the image. Likewise, if the character chooses to disbelieve an attacking monster, the character may not attack and may not use shield or dexterity to defend against that monster during that round. The character can still defend against attacks from other opponents.

The character is always free to disbelieve new developments when they affect him (e.g., a fighter who has already attacked an orc during a round may nonetheless choose to disbelieve if the orc suddenly uses a fiery breath weapon). Spell-casting is not disrupted if the spell-caster successfully disbelieves an attack either consciously or subconsciously.

Conscious disbelief requires only a save vs. spells. A character (or player) who decides to disbelieve has already noticed something peculiar or has been told that the image is an illusion, so image quality is irrelevant to the decision. Conscious disbelief is often necessary for thick-witted characters, since their low intelligence is unlikely to exceed any reasonable image quality. A conscious attempt at disbelief in no way reduces the character's chance to subconsciously disbelieve.

A special form of conscious disbelief occurs when a clever or desperate character decides to close his eyes. Unable to see, the character might be unharmed if a pending attack is an illusion with only visual components. This is a reasonable tactic for someone like a 1st-level thief who thinks (or hopes) that the huge red dragon in front of him might be an illusion. After all, he is unlikely to make his

disbelief roll either consciously or subconsciously, and saving vs. breath weapon would only change the texture of ashes he leaves behind. The character must close his eyes before the DM announces an attack; if he waits to see what the attack is, he will be affected by it. A character who avoids damage this way has **not** successfully disbelieved an illusion. He can still be harmed by the illusion if it attacks when he opens his eyes. Naturally, closing one's eyes in combat gives opponents who are not illusory lots of nasty ideas.

Modifiers to disbelief rolls

Many factors affect the difficulty of disbelieving an illusion. In general, anything which increases or decreases the doubt in a viewer's mind affects the chance to disbelieve. The list of modifiers in the table with this article cannot be complete, but it should give a general idea. All factors are assumed to provide bonuses or penalties to the disbelief roll. Some might be more appropriate as modifiers to the image quality, but that would merely complicate matters.

All but the last two modifiers listed here are suggestions - use them, change them, or ignore them as you see fit. For example, illusory creatures popping in from thin air normally give viewers +1 to disbelieve, but if a *monster summoning* spell had recently been used, viewers would disbelieve at -2 because they have already seen a similar effect. An illusory creature unharmed by a *lightning bolt* would normally add +2 to disbelief rolls, but not if it were a magic-resistant creature like a mind flayer.

Damage from illusory spell effects

When a damaging illusion is believed, damage is determined randomly. The illusionist can only dictate the image; damage is determined by the victim's mind. Level-dependent effects, such as the number of damage dice for a *fireball*, operate at the actual level of the spell-caster, regardless of class. If the illusion is created by a magical item, use the appropriate level for an item of that kind (e.g., 6th level for a wand).

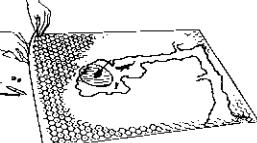
To understand this limitation, consider that the only visible difference between a 5-HD *fireball* and a 10-HD *fireball* is the intensity of the flame. Low-level illusionists are not skillful enough to simulate the intensity of more powerful spells. Do not waver on this point; a low-level character doing 20 or more dice of damage per round will wreck a campaign faster than any magical item.

Unlike normal spells, an illusory magical effect can be repeated from round to round, doing additional damage. Fortunately, this process is self-limiting, since an intelligent victim usually receives a disbelief roll for every attack. Otherwise, the effect only stops when the illusionist is attacked or decides to stop.

A single illusion spell can create only one

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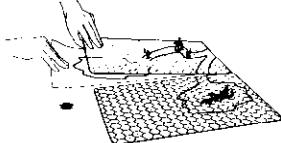


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kind of effect. To switch from *fireballs* to *lightning bolts*, the illusionist must cast a new illusion. Note that there is no reason that an illusory magical effect should appear to come from the illusionist. An illusory *fireball* could originate anywhere within the illusion's area of effect. The illusionist is free to draw attention away from himself by appearing to do nothing while some unseen agent demolishes the opposition.

Illusory creatures in combat

An important issue is that of how many separate creatures one illusion can include. Can a 6th-level illusionist conjure up an army of 20 paladins, each armed with a *long sword + 5*, *Holy Avenger*? It could be done, but the illusion might not be very believable if any fighting takes place. In combat, the illusionist must control each illusory being's attempts to hit, simulate injury on both the bogus creature and its opponent, and control attempts to dodge opponents' blows. When a blow is not dodged, the illusionist must create a convincing image of bloody death. Each of these effects taxes the illusionist's skill, concentration, and stamina.

An illusionist can control illusory creatures with as many hit dice as he has levels (e.g., a 6th-level illusionist could create and control six 1-HD beings, one 6-HD being, etc. This limit reflects the ability of the illusionist to control the many details of combat. Higher-level illusionists have more skill. Human and demi-human creations can be used; the difference between illusory 1st-level fighters and 10th-level fighters is the skill with which the illusionist handles them in combat. Created creatures must be all of one species, but may differ in equipment, hit dice, and tactics.

If the illusionist exceeds the hit-dice limit, then details are being neglected and all opponents get an automatic attempt to disbelieve during every round of combat. (This is in addition to any other disbelief attempts to which the viewers may be entitled.) The illusionist can control twice as many hit dice of illusory creatures if none of the creatures are in combat. (This can be used as a bluff.)

The illusionist must roll to hit for each illusory being's attack, since he can control the attempt to hit but not the victim's attempts to dodge or parry. Use the appropriate attack matrix for each creature's hit dice or level. High-level illusory cavaliers and fighters get multiple attacks appropriate to their level, but weapon specialization or bonuses for strength, weapon of choice, or race do not apply. Damage is determined randomly, as appropriate for the creature or weapon. Sufficiently intelligent opponents get a disbelief roll whenever the illusion hits or is hit.

The armor class of illusory creatures is the same as for normal creatures of the same type. Illusory warriors may be equipped with whatever armor the illu-

sionist chooses. No magical or dexterity bonuses are allowed unless the total illusory hit dice are reduced by the amount of the bonus.

The DM should decide how the total hit points for all creatures in an illusion are determined (e.g., a random roll: 1d8 for monsters, 1d10 for fighters, etc., or always 5 hp per hit die). The illusionist assigns these initial hit points to individuals as he sees fit, since the illusionist decides how much effort is expended in each creature's defense. When an illusory creature reaches zero hit points, the illusionist's mental fatigue is so great that he cannot make the creature evade the death blow. If the creature fails to fall dead, all viewers – not just direct opponents – attempt to disbelieve every round that the creature remains active.

Armor class and hit points are rather fuzzy concepts for semi-invulnerable creatures such as lycanthropes and for regenerative creatures such as trolls. Disbelief rolls are made whenever a creature should be hit – thus, if a viewer strikes a bogus werewolf but appears to do no damage, he still receives a subconscious attempt to disbelieve (regardless of intelligence, if more than one sensory component is missing). Regeneration reduces the initial hit points available. For example, a 9th-level illusionist conjures a troll; 45 hit points are rolled. The illusionist gives the troll 25 hit points initially. If the troll is wounded, up to 20 hit points can be restored by regeneration. Beyond that, the troll cannot regenerate.

The illusionist may choose to combine an illusory magical effect with illusory creatures (e.g., a bogus magic-user could appear to cast a spell). In such a case, the level of the magical effect must be subtracted from the hit dice available to the creatures.

An anomaly of illusions in melee is that illusory creatures do not get parting blows when an opponent turns to flee. The opponent has turned his back, so he cannot see the illusion and therefore cannot be hurt by it. Likewise, an illusory thief cannot backstab.

Effective use of illusions in combat requires the illusionist to concentrate on the details of the battle. The spell *programmed illusion* can create an illusion of creatures performing some action, but cannot react to opponents. Programmed creatures are as likely to attack the air as to strike an opponent. Similarly, if the illusionist stops concentrating on an *improved phantasmal force* or *spectral force* spell, fighting degenerates to programmed action for the duration of the spell. Anyone who strikes a programmed creature recognizes the illusion. Even a programmed dragon breath would be relatively harmless because there would be no way to simulate injury. Each victim receives an automatic attempt to disbelieve; those who fail take only half the normal damage. (These limitations do not apply to the spell *shadow monsters* and its descendants, which create semireal monsters that react to opponents.)

Noncombat illusions

The effectiveness of illusions in combat is usually limited by the chance for victims to disbelieve whenever damage is done. Illusions are often more effective if used to confuse or mislead rather than injure. In such cases, disbelief becomes irrelevant.

A single illusion spell can simulate one significant effect. For example, one illusion could cover a pit with illusory grass. Another could create an illusory building, light an area as if by a *light* spell, or create a *wall of fog*. Of course, the object or effect must be no larger than the illusion spell's area of effect.

Illusions are useful for defensive concealment. An illusory wall with arrow slits would offer no physical protection, but it would give 90% concealment to archers, thus improving their armor class by four. This would be true even if all opponents knew that the wall was an illusion, since the image of the wall would continue to conceal the archers.

An illusion can effectively blind an opponent. An illusory *darkness* spell would be impossible to see through, even if the opponent recognized it as an illusion spell.

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Table of Modifiers to Saves Against Illusions

Illusion's condition

	Saving-throw modifier
Illusion cast by an opponent believed to be an illusionist	+1
Illusory creature appears from thin air	+1
Illusory creature or effect is the same as a real creature or effect already used by opponent	-2
Illusory situation is obviously inappropriate (e.g., orcs and elves working together, <i>fireball</i> underwater)	+2
Illusion lacks important sensory component	+ 1 per missing sense
Illusion is of a "normal" creature, but it is unharmed by weapons	+ 1, + 1 per plus of weapon
Illusion is of a "normal" creature, but it is unharmed by magic	+2
Illusion is of a stationary object (e.g., a wall)	-1
Illusion is seen poorly (e.g., through fog or over distance)	-1 to -4
Illusionist has never seen creature or effect which he depicts in illusion	+4
Viewer's ally claims to have disbelieved illusion	+4
Viewer is a cavalier	+2

Unlike regular *darkness*, the illusion can move anywhere within range, continuing to cover the opponent.

Illusory magical items

Illusions can include magical items which produce visible effects (such as wands). The power of these devices is limited by the illusionist's level, just as for an illusory spell. A 1st-level illusionist can create an illusory *wand* of *fireballs*, but it can only do 1d6 hp damage. The level of the magical item is subtracted from the total hit dice that the illusionist can control in melee (e.g., a 6th-level illusionist could blast opponents with bogus 5-HD lightning bolts from an illusory wand wielded by a bogus 1st-level spell-caster).

Illusory magical items can enhance an illusion's credibility. For example, casting six *fireballs* in a row is pretty unlikely unless the spell-caster is using a wand.

Illusory magical weapons are also possible. If a fighter hits an elemental and causes a visible wound, the elemental is likely to conclude that the fighter's weapon is magical – even if both the fighter and the wound are illusions, and the illusionist doesn't know that magical weapons are needed to hit elementals. The exact weapon bonus would be difficult to guess from the image, so the DM should roll 1d4 to see what bonus the victim

thinks the weapon has. Add this number to the illusionist's damage roll. Note that the number must be sufficient to hit the creature (e.g., at least +2 for an elemental). The "weapon" has no actual bonus, so the illusionist's unmodified "to hit" roll must be sufficient to hit the victim.

In visibility

Some players may want to use *phantasmal force* as an *invisibility* spell. Both spells belong to the class of illusion/phantasm magic, but they are quite dissimilar. *Phantasmal force* is a general-purpose spell that is maintained by concentration and can be used to attack; *invisibility* is highly specialized, requires no concentration, and is dispelled by aggressive acts.

Despite these differences, the DM may decide to allow illusory invisibility. If so, the result will differ from the *invisibility* spell. Illusory invisibility lasts only as long as the illusionist concentrates (or for a few extra rounds if *improved phantasmal force* or *spectral force* is used). The area of effect and range are the same as for *phantasmal force*.

Inanimate as well as animate objects could be made invisible. Many objects could be made invisible as long as all remain within the area of effect. Unless its eyes remain visible, an invisible creature is effectively blind because light does not reach its eyes. Disbelief does not reveal

the hidden object's identity, but will let the viewer know that he sees an illusion.

True *invisibility* is a good defense against illusory attack. The illusionist cannot create visible wounds on an invisible victim. Indeed, the illusionist doesn't even know when the creature has been hit, so illusory attackers do not react correctly. If the invisible creature is hit by an illusion, treat it as a programmed attack: The invisible creature automatically attempts to disbelieve, and takes only half normal damage if disbelief fails.

An illusionist cloaked in a normal *invisibility* spell is revealed when attacking, even if the attack is carried out by an illusory creature. Merely casting an illusion does not constitute an attack. Only when the illusion is used to actively damage its viewers will the illusionist's *invisibility* be dispelled.

Summary

The system presented here solves some problems and helps bring illusions into balance with other forms of magic. Disbelief is handled consistently. Damage and complexity of illusions are proportional to the illusionist's skill. Low-level illusionists can befuddle stupid opponents or damage weak ones; high-level illusionists can fool nearly anyone. Members of the illusionist class can use better illusion spells to damage powerful opponents.

No system covers every possibility that can arise when creative players use a spell like *phantasmal force* that "can create the illusion of any object, or creature, or force. . ." Decide what the principles of illusory magic are in your campaign, then make sure your players are aware of them before illusions are used. When a situation comes up which the system doesn't cover, keep the game friendly by not using questionable techniques until you reach some agreement on how such techniques will work. Enjoyment of the game is a cooperative venture; with a little understanding from the players and the DM, illusions can add a lot of spice to an interesting world.

[For another view on saving-throw modifiers for illusions, see *Illusory Solutions*, by Matt Battison, in this issue of DRAGON® Magazine.]

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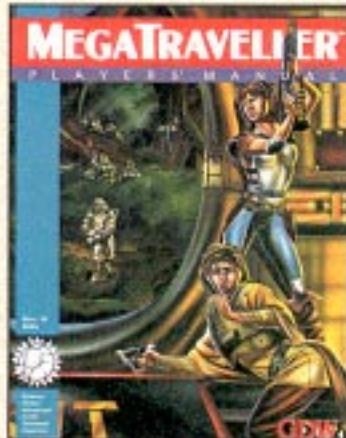
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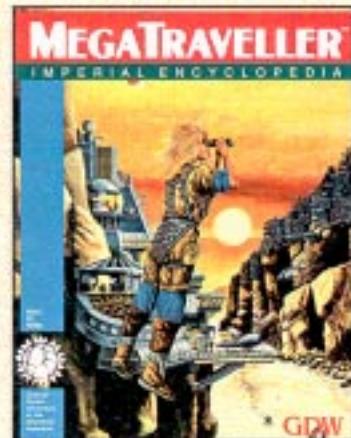
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The dining room of the inn was in utter chaos. Patrons scrambled for cover under tables and in corners. Chairs flew, drinks spilled, and tables toppled with resounding crashes. The few who were lucky enough to have magical protections invoked them.

The tumult centered around a middle-aged man in a leaf-green robe, now slumped over a table. A dark crimson stain spread around the rune-inscribed hilt of the dagger protruding from the man's back. His staring eyes held no sign of life. His assailants – two small, wiry women – lay on the floor in pools of blood, only a few feet away. A burly companion of the wizard stood over them with sword in hand, panting and eyeing the crowd for other foes. A female companion of the wizard uttered words of power while holding a silver cross over her fallen liege; the words' uselessness, however, was plain on her face.

In a dark corner, huddled under a table, sat a young woman and a middle-aged man, both clad in brown peasants' rags and dusty from the road they had only recently left. "Farfell, shouldn't we help somehow?" whispered the woman nervously.

"Not much we can do," muttered the man. He brushed his short black beard with a thoughtful hand. "The Green Wizard is beyond our assistance. His companions seem to have things under control – as much as can be. Just sit still; your life depends on it."

The woman bit her lower lip and was silent. The noise of the crowd died down as the patrons who hadn't fled realized that the excitement was over. The inn's bouncers were quickly regaining order.

The man sighed after a few moments and closed his eyes to concentrate. "Time to depart, my apprentice, for a safer part of the land," he said. "Take my arm, and we'll be off."

The young woman caught his arm tightly in hers. "I get dizzy when you do

The man swallowed his food and picked at his teeth. "Assassins, Lo-Ree. Daughters of Hel, the Mistress of Death. It was wise we left; they always operate in threes, and I only saw the two. The Green Wizard dearly liked to be the center of attention. He has certainly gotten his hearts desire."

Lo-Ree looked away angrily. "That's very callous."

Farfell grunted. "It is very true. You have often questioned why I am so careful to maintain our anonymity why I keep such a low profile. You chide me for being paranoid. Today you saw why. This is a good time for a lesson about modesty and anonymity."

"The Green Wizard was quite competent, but very flashy He liked to show off and draw a crowd. He succumbed to the intoxication of power. In our world, few actions go unanswered. Remember: circles within circles. One of the persons or creatures that the Green Wizard angered must have hired the Daughters of Hel to destroy him, for that dagger was one of their weapons. It destroys both life and soul, forever and ever A horrid fate. Possibly the thieves guild of Theylena has finally gained revenge after the Wizard's widely proclaimed theft two years past of the magical treasures from the guilds formerly most-secret headquarters." The man

this," she whispered – and they were gone.

A short time later, fully recovered from the dimension door's effects, the two sat down to a cold meal by a milestone outside of town. The young woman picked at her dried food while the older man watched.

"Never saw anyone killed before," she said. A minute later, she set her food aside. "Who were those women, Farfell?"

Table 1
Magic-User Spells That Alter Appearance

Spell	Level	Application
<i>Change</i>	Cantrip	Possessions
<i>Color</i>	Cantrip	Changes color of eyes, hair, beard, mustache, skin, clothes, etc. (one spell per application)
<i>Dirty/clean</i>	Cantrip	Clothes and person
<i>Hairy</i>	Cantrip	Add or remove hair from head, beard, mustache, eyebrows, chest, arms, eyebrows, etc. (one spell per application)
<i>Hide</i>	Cantrip	Possessions
<i>Mute</i>	Cantrip	Possessions
<i>Ravel/stitch</i>	Cantrip	Clothes
<i>Tangle/untie</i>	Cantrip	Hair and beard
<i>Comprehend languages</i>	First	Allows comprehension of unknown spoken or written languages native to assumed identity
<i>Enlarge/reduce</i>	First	Personal
<i>Strength</i>	First	Personal
<i>Wizard mark</i>	First	Creates or covers birthmarks and tattoos
<i>Infravision</i>	Third	For use when assuming the identity of creatures with infravision
<i>Phantasmal force</i>	Third	Many imaginative uses
<i>Tongues</i>	Third	Allows speaking and comprehension of assumed racial or alignment languages
<i>Polymorph self</i>	Fourth	Allows changes in size, weight, sex, race, and species
<i>Ultra vision</i>	Fourth	<i>See infravision</i>
<i>Magic jar</i>	Fifth	Used to take over the body of another (a great disguise!)
<i>Reincarnate</i>	Sixth	Allows assumption of another bodily form (but the magic-user must die first, so this shouldn't be used lightly)
<i>Shape change</i>	Ninth	The ultimate disguise, giving form and full abilities of just about any creature or thing short of unique divine creatures

brushed back his long, dark hair. "The taller you stand, the better target you make. Had he been less the publicity-seeker he was, the Green Wizard might still be whole. It's hard for a foe to exact revenge when he doesn't know whom he should strike down.

"So we who work magic and shape the world must maintain our anonymity. We must avoid grandiose actions and bragging, but that is but a small part of it. Big talk is for the stand-tall folk like cavaliers and other sword-swingers, and those whose egos are out of control. Wizards must use more quiet and subtle tactics. Disguise – that's the key. Obscure your identity and you protect yourself from all enemies. Shadow is a friend to the brightest light.

"Magical disguises have advantages over physical disguises. They cannot be physically detected. They don't rub away or fall off. However, they do stick out under magical detection spells – but all good things have their prices."

Farfell settled himself against a rock, assuming a comfortable position. Lo-Ree did the same, head now turned toward her teacher "Let us have a lesson on magical disguise," said Farfell. "First, I will discuss the spells that enable us to pose as other professions – not merely as the peasants we now appear to be. Then we shall talk of personal magics to render us alien to our closest friends and kin – and even to ourselves. . . ."

In the AD&D® game, the magic-user is afforded a unique ability for disguise. There are numerous spells that allow this – spells that change a PC's appearance or apparent class, or that allow the PC to mimic spells of other spell-casting classes. In any tight situation, the magic-user has this ability for disguise at his command. For example, in a region where magic-users are deemed evil and thus are subsequently hunted down and executed, a foreign magic-user may still move freely from city to city disguised as a roving cleric or low-level thief. For the Dungeon Master, numerous story lines and challenging situations are opened up by this ability. For the player, many intriguing opportunities are presented. In all, magical disguises, and the situations in which they may be employed, provide a rewarding experience in role-playing to player and DM alike.

Altering appearance

The magic-user has at his command several spells which allow him to alter his outward appearance. These spells include a number of enchantments which alter vestments, possessions, select physical features (hair color, eye color, height, weight, etc.), and even a character's race, physiology, and personality. These disguises are achieved through both illusion and actual transformation, thus allowing the magic-user to either *appear* to be or to *actually* be something he normally is not. A really effective disguise is achieved by assuming the appearance of another race or species by use of *polymorph self*,

tongues, comprehend languages, infravision, and ultravision spells. Strength, enlarge/reduce, shape change, and magic jar are also useful. Spells which effect these various disguises are in Table 1.

Mimicking classes

Undoubtedly, there will occur in each magic-user's career a point at which he would rather not have his magical ability known to the general public. In these instances, sudden and complete transformations of visage and race may be inappropriate – being a blonde-haired, blue-eyed human one minute and a grisly haired, red-eyed half-orc the next might attract a bit of suspicion. As a result, a more subtle disguise might be more advantageous. By mimicking abilities open only to other PC classes, the magic-user may disguise his true nature by putting forth the appearance of a fighter or thief, thereby exhibiting the abilities of those classes without arousing any suspicion.

A fighter-class appearance can be assumed with the help of *armor, enlarge, shield, strength, protection from normal missiles, stoneskin, Tensor's transformation*, and *shape change* spells, for example. A thief-class appearance can also be assumed, as most thief-class functions can be accomplished with or mimicked by the use of spells. The necessity of casting spells to impersonate thief functions can be tricky if there's an audience who shouldn't know of the impersonation. The *vocalize* spell will be of some assistance. Spells which allow the magic-user to mimic thieving abilities are listed in Table 2.

Mimicking spells

Spell-casting professions other than that of the magic-user can also be assumed. Many magic-user spells are the same as or similar to spells of other professions. Also, it isn't necessary to actually cast magic-user spells that are the same as or similar to the spells of the new identity assumed. It is possible to pretend to cast spells of the assumed appearance that have saving throws, such as *command* (first-level clerical) or *hold animal* (third-level druidic), and when nothing happens, just say that the target must have avoided the spell (i.e., saved). The spell-caster can also pretend to cast spells that have no observable effect, such as *bless* (first-level clerical) or *augury* (second-level clerical); others won't know these spells are ineffective. The use of faked spells can make the assumed appearance more believable, though the assistance of the DM is required if other gamers are to be fooled. It is even possible to cast regular magic-user spells that aren't similar to spells of assumed professions, with the explanation that they are newly created or discovered spells of the assumed profession.

Tables 3-5 list the other spell-casting professions and their spells that are the same as or similar to magic-user spells. The similar magic-user spells are listed in

Table 2
Spells for Mimicking Thieving Abilities

Thief-class function	Magic-user spell (level)
Pick pockets	<i>Present</i> (cantrip). Object must be known or visible; ESP may allow location and identification of unseen objects.
Open locks	Best to use: <i>unlock</i> (cantrip); <i>mute</i> (cantrip), used to alter hinges, lock mechanism, deadbolt, etc.; or, <i>knock</i> (2 MU). Note that <i>dimension door</i> (4 MU), <i>passwall</i> (5 MU), <i>teleport</i> (5 MU), or <i>polymorph self</i> (4 MU) (as an ooze or similar creature) can be used to bypass locked doors, but must be used out of eyesight. Also, <i>present</i> (cantrip) can be used to retrieve known objects from locked containers.
Find/remove traps	<i>Locate object</i> (2 MU) is useful for locating trap components such as trip wires.
Move silently	<i>Levitate</i> (2 MU) and <i>fly</i> (3 MU) allow movement without touching the ground; good if used with climbing motions.
Hide in shadows	<i>Invisibility</i> (2 MU).
Hear noises	<i>ESP</i> (2 MU) can be used to search for creatures with average and above intelligence, allowing eavesdropping.
Climb walls	<i>Levitate</i> (2 MU), <i>fly</i> (3 MU), <i>dimension door</i> (4 MU), and <i>teleport</i> (5 MU) can be used to reach places without climbing. <i>Feather fall</i> (1 MU) can be used to descend or eliminate falling damage.
Read languages	<i>Comprehend languages</i> (1 MU) and <i>read magic</i> (1 MU) are useful.

parentheses. Spells that can be faked are also included. Other spells, not listed, might also be faked. Table 6 lists all-purpose spells that can be used to imitate most other spells. Only spells from the updated list in *Unearthed Arcana* are

considered. Spells found in *Oriental Adventures* or DRAGON® Magazine aren't included, though many are appropriate.

Material, verbal, and somatic components often differ between magic-user spells and equivalent spells of other pro-

fessions – especially holy symbols for clerical spells and mistletoe for druidic spells. Range, casting time, area of effect, duration, and so forth may also differ. Magic-users won't automatically know the correct components and characteristics of

Table 3
Clerical Spells Which Can Be Mimicked

First level

*Bless/curse**
*Ceremony**
Darkness (2 MU)
Detect evil (2 MU)
Detect magic (1 MU)
*Invisibility to undead**
Light (1 MU)
Magic stone (cast *magic mouth* (2 MU) on it so it becomes "magical")
*Penetrate disguise**
*Portent**
Precipitation (1 MU)
Protection from evil (1 MU)
*Sanctuary**

Second level

*Augury**
*Chant**
*Detect charm**
Hold person (3 MU)
*Holy symbol**
*Messenger **
*Speak with animals**
*Withdraw**
Know alignment (2 MU)

Third level

Animal dead (5 MU)
*Cause blindness**
*Cause disease**
CJoudburst (3 MU)
Continual light (2 MU)
Dispel magic (3 MU)
Feign death (3 MU)
Glyph of warding (symbol, 8 MU)
Locate object (2 MU)
*Prayer**
Remove/bestow curse (4 MU)

Fourth level

Abjure (dismiss, 5 MU)
*Detect lie**
*Divination**
Lower water (6 MU)
Protection from evil 10' radius (3 MU)
Speak with plants (charm plants, 7 MU)
Sticks to snakes (polymorph any object, 8 MU)
Tongues (3 MU)

Fifth level

Animate dead (*monsters*) (*animate dead*, 5 MU)
Commune (*contact other plane*, 5 MU)
Dispel evil (*banish*, 7 MU)
Quest (*geas*, 6 MU)

Sixth level

Aerial servant (*invisible stalker* 6 MU)
Forbiddance (*antipathy*, 8 MU)
Part water (6 MU)
*Speak with monsters**
Word of recall (*teleport*, 5 MU)

Seventh level

Astral spell (9 MU)
Control weather (6 MU)
Gate (9 MU; or *ensnarement*, 6 MU)
Succor (9 MU)
Symbol (8 MU)

* Denotes spells that can be easily faked by merely imitating the spell-casting.
The level of the magic-user spell which duplicates a given clerical spell is given in parentheses.

Table 4
Druidical Spells Which Can Be Mimicked

First level

*Animal friendship**
*Ceremony**
*Detect balance**
Detect magic (1 MU)
Locate animal (*locate* object related to animals, such as a stable, 2 MU)
Precipitation (1 MU)
*Speak with animals**

Second level

Charm person or mammal (*charm person*, 1 MU; or *charm monster* 4 MU)
Feign death (3 MU)
Fire trap (4 MU)
Locate plant (*locate object* related to plants, such as garden markers, 2 MU)

Fourth level

Animal summoning I (*mount*, 1 MU)
*Call woodland beings**
Dispel magic (3 MU)
Hallucinatory forest (*hallucinatory terrain*, 4 MU)
Speak with plants (charm plants, 7 MU)

Fifth level

Animal growth (5 MU)
Animal summoning II (*mount*, 1 MU)
Pass plants (*dimension door*, 4 MU; or *teleport*, 5 MU)
Sticks to snakes (polymorph any object, 8 MU)
Transmute rock to mud (5 MU)
Wall of fire (4 MU)

Sixth level

Animal summoning III (*mount*, 1 MU)
Conjure fire elemental (*conjure elemental*, 5 MU)
Feeblemind (5 MU)
Transmute water to dust (6 MU)
Transport via plants (*dimension door*, 4 MU; or *teleport*, 5 MU)
Water summoning (*control weather* 6 MU)

Seventh level

Confusion (4 MU)
Conjure earth elemental (*conjure elemental*, 5 MU)
Control weather (6 MU)
Finger of death (*death spell*, 6 MU; or *power word*, *kill*, 9 MU)
Fire storm (*wall of fire*, 4 MU)
Reincarnate (6 MU)
Transmute metal to wood (polymorph any object, 8 MU)

* Denotes spells that can be easily faked by merely imitating the spell-casting.
The level of the magic-user spell which duplicates a given druidic spell is given in parentheses.

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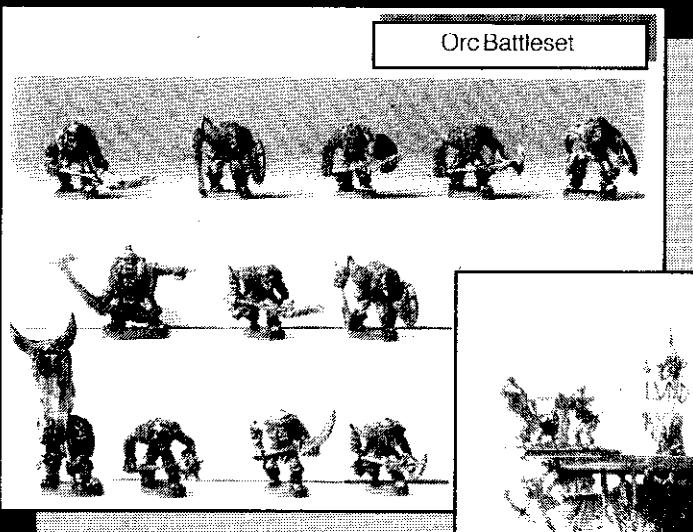
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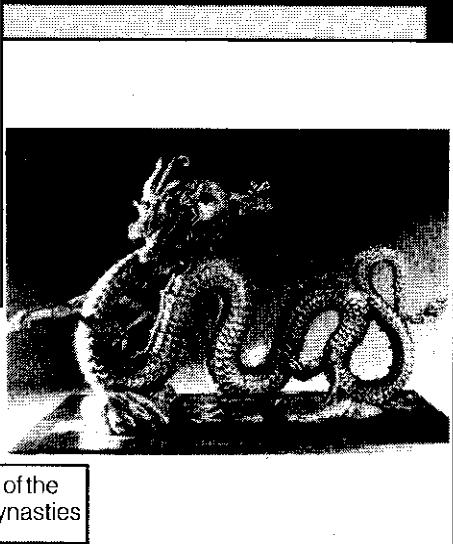
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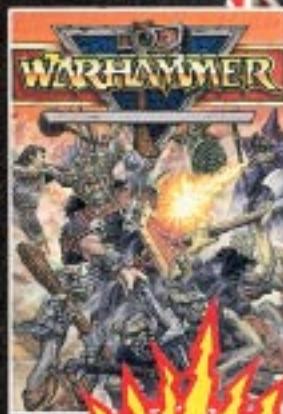


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spells of other spell-casting classes without research. This could be difficult, especially for high-level spells.

If they are nearby and paying attention, however, spell-casters from other classes may recognize the deception when spells of their profession are cast by magic-users. If the magic-user hasn't studied the other spell-casting class's spell, this recognition will be automatic. If the magic-user

has researched the other class's spell, a save on 1d20 vs. wisdom for clerics and druids, or on intelligence for illusionists, is suggested. However, it is unlikely that a low-level spell-caster will be sufficiently familiar with high-level spells of his profession to recognize the deception; nor is it likely that a spell-caster will recognize the deception for spells not yet encountered, or encountered spells not learnable due to

intelligence (*Players Handbook*, page 10). Besides, magic-users can always claim that the spell is a new spell, or a previously unknown version of an old spell.

"So you see, Lo-Ree, we can assume many identities. You should cultivate several believable ones – different ones for the different places you go, or for the different people with whom you deal. Most identities can be used for the rest of your life. Others should only be used once for dangerous adventures, then discarded."

"That is why I am Will, cleric of Wee Jas, when I'm in Nimro Dell; the halfling rogue Angus MacFergus of Kilchurn Castle on Flodden Field when I'm in Nutty Woods; Lucky, the animal procurer, in the capitol; and the half-orc rogue Grizzle Greasyguts when I deal with the miners of Gemstone Rift. And that's why we pretended to be two thieves who pretended to be rich ivory merchants when we recovered that spell book from the Red Hand in Stone Cirkel, after it had been stolen from our client – and why we will never use those identities again!"

"These are some of the tricks we have for survival. It's nice to gratify one's ego by seeking fame for one's exploits and powers, but I prefer the security that anonymity provides. Light attracts vermin; darkness is the cloak that protects all." Ω

Table 5
Illusionist Spells Which Can Be Mimicked

Cantrips

All magic-user cantrips can be used by illusionists.

First level

Audible glamer (2 MU)
Change self (polymorph self), 4 MU
Dancing lights (1 MU)
Darkness/light (2 MU/1 MU)
Detect illusion (3 MU)
Detect invisibility (2 MU)
Light (1 MU)
Phantasmal force (3 MU)
*Spook**

Second level

Alter self (polymorph self 4 MU)
Blindness (power word, blind, 8 MU)
*Deafness**
Detect magic (1 MU)
Fascinate (charm person, 1 MU; or charm monster 4 MU)
Invisibility (2 MU)
Magic mouth (2 MU)
Mirror image (2 MU)
*Misdirection**
Ultravision (4 MU)
Ventriloquism (1 MU)
Whispering wind (message, 1 MU; sending, 5 MU; or, demand, 8 MU)

Third level

Continual light (2 MU)
Dispel illusion (4 MU)
Fear (4 MU)
Hallucinatory terrain (4 MU)
Invisibility 10' radius (3 MU)
*Paralyzation**
Rope trick (2 MU)
Suggestion (3 MU)

Fourth level

Confusion (4 MU)
Dispel magic (3 MU)
*Emotion**
Massmorph (4 MU)
Minor creation (material, 3 MU; or fabricate, 5 MU)
Shadow monster (monster summoning, 3-9 MU)

Fifth level

Chaos (confusion, 4 MU)
Demi-shadow monster (monster summoning, 3-9 MU)
Magic mirror (4 MU)
Major creation (material, 3 MU; or fabricate, 5 MU)
Maze (7 MU)
Project image (6 MU)
Shadow door (phase door 7 MU)
Shadow magic (magic missile, 1 MU; fireball, 3 MU; lightning bolt, 3 MU; or, cone of cold, 5 MU)
Summon shadow (monster summoning IV 6 M U)

Sixth level

Death fog (cloudkill, 5 MU)
Demi-shadow magic (magic missile, 1 MU; fireball, 3 MU; lightning bolt, 3 MU; cone of cold, 5 MU; or cloudkill, 5 MU)
Shades (monster summoning, 3-9 MU)
Alter reality (limited wish, 7 MU; or wish, 9 MU)
Astral spell (9 MU)
Vision (contact other plane, 5 MU)

Seventh level

Four first-level magic-user spells can be selected in place of one seventh-level illusionist spell.

* Denotes spells that can be easily faked by merely imitating the spell-casting. The level of the magic-user spell which duplicates a given illusionist spell is given in parentheses.

Table 6
Magic-User Spells for General Spell Mimicry

Phantasmal force (3 MU)
Limited wish (7 MU)
Wish (9 MU)

Each of these spells has many applications.

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Better Living Through Alchemy

Potions and poisons: the alchemist NPC class

by Tom Armstrong

Alchemists were the scientists of Medieval times. They studied the physical sciences to understand the relationships between them, and between these sciences and man. The end of the rainbow for an alchemist was to find or create the Philosopher's Stone, a miraculous item with the power to transmute ordinary metals into gold, prolong life, and answer questions about the mysteries of living things. Alchemists believed the combination of science and magic would achieve these ends.

In AD&D® game terms, the alchemist is a subclass of the magic-user, and is the creator of magical and mundane potions, powders, fluids, poisons, antidotes, and inks. An alchemist is generally found in most large cities, but can sometimes (15% chance) be found in smaller towns and villages, and only rarely (5% chance) is he encountered as an adventurer.

The beginning alchemist character must meet or exceed the following scores: intelligence 15, wisdom 13, dexterity 13, and constitution 15. A high intelligence is necessary for the prospective alchemist to be able to learn and memorize the immense quantity of facts required for success. High dexterity is desired so that the alchemist can easily create his own glassware and avoid, as much as possible, spills and other mistakes which may result in faulty results. Wisdom is needed for the patience and perseverance required of all alchemical work, and an alchemist with a low constitution would not long remain healthy from constant exposure to assorted poisons, acids, and other solvents used in his research.

If the alchemist's intelligence exceeds 16

and his wisdom exceeds 15, he is entitled to a bonus of + 10% to all earned experience. The alchemist can be of any alignment, but is generally neutral in some respect of his alignment.

The alchemist uses 1d4 for hit points. He attacks and makes saving throws on the same tables as does a magic-user, except that saving throws vs. poisons and acids are at +2. He can be of the human, half-elven, or elven (any type) race. Level advancement is exactly the same as for magic-users of the same races, as per page 9 of *Unearthed Arcana*. No other class may be taken in conjunction with this class by either humans or demi-humans. The beginning age in years of an alchemist is 24 + 1d8 if human, 150 + 10d4 if elven, or 35 + 1d6 if half-elven.

Before beginning his life of research, an alchemist must first complete an apprenticeship under a master alchemist. During this apprenticeship, he is taught many skills, including: glassblowing; plant, animal, and mineral identification; and, the basics of metallurgy. He also learns how to read, write, and understand the ancient Alchemist's Script, a secret language that is never spoken (being composed of symbols alone) which is special to this class. Following this training, any alchemist can, at will, utilize the following powers: *locate plants*, *locate animals*, and *summon animals*. These powers can each be utilized once per round, one time per day for every five levels of experience the alchemist has. In order to identify potions while traveling, the alchemist must have a test kit, which costs 10 gp and is sufficient to make 5-10 tests.

If the nonweapon proficiencies in the *Dungeoneers' Survival Guide* are used, the alchemist character starts with no proficiency slots, because the character utilizes

the skills noted above and further described in Table 1. The alchemist gains an additional proficiency slot every four levels thereafter, beginning with 5th level.

An alchemist may wear leather or padded armor but prefers no armor at all. An alchemist never uses a shield, and is limited to the following weapons: hand axe, club, dagger, knife, sickle, sling, staff, whip, and blowtube.

A sickle is a 2'-long tool used to cut grass or grain. Alchemists frequently use one, since it can be used to gather the plants they need and can double as a weapon at the same time. The blade is sharply curved and is sharpened on the inside of the curve. Damage for a sickle is 2-5 hp against small and man-size creatures, and 1-3 hp against creatures larger than man-size. The weapon speed factor is 3.

A blowtube is a short tube, 1-2' in length, used to blow powder at opponents. The maximum range of a blowtube is 20', which may be lengthened if the wind is in the firer's favor. The powder is contained in a tissue paper or thin glass tube which breaks open on impact; the powder may also be placed in the tube loosely, with a paper wad at either end. Powders in glass or paper "bullets" affect only the target; loose powders affect all within a 20'-long cone that is 1' wide at the start and 15' wide at the terminus. Dusts may also be emptied out by hand from small packets, each covering a 10' radius.

An alchemist can use flaming oil as a weapon. Those aligned with good never use poisons, but the use of poisons by other alignments is at the discretion of the DM. All alchemists, regardless of alignment, can create poisons and antidotes.

At the first level, an alchemist is proficient with but one weapon. The attempted use of a weapon with which he is not proficient incurs a penalty on his "to hit" roll of -5. Additional weapon proficiencies are gained every five levels after the first. An alchemist attacks only once per round.

Alchemists can utilize any magical item which is usable by all classes, plus those items usable by *both* magic-users and illusionists. Certain magical items have improved performance when possessed and utilized by an alchemist.

Alchemy jug: The amounts of the various fluids are doubled, but the rate of flow is the same, so the time necessary to completely pour out one of the fluids is doubled.

Beaker of plentiful potions: If used by an alchemist, such a beaker always gives forth five *different* potions.

Cloak of poisonousousness: An alchemist has a 15% chance per level of recognizing such a cloak, and thereafter has an equal chance of negating the poison in the cloak, rendering the cloak perfectly normal. If the attempt to negate the poison fails, the alchemist must save (at + 2) against the poison's effects.

Philosopher's stone: Double the normal

Table 1
Alchemist Nonweapon Proficiencies

Proficiency	Ability	Modifier
Animal identification	Intelligence	+3
Glassblowing	Dexterity	+1
Metallurgy	Intelligence	0
Mineral identification	Intelligence	+1
Plant identification	Intelligence	+5

Alchemical oven and still from a 15th century German woodcut.



Table 2
Alchemist Experience Points and Levels

Experience points	Experience level	1d4 for hit points	Level title
0-3,000	1	1	Novice
3,001-6,000	2	2	Apprentice
6,001-12,000	3	3	Initiate
12,001-24,000	4	4	Mixer
24,001-48,000	5	5	Brewer
48,001-96,000	6	6	Distiller
96,001-180,000	7	7	Compounder
180,001-350,000	8	8	Junior Journeyman
350,001-700,000	9	9	Senior Journeyman
700,001-1,050,000	10	10	Junior Alchemist
1,050,001-1,400,000	11	10+1	Senior Alchemist
1,400,001-1,750,000	12	10+2	Master Alchemist

400,000 experience points per level for each additional level beyond the 12th. Alchemists gain 1 hp per level after the 10th.

Table 3
Alchemist Skill Levels

Level	Read Language*	Identify Potion **	Identify Poison **	Detect Poison
1	50%	5 %	-	-
2	53%	10%	5 %	-
3	57%	15%	10%	5
4	60%	20%	15%	10%
5	63%	25%	20%	15%
6	67%	30%	25%	20%
7	70%	35%	30%	25%
8	73%	40%	35%	30%
9	77%	45%	40%	35%
10	80%	50%	45%	40%
11	83%	55%	50%	45%
12	87%	60%	55%	50%
13	90%	65%	60%	55%
14	92%	70%	65%	60%
15	94%	75%	70%	65%
16	96%	80%	75%	70%
17	97%	85%	80%	75%
18	98%	90%	85%	80%
19	99%	95%	90%	85%
20	99%	99%	95%	90%
21	99%	99%	99%	95%
22+	99%	99%	99%	99%

* The ability to read languages does not enable the alchemist to read any magical writings not pertaining to all classes or to alchemists alone.

** Test kit is required.

A roll of 00 in any of these skill areas always indicates failure.

Illustration courtesy of Dover Publications, Inc.

amount of metal can be transmuted. If green crystals are present, an alchemist can create 2-5 *potions of longevity* from them. If white powder is present, the alchemist can utilize it to create two raise dead potions rather than just one.

Hirelings and henchmen can be found at any time. Henchmen are fighters, rangers, druids, magic-users, thieves, or barbarians. A barbarian only becomes the henchman of an alchemist if the barbarian is 4th level or higher, and if the alchemist has performed some deed of benefit to the barbarian's clan or tribe. An alchemist strongly prefers to work for a magic-user, whether to help create a homonculous, mix a potion for a magic-user of 7th level or above, etc. The process of creating a homonculous is given in the Monster Manual, page 53, and in DRAGON® issue #97, page 35.

When adventuring, an alchemist usually travels with a group containing fighters, but more probably with the usual contingent of clerics, magic-users, and thieves in addition. The party will probably guard or assist the alchemist with the procurement of the rare materials necessary to compound his formulas. Should an alchemist be sought to accompany adventurers, he only leaves his research and business if promised an equal share of any treasure found, plus ample opportunity to search for the various herbs, minerals, and other ingredients necessary for his compounds. He always has the means to carry a relatively large number of vials and other containers in which he can store the various ingredients he finds in his travels. He guards any such acquisitions jealously; their safety is of paramount concern, secondary only to the safety of the alchemist's life.

Alchemists seldom build strongholds, preferring to live in cities, where they are reasonably close to their sources of supply. Should an alchemist build a stronghold, he will not collect revenues from the local inhabitants, nor will he often be seen socially by the locals. Rather, he is a rec-

Table 4
Typical Alchemical Equipment

Item (price)	Description
Alembic (2 gp)	An airtight, glass distillation device
Apothecary jar (3 sp)	Glass container with fitted glass cover for storage of herbs and other materials
Beaker (2 sp)	Open glass container for mixing fluids
Bellows (5 gp)	For fanning a furnace or forge
Brazier (10-20 gp)	For containment of a fire
Cauldron (30 gp)	Large metal container for heating liquids
Crucible (5 gp)	Open ceramic or stone container for melting or sublimating materials
Cruet (1 gp)	Small glass bottle with a fitted glass top; used for holding fluids
Funnel (1 gp)	Glass cone with an opening in the small end; used for pouring liquids
Glass, chunks (1 gp/pound)	Raw material for the making of glassware
Glass tubing (1 sp/foot)	Material for making of pipettes and other items
Glass-working tools (50 gp)	Equipment needed for the making of glassware
Graduate (5 gp)	Marked open container for the accurate measurement of liquids
Ink (1-5 sp per bottle)	For writing
Lens* (10 gp)	Glass magnifier for concentrating rays of light (an examination device)
Mortar and pestle (3-18 gp)	Ceramic or stone bowl and grinder, used to powder and mix ingredients; various sizes are available
Parchment (1 sp/sheet)	For keeping records
Prism* (10 gp)	Triangular, solid-glass item for the refraction or splitting of light
Quill (1-5 cp)	For use as a writing pen
Reagent bottle (3 gp)	Large glass bottle with a fitted glass top; used for containing acids, poisons, and other caustic fluids
Retort (2 gp)	Open glass globe with a long, glass neck; used for distillation
Tongs (3 sp)	For handling hot glassware and specimens
Vial, clay (1 sp)	Container with cork, glass, or metal stopper; used for the holding of materials
Vial, glass (3 sp)	As above
Vial, metal (1 gp)	As above
Scale (30-100 gp)	Weights and balance for accurate weighing of materials
Test kit (10 gpl)	Materials for the testing of unknown magical and mundane fluids; contains enough for 5-10 tests

* Prisms and lenses require a very high level of skill in glassblowing, and so are not commonly found, except in the largest cities. Prices and availability of these items may vary considerably from campaign to campaign.

Table 5
Alchemists Substance-Creation Failures

Alchemist's intelligence	Chance of failure
15	15%
16	10%
17	5%
18	3%
19	2%
20+	1%

Roll 1d100 when a substance is completed. If the result is equal to or less than the percentage shown after the alchemist's intelligence, roll a 10% chance for a harmful substance (see pages 38-39) to be created. If this does not occur, then roll on Table 5A. A roll on Table 5 of 01 always indicates a failure.

luse, spending his time in research and in the gathering of materials for his research.

An alchemist can identify potions and poisons, and can detect poisons at a certain percentage chance of success, depend-

Table 5A
Alchemist Failure Results Chart

Die roll	Failure result
01-60	Substance inert; no effect, other than a very bad taste.
61-70	Makes the imbiber ill for 2-8 hours; -2 to all attacks and saving throws during this time.
71-73	Intended effect of substance is reversed in a harmful manner, as the DM decides.
74-85	Minor explosion; 1-4 hp damage to all within 10' of explosion.
86-93	Explosion; 1-20 hp damage to all within 20' of explosion.
94-99	Major explosion; 3-30 hp damage to all within 30' of explosion.
00	A new potion is formed! *

* If a result of 00 is obtained, the DM determines the effects of the substance, keeping in mind the relative power of related substances and of substances of the same level. This does not mean the new substance must be of the same level as the one attempted. It is entirely possible that the new substance is more (or less) powerful than that intended, and it might not be beneficial.

ing on his level. As shown on Table 3, the chance for identification of a poison is higher than his chance to detect a poison. In the first case, he already knows he is dealing with a poison, and he has only to determine what type it is. In the second case, he does not know that the substance

in question is a poison, and therefore must start from scratch. There is never a 100% chance for success in any of these areas, since there is considerable variation in the compounding of any potion, and one can never be absolutely sure of any test results for that reason.

The alchemist in town

If an alchemist decides to set up a business in town, he will need a lot of money to establish a laboratory, library, and home. First, a building is necessary, the cost of which varies according to the prevailing prices in the campaign. The building must have sufficient space to contain at least the living space, library, laboratory, and sales area.

The living area must include an area for sleeping and one for cooking, at the least. The library can simply be a large room equipped with sufficient shelving to hold the numerous books, scrolls, and research records which the alchemist naturally acquires. The purchase of the basic books and scrolls necessary to begin a laboratory costs the alchemist 500-2,000 (5d4 X 100) gp per level of the potions to be produced.

The laboratory represents a large portion of the alchemist's investment. Many various items of glassware, such as alembics, beakers, flasks, jars, vials, and retorts are necessary, particularly if the alchemist plans to work on more than one potion at a time. However, he can save some money by making most of the glassware himself.

The sales area need only be a small room with a door to the street for customer access. An additional 50-200 gp is needed to cover initial supplies of solvents, herbs, and basic furnishings.

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Table 6
Potions and Compounds by Level

1st Level	2nd Level	3rd Level
<i>Animal control</i>	<i>Clairaudience</i>	<i>Clairvoyance</i>
<i>Philter of beauty</i>	<i>Rainbow hues</i>	<i>Diminution</i>
<i>Climbing</i>	<i>Oil of sharpness, +1</i>	<i>Gaseous form</i>
<i>Fire resistance</i>	<i>Speed</i>	<i>Levititation</i>
<i>Healing</i>	<i>Sweet water</i>	<i>Life elixir</i>
<i>Philter of love</i>	<i>Ventriloquism</i>	<i>Plant control</i>
4th Level	5th Level	6th Level
<i>Growth</i>	<i>ESP</i>	<i>Fire breath</i>
<i>Heroism</i>	<i>Extra-healing</i>	<i>Flying</i>
<i>Invisibility</i>	<i>Philter of glibness</i>	<i>Elixir of health</i>
<i>Polymorph self</i>	<i>Hill giant control</i>	<i>Hill giant strength</i>
<i>Oil of sharpness, +2</i>	<i>Invulnerability</i>	<i>Oil of sharpness, +3</i>
<i>Vitality</i>	<i>Water breathing</i>	<i>Oil of slipperiness</i>
7th Level	8th Level	9th Level
<i>Acid resistance</i>	<i>Oil of fiery burning</i>	<i>Black dragon control</i>
<i>Human control</i>	<i>Keoghtom's ointment</i>	<i>Brass dragon control</i>
<i>Incense of meditation</i>	<i>Longevity</i>	<i>Frost giant control</i>
<i>Nolzur's marvelous pigments</i>	<i>Oil of sharpness, +4</i>	<i>Green dragon control</i>
<i>Stone giant control</i>	<i>Stone giant strength</i>	<i>Super-heroism</i>
<i>White dragon control</i>	<i>Oil of timelessness</i>	<i>Dust of tracelessness</i>
10th Level	11th Level	12th Level
<i>Copper dragon control</i>	<i>Dust of appearance</i>	<i>Bronze dragon control</i>
<i>Frost giant control</i>	<i>Blue dragon control</i>	<i>Cloud giant strength</i>
<i>Oil of sharpness, +5</i>	<i>Cloud giant control</i>	<i>Oil of disenchantment</i>
<i>Treasure finding</i>	<i>Oil of etherealness</i>	<i>Red dragon control</i>
<i>Undead control</i>	<i>Fire giant control</i>	<i>Oil of sharpness, +6</i>
<i>Elixir of youth</i>	<i>Fire giant strength</i>	<i>Silver dragon control</i>
13th Level	14th Level	
<i>Cloud giant control</i>	<i>Dust of dryness</i>	
<i>Dust of disappearance</i>	<i>Oil of elemental invulnerability</i>	
<i>Gold dragon control</i>	<i>Oil of impact</i>	
<i>Magic resistance*</i>	<i>Mist dragon control</i>	
<i>Storm giant control</i>	<i>Sovereign glue</i>	
<i>Storm giant strength</i>	<i>Ultimate solution</i>	

* Potion of *magic resistance*: This potion imbues the imbiber with a 20-50% resistance to *all* magic. The drinker should keep in mind that the resistance extends to beneficial spells as well as harmful ones (XP value 1,000; GP value 2,000).

Research and compounding

The magic potions commonly available in the AD&D game have been divided into "levels," and are shown in Table 6. An investment of 100-500 gp must be invested to gather a library of research scrolls and books for each level of potions. This is a one-time expenditure per level. Each potion requires a certain amount of time to compound. The alchemist must have, at the very minimum, the ingredients shown in order to create any potion. It is more likely that the character must do some research to learn exactly what else may be necessary to compound a given potion. The DM adjudicates the alchemist's success in research. The costs for research is at least 50-300 gp per level of the potion desired ("potion" here means any alchemical substance). Table 7 describes powders.

These are relatively simple compounds, the first mixtures learned by an apprentice alchemist.

While the ingredients are simple, there is a chance that the mixture does not perform as intended. This is the chance taken when mixing any alchemical formula, and is indicated on Table 5.

Some of the substances from the treasure lists are not given here: potion of *delusion*, *oil of fumbling*, *elixir of madness*, *incense of obsession*, *dust of sneezing and choking*, and the *philter of stammering & stuttering*. These items are created only when an unlucky or inept alchemist errs in the compounding of some other item; as a result, there are no known formulas for them. When an alchemist fails in the compounding of some potion, there is a 10% chance, rolled be-

Table 7
Typical Ingredients for Alchemical Powders

Powder	Ingredients (and other notes)
Aphrodisiac	Asafetida, cayenne, euphorbia (causes target to become more interested in the opposite sex than in anything else)
Courage	Tiger lily, persian gum (negates the effects of magical fear)
Cure bleeding	Irish moss, kelp, woundwort (stops all bleeding, even if a limb has been severed)
Cure circulatory diseases	Peony, sweetbalm, kelp, coriander (60% chance of curing any normal circulatory disease)
Cure nausea	Coriander, alfalfa, peony (cures any airsickness, seasickness, or nausea due to an excess of alcoholic drink)
Cure nervous disorders	Lavender, asafetida, coriander, bryony (60% chance of curing any normal nervous disorders)
Cure paralysis	Asparagus, bitter herb, alfalfa, bryony (50% chance of curing any paralysis)
Cure respiratory diseases	Acacia, angelica, knotweed, coriander (60% chance of curing any normal respiratory disease)
Friendship	Chicory, olive leaf, sweet balm (causes target to become friendly to the powder-caster; saving throws at +1 apply)
Healing (minor)	Bryony, daffodil, amaranth (cures 1d4 hp for any mortal, nonmagical creature)
Insect repellent	Daisy, jasmine, toadflex (repels all normal or giant insects)
Lycanthrope repellent	Wolvesbane, sulfur, Solomon's seal (lycanthropes avoid anything with this powder sprinkled upon it)
Magic detection	Jimsonweed, solomon's seal, hawthorn (sprinkling on magical target causes the item to glow with a silvery sparkle)
Night vision	Carrot, arrowroot, sesame, jimsonweed (grants the user the ability to see in the dark as well as a cat; this is a light-intensifier and does not grant infravision)
Scroll ink	Widely variable, depending on the scroll (for use in scroll writing and copying)
Sleep	Poppy, sweet balm, chamomile (target desires only to lie down and sleep; saving throws apply)
Smoke	Alder, mangrove (creates dense gray smoke covering an area within 10' radius of impact)
Tranquilizer	Hemlock, knotweed, white lotus (target becomes very lethargic and quiet; saving throws apply)
Truth	Nettle, myrtle, celamine (target is compelled to tell the truth; saving throws at +1 apply)
Undead repellent	Mandrake, jasmine, loosestrife (undead avoid anything with this powder sprinkled on it)

The duration of the effects of all powders, except for curative types, is 3d6 + 2 minutes. Also, all references to saving throws in relation to powders are vs. poison.

fore rolling on Table 5A, that one of these "mistakes" is the result.

The formulas for potions vary widely. There are many substances with similar properties, and these can be combined in many different ways to create the same effect. For this reason, an alchemist may know how to create a given potion, but may not recognize it or a formula for it when he sees it, simply because it was created by another alchemist.

An alchemist can create one level of potions per day for each level of experience he has gained. He may never "combine days" to create a potion of a level higher than he has obtained. Powders are considered to be half-level potions for this purpose. For example, a 1st-level alchemist can create two powders or one first-level potion. A 6th-level alchemist can create one sixth-level potion, six first-level potions, three second-level potions, or any other combination of potions that does not exceed six, in the course of one day.

An alchemist receives experience points for the creation of potions and other magical materials equal to the experience-point value of the finished item. An unsuccessful attempt at a formula still earns 50 xp. He also gains experience through the finding, identification, or discovery of various plants, animals, minerals, etc., for his formulas (5-50 xp per event).

Any alchemist can distill or create poisons. The strength of the poison depends on the level of the alchemist. Damage done

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Table 8
Typical Ingredients for Alchemical Potions and Powders

Alchemical substance	Typical ingredients
<i>Appearance, dust of</i>	6 oz. of powdered chalk, 500 gp of emerald dust, and 12 annis hairs
<i>Acid resistance, oil of</i>	Two giant slug eyestalks, and a black dragon fang
<i>Animal control</i>	A paw, hoof, or claw of the animal type to be controlled, and a lock of a druids hair
<i>Beauty, philter of</i>	A lock of sirine hair, and a ground succubus horn
<i>Clairaudience</i>	Six giant bat ears
<i>Clairvoyance</i>	Two giant owl eyes, and a cadaver thalamus gland
<i>Climbing</i>	A giant spider leg
<i>Diminution</i>	1 oz. of shrinking violet flowers, with either 1 oz. of snyad blood or a powdered sprite wing
<i>Disappearance, dust of</i>	12 powdered pixie wings, or one whole (dead) invisible stalker
<i>Disenchantment, oil of</i>	12 oz. of disenchanter hair
<i>Dragon control</i>	The brain of the appropriate dragon type
<i>Dryness, dust of</i>	A dustdigger arm, or a portion of a sandling
<i>Elemental invulnerability, oil of</i>	Dependent upon the type of elemental to be controlled: earth uses tiger eye, water uses smoky quartz, air uses zircon, and fire uses ruby (gem values of at least 1,000 gp). Powder the gem, then add 4 oz. of the appropriate element.
<i>ESP</i>	6 oz. of doppelganger blood, or two mind flayer tentacles
<i>Etherealness, oil of</i>	A bottle of aerial servant essence
<i>Extra-healing</i>	6 oz. of troll blood
<i>Fire breath</i>	A chimera stomach, or a barbed devil claw
<i>Fiery burning, oil of</i>	Five salamander scales, or three drops of phoenix blood
<i>Fire resistance</i>	A red pyrolisk feather, or a stench kow horn
<i>Flying</i>	Eight hippogriff wing feathers, or a lock of Pegasus tail
<i>Gaseous form</i>	Dust from a destroyed vampire, or three dead vapor rats (in a bottle)
<i>Giant control</i>	A brain of the appropriate giant type
<i>Giant strength</i>	Six fingernails from the appropriate giant type
<i>Glibness, philter of</i>	Any minor devil tongue
<i>Growth</i>	A spriggan heart, or 6 oz. of ogre-mage blood
<i>Healing</i>	A vial of holy water, three lammasu feathers, or 1 oz. of troll flesh
<i>Health, elixir of</i>	A vial of holy water, and a couatl feather
<i>Heroism</i>	The heart of a lion, or an androsphinx feather
<i>Human control</i>	6 oz. of nixie blood, or dust from a destroyed vampire or succubus
<i>Illusion, dust of</i>	A lock of lamia hair or a rakshasa brain
<i>Impact, oil of</i>	A powdered minotaur horn
<i>Invisibility</i>	6 oz. of pixie sweat
<i>Invulnerability</i>	A tarrasque or gargoyle horn
<i>Kheoghtom's ointment</i>	1 pint of royal jelly from giant bees
<i>Levitation</i>	Two beholder eyestalks, or 8 oz. of Type II demon ichor
<i>Life, elixir of</i>	10 phoenix head feathers
<i>Longevity</i>	3 oz. of elven blood, or 6 oz. of mummy dust
<i>Love, philter of</i>	A lock of dryad hair
<i>Meditation, incense of</i>	1 oz. of hallucinogenic spores from a myconid, and one holy/unholy symbol
<i>Nolzur's marvelous pigments</i>	Clematis, lady's mantle, and 500 gp worth of platinum or sapphire
<i>Plant control</i>	2 oz. of treant sap, 1 oz. of shrieker spores, or a vegepygmy "brain"
<i>Polymorph self</i>	A doppelganger brain, or a jackalwere heart
<i>Rainbow hues</i>	Two giant dragonfly wings
<i>Sharpness, oil of</i>	One tarrasque tooth per +1 of enchantment
<i>Slipperiness, oil of</i>	4 oz. of boggle oil
<i>Sovereign glue</i>	6' piece of cave fisher filament, one roper tentacle, or 16 filaments from a giant sundew
<i>Speed</i>	A thri-kreen eye, four unicorn mane hairs, or a giant wasp wing
<i>Super-heroism</i>	Four giant wolverine claws, and 6 oz. of (any) giant's blood
<i>Sweet water</i>	Four shedu tail hairs
<i>Timelessness, oil of</i>	Part of a time elemental
<i>Tracelessness, dust of</i>	2 oz. of bogart bone
<i>Treasure finding</i>	Three ancient dragon scales
<i>Undead control</i>	Hand of an evil high priest, or dust from a lich's bones
<i>Ultimate solution</i>	2 oz. of dracolisk acid, and two "pearls" from a land urchin
<i>Ventriloquism</i>	A bottle of leprechaun's breath
<i>Vitality</i>	A vial of holy water, and a titan fingernail clipping or 3 oz. of troll blood
<i>Water breathing</i>	Eight water naga scales, or 1 oz. of triton gills
<i>Youth elixir</i>	6 oz. of ki-rin hair

These ingredients are only a few possibilities. Imagination and research may discover other items that also produce the desired compound. The DM must keep in mind that it should not be easy to acquire all the ingredients for a potion – the more powerful potions in particular. At least one ingredient should be from a powerful monster, be very rare and expensive, or be found in some remote place.

by a poison is equal to the creator's level multiplied by 1d6, so a 1st-level alchemist can create a poison that does 1d6 hp damage unless a saving throw vs. poison is successful. Naturally, if a saving throw is successful, no damage is done by the poison. There is a 10% chance that the distillation of a poison results in failure. If this happens, the result is simply an inert fluid. Do not roll on Table 5 if this occurs.

Alchemists may distill poisons from various monsters, if they have a formula showing them how to do it properly. The resultant poison does the same damage or has the same effect as if it had been administered by the monster from which it was distilled. If distilled without this formula, the result may be weaker or may do nothing at all.

Whenever an alchemist creates or distills a poison, he simultaneously formulates its antidote. This is not necessarily out of concern for others, but more out of self-preservation.

Acids can be created by the alchemist, beginning at the 5th level of ability. At the 5th level, an alchemist can make an acid that does 1d6 hp damage to any creature touched by it. Acids created by alchemists of higher level than 5th do 1d6 hp damage more per level of the creator over 5th (e.g., a 7th-level alchemist can create an acid doing 3-18 hp damage).

Powders and dusts are simple compounds which are quickly learned by an alchemist. They can be added to foods or drinks, sprinkled upon an item or creature to be affected, or fired from a blowtube. Most powders are compounded from various herbs, roots, flowers, etc. The acquisition of these plants is not necessarily easily accomplished. The DM determines whether or not a given component is available to the alchemist, and if not available, what must be done to acquire it. A few powders require the addition of powdered gems or other substances. For this reason, most alchemists become collectors of gems and jewelry rather than gold and silver.

Various compounds, powders, and potions are given in Tables 7 and 8, along with the substances necessary for their compounding. However, the alchemist character needs to research or acquire these formulas to determine the proper proportions of the ingredients and the methods of their compounding. The DM may include in treasure hoards some scrolls containing various formulas for potions and powders. Without a formula for a potion or powder, an alchemist cannot create it, even if he knows everything else about that substance. Magical alchemical scrolls may be found which enable an alchemist to compound a potion that is otherwise beyond his level, but these are usable for one mixing only.

Other useful substances which an alchemist might acquire include acids, alkalies, alcohol, oils, and water, for use as solvents, corrosives, preservants, and the



Illustration courtesy of Dover Books

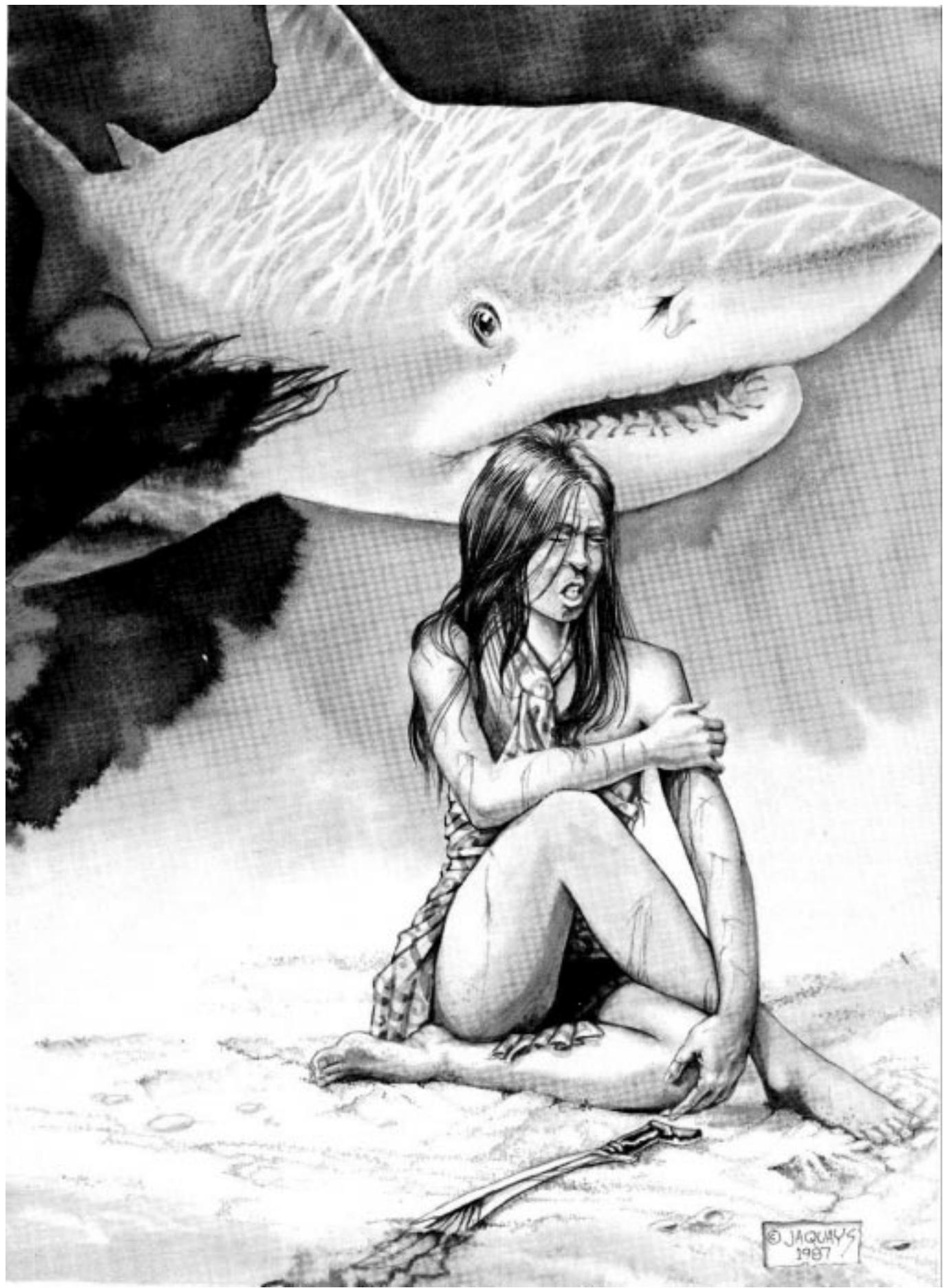
like. A chemistry textbook offers more information for gamers who want more details on this.

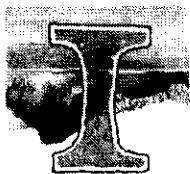
Even though the alchemist appears to be more a scholar than an adventurer, he can still be an active and viable NPC, and a great asset to any group of adventurers returning to town from a trip into the wilderness. If the DM allows the alchemist to be proficient in throwing rocks, vials, etc., the alchemist can be effective as secondary artillery, preceding hand-to-hand combat. Also, his assortment of

fluids and powders can be as effective as magical spells in many cases. It becomes frustrating for the characters to find a useful potion, then have to use half of it in order to determine just what it is. Alchemists can save lots of trouble here with their special skills.

Try the alchemist in your campaign. He makes a great NPC for the DM, but he's even more fun for the players!

[Previous versions of the alchemist NPC have appeared in DRAGON issues #3, 45, and 49.]





Iuti squatted motionless near the edge of the reef flat, her still body washed time after time by the wave's ceaseless action. Her golden brown skin and the faded skirt and long-sleeved man's tunic she wore for warmth against the evening chill blended perfectly with

the tumble of coral stones and boulders.

Only her eyes moved as she searched the incoming swells.

"Come to me, brothers," she chanted softly. "Come fill my nets before I turn to a cold stone here in the sea." She did not use a true beckoning spell - she dared not with Pahulu lurking nearby - she only said the words in time with the shifting waves.

Flickering color caught Iuti's attention, and she shifted her gaze to follow the erratic paths of two blue-green parrot fish. They began feeding on the living coral, and Iuti watched patiently while they darted here and there among the colorful growths, turning and drifting together through the clear water as if they were one.

The parrot fish turned away from the reef, and abruptly, Iuti dashed forward. She leapt a gap in the coral and scooped the startled fish into her hand nets. As quickly as one touched and tangled itself in the left net, the other did the same in the right. Struggling for footing in the wave's strong backwash, Iuti lifted each of the fish to her mouth, biting them just behind their eyes. It killed them instantly and removed them forever from Pahulu's power.

It was a game these two played, the island sorceress and the mainland warrior: one forever lurking in the background, the other meticulously avoiding all use of the magic that would give the sorceress entry to her soul. Pahulu's sorcery was particularly powerful in and around the sea, Iuti knew. The sorceress could send her soul into the living fish and other sea life, binding them to her will and enchanting them so that their flesh would cause terrible nightmares, even death for any who ate it.

Iuti glanced back toward the beach as she disentangled the fish from her nets. She knew the sorceress was there somewhere, hiding in the shadows, waiting for the chance that Iuti might break her resolve never to use magic on this isle. Iuti wondered if the islanders knew that their healer gained her power by draining it from other living creatures, if that was why so little magic was in evidence here. She stuffed the fish into her woven waist pouch and wiped the slickness from her hands.

Casually scanning the reef flat, Iuti saw that the girl Tarawe had crept closer while she was busy with the fish. Tarawe was lying prone in the water now, with only her head above the shifting waves, no doubt thinking herself well-hidden. Iuti restrained a smile, her unacknowledged apprentice was getting better.

Iuti supposed she would have to do something about Tarawe soon. Send her away. Make her angry or afraid enough to stop her spying before the others, especially Pahulu, decided to take notice. It was too bad, for the teenager showed great promise and was obviously interested in learning. Often, Iuti came upon her practicing some technique learned only from distant watching.

A change in the air brought Iuti's full attention back to

Shark-killer

by Carol Severance

Illustrations by Paul Jaqmys

the sea. The rhythm of the waves had not changed. Nor had the wind, but something was oddly different. She listened carefully above the rumbling surf, wishing she could call on Mano's power to amplify the sounds. She had lived so long under her totem's protection that at times she distrusted her own natural senses.

Iuti grew taut as she recognized the soft splash of canoe paddles and the barely audible cadence of a whispered war chant. Quickly, she sank down again and turned her look toward the open sea.

No islander would be outside the lagoon at this hour. It was near dark, the sun had almost set. Iuti had only stayed on the reef this long to teach Tarawe a lesson - and to irritate Pahulu. She hoped the girl, at least, would have sense enough to remain hidden.

The chanting drifted off with the wind for a moment, then returned, just loud enough for Iuti to follow the boat. Through squinted eyes she made out a shadow on the water, then the wavering silhouette of an outrigger paddling canoe bearing steadily toward the island. As it reached the breaking waves, the steersman dug his paddle deep into the sea, turning the canoe parallel to the reef's edge. The chant changed. The beat became stronger, the voices deeper so that the sound carried clear and clean through the night air.

"Mano, protect the girl," Iuti whispered softly. She did not ask the shark's safety for herself - she no longer held that right - but dread crept like mainland cold across her back. The chant was a ghost song, sung only by crews of the dead. She could see-now that the canoe carried only seven paddlers. The place before the steersman was empty.

The canoe moved steadily closer. It would pass just yards away from-where Iuti hid. She braced herself as best she could against the surge, and breathed sporadically between the sweep of the deepening waves. The tide was reclaiming the reef, so she would have to move soon or risk drowning.

The sudden thought that the canoe might have come for her made Iuti shiver, gave her a taste of brine through inadvertently parted lips. The great warrior Ser Iuti Mano, one the Teronin War's bloodiest survivors, dead with a sackful of fish on her back. There was a joke to test the gods. She sucked in a slow, deep breath, tucked her chin to her chest, and slid beneath the water while the canoe glided past.

As soon as she dared, Iuti lifted her head again. There was something familiar about the canoe, though it seemed to be made in the island style. Wood thunked on wood and a muffled curse reached Iuti's ears, causing her to choke in surprise. She dropped quickly-underwater again, holding what little breath she had left until it could be held no more.

This was no ghost canoe! Not unless dead men now cursed in the gutter tongue of Teron. Iuti shifted and peered again through the near darkness. Knowing now what to look for, she recognized the slightly high prow and extended outrigger of a Teronin war canoe. It had been altered to appear island-made from a distance, and certainly the death chant was real enough, sung in the island's own dialect. But the men aboard, she would

wager, were as alive and warrior-wise as she. Iuti remained as still as the growing coral until the canoe had completed its passage along the windward reef.

As soon as the canoe was gone, Iuti slipped back across the reef flat. She startled Tarawe from her hiding place and urged the soaking, shivering girl back to the village. Pahulu was already there, talking excitedly to the gathered islanders.

"The only lives that vessel seeks are those too foolish to prepare a defense," Iuti told them all when Pahulu insisted the ghost canoe was real. "It's an old Teronin trick. They use some local superstition to frighten their intended victims into huddling together unarmed. Then they attack when you are most vulnerable. If you insist upon hiding in your homes to avoid a nonexistent ghost canoe, Teronin warriors will walk ashore unchallenged two nights from now. They will slaughter you in your own homes."

"We have no quarrel with the Teronin," Tarawe's uncle said. He was chief of the leading clan, and he spoke for all the others. "These islands are neutral territory, more valuable left alone than destroyed by roving warriors. We pay regular tribute to the Teronin to leave us in peace." Iuti wondered, not for the first time, what these small islands had to offer that kept the Teronin away. Perhaps it was only their isolation and their seeming poverty that provided their protection.

"No, warrior, it was a true ghost canoe that came tonight," Tarawe's uncle went on. "Pahulu saw it from shore. We all heard the chant right here in the village."

"But Pahulu was far up on the beach," Iuti said. "I was at the reef's edge, so close I could have reached out and touched the canoe." She explained again about the shape of the vessel, repeated the whispered war chant she'd heard, and the Teronin curse. She implored them to aid her in preparing for the island's defense.

But they would have none of it.

"Go back to your hut," Pahulu said, "before your foreign ways and tales of bloodshed corrupt our children." Her black teeth glistened and her eyes flashed triumph. Iuti knew she could never convince the others while Pahulu denied her warning.

"You gave your word not to bare your sword on our soil," one of the younger men said.

"Aye, and you killed your own family totem to seal the bargain," another added. "How can you even think of taking up that blade again?" Iuti lifted a hand to her neck, where she had once worn a strand of Mano's teeth to signify her shame. She had drawn the great gray shark to her with an ancient family song, then slit his stomach with her fine, metal sword, relinquishing his protection so that she could live for a few short months without further bloodshed. The necklace was gone now, but the feel of the shark's lost strength still burned against her skin.

"We are not interested in war here," Pahulu said. "Go away and don't speak about it further. We will remain inside at night until the canoe completes its third passage. We will provide no opportunity for untimely accidents, and the ghost canoe will go elsewhere to fill its vacant seat."

Iuti cursed then - the islanders for their stubbornness, Pahulu for her duplicity, and herself for having so foolishly

accepted the conditions of these people's peace. She was enraged by the casual reference to her disgrace. She dumped her pouch of fish at Tarawe's uncle's feet and stalked off, taking little satisfaction from the envious comments concerning the size and quality of her catch.

"Fools," she muttered.

"Shark-killer," she heard one of the women reply.

She pointedly ignored Tarawe, who had entered the canoe house and was measuring the height of the largest canoe's prow.

The girl came to her early the next morning. She sat cross-legged just outside Iuti's small cookhouse, watching in silence while Iuti moved the boiled breadfruit from the kettle to the wooden pounding board. Iuti slammed the heavy *po* down onto the mound of softened breadfruit.

"What are you going to do?" Tarawe asked after a time.

Iuti did not look up. "You can see very well what I am doing." The stone pestle crashed again and again into the wooden trough. Had this been an ordinary day, the sounds of similar pounding would have echoed across the island. But the islanders were performing only silent and safe duties today, those which could be done in or near their homes.

"I mean about the Teronin."

"The *po* struck with enough force to splatter white breadfruit paste.

"If you keep swinging like that," Tarawe said drily, "you'll bash yourself right in the head. Then a ghost canoe will come for sure."

Iuti bit back a sharp reply, smiled slightly, and lightened her strokes. "I'm not afraid of ghosts," she lied.

"Are you afraid of the Teronin?"

Iuti sighed. "Go away, girl, you know I can't speak to you of the Teronin."

Tarawe leaned her elbows on her knees, chin on crossed hands. "If they're going to kill us all tomorrow night anyway, what does it matter if you talk to me now?"

"It matters because I gave my word not to," Iuti said. She met the girl's frank stare. "I killed my own family's god, gave up my right to his power and his protection, to prove my word was good and gain your elder's permission to live here in peace. Do you think I took that oath lightly?"

Tarawe was the first to glance away. Iuti returned to her pounding.

"My uncle and the others will be eager enough for your sword tomorrow," Tarawe said after a time.

Iuti snorted, wondering why the girl was being so persistent. "Even if I were released from my vow, my sword arm would be of little use after the entire Teronin fleet arrives," she said. "The Teronin don't engage in contests of honor. They won't stride across the reef one by one tomorrow to meet your island champion."

Tarawe's hesitation was very slight. "Then you must meet them tonight," she said, "when they are but a few."

Iuti blinked, glanced around to be sure they were not being overheard. The girl was right, of course, that it no longer mattered, but her word had been given and the habit of caution was strong. She sucked a wad of bread-

fruit from the side of her hand.

"You could surprise them," Tarawe said, her eyes sparked with sudden excitement. "They won't be expecting you on the reef tonight. You could kill them all before they even knew what was happening."

Iuti took a deep breath and resumed her pounding.

"I'll help you," Tarawe cried. "I know the reef, and I know how to use a knife."

That brought a laugh. "You know how to slice breadfruit and gut fish, girl."

"I can cut the inner muscle of a giant clam with a single stroke!"

Iuti dropped the *po* and leaned forward. "Have you ever cut through human muscle?" she demanded. "Killing a man is not the same as killing a shellfish, girl. It is not so easy, nor can it be done with so little consequence."

Tarawe pulled back, and Iuti forced herself to speak more calmly.

"When a warrior takes the life of another person, even an enemy, she exposes her own soul to the evil that surrounds all violent deaths. She becomes vulnerable to the darkness, and without careful training and the protection of her family gods, she has little defense against it."

"But you're a trained warrior," Tarawe said. "You've fought the Teronins before. You have a real metal sword and a chance against them."

"I have a metal sword which I cannot *use*, girl." Iuti lifted the *po*, then began to pound again, striking the breadfruit to the beat of her words. "A sword that I *will* not use even if your elders *ask*." A gob of sticky paste stuck to the pestle and flew off with the next downward stroke. It splatted on the ground near Tarawe.

Tarawe stared at the breadfruit for a moment, then angrily kicked sand over it. "I thought you were different," she said. She jumped up and settled her fists on her hips. "You're even worse than the others! You just sit here and take what comes. They at least had the excuse of being tricked into giving up their strength before the Teronin came. You're still whole and strong, and -"

"What others?" Iuti demanded.

Tarawe hesitated again. Then she laughed; her voice became a mocking parody of Pahulu's. "Did you think you were the first to be invited to our island, warrior? Oh no, you're not that special despite your great reputation. We offer our hospitality to many people - as many as it takes to keep the Teronin recruiting ships filled. They prefer those already trained to war, but they care little for their prior loyalties."

"By the very gods!" Iuti breathed. "The tribute! You buy your freedom by selling human lives!"

"Not lives," Tarawe corrected. "Souls! Pahulu strips them of their power while they rest here in 'peace,' and then the elders sell their empty shells to the Teronin."

Iuti stared at her, then down at the pounding board, remembering suddenly those early weeks on the isle, when she had thought her exhaustion and restless, dream-laden sleep were the natural result of her healing wounds and overall weariness. Pahulu had been too eager, however, and Iuti had become suspicious. She discovered that each time she attempted a simple sleep or self-healing spell, each time she sang the fish into her nets instead of simply

waiting for them to come near, Pahulu was using the opportunity to drain her strength away.

"A miscalculation," Pahulu had said when Iuti confronted her. "I sought only to test your intentions, to verify that the fish you provide the villagers are not tainted by any mainland sorcery."

"Aye," Iuti had replied, "a miscalculation," and from that day on, she employed only her physical skills. She lived and fished as she had in her childhood before being trained to the ways of power and war. The nightmares ceased and her strength slowly returned. She looked up again at Tarawe.

"Even the most powerful and practiced of warriors must leave the battlefields at times," Iuti said. "The darkness and the blood and the horror all blend into one after many killings or after we have been weakened by injury or exhaustion or simple disgust. The approach to evil becomes irresistible."

"I thought you were different," Tarawe said. Her voice sounded again like that of a young girl. "You resisted Pahulu from the beginning. That's why I came to you, to help you."

"I came here because I was too well known to find any mainland hideaway," Iuti said. "I came here because I was desperate. I accepted your elders' conditions for my stay only because I was too weak and horror-filled to do otherwise. Freedom from evil carries a heavy price, youngster." A shadow, darker than the surrounding shadows, flickered near the edge of the clearing. Iuti straightened.

"Go away, girl," she said very softly. "Go away now, and do not come near me again."

"But—"

"Go!"

Tarawe blinked back tears, then spun and ran off between the trees. The shadow disappeared as Iuti's next stroke split the wooden pounding board in two.

Later, hidden inside her sleeping hut, Iuti opened her private box. The locking spell had not been of her own devising, although it yielded easily enough to her touch, and was thus safe from Pahulu's influence. Iuti tossed her cold-weather cloak aside, sneezing at its mustiness. Powdery sprays of mildew blossomed on each of the leather clasps and on her torn mainland boots. Rust lined the edges of her forbidden sword's scabbard, and Iuti winced as she pushed it aside.

It pained her to see so ill-kept a weapon, but, even if her oath had not been given, she would not bare that blade again. She had used it to kill Mano-niuhi, the great gray shark, protector of her clan and family. It had been the price of her stay on this "neutral" island – that and her honor.

A package lay at the bottom of the box. Iuti untied the coconut twine bindings and folded back the woven wrappings to reveal a heavy, wooden war club. Lifting it in both hands, she carefully inspected the double row of shark's teeth that lined the weapon's jagged edges.

They were Mano's own teeth, stolen from his body to earn herself this brief time of peace. Iuti ran her fingers along the glistening, white surfaces, tested their seatings in

the fire-hardened wood and twisted coconut fiber.

"Mano," she whispered. "It is time. Tonight I will take you back to the sea. I claim no right to your protection, but I still owe you vengeance. Tonight we will taste again the blood of our enemies."

She lifted a shield from the box – it, too, was studded with Mano's power – and placed it along with the war club atop her sleeping mat. Iuti had honored her pledge to set aside her mainland war tools, but no one had suggested she not create new ones with the island's own resources. They assumed that because there was no metal here, there was no way for her to create replacements. And, Iuti realized now, the islanders had expected her to be helpless under Pahulu's dark influence.

After hiding Mano's weapons and setting the box and its other contents out to air, Iuti walked to Tarawe's uncle's house and tried again to explain the danger. Pahulu arrived just behind her and whispered into the chieftain's ear so that he simply frowned and refused to listen to Iuti's warnings. She called him a fool, him and all his people, then did what she had really come to do.

"Keep your niece away from me," she complained. "I'm tired of her following me about the island, watching everything I do. She belongs with the rest of the children." It was cruel to shame the girl so, but this was not a time for a warrior to have an untried teenager at her back. Besides, if Pahulu joined in the battle tonight, as Iuti knew she must, Tarawe was safer locked away with her siblings. The sorceress would not hesitate to kill the girl if she could gain power by doing so.

If by some chance I survive this night, Iuti promised Tarawe silently, I will take you from this place and find you a home among people who pay their debts honestly.

Returning to her own hut, Iuti twisted her long hair into a topknot and donned her faded brown trousers and tunic. She hid the war club and shield within the bulk of her skirts and the bundle of her nets and set off through the jungle.

"So, warrior, you think to defy the gods and fish on the reef despite their clear warning." Pahulu stepped into the path and reached out to touch Iuti's bundle of nets. Iuti stepped back.

"If, indeed, it is a warning as you claim, I am in no danger until tomorrow," Iuti said.

"A ghost canoe rarely departs without filling its empty place," the sorceress replied. "You could be injured on the reef today and die on the morrow." She reached for the nets again. "Perhaps I can offer a small warding spell . . ."

"If you touch my nets again, sorceress," Iuti said without moving, "it will be you for whom the ghost canoe comes."

Pahulu smiled tightly and refolded her arms across her chest. Her eyes and her very stance pleaded with Iuti to defy her, to use some small spell to set the battle in motion. Iuti knew that that way led only to death. Her one chance lay in the surprise of her weapons and the arrival of the unsuspecting Teronin. Not even the sorceress would expect her to act tonight. Iuti stepped around the old woman, shivering as the old woman's cackling laughter followed her along the shaded path.

Iuti chose a place on the reef near where she had been the evening before. Squatting in the waist-deep water, she freed herself of the skirt and anchored it along with the warclub and shield beneath the waves. Setting her fish spear atop a coral stone, she dismantled the wooden frames of her hand nets and tied the two nets together, testing them with a yank before draping them across one shoulder.

Finally, she pulled a leaf-wrapped packet of dark paste from her waist pouch. The dye had been boiled down months ago from the sack of a giant octopus, and she used it now to draw dark lines along her cheeks. The marks of Mano would provide her no magical protection during the coming battle, for even if the shark still acknowledged her, she dared not use his magic while Pahulu was nearby. Still, the Teronin had no way of knowing she had forsaken her totem; the marks might slow them at least for an instant.

As the sun began to set, Iuti listened for the distant beat of the paddler's chant. Several times she thought she heard it, then realized it was only the waves and the wind. When the faint sound finally came, she was stiff from not moving, growing cold in the late evening air. Shifting carefully, she stretched what muscles she could without revealing herself, and adjusted her height to the rising tide.

The whispered war chant halted sooner than the night before, as if the Teronin were taking more care this time not to be overheard. Iuti fingered her nets. Even though she was waiting for it, she started when the eerie ululation of the death chant began. The sound was like winter ice slicing through her soul.



Something moved to her right, and abruptly Iuti sank down so that only her eyes were above the water line. There was a thud and a startled cry, cut off quickly, then a splash as one of the Teronin toppled from the canoe.

Instantly, the death chant stopped. A shout came from the canoe, then a shrill keening wail from the beach.

"Mano's teeth!" Iuti cursed. The call had been one of question; the wail - Iuti recognized Pahulu's hated voice - an answering Teronin attack command. The sorceress had given Iuti's position away.

The canoe drifted for a moment, then a frantic, whispered command brought it closer to the reef. Before the Teronin could get near enough to leap directly onto the coral, Iuti jumped up. With a great shout, she slung the fish nets across the front of the canoe. Making use of the incoming surge, she yanked hard, bringing the entangled Bowman crashing into the prow and turning the canoe itself into the reef. As the canoe sped toward her, she threw her spear.

Her aim was true, and thanks to endless hours of pounding breadfruit, her arm proved as strong as ever. The thin, wooden spear sliced easily through the neck of the nearest warrior and lodged solidly in the shoulder of the one behind. Two slivers of cold touched Iuti's soul, and she knew that the Bowman and the first of the speared warriors were dead.

She felt Pahulu slip a wedge of darkness into the opening the deaths created. Without Mano's protection, Iuti had little defense against the evil cold, yet she dared not call upon the sea god. She could feel the sorceress circling, waiting for the chance to enter fully and take control.

"I'll give myself to the Teronin before I give myself to you, old woman," she muttered.

But Iuti was too well battle-trained to stand quietly while the Teronin killed her. There were only three left, possibly four if one was hiding under the empty seat. She sealed her mind as best she could, and scooped up her club and shield.

"I am Mano!" she screamed and flung herself at the two warriors now leaping onto the reef. One man stayed aboard, trying to save the canoe from the waves. Iuti laughed aloud when the others hesitated before shrieking their own battle cries in reply. Even in the growing darkness she read recognition and fear in their eyes. It was clear they had not expected a battle on this night, and certainly not one with a fully armed and aware warrior. It was clear, too, that they now knew who she was.

She warded a blow from the nearest man's sword, twisting her shield as the blade turned so that Mano's teeth dug deeply into the Teronin's sword arm. He cried out, stumbled. A wave washed away his footing. Instantly, Iuti brought him down with the war club. Blood from his arm and the back of his crushed skull stained the twilit water black. Warmth swirled at Iuti's ankles while Pahulu's darkness and images of horror forced a deeper gouge into her consciousness.

The second warrior's blow caught Iuti as she rose, still disoriented by Pahulu's oily thrust. She deliberately collapsed under the blow to lessen its force, but still the warrior's wide metal blade slid across her shoulder like a branch of fire coral. She fell, rolled painfully, and

crouched to meet him again. She called on the honest pain in her shoulder, the true pain of ripped skin and torn muscle, forcing it to take precedence over the chaos in her mind. She met the Teronin's second thrust with Mano's shield, raking it downward along the man's arm and chest. Then she killed him with a sweeping blow of the mighty war club.

Iuti staggered under Pahulu's immediate attack. Her mind squirmed away from the darkness like an eel tying itself in knots to escape a fisherwoman's hook. Gasping, she slid the back of her hand along her shield's jagged edge and focused on the pain to keep from calling out to Mano.

Iuti felt rather than saw movement on the canoe. She spun around, loosening the shield. The canoe had pulled off the coral and was drifting slowly just beyond the line of breaking waves. There were two people on board, facing each other with drawn swords.

Tarawe! Iuti realized with horror that the girl had somehow managed to get aboard the disabled Teronin vessel. Of course, she thought, and cursed herself for a fool. It was Tarawe who downed the first Teronin. With a fish spear, no doubt, thrown from the edge of the reef. Iuti had seen the girl practice the move often enough. But how had Tarawe escaped her uncle's vigilance, and where had she gotten the sword?

The Teronin crept forward, balancing with practiced ease on the bobbing canoe. Tarawe crouched, waiting, sword arm close to her side. Iuti could not throw the shield for fear of hitting the girl. There was a movement behind Tarawe as the man Iuti had speared earlier struggled to pull the wooden spike from his shoulder. He yanked it free just as the other Teronin lunged at Tarawe.

The girl dipped neatly beneath the warrior's sword arm, and Iuti sent her shield sailing, knocking the man with the spear into the sea. Again, ice grabbed at her soul. Another death. Iuti pushed Pahulu back. The last Teronin stumbled as he passed Tarawe, caught himself, then abruptly slumped forward across a blood-soaked hull. Tarawe had killed him, gutted him as smoothly as if he were a tuna.

Tarawe stared at the dead warrior for a moment, then gave a ragged cry and bent to jump into the water. A swift, dark shape slid beneath the drifting vessel.

"Stay in the canoe!" Iuti screamed. Another dark form approached the canoe, and another. Mano had come for the taste of blood.

"Stay in the canoe!" Iuti called again. She could hear the panic in her own voice, see it in Tarawe's stance. Pahulu ripped at her mind's raw edges.

Then abruptly, Pahulu pulled back. The darkness faded, disappeared, the nightmare images ceased. Startled, Iuti turned back toward the beach. Pahulu was standing in knee-deep water, and as Iuti watched, she lifted both hands to point at the Teronin canoe. The shrill keening began again, and Iuti heard Tarawe cry out, a long shuddering wail.

"No!" Iuti shouted. "Leave the girl alone!" She turned back to see Tarawe drop her sword and clutch her head in both hands. The girl swayed, stumbled, reached again for the side of the canoe. The sharks circled, waiting.

"You may not have the girl!" Iuti shouted across the reef to Pahulu. The sorceress's black teeth shown wet in the twilight; she grinned and Tarawe screamed again.

"The girl killed twice," Pahulu laughed. "She has no warrior's protection. She is mine!"

"No!" Iuti cried. She lifted her own arms and flung a powerful warding spell toward Tarawe. The strength of it knocked Tarawe back against the outrigger strut.

"Stay still, Tarawe," Iuti called. Above the rumbling surf, she heard the sorceress shriek with laughter, while in her mind, rotten black teeth grinned in triumph. The nightmare images swarmed back, filling the gap her use of the power had provided. Pahulu's shrill voice lifted again above the waves, and Iuti poured more strength into the warding spell.

Pahulu used her power over the sea creatures then. Small fish thrashed at Iuti's feet, their sharp, poisonous spines raked against her bared skin. Eels and other dark things slid from their holes and sank their teeth into her ankles. Iuti battered them away with the war club, but for every one she killed, a dozen more appeared. The very coral itself burned.

Iuti knew she could not maintain the warding spell around Tarawe and fight off Pahulu at the same time, not without her family god's help and that was no longer hers to request. Her only chance was to swim to the canoe and paddle both Tarawe and herself beyond Pahulu's power.

Iuti stared at the blood-darkened sea and felt the numbing weakness of true terror. She had swum in this place before. As an honored member of Mano's clan, she had mingled unharmed among the lesser cousins while she conspired to slay the great Mano-niuhi himself. Staring at the blood-darkened water, she knew that no family song or sword, however strong, could protect her from the shark's vengeance now. The small cousins were already ripping at the Teronin, and Mano-niuhi had yet to appear.

The sucking tentacles of an octopus wrapped around her ankle, tugging her against the sweeping waves. She smashed the creature away. The blow struck Pahulu as well; Iuti felt a slight ripple in the sorceress's power. But it did nothing to diminish her attack. And Iuti could not kill all the creatures of the sea.

Iuti glanced again at the canoe, then threw her war club as far as she could into the sea, knowing she could never use it against the sharks. She dove into the next wave and started swimming. Something bumped against her leg. She screamed and sank, choked on foul-tasting brine. Fighting back to the surface, she saw that it was only one of the Teronin, torn almost in-half by the sharks. She pushed the ravaged body away and swam on.

Pahulu smashed her, forcing her deeper in the water. A school of tiny needle fish swarmed around her face making it impossible to breath. In desperation, Iuti attempted an attack spell of her own, ripping in the manner of Mano at the sorceress's mind. She had a swift taste of acrid bile before Pahulu twisted away and jammed her own wedge of control deeper.

Time and again as Iuti swam and fought and swam again, the racing sharks startled her into choking down yet more of the blood-slimed sea. "Take me quickly," she tried to sing, "before Pahulu sucks my soul dry." Her arms felt

like stones, she could barely lift her head high enough to gasp in air.

Suddenly, a great gray shadow appeared beneath her. It rose to her side.

"Mano!" Iuti gasped, then screamed as the Mano-niuhi bumped against her, sliding like crushed glass along her wounded shoulder. She thanked Mano for the pain, focused on the sharp agony to drive away the ebony horrors in her mind. Pahulu's attack receded in the great shark's presence.

Smaller sharks circled, darted close, then dashed away to feed on the Teronin. They returned again and again, churning the water to a bloody froth. Would Mano-niuhi take her himself, she wondered, or would the smaller cousins tear away her soul piece by bloody piece?

"Mano," she whispered through frigid, terror-tightened lips. The shark continued to swim beside her, to watch her steadily with one shining eye. "Brother, I stole your strength to gain a few months of peace," Iuti slipped unconsciously into the singsong of an ancient family chant, "but I did not steal your soul. I did not eat your flesh nor share it with others on the land."

"I do not call on your protection now," Iuti sang to the shark. "But I beg you, take back my family's power now. Take it quickly, before Pahulu wrests it from me and uses it against the girl and later against all others who cross her will."

Tarawe's shout tore Iuti's attention from the shark. She lifted her head, gagged again on foul-tasting water. The Teronin canoe was still beyond her reach. But there was a second canoe floating just beyond it. Iuti thought for a moment that it must be another of Pahulu's illusions, for it flickered and wavered with the movement of the waves. But then she heard the cadence of the death chant and realized a true ghost canoe had come at last. It had one empty place, the other seven were filled with the still flickering images of the dead Teronin.

The last place is mine, Iuti thought in despair, I will spend the rest of eternity paddling empty seas with a crewful of my most hated enemies.

Without warning, Mano-niuhi veered away, scraping once again along her side. For an instant, Iuti thought the end had come, that Mano would kill her at last. But the great shark merely circled, then swam back toward the reef. As the distance between them grew, Iuti felt Pahulu's crippling attack return. She swallowed brine, coughed, and gagged her way back to the surface.

Tarawe cried out again and pointed.

Pahulu had moved farther onto the reef, standing now in water up to her waist, waves washing as high as her shoulders. Her arms were still lifted toward Iuti, and her eyes were squeezed shut. Iuti caught her breath as she recognized the phalanx of dark forms streaking through the water toward the sorceress.

Pahulu cried out when the first shark struck, more in startlement than in pain. The twisting darkness in Iuti's mind shivered, then strengthened. A second small cousin raked its razored teeth across the sorceress's hip, and a third ripped a gouge from her side. The darkness shattered. Suddenly, Pahulu was thrown back into the water,

screaming, shrieking in surprise and agony. The myriad sea creatures she had controlled tore from her mental grasp and fled, abandoning her to the famished sharks.

When Mano-niuhi struck, Iuti was with him just as he had been with her on many a battlefield of old. She tasted the slick tartness of Pahulu's blood, twisted her head from side to side as she shredded the sorceress's flesh between her double rows of teeth. She thrilled with her brother at this momentary pause in his endless, ravaging hunger.

And then, suddenly, she was alone.

Iuti reached frantically for Mano-niuhi's mind, attempting to reestablish the bond. But there was nothing. The tie was gone. Only emptiness and cold remained, and a feeling of terror that she had never before experienced in the sea. She grabbed for the paddle that Tarawe thrust toward her and pulled herself hurriedly toward the canoe. Something stabbed her foot as she clambored aboard, and she almost collapsed in relief when she saw it was only Mano's war club, bobbing in the waves beside her. She lifted it onto the outrigger.

Tarawe stared at her, then back at the place where Pahulu had stood. The ghost canoe had drifted into the blood smeared shallows, and the old woman's image was slowly reforming in the vessel's final empty place. As the image solidified, the last of the nightmare images disappeared from Iuti's mind.

Iuti stumbled toward the canoe's bow and dumped the remaining Teronin warriors overboard, shuddering as her lost brother and his cousins raced to take the kill. Leaning over to inspect the damaged hull, she saw that the wooden war shield was tangled in the hanging fishnet. She brought it aboard and laid it carefully, teeth down, in the bottom of the canoe.

"Where did you get this?" she asked, picking up Tarawe's bloodied sword and turning back. She recognized the, blade now by the rust that marred its edges.

"Pahulu." Tarawe's voice trembled. "She brought it to my uncle's house. Later, the auntie guarding the door looked away long enough for me to escape with it. I didn't realize until too late that Pahulu meant for me to come so she could use me against you."

Tarawe glanced away, then straightened and looked defiantly back. "But it wouldn't have mattered. I wanted to come. I would have found a way even if Pahulu hadn't provided the means."

Iuti remained silent.

"I will pay my own debts from now on," Tarawe said.

And, almost, Iuti smiled. She rubbed her hand across her injured shoulder, glanced at the frenzied sea, then wiped the blood away on her wet trousers.

"I no longer carry the shark's protection and power," she said. "I have only a warrior's natural skills now. Still, I have debts of my own that need to be settled." She offered Tarawe the rusty blade's hilt. "You may join me if you wish."

Tarawe's dark eyes flashed in triumph as she took the sword. She grinned and quickly joined Iuti in turning the canoe away from the reef. Below them, alone in the starlit sea, Mano-niuhi slid silently back into the deep.

The Game Wizards

*Cosmic flux
and second-edition magic*

by Jon Pickens

Work on the second-edition AD&D® game project continues apace. Along with designer David "Zeb" Cook and chief editor Steve Winter, I have been working on the revision as a general researcher (they know my face at the local library), font of rules knowledge, and conservative gadfly in the dynamic process of shaping the revised game. Among my revision-related activities have been the collection of the published errata and rules interpretations from "Sage Advice" and similar columns, compiling and organizing the input we receive through letters and other sources, and overseeing the Second Edition Questionnaire that appeared in DRAGON® Magazine and POLYHEDRON™ Newszine a few months ago.

Before continuing with spells and magic in this month's installment of "The Game Wizards," here is a report on the progress of the questionnaire. Our questionnaire in-basket closed in early December, and at that date we had received between 4,000 and 5,000 responses (which just more than filled three large boxes that shared my office space for the last few months). We are currently evaluating the responses and, with luck, should have meaningful data in January. If there is sufficient interest, we will summarize the results for a

future issue of DRAGON Magazine.

So far, we have mainly looked at the written comments and occasionally pulled a random sample of 100 responses at a time to check on specific questions as various rules sections have been drafted. The results have confirmed quite a few of our developmental directions, although we did get a few surprises. The most significant development so far has been our decision to rework the bard class. We knew the *Players Handbook* bard was not popular, and the initial decision was made to cut the class entirely due to lack of time to do a proper job of revision. However, enough demand for a new bard class came in to convince us to put one in the next edition. Our thanks to everyone who took the time and effort to make their opinions known.

With respect to the magic system, the single most difficult concept in the magic system was that of spell *memorization*. Many players still do not realize that this word is used as a specific technical game term, and not at all as in the standard dictionary definition. We'll explain it better in the second edition; in the meantime, the curious can read *The Dying Earth* by Jack Vance for inspiration.

The second complaint about the magic system was the difficulty in figuring out what spells go in a magic-user's spell book, how to use the Intelligence Table II (page 10, *Players Handbook*), and the distinc-

tions between the *Players Handbook* spell list, the mage's spell book (his or her personal spell list), and the Spells Usable by Class and-level - Magic-users table (page 26, *Players Handbook*; the spells a magic-user takes on an adventure). We occasionally go through this in "Sage Advice," so write if you want to see it again.

A number of you would like to see a spell-point system. You will be disappointed. Spell-point systems are more complex than the current system, and trying to balance them is a pain. For example, in a very simple system in which a spell costs one point per spell level, a typical high-level cleric will seldom run out of cures, which creates severe balance problems in play. Worse choices include separate point costs on a per-spell basis, or shifting spells between levels to maintain the simple one-point-per-level relationship. Designing a whole new system is only a fraction of the work involved in introducing spell points; the real grunt work is in rebalancing and debugging the numbers (which is one reason you probably won't see psionics in the second edition, either). In short, a complete redesign is impractical, and a hasty patch to the existing system won't meet our quality standards.

Since the questionnaire, much of my second-edition time has been spent on the spell lists. In broad terms, I am making those editorial changes required by alterations to the game systems, and (secondarily) fixing or dropping problem spells, with the emphasis on fixing, if possible.

The editorial work is fairly mechanical, dealing mostly with scale changes in the interest of simplification. In the second edition, many abstract ratings will be replaced with more realistic measurements. For example, spell ranges will be given in tens of yards, while spell areas of effect will be given in tens of feet (the indoor/outdoor range distinction will disappear). Turns and segments will disappear as units of time, to be replaced by minutes and optional speed factor ratings, respectively. Weight measurements will be converted from gold piece equivalents to pounds. These changes should enhance the playability and realism of the game.

The new developmental changes are really exciting. Response to the "schools of magic" concept has been overwhelming, though a vocal minority wants the system kept optional. The challenges of doing this system are to keep it simple enough not to turn away beginners, and not to invalidate the thousands of "general practitioner" magic-user characters in existing campaigns.

To illustrate the first problem, there are currently eight schools of magic: Abjuration, Alteration, Conjunction, Divination, Enchantment, Evocation, Illusion, and Necromancy. If each school had but two spells at each level, then every spell list would have a minimum of 16 spells! The current lists have odd gaps (there are no second-level Conjunctions) which we will no doubt fill, but time constraints will



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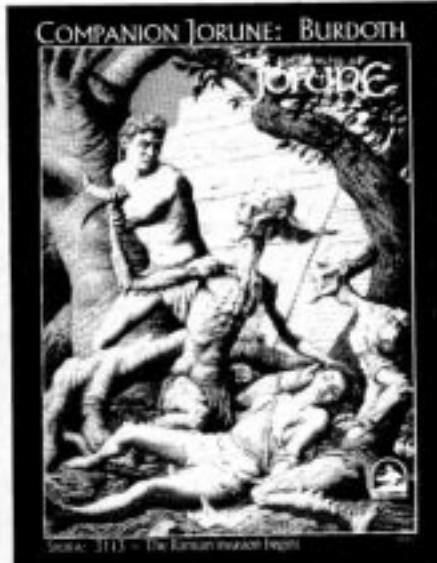
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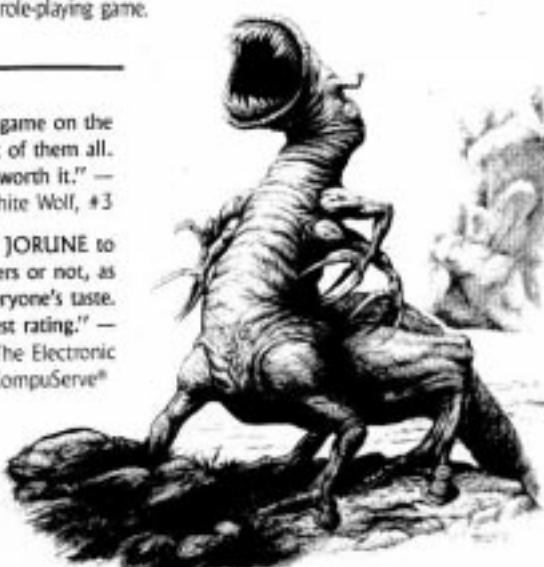
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force us to remain with the basic *Players Handbook* and *Unearthed Arcana* lists, adding only the most critical selections. Some of the spells will undoubtedly change schools (for example, the *enchanted weapon* and *enchant an item* spells are currently **not** Enchantments), but we'll keep these to a minimum. The goal is to keep the specialties and general practice different, but dynamically balanced and independently viable.

At this time, Alterations and Evocations are in good shape, Enchantments are somewhat irregular, Conjurations are very weak, Divinations at upper levels are almost nonexistent, Abjurations are boring, and the less said about Necromancy, the better! Illusions are a special problem because they already form the basis of an existing class; this type of spell will be handled in some depth (those interested in preliminary discussions should read Frank Mentzer's "Spelling Bee" in POLYHEDRON issue #6).

Clerical magic will be divided into "spheres," somewhat analogous to "schools," allowing the DM to custom-tailor clerical spell lists for specific clerical sects in his or her own campaign.

Overall, these developments will lead to an expansion of the spell section of the second-edition *Players Handbook*. Nearly all of the first-edition spells and many of the spells from *Unearthed Arcana* will find

their way into the revised lists. The trick is to make all the potential new specializations work without swamping the beginner with a mass of confusing information. Several readers have suggested moving excess spells into a supplemental book, and we may in fact eventually do so (one big goal of the second edition is to *reduce* the number of books the players and DMs have to carry around!).

Another factor leading to the expansion of the section will be the elimination of references to spells in other lists. Each spell will have its own description. No more turning to the clerical section for details on a magic-user's spell! Some references within a spell list will remain (for example, the fourth-level clerical cure *serious wounds* spell will reference the first-level *cure light wounds* spell), but this will happen most often in the case of higher-level versions of the same spell.

On the other hand, cantrips will disappear from the core rules (we have to get space from somewhere). The basic problem that cantrips were introduced to solve - that of a 1st-level magic-user trapped in a 3- to 4-hour adventure with only one spell - will be dealt with in some other fashion. The idea of giving magic-users bonus spells for intelligence has problems; magic-users with intelligence scores of 9-15 are driven out of business. Additionally, clerics without a wisdom bonus have

other options, but mages do not. We're still looking at this one.

One major structural change - the combination of the druid spell list with the clerical list, and the illusionist list with the magic-users' list - will prove interesting. Aside from the challenge of organizing the information simply, the result must avoid allowing supercharacters to be created through spell selection (we guarantee that an Evocation/Illusion combination will **not** be possible). This change will come under close scrutiny during our debugging process.

Within the individual spell lists, we will try to keep spells at their current spell levels. Nobody wants to force massive changes in the spell books of existing characters. The only exception to this general rule I can think of offhand is the first-level clerical *resist cold* spell, which will be combined with the second-level *resist fire* spell, leaving the *Unearthed Arcana's endure heat/cold* spell at first level (incidentally, the damage negation of the last spell will be limited to 10 hp damage).

Individual spells may have a fair number of changes. These will be aimed at making the spell easier to use (like the first-level magic-user spell *identify*), at eliminating contradictions (like the first-level illusionist spell *color spray*), and generally making the weaker spells of a given list more useful. For example, the casting time of the second-level clerical *chant* spell will be reduced to two rounds, making it substantially more useful (in one local campaign, players have only used this once in over nine years; some campaigns have never used it). Many spells with two-dimensional areas of effect (for example, the first-level clerical *bless* spell) will be redefined for three dimensions, and various other spell problems will be addressed. Some other spells may be combined with their opposites: *haste/slow*, *wizard lock/knock* and *light/darkness* are likely candidates).

At the same time, we will avoid adding essentially theatrical effects to spells (such as *create food and water* producing "clerical sludge" - i.e., nutritious cardboard). These effects, while fun, are really the province of the individual DM unless their specific purpose is to control abuse of the spell in play (such as the characteristic glow of a magic-user's *globe of invulnerability* spell). Generally, DM controls on spells subject to player abuse will be introduced or tightened, and role-playing opportunities will be enhanced. One such control, spell components, will remain as an option, but costs will drop by a factor of 10, as the move to a silver standard looks pretty solid (and gold will, in general, become about 10 times more rare than in the first edition).

And speaking of money, Zeb has me looking for historical prices of armor, weapons, and transport (carts, ships, etc.) - with year and source citations, naturally. Got to run before the library closes; see you in a few months with another update.

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The Dragon's Bestiary

An unusual plant for the GAMMA WORLD® game

by John M. Maxstadt

This mutated monster is described in second-edition GAMMA WORLD® game statistics. Conversion to third-edition rules should not be difficult.

Whirrzlers (Propeller

NUMBER: 1d4

MORALE: 1d4 + 3

HIT DICE: 10d8

ARMOR: 2

SIZE: 1.5 meters across

AIR SPEED: 6/900/18

MS: 1d4

IN: 1d4

DX: 1d10 + 2

CH: 1d4

CN: 1d8 + 10

PS: 1d20 + 20

ATTACKS: 1 cut for 6d6 hp damage.

ORIGINAL STOCK: Sword plant (agave).

MUTATIONS: *Mobility/flight* (special), *texture change* (variant), *modified leaves*, *adaptation*, *increased sense (smell)*, and *size increase*.

HABITAT: Deserts, drylands, and radioactive deathlands.

Carrion, often from slain prey.

DESCRIPTION: Whirrzlers are carnivorous desert plants that have developed a unique method of flight. They have no *gas bags*, instead rotating their flat rosettes of leaves so rapidly that they lift off like helicopters. They use this ability to settle their roots on carrion. Whirrzlers must feed fairly often; from time to time, they attack larger creatures wandering the desert.

Illustration by Richard Bennett



Whirrzlers are light metallic blue in color, so they are hardly visible at a distance. However, they never surprise creatures that can hear, because of the low

whirring sound they make when they fly. Whirrzer leaves are as hard as iron and as sharp as swords; they attack by edging sideways into their opponents and slicing with several leaves at once. Whirrzlers attack creatures with AC 1 or 2 only once before flying away, since this hurts their leaves (doing 1-4 hp damage to them).

Whirrzlers have the *adaptation* mutation, so each can only be injured once by any nonphysical form of attack. The GM may decide to which attacks any given whirrzer has become immune, or may roll 1d6 - 2 to see how many immunities it has developed. The GM should then roll 1d8 for each immunity on the following table. Whirrzlers encountered in radioactive deathlands are assumed to be immune to radiation.

Whirrzer Mutation Immunities Table

1d8 Immunity

- | | |
|---|---------------------------------|
| 1 | Cold |
| 2 | Heat |
| 3 | Light and lasers |
| 4 | Electricity |
| 5 | <i>Sonic blast</i> and blasters |
| 6 | Radiation |
| 7 | <i>Life leech</i> |
| 8 | <i>Molecular disruption</i> |

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Miniatures in Wonderland

by Robert Bigelow

A world came to an end on Day Four of the GEN CON® 20 Games Fair of August 1987, in Milwaukee, Wisconsin. The miniatures area, upstairs at the MECCA building, constituted a world which measured 15,000 square feet. Over 75 miniatures games covering the entire gaming spectrum were played there, using thousands of well-painted figures fighting in such game systems as TSR's BATTLESYSTEM™ supplement, Games Workshop's WARHAMMER mass-combat game, FASA's BATTLE-TECH® game, GDW's STRIKER rules, and Task Force Games' STAR FLEET BATTLES system. Historical battles were fought, recreating conflicts from the time of the ancients into the eras of Napoleon, the American Civil War, World War II, and wars yet unfought. There was a club-run marathon game covering a modern invasion of West Germany, and an invasion of a South American country run by one person.

Many of these games allowed begin-

ners to play and learn the rules. Hundreds of gamers were involved, with stand-by lists filling for the beginner games. Thanks to the planning and personal abilities of the judges, as well as the good behavior of the players, things went well.

That was last year. This year has something special, something a gamer only rarely sees. Even as you read this article, many of you will just be receiving your judges' request packets for the biggest gaming event of the decade: the first combined GEN CON/ORIGINS Games Fair, scheduled for August 18-21, 1988.

ORIGINS is to historical gamers and miniatures enthusiasts as GEN CON conventions are to role-playing gamers. In the past, ORIGINS has had participants from the United Kingdom, Europe, Australia, Africa, and South America. Each year, these gamers rally their armies to do battle and establish, once and for all; who is the best commander. Those who like miniatures also bring along entire armies in miniature form from all time periods, painted in

incredible detail for their "little wars."

What does all this mean to you, the role-player? Maybe a chance to role-play a hundred characters at once, or just to see how the "other half" lives. Miniatures and strategic gaming will be in the West Hall of MECCA at the 1988 convention in Milwaukee. Large numbers of beginning-level games are planned to give everyone a chance to join the hobby. Come and try it!

Most of all, we need the judges and gamers to make this convention a winner. If you have a game you'd like to run for role-playing or miniatures systems, and you'd like to share it with a few thousand other people, do it? Fill out your judges' forms and send them back by the dates marked. If you didn't get a judges' packet and wish to do so, write to us at the following address and we'll get a packet to you:

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GAMING SUPPLEMENT

Special Winter Edition

February 4th, 1988

Number 7

WORLD WAR II ACTION IN THE DC™ HEROES RPG

This month, Blackhawk™ takes to the skies in all-new adventure, **Blitzkrieg**. Following on the heels of the events in the DC Graphic novel, **Blood and Iron**, Blackhawk battles Nazi forces once again.

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In the Justice League International™ adventure, **When A Stranger Calls**, we gave you the statistics for Shazam's™ Captain Marvel™. Below we present the history and statistics for his greatest adversary.



DR. THADDEUS BODOG SIVANA™

DEX: 6	STR: 2	BODY: 2
INT: 5	WILL: 3	MIND: 2
INFL: 3	AURA: 2	SPRIT: 2
INITIATIVE: 14 HERO POINTS: 30		

Skills:

Gadgetry: 10
Scientist: 10
Weaponry: 2

Equipment:

Unknown

Motivation:

Power Lust

Wealth:

Affluent

Race:

Human

Job:

Scientist

Background:

Dr. Thaddeus Bodog Sivana is a bitter, warped man who has been trying to attain status in the scientific community all of his life. His unorthodox theories, and personality have left him ostracized.

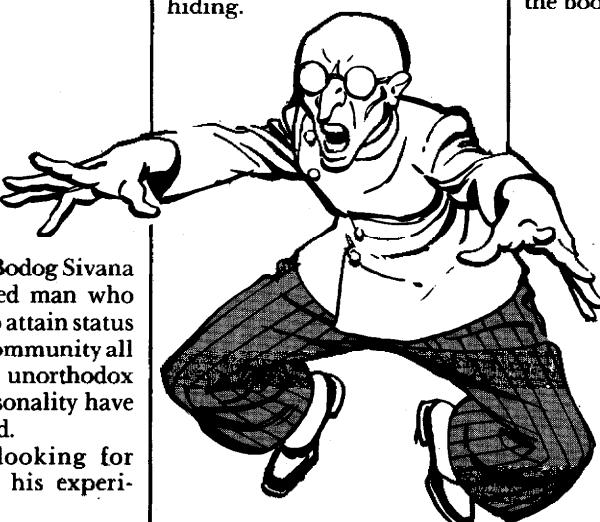
Continually looking for ways to finance his experi-

ments, he has gone as far as arranging the "accidental" death of his younger sister and her husband in order to gain their insurance money. Along with the money, came Billy Batson™, his nephew, the boy destined to soon become Captain Marvel.

Billy was promised by Sivana's son, Magnificus™, and his daughter, Beautia™, a perfect home life if he would become Sivana's ward. Billy agreed, and soon found out that the love promised was a lie. He also discovered his uncle's plot to get his mother's insurance money, and his role in her death. He escaped Sivana's home only to encounter the wizard, Shazam™, who gave him the power to transform himself into Captain Marvel.

Sivana had completed his work shortly afterward, and opened the portal into another dimension releasing the ancient, evil, Egyptian Black Adam™, who quickly forced the scientist to do his bidding. Captain Marvel and Black Adam battled several times before Captain Marvel tricked the Egyptian into sending himself back into the other dimension.

During that last battle, Dr. Sivana discovered his nephew's secret identity, and escaped capture. He currently is in hiding.



NEW DC HEROES RPG STAFF EDITOR

Jack Barker joined our DC Heroes RPG team right before Christmas. He's acting as a line editor, working with Tom Cook and Ike Scott.

He'll be helping us keep the line accurate and up-to-date with the new DC Universe™. The first sign of his talent came just a few days ago, when he correctly deciphered a note from the DC offices, which had us stumped.

Welcome aboard, Jack.

UPDATE ON DC HEROES RPG PRODUCTS

Over the holiday season, Mayfair released several new DC Heroes RPG adventures. Just so you make sure that you have them all, here's a quick checklist:

- Superman™ Sourcebook I**
- Watchmen™ 2**
- All That Glitters**
- When A Stranger Calls**
- Lines of Death**

If you've missed any of them, check out your local shop. All the books are now available.

Keeping a Good Watch

*Wind these watches
with care!*

by Ryan Grindstaff

In the TOP SECRET® game, there comes a time in all campaigns when the Administrator asks himself, "Where can I find a listing of unique and innovative gadgets?" Well, that is the question this article answers. Herein are a number of highly specialized watches. They have been selected from various spy novels and movies, and some even from my own imagination. I have tried to create statistics and explanations which are feasible, but you may have to change them to fit the campaign.

Geiger-counter watch: This watch operates normally until the time-setting stem is pulled out. When this is done, the long sweeping hand of the watch gives a reading of local radioactivity, as follows:

- 12:00, no significant radioactivity.
- 3:00, low-grade radiation causing some illness after a full day's exposure (5% chance of death).

- 6:00, an hour's exposure results in illness lasting several weeks, with a fair (25%) chance of death.

- 9:00, an hour's exposure results in a 50% chance of death within a week of the time of exposure.

Caltrop watch: Though this watch looks like an ordinary digital watch, it is very useful in delaying pursuit. All an agent needs to do is remove the watch and bang it on a hard surface. This action pops four spikes out of the watch, guaranteeing that one spike will be perpendicular to the ground at all times. The spike can punc-

ture any normal tire or boot, though it will probably be destroyed in the process. This watch is perhaps best used if placed under a parked car's tire.

Garrote watch: This watch looks like a regular watch until the agent tugs on the watch, pulling it away from the wristband. A thin, strong wire unreels from the watch, forming a very serviceable garrote. Surprise is the garrote's forte; this weapon has a HTH value of 20 when the victim is surprised and 3 otherwise.

Tracker watch: This watch comes with a small transmitter. When the watch is within 25' of the transmitter, a small light flashes on the watch face in the direction of the transmitter. This watch may be useful in tracking down bugged microfilm or documents in the lair of an unfriendly opponent.

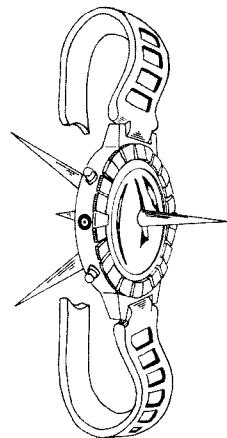
Acid watch: This watch appears normal in all regards. When the watch cover is unscrewed, it becomes apparent that there is a small container within. The container holds one teaspoon of metal-eating acid which can eat through one metal bar in one minute (the exact width is left up to the Administrator). This watch could be useful in escaping from jail.

Escape-kit watch: This watch is opened similarly to the acid watch. Inside the watch are a tiny pair of wire-cutters and a metal file band.

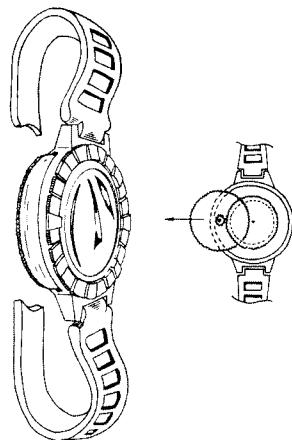
Bomb-detonator watch: This watch is a fancy digital watch with four option buttons. When pressed in the proper sequence, the back plate releases. Inside are two 60' strands of ultrathin wire. Also inside are two blasting caps and one ounce of plastique (plastic explosive).

Compass watch: This watch looks like

Caltrop watch



Rotary-saw watch



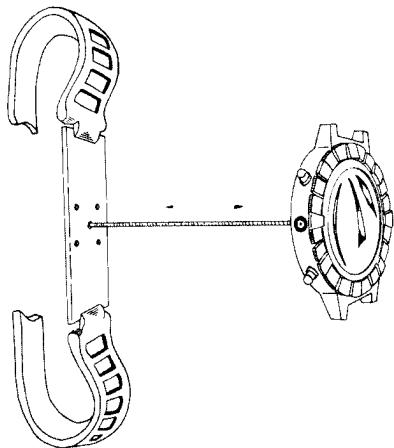
Illustrations by Frey Graphics

a regular nondigital watch. Pulling the time-setting stem out until it clicks sets the watch on compass mode so that the face "floats." The 12 o'clock point represents north, 3 o'clock east, 6 o'clock south, and 9 o'clock west.

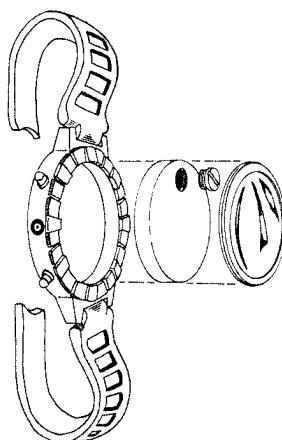
Rotary-saw watch: This watch operates like a regular watch. But by pressing twice on the watch face, you release the blade, which activates the tiny electric motor powering the saw. This motor's power supply will become exhausted after five minutes. The blade can cut through steel at 1" per minute. Remove this watch before using it!

One-way receiving watch: This watch seems to be a fancy digital watch, but it contains a small receiver. When a supervisor has to get a message to an agent, and there is no other way to do so, he can transmit a message from the Agency to the agent. The agent's watch

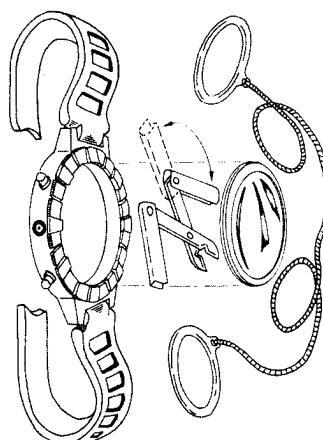
Garrote watch



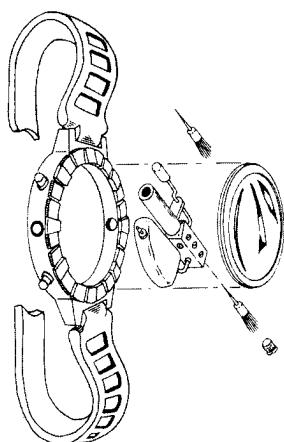
Acid watch



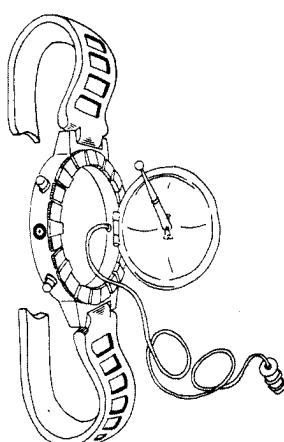
Escape-kit watch



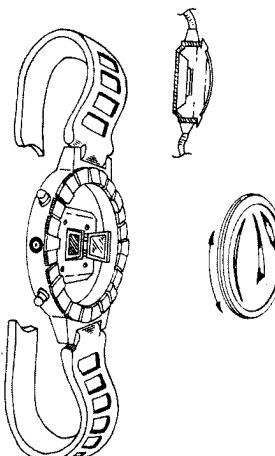
Dart-gun watch



Bug watch [receiver]



Microreader watch



receives the message and scrolls it across the watch from right to left (much like weather updates at the bottom of a TV screen). A beep or light-flash heralds the arrival of a message. The receiver's range is 500 miles.

Time-bomb watch: This watch looks like any normal digital watch with an alarm option on it. Thumbing a switch on the side causes the back plate to magnetize. If the watch is then set for any time on the alarm mode, it will explode at the time for which it is set. The watch contains two ounces of plastique.

Bug-jamming watch: This watch looks like a regular digital watch. When the option buttons are pressed in a certain sequence, it transmits a frequency which jams any listening device within 9' of the watch. The watch's power supply becomes exhausted after 15 minutes of use.

X-ray safecracking watch: This

watch appears to be a normal digital watch. By pressing the option buttons in a certain order, the glass cover swings out to form a viewing screen. A small, high-voltage battery powers the device's X-ray mechanism for approximately 90 seconds; this is ample time to open almost any safe. The view of the tumblers, made possible by the watch, gives a + 50 to a character's chance when attempting to open a combination lock.

Dart-gun watch: Appearing to be a normal watch, this is in actuality a one-shot dart gun. The firing mechanism is a compressed-air device that can be repurposed by twisting the watch face around, which pumps up the device. Darts are always poisoned to produce unconsciousness, disorientation, or death. A spare dart is kept inside the device. Virtually soundless and well-concealed, this weapon has a DECP of 0; the agent will appear to be

setting his watch when he fires it. The dart has a range of 3', with a PB range modifier of - 5.

Alarm-detecting watch: This digital watch looks normal in every way. When the option buttons are pressed in a certain sequence, it activates an alarm detector. When within 5' of an electronic alarm with a concealment rating under 35, the watch face blinks softly until moved away from it.

Bug watch: This watch functions normally in every fashion. If the watch is set for a certain predetermined time, the watch face swings open to reveal a small listening device. This bug can be planted to pick up any significant noises in the area 10' around it, such as voices or movements. It transmits the noises to the watch itself (which is actually a receiver for the transmitter), and the wearer can hear the transmissions using a small earphone. The

bug transmitter has a range of 90'.

Microreader watch: This device looks like a normal digital watch. When the option buttons are pressed in the correct sequence, the watch crystal and face can be removed. If a microdot or some microfilm is placed inside in a flat position, the light inside the watch beneath the film is activated, and the watch-crystal magnifier (sans face) is held over the lighted film, the

agent may read the film - provided he has good eyesight, of course.

A few general notes about these watches follow:

1. All of these special watches are waterproof to a depth of 100'.
2. Prices on the watches are between \$100-\$500, depending on the campaign.
3. All watches are durable, being able to

withstand most physical damage. Up to 500 lbs. of pressure may be applied before a watch breaks.

Some of the watches herein are rather powerful. Remember, gadgets are supposed to help your agents, not play the game for them. With this in mind, you may want to alter some of the watches to fit your campaign needs. And most of all, have fun! Ω

(continued from page 3)

accompanied the threat. The plot was revealed to be a hoax - but a college student in 1976 designed a 9.5-kiloton plutonium fission bomb for a physics course at Princeton. Materials for constructing homemade atomic weapons have, according to writer John McPhee, been available for years to those who know where to find them. What does this bode for futuristic high-tech cultures - or even for today?

Availability of nuclear weapons: Some atomic weapons are free for the taking. A B-47 that suffered a midair collision in February 1958 was forced to drop an atomic bomb into the mouth of the Savannah River in Georgia. The bomb was not recovered and is probably still there. Other aircraft and submarine accidents have deposited atomic weapons in various locations across the world. What sorts of things will we lose in the future?

Atomic tests in space: Before the Partial Test Ban Treaty of 1963, the United States and the Soviet Union conducted atomic weapons tests in outer space. One such experiment turned into a disaster during the USAF/AEC test series called Project Dominic, in which H-bombs were launched into space from Johnston Island in the Pacific Ocean. A 1.5-megaton burst at an altitude of 250 miles caused a communications blackout over the South Pacific, and dramatically increased the radiation in the lower Van Allen belts. This radiation damaged the power supplies of the first British satellite (*Ariel*) and two USN satellites, and shortened the longevity of Telstar 1. What would such weapons do in modern or futuristic warfare?

Ground-to-air/space lasers: In late 1975, it was alleged that the Soviets attacked one or more U.S. reconnaissance satellites with infrared lasers, blinding them for a short period of time. A Soviet ship fired a laser at an American military aircraft recently, temporarily blinding the pilot. Lasers have also been used lately by the U.S. against aircraft

drones with some success. Death rays are old news.

Orbiting debris belts: Manmade junk orbiting the Earth is so plentiful that many satellites have been struck and damaged by it, possibly including *Cosmos 954*, *Cosmos 1275*, *PAGEOS*, and *GEOS-2*. One of the *Challenger*'s windows was damaged on a June 1983 flight by a paint fleck that struck it at several miles a second. There is some evidence that the debris problem is accelerating as large pieces of junk (like rocket boosters) explode or are struck by smaller pieces, producing a broad band of dangerous and nonrecoverable garbage that threatens all future space launches. Will Earth be trapped by its own debris? Will other worlds have this problem?

Fascist space powers: The first nation to develop workable plans for a manned military spacecraft was Nazi Germany. The Sänger-Bredt skip-glide bomber was so advanced in design that elements of its plans have been used in developing the Sänger II, a proposed West German space shuttle. The ingenious scientists of the Third Reich also sent the first man-made object into outer space (a V-2 sent aloft in October 1942). A high technology is no guarantee that the people using it have your best interests in mind.

Unexpected availability of spacecraft: In the mid-1960s, a NASA employee began buying a large number of space-related items at U.S. government surplus auctions. He was forced to sell his collection to a salvage firm, and many of the items have come to rest in a common junkyard - including a Mercury capsule, an unused Skylab space station, and a complete Apollo Lunar Module. Another Mercury test vehicle was recovered by divers, put on civilian display, then sold to a church. Someone tried to steal it;

then the capsule disappeared.

Spaceport disasters: The worst single loss of life in a space-related accident was not the *Challenger* explosion. A 1960 launch at the Soviet Tyuratam space complex was halted by a rocket malfunction; while technicians and scientists worked on the rocket, it exploded. Dozens of people are believed to have died in the fiery blast. A manned Soyuz rocket exploded on the pad in September 1983, and the cosmonauts were saved only at the last second by their escape system. Many rockets the world over haven't made it into space, much less away from their launch towers. Launch-pad explosions are *common*. Why should future spaceports be free of such problems?

"Cargo cults" in high-tech societies: Many of the UFO sightings from the northwestern Soviet Union and Scandinavia, involving flashing stars, glowing clouds, and "shafts of light," are the result of nighttime launches of satellites from a formerly top-secret space base in the Soviet Union, the Plesetsk Cosmodrome. Several of these UFO sightings were widely discussed in the Soviet (and worldwide) popular media. Other space launches have produced similar problems; the "space gods" are really ourselves.

The point of all this is that the future has caught up with us. Even the most "advanced" science-fiction campaign lags behind the pace of real world; we are neck-deep in what we used to think was the stuff of science fiction or comic books. And the pace is picking up, not slowing down.

Do science-fiction games reflect reality? No, not very well. Reality is too bizarre to be science fiction. As one of Pogo's friends once said on a related topic, it's a mighty soberin' thought.





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Dungeon Etiquette

*What to do
when your wizard falls asleep,
or: "You're dead. Shut up!"*

by Jody Lynn Nye

Sooner or later, every DM has to deal with the fact that all facets of his world must yield to the world outside - the one calling his illusionist home for supper, or his warlord to a one o'clock dental appointment. It is, of course, the Dungeon Master's whim (a phenomenon with which any player is familiar) as to what he will do with an errant player's character, which we assume must now run around the magical kingdom without a soul or other guiding force. An aspiring DM will usually have to work something out with his players regarding their physical (or mental) departure from the game by the end of the first session he runs.

In the 11 years I've been playing D&D® and other role-playing games, the solutions my assorted DMs have come up with to solve this problem have been varied, if not to say fair. I wouldn't call any DM fair who had that kind of gleam in his eyes. Solutions I have seen included:

1. Instant death. The character who is withdrawn from a game in the midst of combat is now dead. Generally, this elicits protests from the player, who will soon be late for his appointment because of arguing with the DM. If arguing doesn't work, there is usually more delay while the

player negotiates (using "spirit talk") with one of the other players to carry his character's body to a temple, roll for resurrection or *reincarnation*, and in some cases arrange probate for the character's estate. At this point, a danger of real death awaits the player, whose parents or spouse have been fuming in the car while waiting for him all this time.

2. Unconsciousness. The character lapses into unconsciousness and cannot be hurt (except by large objects falling on him). It is up to the DM whether the character, in the player's absence, must be carried home or comes out of it in time to transport himself.

3. Teleportation to an inn. As soon as the front door slams shut behind the player, his player character vanishes in a puff of magic from his friends' view and reappears in front of a brimming brew in his favorite inn's common room. His hit points, experience points, and gold pieces are intact (except for his bar bill) from the point at which he left the adventure.

4. Banishment to Limbo. The DM we had who sent the characters of departed players instantly into Limbo, no saving throw, lasted precisely three weeks in his position. No one could get characters above 1st level, and after rerolling characters three times running, no one wanted to try.

Then there are the difficulties resulting

when the body of the player is still there, but the mind is not. For example, sessions used to run rather long in the first dungeon campaign in which I played. I was not used to staying up past 1:00 A.M., and the games would grind on till then from the early afternoon. I enjoyed the games tremendously, and I didn't want to miss a moment - but by the witching hour of 13 o'clock, my metabolism would have thrown a sleep spell on me, and I'd sink into incoherence and slumber. What does the perfect DM do?

The basic question should be: How does this person wake up? Is he inclined to be violent? Clear-minded? If the answer to the former is no and to the latter yes, you can kick him awake every time you need him to do something. If the opposite is true, you may play his character for him or use one of the methods described above for players who leave the game. Do whatever is safer and healthier for the continued happiness of yourself and the player.

In the long sessions mentioned above, my own DM allowed a combination of those methods. When I fell asleep, my wizard character was run by one of my colleagues, who initially woke me up to get a list of my character's remaining spells, then nudged me out of it when it was time to go home. The DM also took an incriminating picture of me curled up with his cat, but you do not need to do that. Some people are allergic to cats.

So what do you do when your paladin's player discovers that you have cable television, and *Star Wars* is on during the course of the game? The player ensconces himself before the tube, happily reciting every line right along with the characters, laughing with the droids, and looking distant and noble when Luke stares bravely out at the setting suns on Tatooine. Appeals to him to come back and play like a paladin do not work. When your players cry, "Jonathon! There's a dragon attacking!" they get a response of: "Ain't like Dustin' crops, boy."

This example is simply deliberate desertion. The player is no more aware of what is going on back in the game than is the aforementioned sleeping player. However, since the latter condition depends on physiology, and the former on inclination and the presence of a television, the DM may feel that he can be a little harsher with the former. After all, the paladin's player came to play a D&D game, and not to enroll in the Jedi academy, right?

Then there is unavoidable desertion, as when the volume of Coca-Cola and Orange Crush your player has been ingesting finally exceeds the capacity of his bladder. If you ever intend to rotate the DM's position and play in a campaign run by one of your players, it is wise to understand that such things happen. Don't call nastily through the bathroom door, "There was a balrog, and your wizard got crisped!" This is shooting at a helpless target. If the player remembers this when it's his time

to run the game, you'll be sorry. Revenge never allows saving throws. It's better to pause until nature has run its course (it tends to go in cycles, so allow for it), then resume the adventure.

Another point the DM needs to make with his players early on is whether or not the characters can hear "spirit voices." This phenomenon usually occurs when the party splits up, through death or distance, when there is no earthly (or un-earthly) way that the character could actually have heard his companions talking to him. Thud the Fighter wanders all by himself into the room with 17 doors on the north wall. The disembodied voices of his friends two levels down (who have already passed through) advise him to pick the middle one. Does the DM allow it? Worse yet, what happens to Nebraska Smith, sole survivor of an expedition, who is getting lots of help from his deceased counterparts in solving a cryptic puzzle that will save his life - and incidentally, the party's treasure?

Some DMs honestly don't care if their players cross the lines of dungeon reality, but some get really bent out of shape over infractions. Depending on how fiendish his trap is, and how long he's been working on it, your DM will exact appropriately weighted punishment for spirit-voice aid, especially if someone blurts out that the Great Machine God is really *Voyager 6*, and you can escape by throwing Duracell batteries at it.

Admittedly, spirit voices are lots of help if the players aren't too experienced. The group members need to work more closely together to learn game mechanics. But, from the DM's point of view, spirit voices can be a pain in the neck, and the DM should say so if he feels that way. He might not allow the active character to benefit from the commission of what is in his eyes a crime.

A DM may well have other laws intended to make game play move faster. Is he allergic to puns (a common and insidious disease found in dungeoneering groups) and so forbids them except at meal breaks? Does he count down, then subtract hit points from a character for every clock minute that a player describes a previous adventure?

The DM is trusting his players to play *fair*. That means everything from not cheating on your number of available spells, to keeping mum about a doppleganger in your midst. It's more fun to win while sticking by the house rules. You can't play D&D games without cooperating with each other. By participating as a player, you have made an unspoken agreement to abide by the DM's directions, however silly. By accepting a player, you have agreed to be as fair to him as you are to all your other players. It makes more sense than playing a D&D game all alone.

Otherwise, chances are very good that the next time you go to the bathroom, a balrog will crisp your wizard.

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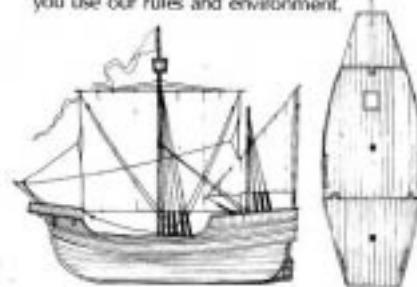
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The Oriental Sea

The high seas of the Oriental Adventures world

by Margaret Foy

This article introduces historical Chinese ships and new ship-related rules to the AD&D® game's *Oriental Adventures* campaigns, using the ship rules published in DRAGON® issue #116 ("High Seas," pages 10-27). So that you can use these two articles together without confusion, the tables here are not numbered sequentially, but are numbered as if the two articles had been printed together.

One book used in preparing this article was especially helpful: G.R.G. Worcester's *The Junks and Sampans of the Yangtze* (Annapolis, Md.: Naval Institute Press, 1971), a compilation of that author's earlier works on junks. It has detailed plans of over 150 junks and sampans. If you want to know anything about these ships and the people who use them, here it is.

Whatever the Chinese can do on land, they can also do on water. Floating inns, groceries, shops, and teahouses exist. Even ducks are raised on boats. Hundreds of different kinds of junks and sampans cruise the great waterways of China. China's principal waterway system is the Yangtze River, with all its tributaries and

canals: 5,500 miles of navigable waters serving 750,000 square miles. Winter-traveling vessels of 5' draft and summer-traveling vessels of 14' draft can reach Ichang, 1,000 miles from the sea. Rivers in Oriental lands in the AD&D® game could be equally extensive.

Ship propulsion

The most distinctive Chinese sail is the square lugsail with battens. A lugsail is hung from a lug (a type of yard), which is hung from the mast at a point two-thirds of the way along its length. The head of the sail is shorter than the foot - three-fifths the length of the foot, usually. The foot of the sail is laced to a boom. Battens are strips of bamboo sewn across the sail and attached to the mast. Battens force the sail to stay flat so the ship can sail at a sharper angle when tacking, and make it easier for the sail to be reefed (partially folded) and lowered. The sail acts like fan-fold computer paper when raised or lowered. Even when full of holes, a battened sail still draws the wind well. The battens also replace ratlines, which allow the crew to climb up the sail when necessary.

The junk and sampan are Chinese vessels characterized by a keelless flat bottom, a square bow, and a high stern. They

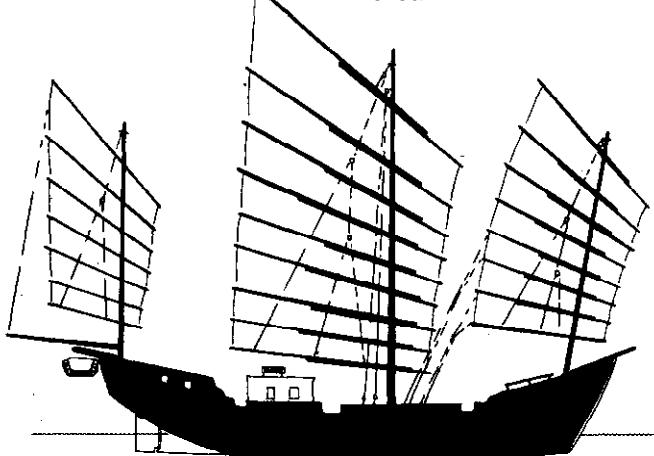
were the first ships to use bulkheads (walls across the hold) to form watertight compartments and strengthen the hull. Each ship uses rowing techniques distinct from those used by Western ships. The rorer faces forward and pushes the oar while standing. Usually there is only one rorer per oar. Rowing and sailing were often combined to add speed.

Junks and sampans are also sculled. A long sweep, the *yuloh*, is hung over the stern and worked from side to side to propel the boat in the same manner that a fish uses its tail to swim. The sweep is often so long that the rorer has to stand on a high platform at midship. The sweep's great weight is carefully balanced so that it can be easily worked.

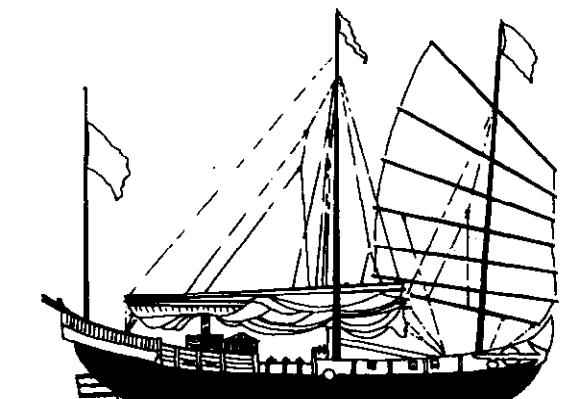
Poling a boat is the process of sticking a pole in the riverbed and pushing the boat forward. Except for steering problems, hanging onto the pole, and getting the pole out of the mud, poling would be a simple process. The energetic style of poling requires the poler to begin at the bow and walk the pole back to the stern. Poling works only in water 10' deep or less.

The hardest way to move a vessel is tracking: hauling a boat with ropes by people on shore. This is, however, the only way to go up rapids. The heavier cargo is

Lorca



Ocean War Junk



off-loaded and most of the crew go ashore. As their water levels fall in the winter, many of the rivers of China become shallow stretches interrupted by rapids and narrow channels. Some rivers have rapids all year round; others become foaming torrents during the summer. Rapids occur when the bed of the river suddenly drops, when the river is partly blocked, or when the river enters a gorge. Dangerous areas include boulders and rocks, whirlpools, boils, and backwaters. Each tracker wears a harness which attaches to a bamboo rope. The track on shore may cross creeks, canals, or boulders, or it may be carved out of the side of a vertical gorge.

When considering whether to track a boat or not, five questions are important:

1. How long are the rapids?
2. How many trackers are needed to haul the boat upriver?
3. How long will it take?
4. How much will it cost?
5. What are the chances of successfully shooting the rapids and tracking without disaster?

For purposes of comparison, a very difficult stretch of rapids could be a mile long, take nine hours and 200 trackers, and require payment of one yuan per tracker for a total cost of 10 taels. The chance to successfully track or shoot these rapids is 65%. At the other extreme, a very easy stretch of rapids could have a 95% chance of being successfully negotiated, be 10 yards long, take 12 trackers half an hour, and require payment of one fen per tracker for a total of 12 fen. The last case would be appropriate for tracking a boat through a canal gate.

When negotiating rapids, roll percentile die to see if the tracking or shooting is successful. If the attempt fails, the vessel takes damage as per Table Vb. Once the hull has been reduced to zero or fewer points, it breaks up, throwing those aboard into the water. Each must save vs. paralyzation every 20 yards of rapids or take 1-6 hp damage.

Crews and ship types

The basic statistics for Chinese ships are

given in Tables Id and Ie. Additional information is provided here.

The crews of junks and sampans are frequently all of one family, having often been commanded by three generations of *laodah* in turn. *Laodah* (meaning "old great") is the Chinese title for a ship captain. The *t'ai-kung* is the bow lookout who wields the bow sweep (if there is one); he takes soundings with a long boathook. The *shao-huo-ti* (cook) is also in charge of buying provisions for the vessel. The *hsien-ch'ueh* ("man of all work") is the equivalent of the landsman or ordinary sailor. The *pa-liang-chia-ti* ("one who has to climb") is equivalent to the able-bodied sailor.

The lorca is a ship with a Western-style hull but with a junks rigging and sails. The statistics given in Table Id are for a lorca whose hull has had bulkheads added to give the hull more strength. If you wish to have a lorca which has not had its hull modified, use the statistics given in Tables Ia and Ib of the "High Seas" article (issue #116) for a cog, caravel, brig, or corvette,

Table Id
Oriental Ships' Statistics

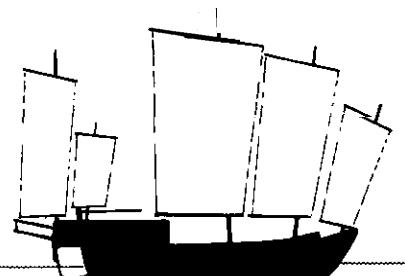
Vessel	Size	Cost (1,000 taels)	Deck			Free- board	Ton- nage 500	No. full decks	No. partial decks	Size of deckhouse	No. of sampans	Max. add.	Defensive points				
			Length	Beam	Draft								Hull	Each mast	Rigging & sail		
Lorca	L	43	130	110	30	8	4	500	1	16 X 12	2	20	38	60	15	27	
Kiangsu trading junk	L	50	90	70	18	6	4	135	1	0	27 X 3	2	38	35	40	10	30
Ocean war junk	L	80	120	100	25	6	6	280	2	1	20 X 10	2	30	60	50	15	27
River junk	L	30	90	75	18	5	2	110	1	0	38 X 16	1	8	19	30	8	10
Pechili trading junk	M	33	60	45	12	4	3	40	1	0	25 X 10	1	22	18	26	8	16
Small war junk	M	53	80	75	15	3	3	80	1	0	-	2	46	16	35	8	8
Crooked-stern junk	M	23	70	65	16	4	2	75	1	0	20 X 15	1	22	16	60	-	-
Fishing junk	M	16	50	45	10	5	3	20	1	0	10 X 7	1	10	8	20	8	20
Flower junk	S	14	40	30	10	3	2	13	1	0	-	0	7	36	8	-	-
House junk	S	13	40	35	8	2	1	10	1	0	-	1	4	18	12	-	-
Fishing sampan	S	11	35	-	5	1	6"	4½"	0	0	-	0	3	18	10	-	-
Creek sampan	S	5	15	-	3	10"	6"	1/2	0	0	-	0	3	15	8	-	-
Junks sampan	S	3	9	-	3	8"	4"	1/3	0	0	-	0	1	2	10	-	-
Dragon boat	M	20	66	-	6	15"	3"	12	0	0	-	0	39	0	18	-	-

Note that historical ships often varied widely from these given statistics, which are for AD&D game purposes only.

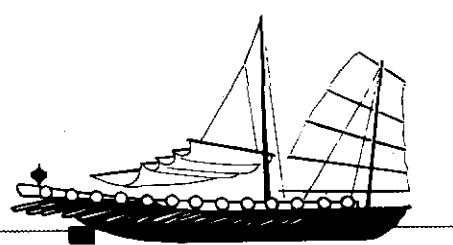
"Max. add." indicates the maximum number of passengers, excluding the crew.

Defensive points are a ship's hit points (see DMG, pages 54-55 and 109-110).

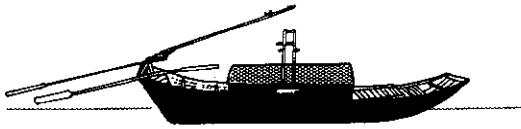
Pechili Trading Junk



Small War Junk



Crooked Stern Junk



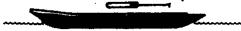
but increase the R&S (rigging and sail) points by 8 points and their speeds by 3".

The Kiangsu trading junk and the Pechili trading junk are different-size versions of the same seafaring cargo and passenger ship: the sha-ch'uan ("sand boat"). They are found all over eastern Asia sailing from one seaport to another. They are also used by pirates and are outfitted with anywhere from 2-10 artillery engines.

The *ta-ping-ch'uan* (ocean war junk) and the *k'uai-tu* (small war junk) are just two of the many types of war junks. Almost any type of junk can be converted for naval use with the addition of artillery engines. The ocean war junk carries 4-16 artillery engines; the small war junk, 2-6.

The *chang-k'ou ma-yang'tzu* (river junk) is a sailing cargo boat for rivers and bays. The *hou-pan-ch'uan* (crooked-stern junk) is a river cargo vessel built to negotiate the most treacherous rapids, using bow sweeps for added maneuverability. The shape of the crooked-stern junk allows it to use two stern sweeps, which makes it even handier in the rapids. With the two

Creek Fishing Sampan



Junk's Sampan



Dragon Boat



stern sweeps and 16 oars, it is capable of good speed, even when traveling upriver. The river junk also makes use of oars (18 of them) when the current is too strong for the sails to carry it upriver or when

the wind fails. Oars for both ships are 30' long, and the bow sweep is 50' long. The crooked-stern junks main stern sweep is 90' long, and the side stern sweep is 50' long. The main sweep is handled-by the

Table Ie
Oriental Ships' Speeds

Vessel	No. masts	Sailing		Oar length	Rowing Speeds			Rowing mnvr.	Poling Speeds			Mnvr.		
		Base speed	Mnvr.		Normal	Full	Sprint		No. of poles	Normal	Full			
Lorca	4	27	8	-	m	-	m	-	20	1	1½	2	12	-
Kiangsu trading junk	5	33	8	-	-	-	-	-	35	1	1½	2	12	-
Ocean war junk	3	30	8	-	-	-	-	-	50	½	1	1½	12	-
River junk	2	27	6	40'	16	12	16	18	30	1	2	3	10	10
Pechili trading junk	4	30	8	-	-	-	-	-	20	1	1½	2	12	-
Small war junk	2	36	8	20'	40	21	28	31	-	-	-	-	-	-
Crooked-stern junk	-	-	-	40'	16	15	20	21	4	-	-	-	-	4
Fishing junk	4	27	6	-	-	-	-	-	6	3	4	4½	6	6
Flower junk	-	-	-	-	-	-	-	-	8	6	8	9	8	-
House junk	-	-	-	12'	4	3	4	5	4	3	4	4½	8	6
Fishing sampan	-	-	-	5'	2	4	5*	6	6	2	3	4	5	6
Creek sampan	-	-	-	5'	2	5	6*	8	4	2	3	4	5	4
Junks sampan	-	-	-	5'	2	4	5*	6	4	1	2	3	4	2
Dragon boat	-	-	-	5'	36	26	35*	39						2

* The vessel is being paddled, not rowed.

"Mnvr." is maneuverability, as per DRAGON issue #116.

Ship graphics by David Sutherland

**River
Junk**



**Fishing
Junk**



**Flower
Junk**



laodah, who stands on a platform 25' above the water. The additional crew of these junks handle the oars and tracking. The crooked-stern junks often travel in groups of about eight so that they may combine their crews for tracking.

The *yao-Wang-ch'uan* (fishing junk) also carries six oars, each 30' long. The *lou-tzu-ch'uen* (flower junk) is a floating restaurant or teahouse. It can be hired for an afternoon (2 taels) or evening (5 taels) of boating, music, song, and food. The flower junk accommodates 24 guests.

The house junk on Table Id is a larger variety of the many kinds of house junks.

These junks are usually anchored among a maze of rickety, thin walkways. If it becomes necessary to move the house, the boards of the walkways are removed to let the junk pole out and move away. The family aboard it usually has one or two sampans for getting around. There are several advantages to the house junk: no rent, no land tax, no problem with floods, and no hassle when moving.

The three sampans on Table Id are poled or paddled in the shallow waters they normally frequent. They can be used for fishing, ferrying, and cargo transfer. With the addition of a roof, they may also be used as homes. In harbor settings, some sampans have small kitchens aboard for making meals for the crews of other vessels (possibly leading to boat fires).

Dragon boats, specific to China, vary from 44' to 110' in length. Their sole purpose is to race in the Dragon Boat Festival, held to commemorate the drowning of Ch'u Yuan (in the 4th century B.C.), a poet and statesman of the Chou dynasty. The races recall the frantic searches for his body by his friends and admirers. The Festival is held on the 5th and 15th days of the 5th moon. The festivities include offerings to the Lung Wang. Debts are to be settled at this time. The festival is very near those of the Last Sowing and the Summer Solstice. The cost of the boats and

Table Vb
Amount of Damage Caused by Monster Type

Monsters	Hull damage *	% Chance to capsize
Carp (R)	1-12	8-12
Crocodile, giant (R)	2-8	7
Dragon turtle (R)**	3-12	12-14
Elemental, water (R)	1d4 per 4 HD	2 per HD
Nature spirit, greater (R)	1d4 per 4 HD	8-15
Nature spirit, lesser (R)	1d4 per 4 HD	2-7
Mottled worm	-	15
Octopus, giant (C: 6 tentacles)	2-8/rd.	0
River dragon (R)	2-12	10-12
Sea dragon (R)**	3-12	11-13
Sea snake, giant (C)	2-8/rd.	0
Sea turtle, giant	-	15
Shark, giant (R)	3-12	10-15
Squid, giant (C: 9 tentacles)	3-12/rd.	0
Typhoon dragon (R)	2-12	10-12
Verme (R)	5-20	20
Whale (R)	1d4 per HD	2 per HD

(R) indicates that ramming is used.

(C) indicates that crushing (with a number of appendages) is used.

* As per *DMG*, pages 54-55 and 109-110.

** Steam breath weapon also causes damage of 1 point per 6 hp.

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Table V (addendum)
Amount of Damage by Cause

Source of damage

Rapids (hull 100%)

Damage done *

1-6 hp per 10 yards of rapids	1-6 hp per 10 yards of rapids
Stink pot	1
Mine	2
Fire boat	14**
<i>Disintegrate</i>	2
<i>Divine wind</i>	3/level
<i>Elemental burst</i>	1
<i>Fire breath</i>	1/level **
<i>Fire rain</i>	1/2/level**
<i>Fire shuriken</i>	1/3/level**
<i>Fire wings</i>	2**
<i>Hail of stones</i>	1/2/level
<i>Horn of blasting</i>	18
<i>Incendiary cloud</i>	½ / 6 hp**
<i>Steam breath</i>	1/level
<i>Tsunami</i>	S/level
<i>Wall of fire</i>	2/level**
<i>Wall of force</i>	5-30
<i>Whirlwind</i>	1-10
<i>Wind breath</i>	1/level
<i>Wood rot</i>	½/turn

* Defensive points damage, as per *DMG*, pages 54-55 and 109-110. Consult Table VI in issue #116 if necessary, and Table VIII in that issue for the effects of fire.

** Amount of fire damage.

races are borne in part by the pious as an offering to the river gods. The crew and officers are drawn from the same neighborhood, company, or village. The race usually runs diagonally across the river for a half mile or so. Since the draft (when fully loaded) of these boats is only 3", contestants must pause at least once for a few minutes to engage in some furious bailing. DMs may handle the race as a proficiency contest as outlined in *Oriental Adventures*, page 52; the proficiency is paddling, which requires one slot with a base chance of success of 14.

Table descriptions

Table Id is very similar to Table Ia of the "High Seas" article. "Maximum additional crew" refers to those who stay with the vessel. Polers, rowers, trackers, and pilots for rapids are hired as necessary, and are not counted toward this total.

Most of the vessels on Table Ie have more than one speed listed. Sailing speed, maneuverability, and direction were explained in the "High Seas" article. Oar speeds are given as "normal," "full," and "sprint." Normal oar speed can be kept up for four hours. Full speed can only be maintained for an hour, and sprint speed for only 30 minutes. After the maximum time at a given oar speed, it must be followed by one hour of rest. An asterisk next to the oar speed means the vessel is being paddled, not rowed.

Sculling speed, regardless of the vessel, is 7") which can be maintained for six hours before an hour's rest is needed. In emergencies or under very favorable conditions, this speed can be raised to 13" for an hour.

Poling, like oar speed, has normal, full, and sprint speeds, which are subject to the same time restrictions as oar speed. Poling and sculling maneuverability are handled as per oar maneuverability.

The following combinations of the forms of propulsion are possible: sail with oar or pole, or sculling with oar or pole. The final speed is the sail or sculling speed plus one-half of the normal poling or rowing speed.

The speed of the vessels given can be modified by several factors. A current, be it river or tidal, adds or subtracts one-half of its speed to a vessel's speed. (By way of example, the Upper Yangtze River in winter varies between 1" and 9" in game speed, and in summer from 12" to 24".) In rapids however, the full speed of the current is added when shooting, up to 39" in very violent rapids.

Table V lists the new sources of damage appropriate to an Oriental campaign. A stink pot is a half-gallon clay jar filled with a mix of gunpowder, sulfur, and nails in one half, and any malodorous substance in the other half. It is then sealed with clay and plaster, forming a simple bomb that produces a cloud of noxious smoke equal in effect to a *stinking cloud*, lasting for three rounds. It also does 2d6 hp damage to all within 40'. Stink pots were dropped

Table VIII (correction) Effects of Fire and Other Damage

Hull: (Percentage of hull damaged) X 2 = Percentage chance to start sinking for boats without bulkheads.

Hull: Percentage of hull damaged = Percentage chance to start sinking for boats with bulkheads.

Table IX (addendum) Miscellaneous Items

Actual speed = [(Base speed + Maintenance adjustment) + Wind adjustment] + Current's speed adjustment - (Damage adjustment) ± gust of wind adjustment.

from the yards of one vessel onto an opposing ship. Mines are floating versions of stink pots with timed fuses. They are floated downstream in large numbers in the hopes of disrupting enemy ships. Fire boats are paired by a chain which snags on enemy ships so that the fire boats come to rest on either side of the target. Each fire boat sets a 14-point fire.

The addendum to Table VIII includes one new point: The percent of hull damage is the percent chance for sinking, because of the watertight compartments formed by the bulkheads. Lorcas without bulkheads

suffer the usual chance for sinking - i.e., two times the percent damage to the hull (note the correction!).

The addendum to the "High Seas" Table IX includes an altered speed formula. Fouling results when a vessel fails to make its maneuver roll when changing from one point of sail to another when rowed, paddled, poled, or sculled. The crew must roll on Table III of the "High Seas" article for each type of movement used. The length of fouling differs for each type of movement.

Ω

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If Looks Could Kill

Looking gaze weapons right in the eye

by Malcolm Bowers

In Greek mythology, the sight of the original Medusa could turn creatures to stone. Perseus, well-armed with winged sandals, a magic wallet, a helm of invisibility, and an adamantine sickle, killed her by lopping her head off. Athena had warned him not to look directly at Medusa but only at her reflection, and had given him a brightly polished shield to this end. The head still turned creatures to stone after parting company with its body, and Perseus used it to good effect on a couple of occasions afterward, once petrifying 200 people.

Not only medusas, lesser kin to the original, but also many other monsters in the AD&D® game have gaze weapons of some sort. Much information about these attack forms is left to surmise, however. For instance, can we take the details of the above myth as accurate for game purposes? What exactly is a gaze weapon, anyway? How do creatures so endowed survive reproduction and so on if they are not immune to their own gazes? How does one deal with such attacks in melee? Can only one victim be affected in a round? This article tries to remedy the lack of information and provides advice on handling such abilities.

What is a gaze weapon?

A gaze weapon is not simply any magical radiance emanating from the eyes of a creature. For instance, the rays projected from a beholder's eyes are not such an attack; the gaze of a basilisk, however, is. If we read the monster descriptions, we can discriminate between the two sorts of special attacks. With regard to that of the basilisk, we read that it petrifies "any fleshly creature which meets its glance." This phrase, or variations thereof, occurs in the descriptions of all creatures with true gaze weapons. Eye contact is a precedent for this type of attack; thus, blind creatures such as grimlocks will be unaffected by a true gaze weapon, as will those

who avoid eye contact with a monster thus empowered. It can also be deduced that true gaze weapons are not typical spell-like abilities limited in number of uses. Once activated, they affect anyone meeting the gaze, plain and simple. With this in mind, a basic definition can be provided: A true gaze weapon is continuous and requires full eye contact in order to operate.

How do gaze weapons work?

It's a kind of magic, as the song says – but it is not the normal kind, since it does require eye contact. Light is necessary, since eye contact is impossible otherwise. Perhaps the magic is carried by light waves in some way; this would fit in with the fact that gaze attacks can be reflected (unlike the original Medusa's petrifying appearance). We could picture a gaze attack as a weak, continuous magical radiance that requires energy in the form of light to "step it up" to an effective weapon. In total darkness, one could stand safely (?) eyeball-to-eyeball with a medusa, as far as the gaze goes anyway, since the magical emission is too weak to penetrate one's eyes without the presence of light to carry it.

It is commonly supposed that light in the visual spectrum (rather than infrared or ultraviolet) is needed for gaze weapons. This restriction makes the definition much easier to work with, so we will assume this to be the case. Perhaps only visual light has the proper wavelength for interaction with magic. If infrared radiation could carry a gaze attack, say, then only those with infravision would be susceptible to such an attack in normal darkness. This is not hinted at in the AD&D® game literature. A monster with an infrared petrification gaze attack would be an interesting beast, indeed!

Gaze-weapon ranges are limited by visibility, because of their dependence on light, but do not need that much light to function. Gaze weapons are effective if the creature's eyes can be seen at all – that is, if they are within the radius of illumina-

tion of a light source. Gaze weapons do have fixed limits of operation, though; see Table 1 hereafter.

The magic of a gaze weapon must act on its target through the visual organs, even when boosted by light, because it is too weak to affect it in any other way. This is not so unusual; the senses are "weak points" in a creature that magic can exploit. For example, eyebite works through sight and *suggestion* through hearing.

Gaze weapons require eye contact to be maintained for a short space of time – a second or so – for the magic to work. The saving throw indicates someone has a chance to wrench his gaze away in time or shut his eyes, either escaping with partial effects (as in the case of a pyrolisk) or no effects whatsoever. Those who have survived gaze attacks invariably report that the monster's gaze was curiously compelling – a side effect of the magic. If the save is failed, the gaze acts as an equivalent spell cast at a level of magic use equal to the creature's hit dice. Magic resistance is then applied, if the victim possesses it. The effect itself – petrification, death, etc. – takes a segment to accomplish. Note that a gaze causing petrification turns a victim's carried equipment to stone, just as a *flesh to stone* spell does.

Other "eye attacks"

There are a few monsters that might seem at first to have gaze weapons, but closer acquaintance unmasks these abilities as spell-like powers with limitations on the number of uses and on the necessity for eye contact even if the attack does emanate from the eyes of the creature.

Attacks falling into this category are: the magical rays projected from the eyes of a beholder, retriever, or spectator; the area effects of the frost man's "ice blast"; the opinicus's "sun sparkles"; and the eye of the deep's stunning attack. The death gaze of a sea hag and the death-stealing gaze of a nabassu demon do not require eye contact, and have a limit on their number of uses; hence, they are spell-like powers, not true gaze weapons. Likewise, some hordlings have a gaze equal to a ray of *enfeeblement*, but this can be used on only one opponent per round. The eye killer's laserlike "death stare" can only be used once per day, and is a physical attack of sorts which employs magically amplified light radiation. Incidentally, all of these other eye attacks could work in darkness (except for the gaze of the eye killer), although there could be some targeting difficulties.

Note that immobilized characters (those affected by the gaze of the ultrodaemon, floating eye, scarecrow, yeti, or revenant) are subject to double the usual number of attacks for automatic hits and maximum damage (plus incidental damage where appropriate), if their attacker chooses to attack. Otherwise, these victims can be killed or bound at the rate of one per round. This applies to magically sleeping characters, too (such as those affected by

the jackalwere's gaze), although they will certainly wake up if the damage inflicted fails to kill them outright. (This is a general melee rule - see the *Dungeon Masters Guide*, page 70 - which takes precedence over the notes in the yetis' description in the *Monster Manual*.)

What is done to a helpless foe depends on the attacker and any of the victim's allies. Jackalweres always seek to kill, and ultrodaemons attempt to slay or enslave helpless characters, but the rest of the gaze-using creatures attack as listed in Table 1 rather than efficiently dispatching their victims.

Duration of gaze attacks

The length of time a gaze effect lasts, where not given in the texts, is determined as if it were an equivalent spell cast at a level of spell-use equal to the creature's hit dice. Of course, some of the effects can be remedied by various means. A sleeping person can be shaken awake in a round. All forms of charm (whenever caused by an ultrodaemon, spirit naga, scarecrow, or vampire) are broken on the death of the creature responsible. Spells directly countering the effect suggest themselves in many instances.

Gaze weapons are magical; thus, *dispel magic* negates their effects in some cases. Where the effect is sustained by the magic - *charms, enfeeblement, confusion, paralysis*, etc. - then *dispel magic* should have the usual chance of working. But when the magic only induces a physical state or condition, and does not sustain it, *dispel magic* has no effect. For instance a boalisk's gaze induces a disease, which then takes its natural course until a *cure disease* intervenes, or until death results. *Dispel magic* will not affect these conditions any more than it will reverse the induced damage done by a pyrolisk, fatal or otherwise. Death gazes also induce rather than sustain a state, and require a powerful dweomer to restore life to the deceased. Where magic sustains an altered state, the affected creature radiates a faint magical aura.

Petrification, the all-time favorite gaze weapon, opens up an interesting can of rot grubs. There is no evidence as to whether petrified creatures emit a dim dweomer or not - and one can't actually do an experiment to find out. (If a petrified creature did not suffer a fatal *system shock survival roll*, then *detect life* will give a positive result, but that's by the way.) Nowhere in the AD&D game rules, either in the text of the *stone to flesh* spell or in the descriptions of the various monsters which petrify, is it stated that *dispel magic* can or cannot reverse petrification. Looking at similar spells doesn't help much: *transmute rock to mud* is affected by *dispel magic*, but *transmute metal to wood* is not. *Polymorph any object* can be used as a powerful *flesh to stone* spell, and can be dispelled, but this doesn't necessarily imply that *flesh to stone* or the equivalent gaze weapons, can be dispelled, too.

In the absence of any official ruling, DMs must make up their own minds. For what it is worth, it has been the assumption in a number of campaigns that *stone to flesh* is needed to reverse all petrification. Modules seem to support this, generally providing such a scroll (or equivalent potion) when monsters which have the ability to petrify are present.

The DM might allow *dispel magic* to be cast at a monster, using the same procedure for casting the spell on items (DMG, page 41). The spell must be targeted at a single creature, and magic resistance and a normal saving throw are allowed. If the spell takes effect, it prevents magical attacks by spell, innate ability, or any sort of gaze weapon for one round.

Ranges

The gaze ranges given in the *Monster Manual* are in scale inches where they appear. The later ranges are given in feet, as in the *Unearthed Arcana* spell *eyebite*. Following the principle of the latest game volume published -being the most correct, a set range in feet has been adopted. This seems logical, since eye contact is only possible at short range. There should be

no difference between above- and below-ground settings in this regard. Most magical effects and some gaze attacks have fixed ranges, so it is only reasonable for this to apply generally. In suggesting ranges, the nature and power of the attacks, and the creature employing them have been taken into account.

Having a fixed range for gaze weapons means that characters with keen sight (wearing *eyes of the eagle*, for example) are not subject to attack at a greater distance than others. With regard to this decision, no form of magical scrying will transmit a gaze attack; such methods of observation magically duplicate a scene rather than directly send any light/magic radiation to the observer. (The DM may wish to provide cursed items or special areas that give magical viewers the "benefit" of having gaze weapons affect them at a distance.)

Gaze immunity

For whatever reasons, some creatures are immune to their own gaze weapons. The pyrolisk is immune to fire, and hence is impervious to its own gaze. Vampires are immune to *charm*, as well. The scarecrow's gaze affects only intelligent creatures; since the scarecrow is mindless, it is unaffected. A spirit naga's gaze-charms affect humanoids - a restriction which excludes nagas. The ultrodaemon's gaze acts as a *hold person*; since the ultrodaemon is not a person, it is unaffected by its own gaze (see DRAGON® Magazine issue #90, "Hold That Person," for a full list of what races can be affected by this spell). Similarly, the delusion effect does not apply. Lastly, the revenant's gaze affects only its killer, not itself. As mentioned in Table 1 (see footnote 1), the blindheim can't see when it uses its gaze weapon. Consequently, although it is not immune to its own gaze, being blind prevents it from any such effects. All the other creatures can be affected by their own gaze weapons, whether these gazes are reflected or come from another member of their species.

Living with lethal looks

There are evidently problems of interaction between members of a species that can petrify each other at a glance. There seem to be two possible solutions. First, gaze-using monsters could meet and mate, as appropriate, only in conditions where light is absent. This supports the idea that gaze weapons only work in visual light, since some of the monsters have infravision or ultravision. Although other senses could be used for communication, this solution leads to many practical problems for the races concerned, which often hunt prey above ground.

Second (and a more likely explanation), gaze-using monsters could forgo using their gaze. There is evidence toward this - the blindheim "turns on" its gaze at will. Likewise, the charonadaemon only uses its

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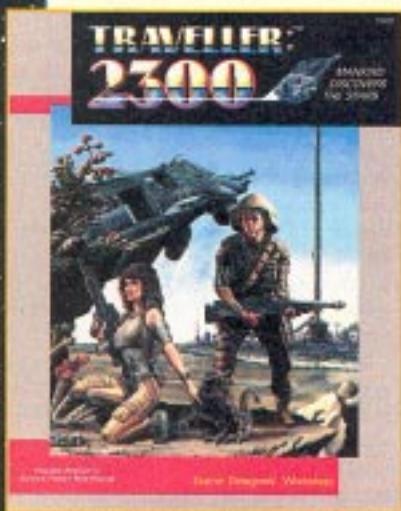
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gaze when it is angry; its usually pale eyes glow red in this case. Logically, the ability to refrain from using their gaze weapons should apply to all gaze-using monsters. A very simple mechanism can be proposed to allow this. All creatures with gaze weapons have a nictitating membrane - a third, inner eyelid that many animals in the real world possess. In the case of gaze-using creatures, this membrane is clear, allowing them to see normally (and into the infrared and ultraviolet spectra in some cases), but stopping the gaze attack from being emitted by the eye. This membrane can be drawn back instantaneously. Once it is withdrawn from the eye, the gaze operates continuously without conscious volition until shut off again.

When angered or in combat, a creature so empowered always uses its gaze weapon; in potentially dangerous situations, it instinctively activates it. A *charmed* creature involuntarily uses its gaze on the sudden appearance of other monsters, for example, and thus may accidentally affect members of the party that *charmed* it.

Thus, gaze-using creatures refrain from using their gazes in the exclusive company of their own kind, although the degree of control varies. The more irascible creatures (such as medusas) find restraint difficult, and so are mostly solitary creatures. On the other hand, jackalweres in human form sometimes mingle with humans in order to attack them by surprise. In this instance, the jackalwere saves its gaze weapon for the best moment - unless a suddenly perceived danger causes it to use the ability reflexively. These creatures also instinctively avoid each other's gaze when more than one combats a common foe (see below).

Gaze-monster offspring are unable to draw back their nictitating membranes until maturity, which prevents the young from affecting each other. (The parents' own membranes keeps them from harming their offspring.) Magical creatures usually mature quickly (a year or so in the main), at which stage they leave the lair

with full control of their abilities.

Refraining from the use of their gazes is important for petrification-causing monsters, assuming they don't eat stone [see "*The Ecology of the Maedar*" in *DRAGON* issue #106]. These creatures are able to seek harmless prey, such as rabbits and other small game, which allows them to save their gaze weapons for use on creatures inimical to them - naturally, adventurers head this list.

Gaze weapons in combat

Gaze weapons operate without conscious volition once activated, so they are useable in addition to any other allowable attacks. Because these attacks are continuous, anyone in the gaze range has a chance of being affected. A monster will employ its gaze to its best advantage in combat; for example, turning its head from side to side will cover a 120° arc in front of the creature, or a 180° arc in cases in which the creature is hard-pressed. Of course, if a thief backstabs such a monster, it will certainly turn its glare on the attacker unless the creature is killed outright.

The descriptions of the boalisk and yeti indicate that a saving throw determines whether or not their gazes are met. All other descriptions of monsters with true gaze weapons state or imply that the creature's gaze must be met before a save must be made. The notes on the dracolisk in the *Monster Manual II* provide a very useful table for determining if a gaze has been met (this table has been reproduced as Table 2 in this article for the sake of convenience). It is suggested that this case applies without exception to all monsters with gaze weapons.

As written, the boalisk's gaze has no save if met, and can affect only one person per round. Since its gaze requires eye contact, it is a true gaze weapon, so the same procedures should be used as with other gaze attacks, and the text concerning its attack disregarded. Use Table 2 to determine whether or not the creature's gaze is met,

and then allow a saving throw. The reduced potency of the gaze is balanced by a wider possible field of effect, since any character within range can be affected by the attack.

The descriptions of the jackalwere's and yeti's gazes state that they affect unsuspecting or surprised creatures respectively. This does not mean that only surprised victims are affected; it merely indicates a better chance of using the gazes in surprise situations (these creatures love ambush). This feature is subsumed in Table 2, and is applied normally before any required saving throws are made. Table 2 shows the chances of meeting the gaze of any large creature. Add 1 to the table result if the gaze-using creature is man-sized; add 2 if the creature is small.

The figures in Table 2 represent the chances of meeting a creature's gaze in any given round or period of surprise. Characters need only one check (and if the gaze is met, one save) at this time, per monster. Surprise may be negated, on an individual basis only, by high dexterity (*DMG*, page 62). Individuals in this group are assumed to be avoiding the gaze during this period if they are aware of the danger. In all other instances, they are assumed to be viewing the monster.

DMs may alter these probabilities if circumstances warrant it. For instance, an *invisible* character would have only half the normal chance of meeting the gaze if the monster is unaware of him. A one-eyed creature could still use its gaze effectively; the chance of meeting its gaze would be the same as that for a two-eyed creature. In this case, however, saving throws would be at +4.

There is almost always a low chance of meeting the gaze of a gaze-using creature, even when attempting to avoid it. This is attributable to the hectic movement of melee, peripheral vision, and Edgar Allan Poe's "Imp of the Perverse" (which makes you do what you don't want to do). Characters avoiding the gaze fight at a penalty. The penalties given in the notes on the dracolisk are -4 to hit and +4 to be hit, which are standard for fighting *invisible* opponents. The difference here is that a dracolisk is not completely unseen - one may catch peripheral glimpses of its limbs and so forth in most cases (the floating eye is an exception). It is suggested that penalties of -3 to hit and +3 to be hit should be added when avoiding a gaze. This should apply to the blindheim as well, giving it three possible armor classes against an attacker.

If characters take elaborate steps to protect themselves (such as blindfolding their eyes or fighting within a *darkness* spell), they automatically avoid gaze weapons, but will fight at -4 to hit and damage, a +4 penalty to armor class, and -4 on any saves they might have to make (see *Dungeoneer's Survival Guide*, page 32). Characters with proficiency in blind-

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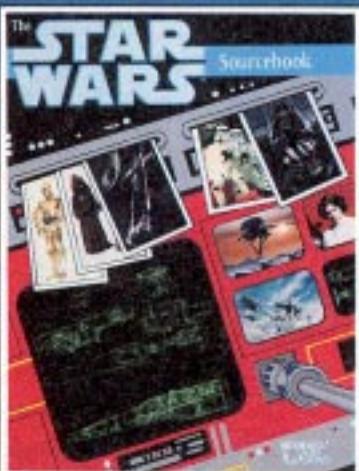
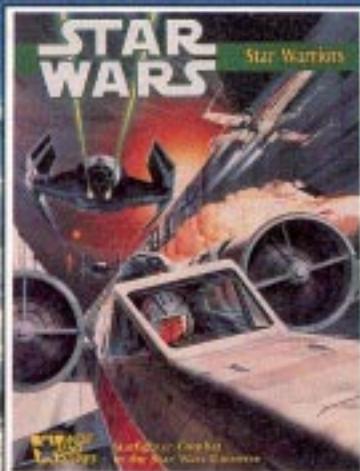
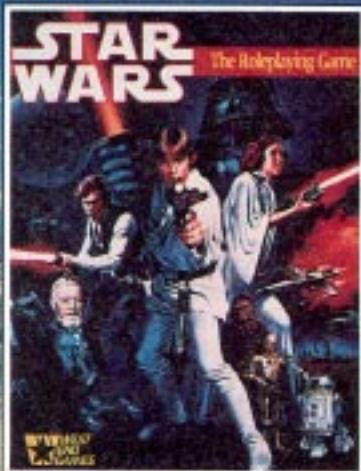
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fighting (*DSG*, page 27) have their usual advantages.

Within a melee round in which a gaze weapon takes effect, an initiative roll determines which combatant is affected first. In the case of spell-casting, however, the spell-caster is affected as soon as he begins casting the spell (unless, of course, some precautionary measures are adopted). Melee is not static; thus, it is possible for a monster to lunge at the spell-caster - say, if the opponent was not initially in range.

As previously mentioned, creatures with gaze weapons instinctively avoid each other's gaze when fighting a common foe. These creatures suffer no combat penalties, since they are not fighting each other. To determine if gaze-using creatures in a position to affect one another do so, roll 1d10 for each creature for each round. The creatures meet each other's gaze only if both creatures roll a 1 or 2. Even then, both are entitled to a saving throw. If either makes it, both save - since making a saving throw indicates wrenching one's gaze away before the magic can take effect, and thus must be reciprocal in this instance. Magic resistance can then be applied individually where appropriate.

A few reflections on mirrors

From the descriptions of the monsters given in the various tomes, we only know for certain that gazes causing petrification can be reflected back at a monster. It seems reasonable to assume that all gaze weapons can be treated in the same way. The weak magical emanation of gaze weapons is carried by light, and so can be reflected as light is.

Mirrors are not perfect reflectors, however, so reflection of a gaze weapon requires better light conditions than the gaze itself needs to function correctly. Both the monster and the mirror must be well-illuminated - as a rule of thumb, within half the radius of illumination of a light source.

The limit on gaze ranges in Table 1 is absolute and linear. For effective reflection, the mirror must be half the range or

less from the creature to affect it, since the gaze radiation must travel to the mirror and back to the eye.

Normal rules for the reflection of light apply, so reflecting the gaze back into the creature's eyes is not automatic; the character must hold the mirror at the correct angle for this to occur. Determine the chances of a monster meeting its gaze in a mirror using Table 2. Add 1 to the figure presented for a large mirror, and add 2 for a very large mirror (six square feet and larger). There is no adjustment for the size of the monster. Unintelligent monsters attack normally and will not recognize a mirror, while intelligent ones attempt to avoid the reflection. Creatures using this evasive maneuver suffer combat penalties with respect to the mirror wielder, as discussed earlier.

Even if the lighting and distance requirements are satisfied, and the monster meets its gaze, it still receives a saving throw. Of course, some monsters are immune to their own gaze (although there is no need to inform players of this fact). In addition, the oddly shaped eyes of the greater basilisk and the hooded ones of the dracolisk make it difficult to reflect their gazes back with any degree of accuracy. With regard to the former creature, the mirror must be within 10' of the greater basilisk; the dracolisk has a straight 90% chance of being unaffected by a reflected gaze. (Short-sightedness may help the greater basilisk, but the nictitating membranes of the dracolisk don't affect on susceptibility.)

A polished metal shield may be used as a large mirror, although it would be difficult to keep in this condition; the dents and scratches of combat would quickly reduce its efficacy. A better idea is to affix a large metal mirror onto the front of a shield prior to entering combat with a gaze-using monster, keeping the mirror safely within a backpack until that time.

The first-level illusionist spell *gaze reflection* "creates a mirror-like area of air before the illusionist" who can see through the effect as if it were one-way glass, remaining fully protected behind it. Although the spell lasts but a round, it is

as effective as a large mirror. All notes pertaining to normal mirrors apply.

It is not generally possible to reflect other attacks than true gaze weapons. Magical rays from wands, beholders, and so on may appear to be shafts of colored light, but this is due to light scattered perpendicular to the rays - a side effect of the magic. The rays themselves do not consist of light, and they pass through mirrors, armor, and so forth without hindrance. An exception may be made for the eye killer's weapon, which is composed of light. Use the same procedure used for reflecting gaze attacks. In this case, however, the light is dispersed if not reflected back into the creature's eyes. If the light is reflected, consult the monster description to determine the effects.

The catoblepas has a gaze which has characteristics of both a death ray and a death gaze, so mirrors have an unusual effect: they split the gaze. The death ray carries on unimpeded, but the death gaze is reflected. If the catoblepas meets its own gaze, both it and the mirror wielder could die - both get saves against the split and weakened magic, though.

The original Medusa was defeated by Perseus, who used a mirror to effectively combat the creature. Apparently, the Medusa's petrification power did not reflect into his eyes. How, then, can a mirror reflect a gaze back to a monster, but not to a character? Well, it can't, really. Later versions of the story often depicted Medusa as being turned to stone by her own reflection - this was common in fantasy fiction especially. Since the AD&D game system has evidently adopted the latter form of dealing with reflected gazes, we should stick to it, and ignore that bit of the original myth. Perhaps Perseus was just lucky; after all, he did sever the Medusa's head with one stroke.

The idea of a reflected gaze being safe is a misconception in game terms. The gaze should be reflected in the same way for all concerned: Anyone viewing a monster in a mirror has a normal chance of being affected by its gaze. This could be quite interesting when cautious characters look around corners.

Astral and ethereal effects

The various monsters that can petrify have sensory perceptions and attack forms extending into the Astral and Ethereal planes. This is due to the close affinity of these creatures with the plane of elemental Earth, and thus with the inner planes in general. The pyrolisk also has perceptions and attack forms extending into the two planes; its affinity is clearly with the plane of elemental Fire. (The pyrolisk description does not mention astral awareness *et al.*, but the foul fowl turns up on the appropriate random encounter tables and frequency charts at the end of *Monster Manual II*.) These creatures may have originated in the elemental planes and

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later migrated to the Prime Material plane. While retaining extraplanar awareness, they lack the ability to travel the planes now. There is a "natural" diffuse light of sorts in both the Silver and Purple Realms, sufficient for the use of gaze weapons. All normal procedures apply, but the DM may wish to have the gaze range extended to three times normal due to the properties of the planes.

The catoblepas appears nowhere on any astral or ethereal encounter charts; giving it the ability to see into and use its gaze-weapons in these planes in the Monster Manual may have been an error. As far as can be ascertained, the catoblepas have no connection with anything elemental. Thus, it is suggested that the DM ignore the creature's astral and ethereal side; the catoblepas is nasty enough without it. The other gaze-using monsters have no particular elemental affinity, and thus should have no astral and ethereal awareness or attack forms.

Illusory problems

If a party casts illusory *darkness* on a gaze-using monster or an illusory wall in front of it, the party can still be affected by the creature's gaze. Illusions do not alter physical realities, so there is still light to carry the gaze attack. Illusions exist only in the mind's eye, and will not stop an attack going through them. The chances of

meeting a gaze in this situation depend on whether or not the monster can see past the illusion. If it can't, gaze contact is coincidental, and the chances on Table 2 are halved (roll 1d20); otherwise, the chances are normal. An obscuring illusion negates all surprise situations for the purpose of finding if a gaze has been met, since one's eye is not drawn to the monster. Players might not initially be aware of what is happening if this situation is set up as a trap; one such example is a *permanent illusion* of a wall cast over an alcove with a chained basilisk in it. Someone who has made a save against the gaze would be aware that something funny was going on, though.

Illusions of creatures with gaze weapons are only possible with spells like *shadow monsters* which create monsters that are quasi-real. Gaze effects do not extend beyond the spell's area of effect, however. Even then, each time a special attack is used, a save against the illusion itself should be allowed before the save against the special attack. Without this restriction, illusionists would create spectres or beldaks all the time rather than other, more mundane monsters.

Magical preservation

With the death of a gaze-using creature, the nictitating membranes that suppress the gaze in life lose their shielding proper-

ties, and the gaze attack itself ceases to function. Using the severed head of a medusa to petrify people, like Perseus did, is not allowed. (The original Medusa in the myth was more powerful than the lesser medusas who populate the AD&D game world. As further proof, Stheno and Euryale, the Medusa's sisters, were immortal - an attribute well out of the reach of these AD&D game monsters.)

Powerful magic, however, may be used to maintain both the gaze and the membranes of the gaze-using monster as if the creature were still alive. First, the corpse (or at least the head) of the gaze-using monster must have a *preserve* spell cast on it within a turn of the creature's demise. This action must be performed by a caster of at least 8th level. To keep the gaze working, a properly phrased *limited wish* or similar spell must be cast on the corpse. This spell must then be followed by a *permanency* spell. If the inner eyelids are carefully removed intact (a finicky task with a chance of success equalling 10% + 1% per point of dexterity) and given similar treatment, they can be fashioned into a pair of lens that give immunity to the particular form of gaze attack used by the monster. (The *limited wish* and *permanency* are separate from those used to maintain the gaze weapon.) The process of making these protective devices, however, is very tricky and involves melding the

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Table 1
Monsters Using True Gaze Attacks

Monster	Gaze attack	Duration	Given range	Suggested range	Gaze immunity
Basilisk	Petrification	Permanent	-	40'	-
Basilisk, greater	Petrification	Permanent	50'	50'	-
Blindheim ¹	Blindness	11-20 turns	30'	30'	-
Boalisk	Disease	Permanent	-	20'	-
Bodak	Death	Permanent	30'	30'	-
Catoblepas ²	Death	Permanent	6"	60'	-
Daemon, charona-	Fear	1 turn	-	30'	-
Daemon, ultro ³	Hold/Delude	Special	-	40'	Yes
Demon, babau 4	Enfeeblement	7 rounds	20'	20'	-
Dracolisk	Petrification	Permanent	20'	20'	-
Eye, floating	Hypnosis	2-7 rounds	-	10'	-
Jackalwere 5	Sleep	2 turns	-	30'	-
Medusa	Petrification	Permanent	3"	30'	-
Naga, spirit	Charm	Permanent	-	20'	Yes
Pyrolisk	Internal fire	Instantaneous	-	30'	Yes
Revenant 6	Paralysis	2-8 rounds	-	10'	Yes
Scarecrow	Charm	As spell	-	20'	Yes
Umber hulk	Confusion	3-12 rounds	-	20'	-
Vampire	Charm	As spell	-	20'	Yes
Yeti 7	Paralysis	3 rounds	-	30'	-

¹ The blindheim's gaze provides its own light, of course. Although it can be seen, it is a true gaze weapon in all other respects. The light beams are so bright that the blindheim cannot see past them when they are in use. Its acute senses of smell and hearing compensate for this, so it can still target its gaze attack and defend at normal probabilities.

² This nasty monster is the exception to the rule. Its gaze attack is both a gaze weapon – in that it is continuous and requires eye contact for its full effect (i.e., no save) – and a death ray in the usual sense in that it can kill without eye contact if a save is failed. This makes it powerful indeed.

³ The victim of an ultrodaemon's gaze is affected as if by a *hold* person spell for as long as he can see the ultrodaemon's eyes. Even if the save is made or if eye contact is otherwise broken, the victim still suffers delusion (see *Monster Manual II*, page 31). This effect is very powerful; without true *seeing* or similar magic, characters should not be able to ignore it. A good way for a DM to simulate the effect is to require a save vs. wisdom on 1d20 each round for a character to be able to attack the daemon.

⁴ The *enfeeblement* caused by the babau demon is 33%.

⁵ The jackalwere, like its cousin the wolfwere, can take any of three possible forms: jackal, normal human, and a partially changed form with a manlike torso and limbs, and a jackal's head. The jackalwere can use its gaze in any form. This affects any character of any level if he fails his save.

⁶ The revenant is only included for completeness; its gaze is effective only on its intended prey.

⁷ Half the damage caused by the yeti's squeeze is physical; the rest is cold damage. Consequently, those with resistance to cold can negate or reduce the chilling effects.

Table 2
Chances of Meeting a Gaze Attack

Character is:	Chance
Completely surprised	9 in 10
Surprised	7 in 10
Viewing monster	5 in 10
Attacking normally	3 in 10
Avoiding gaze	1 in 10

membranes with a finely fashioned pair of crystal lenses (at least 1,000 gp per pair). The resultant lenses are indistinguishable from the other magical eyes in the AD&D game.

Incidentally, eyes of *charming* and eyes of *petrification* (the reversed sort) can be treated exactly as the gaze of a vampire or basilisk respectively. Use the procedures given in this article to adjudicate their use. The eyebite spell requires eye contact, but the mage casting it won't use it in situations in which he cannot meet someone's gaze. Treat this spell as a normal spell.

Other visual effects

Table 2 can also be used for determining whether or not any potentially hazardous

visual phenomenon is observed. These phenomena may range from sights as pleasant as a nymph disrobing to as unpleasant as a penanggalan separating its head from its body. The latter is particularly nasty; the saving throw only determines the severity of the viewer's fate. In all fairness, a chance should be given to avoid seeing it altogether. Other phenomena the table could be used for include the blinding flare of a magnesium spirit, the gibbering mouth's spittle, or the sight of a sea hag's ugly face. Use Table 2 to determine whether or not the character is looking at the creature or object before requiring a saving throw.

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Justice is served!
(Part 2)

The Marvel-Phile

by Jeff Grubb

Well, I'm steamed. After all my work to put everything on Scourge under one roof, the editor of this fine magazine, Roger of the Retreating Hairline [Ouch!], cut it into two parts. Even "The Marvel®-Phile" has its limitations. Our apologies to all and sundry.

In any event, this second section does allow me the chance to extend thank-yous to people who have helped me put this sucker together. Special thanks go to

Mark Gruenwald, the writer/producer of *The Official Handbook of the Marvel Universe*. Thanks also go to The Turning Page comics shop in Milwaukee, and to the Tomorrow is Yesterday and Toad Hall shops in Rockford, Ill., for their help in locating many of the long-forgotten back issues in which these particular ex-villains first appeared.

And now, the final selection of Scourge's villains, featuring the victims of the "bar with no name" massacre - and Scourge himself.



BIRD-MAN II™							Achille DiBacco
F	A	S	E	R	I	P	
EX	EX	GD	GD	TY	TY	TY	
Health: 60	Karma: 18						
Resources: PR	Popularity: - 4						

KNOWN POWERS:

Flight: EX (10 areas/turn).

Blaster: RM intensity force, Z-area range.

TALENTS: None.

CONTACTS: None.

HIS LIFE: The original Ani-Men (and the original Bird-Man) were killed in a battle between Count Nefaria and Iron Man. The second Bird-Man, Cat-Man, and Ape-Man were recruited by Death-Stalker, a foe of Daredevil. All were normal humans with superpowered costumes. Ape-Man and Cat-Man were killed by Death-Stalker, but Bird-Man, defeated earlier by Black Widow, escaped.

HIS DEATH: Bird-Man was among the many villains who attended a meeting hosted by Gary Gilbert at the criminal "bar with no name" (see Firebrand for details). He was slain there by Scourge in a massacre of 17 criminals.

TURNER D. CENTURY™

Clifford F. Michaels

F	A	S	E	R	I	P
PR	TY	TY	TY	GD	TY	PR
Health: 20	Karma: 20					
Resources: IN	Popularity: - 1					

KNOWN POWERS:

Flamethrower Umbrella: EX flame damage, 1-area range.

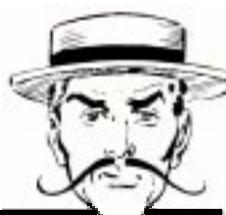
Flying Bicycle Built For Two: EX speed.

Time Horn: Device intended to kill those under age 65 by ultrasonic waves, but instead induced unconsciousness within 10-area radius, affecting same victim type; MN intensity.

TALENTS: History and Invention.

CONTACTS: None.

HIS LIFE: Clifford Michaels was raised to



believe in the values of the early 20th century, and he sought to force those values on the modern world, first trying to "clean up." San Francisco, then attempting to kill everyone under the age of 65 in New York with his "Time Horn," which failed to perform as he hoped. He was defeated in the first case by Spider-Woman, and later by Spider-Man and Dominic Fortune.

HIS DEATH: Turner D. Century, mentally unstable but branded a criminal, was a victim at the "bar with no name" massacre that claimed Bird-Man and many others.

CHEETAH™

Esteban Carracus

F	A	S	E	R	I	P
RM	RM	IN	RM	TY	EX	GD

Health: 140

Karma: 36

Resources: TY

Popularity: - 6

KNOWN POWERS:

Superhuman Abilities: The above stats are for Cheetah at his most powerful, as an agent of the Kree race. At the time of his death, each of Cheetahs FASE abilities were EX (Health: 80).

Claws: RM material strength, both when superpowered and later as part of his costume.

Speed: EX (5 areas/turn) as an agent of the Kree.

TALENTS: None.

CONTACTS: Ronan the Accuser and the Kree.

HIS LIFE: A petty thief, Carracus was endowed with superhuman powers by a Kree Sentry, and was used as a pawn in combat between Ronan the Accuser and the original Captain Mar-Vell. His powers were destroyed with the Kree Sentry, but he retained his name and costume.

HIS DEATH: The nonpowered Cheetah was killed in the "bar with no name" massacre mentioned above.



COMMANDER KRAKEN™

Name unknown

F	A	S	E	R	I	P
RM	GD	GD	TY	GD	GD	TY
Health: 56	Karma: 26					
Resources: GD	Popularity: 0					

KNOWN POWERS:

Bionic Left Hand: Originally a hook capable of emitting a RM-intensity electrical shock; replaced by HYDRA with a functional bionic hand of RM strength.

Bionic Left Leg: Functioned as normal leg; allowed flight at TY speed (6 areas/turn).

Electro-Sword: Device capable of firing AM-intensity electricity (3-area range); could reflect up to AM-intensity force and energy attacks.

Sea Vessels: Squid-shaped submarines which fired shells of AM damage, and had tentacles of AM material strength. Other stats: watercraft, Control EX, Speed RM (6 areas/turn), Body AM, Protection AM.

TALENTS: Handguns and Edged Weapons.

CONTACTS: HYDRA.

HIS LIFE: A modern-day pirate who sold his services to HYDRA, Commander Kraken fought and lost against Sub-Mariner and Iron Man.

HIS DEATH: Unable to rebuild his seagoing ships after his last defeat by Iron Man, Commander Kraken retired to commit smaller crimes in the Midwest. He was slain in the "bar with no name" by Scourge.

CYCLONE™						Name unknown
F	A	S	E	R	I	P
GD	GD	TY	EX	GD	GD	TY
Health: 46		Karma: 16				
Resources: GD		Popularity: - 5				

KNOWN POWERS:

Wind Control: Cyclone's sole power derived from the costume he wore, which allowed him to control air with AM ability. He could perform the following power stunts:

- * Fly at GD speed (8 areas/turn);
- * Disrupt other fliers (AM intensity);
- * Lift others into air (AM intensity);
- * Attack all in one area for RM damage from wind blasts; and,
- * Create vacuum around one target (AM intensity).

TALENTS: Engineering and Invention.

CONTACTS: The Maggia.

HIS LIFE: A NATO engineer, Cyclone turned his invention of a wind-controlling device into a tool for the Maggia. Cyclone fought and lost to both Spider-Man and Moon Knight.

HIS DEATH: Unable to use his device, Cyclone died in the "bar with no name" massacre.

MORE INFO: MHAC6 New York, New York.



FIREBRAND™						Gary Gilbert
F	A	S	E	R	I	P
GD	GD	IN	EX	EX	GD	TY
Health: 80		Karma: 36				
Resources: TY		Popularity: - 12				

KNOWN POWERS:

Costume: Firebrand's suit gave him his high strength. Without it, his Strength was

GD and his Health 50. The suit gave him MN resistance to Fire.

Flamethrowers: One mounted on each wrist; projected AM-intensity heat and flame at 3-area range.

Flight: GD (8 areas/turn).

TALENTS: Physics and Invention.

CONTACTS: None.

HIS LIFE: A radical agitator who used his talents to further criminal ends, Firebrand was a longtime foe of Iron Man.

HIS DEATH: Gilbert retired his costumed identity to become a business agent for other criminals, usually meeting them at an abandoned bar in Medina County, Ohio, known only as the "bar with no name" As Scourge had already made early successes against low-level criminals such as Gilbert and his clients, Gary called a meeting of criminals to discuss the problem. Seventeen other criminals made the meeting (Water Wizard was late with a flat tire, which saved his life). All weapons were checked at the door, but Scourge infiltrated the meeting disguised as the bartender. Gilbert and the other 17 were shot down by Scourge, wielding a cut-down .50 machine gun in each hand.

HELLRAZOR™						Name unknown
F	A	S	E	R	I	P
RM	EX	GD	RM	TY	PR	TY
Health: 90		Karma: 16				
Resources: PR		Popularity: - 2				

KNOWN POWERS:

Wrist Blades: Hellrazor's primary weapon; IN material strength bracelets which had sharpened edges, inflicting IN edged-attack damage; could also fire a stream of sharp razors, IN damage, with Z-area range.

TALENTS: Martial Arts B and E.

CONTACTS: Roxxon Oil.

HIS LIFE: An agent of Roxxon Oil hired to defame and kill the Black Panther, he was defeated (once deprived of his wrist-weapons) by T'Challa and Spider-Man.

HIS DEATH: Caught without his weapons, Hellrazor was killed at the "bar with no name."



GRAPPLER™						Name unknown
F	A	S	E	R	I	P
R M	G D	T Y	G D	G D	G D	T Y
Health: 56		Karma: 26				
Resources: RM		Popularity: 0				

KNOWN POWERS:

Battle Staff: A flexible steel rod of EX material strength, used as a battle staff and wielded with IN ability to inflict RM damage. Blunt end of the staff contained a coil of RM-strength cable, which could be fired with 2-area range to either entangle an opponent or serve as a cable, to be reeled in.

Radio-Controlled Plane: As private plane in Advanced Set MARVEL SUPER HEROES® rules book, with IN control.

TALENTS: Martial Arts A, C, and E; Finances; and, Boxing.

CONTACTS: None.

HIS LIFE: Advised as a youth to study "leverage," the Grappler became a master at the idea, both in a physical and financial sense. His single attempt to put "leverage" to criminal use by stealing an armored car filled with gold was halted by She-Hulk.

HIS DEATH: Grappler was a victim of the "bar with no name" massacre.

HIJACKER™						Name unknown
F	A	S	E	R	I	P
TY	GD	TY	GD	RM	GD	GD
Health: 32		Karma: 50				
Resources: GD		Popularity: 0				

KNOWN POWERS:

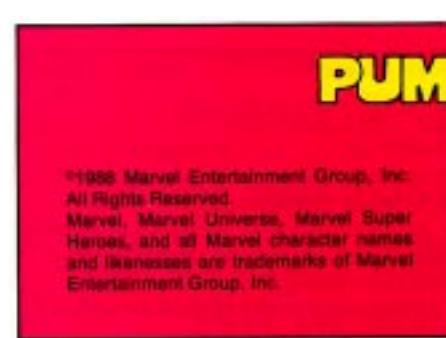
Body Suit: Hijacker had no superhuman powers, instead gaining his abilities from his heavy body-suit, which provided the power for his weapons. His heavy, brown, reinforced fabric suit provided RM protection against physical, energy, heat, fire, and cold attacks. When sealed with his odd-looking helmet, Hijacker had his own 4-hour oxygen supply and was immune to gases.

Vario-Blaster: Hijacker's main weapon was a multifunction gun attached to the belt of his outfit by a cable. With this 2-area-range weapon, Hijacker could fire:

- * "Nuclear flame" for AM fire damage;
- * Knock-out nerve gas of IN intensity;
- * Projectiles for RM damage;
- * "Ionic blasts" for RM energy damage; and,

* An "Activator Beam" of IN intensity, which activated any nearby machinery.

Crime-Tank: A heavily armored fort on treads, Hijacker's mobile base was an off-road vehicle with EX control, TY speed,



AM body, and IN protection. Its spiked treads inflicted IN damage, and it had electromagnets of AM intensity with a 4-area range. This tank was destroyed by the Thing and Black Goliath.

TALENTS: EX Agility with Vario-Blaster.
CONTACTS: None.

HIS LIFE: A gimmick-laden villain who specialized in stealing technology for later resale in criminal auctions, Hijacker was first defeated by Ant-Man, and later by Black Goliath and the Thing. He was good at last-moment "rabbits out of the hat" tricks that no one expected.

HIS DEATH: Hijacker unfortunately attended the "bar with no name" massacre. Without his gimmicks and protection, he proved easy prey for Scourge.

JAGUAR™						Ramon De Rico
F	A	S	E	R	I	P
RM	RM	EX	EX	TY	EX	TY
Health: 100	Karma: 32					
Resources: TY	Popularity: - 6					

KNOWN POWERS:

Infravision: RM intensity.

Claws: Worn on gloves; inflicted RM edged attack damage, and were used to scale buildings (1 floor/turn).

TALENTS: Martial Arts A and C.

CONTACTS: HYDRA.

HIS LIFE: Head of the Commando Division of HYDRA under Silvermane, El Jaguar was a devoted leader who took pride in leading his crack troops into battle, until his defeat by Daredevil and Nick Fury's SHIELD forces.

HIS DEATH: El Jaguar was just one more tombstone outside the "bar with no name."



LETHA™						Hellen Feliciano
F	A	S	E	R	I	P
RM	EX	RM	EX	TY	TY	TY
Health: 100	Karma: 18					
Resources: GD	Popularity: 5					

KNOWN POWERS: None.

TALENTS: Wrestling, and Martial Arts A, C, and E.

CONTACTS: Roxxon, the Power Broker, and the UCWF's Grapplers.

HER LIFE: Female wrestlers recruited by Roxxon to break into Project Pegasus, Letha and Titania were stopped and served time in prison before going straight. Letha's strength was boosted by the Power Broker, and she and her cohorts, the Grapplers (not to be confused with the Grappler, above) joined the UCWF.

HER DEATH: Letha attended the meeting at the "bar with no name" in order to find Titania's killer. She succeeded and paid for that information with her life (see last months "The Marvel-Phile" for information on Titania).

MIND-WAVE™ Name unknown

F	A	S	E	R	I	P
TY	TY	TY	TY	EX	GD	RM
Health: 24				Karma: 60		
Resources: EX				Popularity: - 8		

KNOWN POWERS:

Psionic Powers: Mind-Wave's natural mind powers were boosted by a helmet of his own design, which gave him the following abilities:

* ESP, with which he could blindside a nontelepathic opponent at will; and

* Mental communication with others wearing similar helmets, his "think tank," or with other ESPers.

Think Tank: A large, heavily armed vehicle controlled by Mind-Wave's mental powers, and used to rob banks. The vehicle had AM control, EX speed, EX body, and had GD armor. It had heat-ray cannons which inflicted IN damage at a 3-area range.

Heat Ray: Hand-held version; inflicted RM damage at a 2-area range.

TALENTS: None.

CONTACTS: None.

HIS LIFE: A criminal possessing mental abilities heightened by his own inventions, the megalomaniac Mind-Wave robbed banks in Europe and America until stopped by Daredevil and Uri Geller.

HIS DEATH: Mind-Wave's mental abilities failed to warn him about Scourge. He died in the "bar with no name" massacre.



MIRAGE™ Desmond Charne

F	A	S	E	R	I	P
GD	TY	GD	TY	EX	TY	GD
Health: 32				Karma: 36		
Resources: TY				Popularity: - 3		

KNOWN POWERS:

Image Generation: Mirage's suit allowed him to produce several MN-rank Power Stunts involving illusion. He could:

* Disguise himself and others within a 1-area range;

* Use invisibility; and,

* Project multiple images (up to 8) within 1-area range.

TALENTS: Handguns (often carried one).

CONTACTS: None.

HIS LIFE: A holography technician with delusions of criminal success, Mirage was defeated by Spider-Man and Daredevil on separate occasions.

HIS DEATH: Mirage attended the "bar with no name" at the time of the massacre. Though a victim, he was reported to have survived as part of a ploy to lure Scourge into a trap. Dressed as Mirage, Captain America captured Scourge, who was then shot to death by another mysterious assailant, who may be yet another Scourge.

RAPIER™

RAPIER™						Dominic	Tyrone
F	A	S	E	R	I	P	
IN	EX	GD	GD	GD	TY	GD	
Health: 80				Karma: 26			
Resources: EX				Popularity: 6			

KNOWN POWERS:

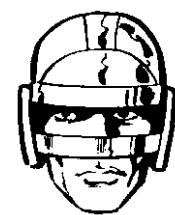
Electro-Stun Sword: Delivered EX-intensity electrical shock that caused unconsciousness; 1-area range.

TALENTS: Fencing and Martial Arts A.

CONTACTS: None.

HIS LIFE: A former partner of Silvermane, Tyrone achieved recognition as the heroic Rapier while planning revenge against his crime-boss partner. He fought Spider-Man inconclusively.

HIS DEATH: Like so many others, he died at the "bar with no name."



RINGER™

RINGER™						Anthony	Davis
F	A	S	E	R	I	P	
GD	GD	GD	TY	GD	TY	TY	
Health: 36				Karma: 22			
Resources: GD				Popularity: - 4			

KNOWN POWERS:

Rings: Devices on Ringer's wrist fired a variety of rings, including: Explosive Rings of RM damage; Freezing Rings of RM cold; and, Constriction Rings of IN material strength and damage. In later versions of his suits, he had a "particulate-matter condenser," which could form rings of IN strength from soot in the air.

TALENTS: None.

CONTACTS: None.

HIS LIFE: Ringer made his entry into the criminal life by battling with Nighthawk of the Defenders. Severely beaten, he vowed never to fight again, but he was later captured by the Beetle and forced to fight

Spider-Man. Afterwards, he moved to the Midwest.

HIS DEATH: Believing he had finally hit the big time, Ringer was instead shot to death at the "bar with no name."

SHELLSHOCK™						Name unknown
F	A	S	E	R	I	P
GD	EX	TY	TY	GD	TY	TY
Health: 42		Karma: 22				
Resources: TY		Popularity: - 4				

KNOWN POWERS:

Special Handgun: RM material strength, 3-area range, fired assorted projectiles (including IN explosive projectiles, IN heat-seeking and guided projectiles, and an expanding yeast-putty of AM strength which entangled opponents).

TALENTS: Handguns.

CONTACTS: Psycho-Man.

HIS LIFE: A former flunky of Psycho-Man, Shellshock kept the weapon designed for him and teamed up with Livewire (another former flunky) to steal Alicia Master's statues. They were defeated by the Thing.

HIS DEATH: Shellshock was present at the "bar with no name," and there met his end, thanks to Scourge.



STEEPLEJACK II™						Maxwell Plumm
F	A	S	E	R	I	P
GD	EX	GD	GD	GD	TY	GD
Health: 50		Karma: 26				
Resources: GD		Popularity: - 3				

KNOWN POWERS:

Body Suit: RM protection from physical attack.

Acetylene Gun: A multipurpose weapon that could fire:

- * RM-damage force;
- * RM-damage energy;
- * Wire slipknot of RM strength; and,
- * Heat and light of RM intensity.

TALENTS: None.

CONTACTS: None.

HIS LIFE: Taking the designs and outfit of the first Steeplejack (Jake Mallard, who died fighting Power Man), Max Plumm fought Ms. Marvel - and lost.

HIS DEATH: Steeplejack attended the final bash at the "bar with no name."

VAMP™ Name unknown

F	A	S	E	R	I	P
RM	EX	GD	GD	GD	GD	RM
Health: 70		Karma: 50				
Resources: GD		Popularity: - 4				

KNOWN POWERS:

Absorbo-belt: A SHIELD device which permitted Vamp to duplicate the physical non-superhuman abilities of other individuals within 1 area of her. These included:

- * Duplication of Strength, up to RM rank, with no effect on Health; and
- * Duplication of Fighting and Weapon Talents.

Telepathy: Vamp had EX telepathy.

ALTER EGO: Vamp was a superpowered villain who actually had *another* super-powered villain identity as her alter ego: the Animus, a huge-headed primitive with great powers:

F	A	S	E	R	I	P
RM	RM	IN	IN	RM	EX	IN
Health: 140		Karma: 90				

The powers of Animus once included the following:

Mental Bolts: IN-damage force;

Crystal Club: EX material strength; if used as a focus for mental abilities, it raised them by one rank;

Telekinesis: IN rank.

Animate Objects: IN intensity.

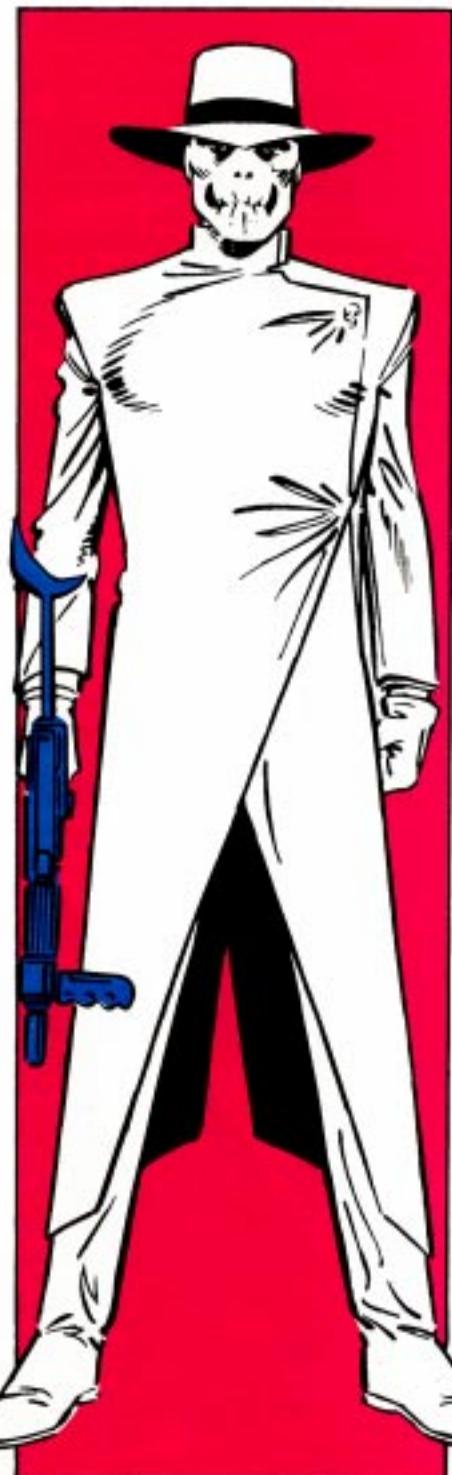
The Transformation from Vamp to Animus was remote-controlled by a device held by the criminal Corporation. All damage taken in one form did not carry over to the other, though long-term effects (Stun, Slam, or Kill) did.

TALENTS: Espionage.

CONTACTS: The Corporation, Blue Streak, SHIELD (temporarily).

HER LIFE: Vamp and Blue Streak were double agents for the Corporation who infiltrated the SHIELD "super-agent" program. Vamp battled Captain America both as Vamp and Animus, but lost.

HER DEATH: Without her absorbo-belt (confiscated by SHIELD), and being either unable to use or lacking the control device to become Animus, Vamp died at the "bar with no name."



SCOURGE™ Name unknown

F	A	S	E	R	I	P
TY	EX	TY	EX	TY	RM	GD
Health: 52		Karma: 46				
Resources: EX		Popularity: - 5				

KNOWN POWERS:

Scourge's Gun: One shot did EX damage; 5-shot burst, RM damage; 5-area range, EX material strength. Fired an explosive bullet that lowered an opponent's physical protection by - 2CS. Scourge preferred to use this weapon at point-blank range, and could use one such weapon in either or both hands with perfect facility. Weapon

was easily concealed .50-cal. Thompson machine gun with sawed-off barrel and stock (folding wire stock used). A 5-round clip was used; extra clips probably kept on Scourge's person.

Scourge's Van: Control TY, speed EX, body GD, armor GD. Carried spare weapons, ammo, disguises, computerized crime file, television communications gear.

TALENTS: Weapon Specialist with own gun (In Agility), Criminology, Disguise, and Marksman.

CONTACTS: Domino, a masked detective who had MN contacts in the criminal underworld.

HIS LIFE: Appearing out of nowhere to eliminate the Enforcer, Scourge cut a wide swath through the criminal ranks of the Marvel Universe. He concentrated on active costumed criminals of medium-to-low power, keying on many lesser-known villains whose abilities were based more on devices than natural or artificial mutations. Blindsiding nearly all of his victims and allowing for no warning at all, he was startlingly successful before either the criminal community or any heroes caught on to his activity. His few "missed opportunities" included failed attacks against Constrictor (foiled by Captain America), Kraven (accidentally foiled by Tigra), Hobgoblin (foiled by Spider-Man, but Scourge killed Wraith instead), Cobra and



Diamondback (missed fuel tank on their ship), and Water Wizard (see Firebrand, above). It is possible that there were or are multiple Scourges on the loose (see text below and entry on Titania in last months "The Marvel-Phile").

HIS DEATH: Following the massacre at the "bar with no name," Water Wizard - a late arrival - contacted Captain America

for help. Cap took the costume of the deceased Mirage to set a trap for Scourge, and he managed to capture the murderer - but Scourge was shot by an unknown assailant in the shadows, using a gun similar to Scourge's and calling out the same "Justice is served!" cry. Before he was shot, Scourge made a confession of his origins - but his story has since proved to be false. The true origins of Scourge, and whether there are others of his ilk, are unknown.

101 uses for a dead villain

Scourge's victims were generally (though not always) individuals who derived their abilities from high technology, which granted them powers or enhanced already existing abilities. Scourge destroyed these items when possible, but criminals tend to leave multiple caches of equipment or plans. Many items were confiscated from slain villains by Ohio police following the massacre at the "bar with no name." Certain slain criminals may have left relatives or criminal allies who will take up their identities and causes in the future. It is possible in gaming campaigns for a "new" Firebrand or Blue Streak to appear and bedevil your heroes. By the same token, Scourge (or someone like him) may return to bump off more criminals in your Marvel Universe.



BT11 — Mechanic



BT18 — Kid with Pistol



BT2 — Motorcycle & Hell's Angel Rider

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- BT20 — Gang Member with chain and spear



BT4 — Gang Leader



BT6 — Girl Punk



BT14 — Army Trooper

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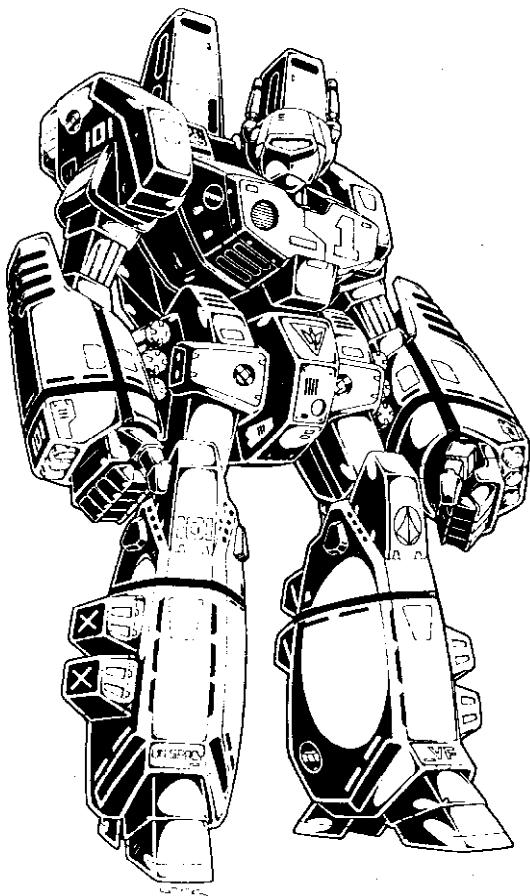
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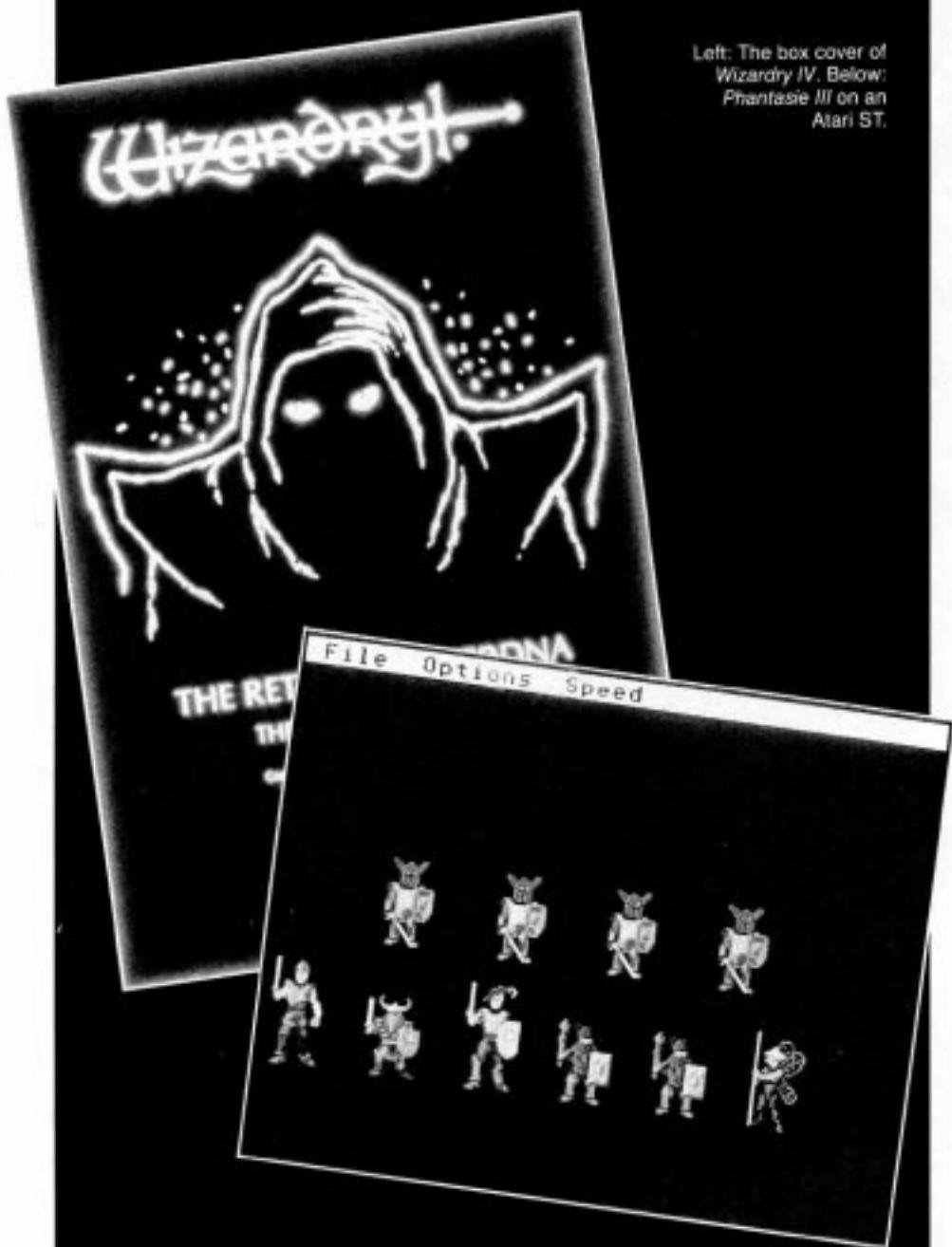
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The Role of Computers



Left: The box cover of *Wizardry IV*. Below: *Phantasie III* on an Atari ST.

*The champions:
Wizardry IV & Phantasie III*

Talk is exceptionally cheap. How many times have you heard about the release of a new game product, only to be bitterly disappointed because the game never reaches the retailers' shelves? The product is either overhyped by a company's public relations department, or else the program itself is nothing more than a dream from the disturbed sleep of an overly optimistic programmer. Those products that do manage to come to market on time and at a fair price have that little something extra going for them - veracity! Here are some new products that are sure to please.

Sir-Tech Software, Inc.

P.O. Box 245
Charlestown Ogdensburg Mall
Ogdensburg NY 13669
(315) 393-6633

We are delighted to inform one and all that *Wizardry IV - The Return of Werdna*, has been released in formats for the Apple II computer family. (Our in-depth review will follow later this year.) We spent a delightful afternoon with the game's creator, Roe R. Adams III, and programmer, Robert Woodhead. These individuals are responsible for more fantasy role-playing goodies and code for a variety of systems than many entire companies. Roe's credits include reviews editor for *Softalk Magazine*, game editor for *Computer Gaming World*, and author of the *Ultima III* and *IV* game manuals and the third *Wizardry* manual. Roe also played a very important role in the design of *Ultima IV* and the initial design work for *The Bard's Tale I*. Robert Woodhead is the programming genius behind *Wizardry IV* and is also the co-creator of the entire-*Wizardry* series. Both men have outdone themselves with the latest scenario - a gamer's delight!

For three hours, we sat enthralled during the demonstration of *Wizardry IV*. All should be advised that if you are not at least a strong intermediate or experienced *Wizardry* gamer, you should wait to play this scenario until you have the first two *Wizardry* scenarios under your belt. This is not a game that can be cracked in a week; one of the finest computer gamers in the United States, Ronald Wartow, required over 150 hours to complete this scenario.

We must also explain to our readers why we will *not* offer any game hints to *Wizardry IV* now or in the future. There are several reasons for this decision. First, Sir-Tech Software (Robert Woodhead's company) will be offering certificates of accomplishment to those individuals who successfully complete the game. A Grand Master Certificate will reward those intrepid adventurers who complete the

game with a plus number of keystrokes remaining to them (more on the keystroke count later). Second, from what we have witnessed, this is truly a gamer's game - to give any hints away would destroy the total challenge that wizardry **IV** represents. If you recall the feeling you had when playing a computer adventure game and finishing the scenario without outside help, *Wizardry IV* embodies this same sense of happiness. For those of us who might have become a bit jaded with other computerized FRPG releases over the years, the enjoyment of finishing an extremely difficult game should not be tampered with by offering tempting tidbits of hints. We won't destroy that sensation for everyone - especially ourselves! Third, we promised both Roe and Bob that we would not leak hints, but would try to offer gaming strategies for players before they become engrossed with *Wizardry IV*

As a final note, Sir-Tech will be offering unique telephone support for hints. For example, you cannot receive hints regarding level one until three weeks after you've purchased the game. For dungeon levels one and two, you won't be able to receive hints until after the fifth week of adventuring. Sir-Tech believes that advanced and intermediate players will have figured out the levels according to their established timetables, and the hints will-help the novice adventurer get through a level before the frustration factor causes a foot to be levied against the computer screen.

Don't expect dynamite graphics. This is an adventure game played on far more levels than the visual one. Do expect windowing, from Werdna and his allies, to the opposing adventurers, with graphic portrayal of each adversary adventurer and, in some cases, a color image of your locale. You can play on the purely hack-and-slash level, or go beyond what you see to what you feel, and complete the offering's cosmic level. With multiple endings, *Wizardry IV* adds another component to the current stacks of role-playing games. This is a mirror image of other *Wizardry* scenarios, in which the antihero of the first *Wizardry* scenario, Werdna, becomes the player. While you were once the adventurer entering the dungeon to defeat Werdna, you now play Werdna trying to defeat the adventurers, as you battle your way out of the dungeon.

Over 500 adventurer characters submitted to Sir-Tech over the past several years have found their way into this fourth scenario, each attempting to halt Werdna's escape. They confront you, and you must eliminate them as you make your way up through the 10 "known" dungeon levels. This is a stand-alone dungeon, and players should have the first scenario's *Proving Grounds of the Mad Overlord* manual to accompany play. Sir-Tech will sell that manual to you, should you need it to play *Wizardry IV*.

There is no character creation, and no

need to purchase weaponry or other items. You are Werdna, who has lain upon his funeral bier for heaven knows how long - Werdna, one of the most despised and evil wizards ever to haunt a floppy. You start the scenario completely weaponless and without the power to cast a single spell, and you are rather chilly, for you are totally naked. This, of course, means that you are quite susceptible to bodily injury. The one method by which you can counter such weaknesses is to recruit friends as soon as possible. These friends consist of the monsters your adventurers have battled in the first scenario. Remember the Chattering Coins? They are now your allies. And, as you are bereft of spell-casting power, the selection of a Priest or Magic-User might offer such skills on your side as you progress through the dungeon. These allies are requested by stepping onto pentagrams, which are found throughout the dungeon. Part of the game's completion depends upon how well you utilize the NPCs who join you. You can select three groups of allies at a time, so bear in mind the capabilities of some of the specific creatures you encountered in the first scenario; you'll be able to use them to better your situations if you choose correctly, discarding them to gain others of differing skills when circumstances dictate the need for other abilities.

We mentioned the keystroke count earlier. When you start the adventure, one million keystrokes are set on the screen. Each time you press a key, one is deducted from this number. This may seem like an enormous number of keystrokes with which to finish the game - but it isn't! We had Werdna arise from the bier, find the first pentagram, and request three accomplice groups, which used 11 keystrokes in less than two minutes.

Fortunately for all, Robert Woodhead has seen fit to include a Save Game feature that is accessible at any point in the game (hallelujah!). Now, there is no need to leave the dungeon simply to save the game, then spend an hour and a half to return to the locale where you left the adventure, to continue pursuit of your goals. Don't forget this feature in the heat of gaming!

However, the Save Game feature isn't free of cost. When you save a game, that means you, as Werdna, are actually resting and taking care of yourself. Well, the same applies to your adversaries. When you save a game, the Guardians and the Adventurers are also going to rest, meaning they are returned to full strength to their locations within the dungeon level you occupy. As you can see, the Save Game feature should only be used after one complete dungeon level has been mapped and the opponents within that level eradicated. Once you have, cleared all encounters out of a-dungeon level, they are truly gone! There are no more random creatures afterward, allowing you to map that level completely without interference until you rest (Save Game). So, despite its con-

venience, thought is required as to when a game should actually be saved.

The puzzles and mazes are nonlinear. This means you'll be ascending and descending levels throughout the adventure simply to solve a particular puzzle (or perhaps three or four puzzles at a time). Assistance for solving puzzles is built into the game, as the Wandering Oracle of Mron occasionally stumbles across your path. In order to elicit information from the Oracle, you must trap it - but the Oracle doesn't hold still! You have to chase it down, and the Oracle sometimes runs through areas that have an explosive effect on your hit points. There are times when utmost care is required, and other times when total abandonment of caution is necessary. If you manage to trap the Oracle, you can request a hint - but the hints cost money. Thus, if you have no money, you're out of luck - or else you must use the charge card that you find later on in the game to charge the hint to your bill. The Oracle has about 40 hints that you can buy.

Of particular concern to you as Werdna is the fact that Trebor - who was annihilated in the first scenario - is back to haunt your every step. Trebor is on the hunt, and as the ghost gets closer and closer, messages pop up on your screen. The tone of each message indicates how close Trebor is, and you will certainly wish to avoid his clutching grasp at all costs! Should death take Werdna, which we can guarantee will happen over and over again until the strategy is acquired for success, you don't have to reboot the game. Werdna is returned to his bier to begin again, or for you to restart the scenario from its saved-game status.

Each level of the dungeon is thematic and progressive. Passage through dungeon levels one to three is considered the "tutorial" phase of the dungeon. These introductory levels are just as deadly as the upper regions, but require less mapping. The intermediate and expert levels range upward from there, but don't forget - the puzzles are nonlinear. Just because you're on level six doesn't mean you won't need something from level two.

As Roe so aptly stated in our meeting, "Never has a mage had so much fun." This is certainly true of *Wizardry IV*. There are a variety of goodies throughout the dungeon that Werdna can retrieve, from a variety of magic caps and footwear, to staffs and potions. The real trick rests in Werdna knowing what to use for a particular situation, and in maintaining cool thought processes at all times. As your evil wizard does not attain experience points, the entire game revolves around successful escape from the dungeon where he has been imprisoned. Over 100K of superbly written prose is in the game, affording the player fantastically described locales, messages, and the like, which will often bring a smile to your face.

We haven't seen another adventure

LAST USE POTION	CLM	FIGHTER	RANGER
T/IME LAG INSPECT	MAG	5/5	6/11
SHALL ROOM WITH A	HIT	14/14	11/11
TABLE IN THE BACK	HEAD	OK	OKAY
	ARMS	OK	OKAY
	TORSO	OK	OKAY
	LEGS	OK	OKAY
	NAM	CLM	CLM
	CLM	THIEF	HONK
	MAG	4/4	7/7
	HIT	5/5	10/10
	HEAD	OK	OKAY
	ARMS	OK	OKAY
	TORSO	OK	OKAY
	LEGS	OK	OKAY
	NAM	CLM	CLM
	CLM	PRIEST	WIZARD
	MAG	7/7	7/7
	HIT	12/12	12/12
	HEAD	OK	OKAY
	ARMS	OK	OKAY
	TORSO	OK	OKAY
	LEGS	OK	OKAY



Left: The game is on for six adventurers in *Phantasie III* (Atari 8-bit). Above: Evil incarnate awakens — and it's you! An opening screen from *Wizardry IV*.

game like *Wizardry IV* this offering could remain a test of a computer gamer's skill as much as 20 years in the future. If you successfully complete *Wizardry IV* you'll deserve the certificate and will be known as one of gaming's elite players. We will report on the game in more depth (without giving the game away) after we receive our review copy. If you think you're experienced enough, good enough, and gutsy enough, *Wizardry IV - The Return of Werdna*, is the best bet in years for your gaming dollar.

Strategic Simulations, Inc.
1046 North Rengstorff Avenue
Mountain View CA 94043-1716
(415) 964-1353

Feature Review

Phantasie III

"Exhausted and opposed by superior forces, our position seemed hopeless — even desperate. Not only had we been unable to meet with Lord Wood, but a rather untimely attack by the forces of Evil caught us unaware. Had Brother Duff not so adroitly cast a Resurrection spell, Footpad might never have risen from the field of battle. The heroic engagement undertaken by both Ironsmith and Blud, who fell upon our surprised foes with a pike and a + 5 sword, bought us time to flee. The Trolls fell back confused, not expecting such a momentous offense from only two of our group. Ironsmith and Blud slashed and hewed Troll arms and legs, bashed heads, and skewered bodies as we fled the area. Had it not been for the nearby safety of the village of Lansing, my pen would have long ago been stilled. Our dwarven ranger Ironsmith and gnoll fighter Blud were teleported out of combat by our wizard,

Aessopp. Their wounds were effectively treated with potion and spell. Their heroism ensured the continuance of our quest!"

So wrote Ellwylly, elfin monk and member of our adventuring party whose undertaking was to halt, once and for all, the onslaught of the Dark Lord Nikademus in his attempt to conquer the entire world. This is the third and latest *Phantasie* scenario from Strategic Simulations. *Phantasie III, the Wrath of Nikademus*, is far more complex than the previous *Phantasie* scenarios which lay the foundation for this fantasy role-playing adventure. You'll find your characters involved in a war of wits and combat not only in the normal world, but in both the Planes of Light and Darkness, where some of the most powerful creatures you've ever encountered will be met. For those who have become embroiled in either *Phantasie I* or *Phantasie II*, the good news is that characters created for those games can be imported into *Phantasie III*.

The version we have become most familiar with is the Apple II format, which we operate on an Apple IIGS computer. The graphics are like those of the Apple II, and the speed of play is slowed whenever a screen refresh occurs. Once you get accustomed to the "blocky" graphics (which is only a real problem for those of us who are used to graphics specifically designed for the IIGS, Atari ST or Commodore Amiga), you should be pleased with the screen display.

All of the necessary information for successful adventuring is offered for immediate consideration. The top window, which encompasses approximately one-third of the screen, contains information on each of your six characters. The character's name highlights each column, with the numeric assignments listing: the character's class, the number of current and

total possible magic points, the number of hit points remaining to the character, and the total number of hit points possible. The magic points and hit points are critical statistics that must always be considered when faced with a specific action.

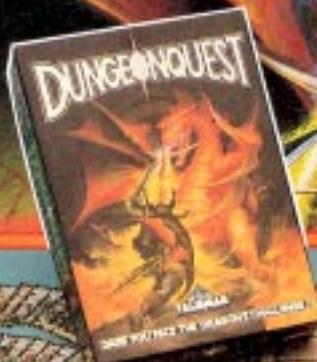
Beneath these statistics, your six characters are each displayed as a separate stick figure. The stick figure represents the head, arms, torso, and legs; when a specific part of the anatomy is injured, broken, or otherwise damaged by a hostile weapon or magical attack, such is indicated directly on the stick figure. To the right of each stick figure is information regarding that character's specific health, ranging from OKAY to GONE. The latter reading can be cause for alarm, as your best bowman is of little use to you if his right or left arm has been removed from his body. Unable to aim and release arrows, the character can do little more than parry. Should he possess a few magic spells, use can still be made of any offensive or defensive magics, as an arm is not required to cast a spell. Does this sound somewhat callous? Perhaps, but when you consider the entire party is needed to defeat Nikademus, each member plays an important role that cannot be negated simply because a part of his body has been damaged.

Fortunately, there are healing spells and healing potions that can repair such damage. Unfortunately, such spells and potions are extremely rare commodities until the party gains experience and visits some of the more difficult dungeons and cities. Until you manage to get beyond the novice stage, remain wary, fight well, and flee when necessary!

The center window of the game screen contains information on your current geographical location (such as the hills) and what area of Scandor your party

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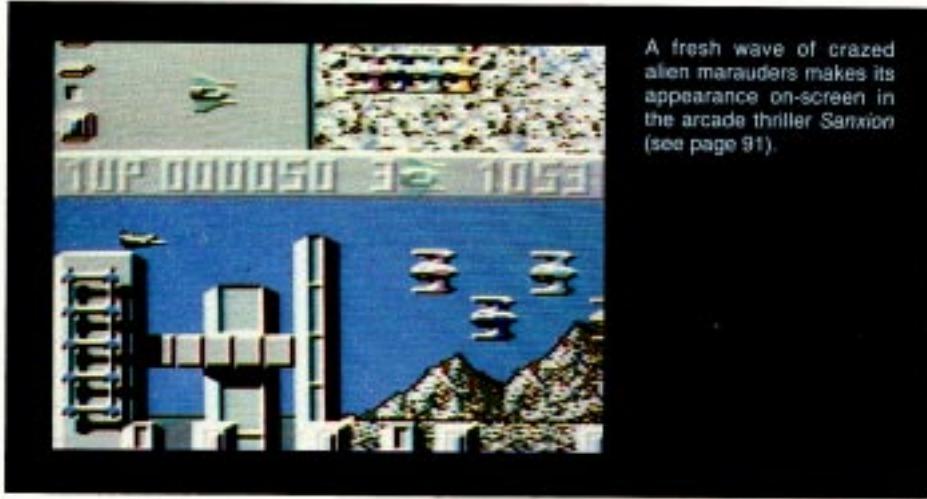


Dungeonequest is available from good games stores and hobby stockists across the nation.

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**GAMES
WORKSHOP**



A fresh wave of crazed alien marauders makes its appearance on-screen in the arcade thriller *Sanxion* (see page 91).

inhabits. A 5 X 5 grid is labeled A to E for west to east, and given Roman numerals I to V for north to south. If you read window D-III in the area section, you are more east than west, and more south than north. The window to the right of the area information is a message window. When you encounter anything, or if your party members initiate an action, a message appears here informing you of what's going on.

The lower third of the screen display is more graphic in nature. There are two types of graphic displays: one for the outdoors and one for dungeons. For outdoor adventuring, the left window reveals the terrain where you are located, with different colors and patterns indicating paths, deserts, grasslands, forest, mountains, hills, rivers, lakes, or seas. If within a dungeon, this window shows the meandering corridors and rooms of the locale as you find them. In other words, this window automatically maps your dungeon for you. When you leave the dungeon, you have the option of saving the dungeon's status. Thus, if you return to this locale again (which will *definitely* be necessary), the dungeon as far as you explored it remains mapped.

We ran into a problem here. In two instances involving the first dungeon located just beyond the boundaries of the town of Pendragon, the dungeon did not remain mapped, even after we requested the dungeon status be saved. This occurred after our characters meandered about the countryside and investigated other dungeons. This leads us to believe there might be a built-in time factor in the game. Because of this time factor, if you don't revisit a saved dungeon after so many disk accesses, the mapping is lost.

The window in the right lower third of the screen represents your adventuring party. The order of the names at the top of the screen is duplicated with a graphic character in this window. With *Phantasie III*, you have the option of "ranged" combat, meaning you can place your characters in one of three positions for combat purposes. We found that the heavy duty

fighters should remain in front, while the most accurate bowmen and your magic-users will do well in the back row where they can be protected from the slings and arrows of outrageous fortune by the more heavily armored fighters in the front row.

The party arrangement can only be instituted during an encounter. For example, see the lower screen shot on page 82 of DRAGON® issue #126. Here, your party has just met a group of four Gnome Mages and one Gnome Lord. The menu options displayed indicate what your group can do at this time. Until your group is experienced, selection #5 (FLEE) is one to consider. However, one must keep in mind that flight allows the enemy a free attack at your party. If your band has little treasure or gold in its possession, selection #4 (BEG MERCY) can be a good selection, especially when faced by superior forces. A surprising number of outdoor encounters can be dealt with by selecting #3 (GREET). The characters encountered and greeted simply return your friendship and leave you alone to pursue other interests. Selection #2 (ACCEPT SURRENDER) should never be attempted until the odds have been whittled down a wee bit in your favor during combat. We have found that the higher-order creatures rarely, if ever, surrender. In any event, you shouldn't have to worry about them until you become experienced adventurers and find yourself in combat in adventures in the northern reaches of Scandor. (Until you are experienced, remain south!)

Selection #1 (FIGHT) is the menu command you will be accessing most of the time (and with good reason, for without the battle, there is no remuneration as far as acquiring gold or treasure). When you select #1, the following combat menu appears:

1. Thrust (with melee weapon): You get one solid swing at the opposition. If you hit, the damage caused is usually one to two points more than any other type of attack.

2. Attack (with melee weapon): Now you are able to take two normal swings at your adversary. However, if your character

doesn't have a high attack percentage rating, the character will Thrust instead. This is governed by the computer.

3. Slash (with melee weapon): You are given an opportunity to make as many as four quick blows against the enemy. Normally, any hit with this mode results in one to two fewer hit points of damage being done than usual.

4. Lunge (with melee weapon): Only a fighter can utilize this command, which enables your warrior-type to attempt an attack on the second rank of opposing cretins. This is a normal swing and carries normal damage points.

5. Aim (melee weapon at a vital body area): This is our favorite attack; it enables your character to take a swing at either the head or torso of an opponent. Although there is less likelihood of a confirmed strike, you cause more hit-point damage than usual to the enemy when you do hit.

6. Spell (cast a spell): Any adventurer possessing spells who has the required number of magic points can cast any combat or other spell with the press of this key. You'll be asked the spell number of the magic desired, and will have to target the spell to the appropriate rank of the oncoming nasties.

7. Parry (with a shield): This is a method of defense highly praised by characters who can no longer fight due to broken limbs and the like. When selected, the character onscreen raises his shield to deflect any oncoming blows. The shield deflection decreases the damage caused by an attack and makes that character harder to hit. This is a command that a wizard in the back row might use when he has expended all of his magic points. Just remember to make certain that the person who is using this command actually possesses a shield!

8. Fire (a bow): For those characters with bows, this is a fantastic opportunity to get in your licks without taking front-row chances! We found that increasing *all* characters' archery capabilities came in handy, as positions were switched several times during combat, based on the number of hit points remaining to characters. With bow-accuracy spells and bow-firing capabilities, those characters who can no longer sustain front-row combat can target the enemy from the back row and rain lethal arrows at will.

9. Other (options): This section brings another menu onscreen. The selections in this secondary menu consist of:

A. Back: This command places your adventurer at the rear of the party.

B. Middle: This command places your adventurer in the middle ranks, thus allowing a normal chance to hit and be hit.

C. Front: This command places your adventurer in the first rank, thus allowing the greatest chance to hit or be hit.

D. Time Lag: This command defines the length of time combat messages remain onscreen.

E. Redo: This is the "Whoops, I made a mistake" option. This option allows the player to redo all of the assigned combat options.

It is important to remember that death is ever-present in *Phantasie III*. When your hit points reach zero, that's all she wrote on the pages of the life-history book. There's no allowance made for stored energy reserves that allow for negative hit points. The only way back from the dead is by a Resurrection spell, which is rather costly in that it only returns an adventurer from the dead (i.e., a character's hit points are still missing, meaning that additional potions or healing spells are required to bring the character back to full strength).

Different injuries require different forms of magical care. For example, our thief Footpad received some nasty blows in combat early in the game. One blow "removed" his right arm, with **GONE** being indicated in his health statistics. This meant that Footpad could no longer fire his bow, which was his finest talent. With an arm gone, only a Third Level Healing Spell or Healing Potions #7 through #9 could take care of his injury. Resting at the Inn in any of the towns only restores as much as one Break or two Injuries, but does nothing for parts that are gone! As a result, magical healing was Footpads only hope. As it was still early in the adventure, much more adventuring on our part was required to locate a dungeon that possessed a Third Level Healing Spell, as well as an armory in a village that sold a Healing Potion #7. To make matters worse, two other adventurers also succumbed to the **GONE** syndrome because of thoughtless commands on our part. Fortunately, these characters forgave us as we moved through Scandor.

Phantasie III has great depth. Filmon, who is located in the Pendragon Archives (the first dungeon), assigns specific quests for you to complete. Once you successfully finish these little trips, returning to Filmon rewards you with additional assignments. Each assignment is meant to prepare you for the final encounter with the Dark Lord Nikademus. Here are a few timely hints to help you along your way:

1. When meeting annoying creatures outdoors, always **GREET** them first. (You never know; they might like you!)
 2. The Dwarven Burial Grounds are a great place to obtain better weapons.
 3. The viper in the Gnome Catacombs is not easily distracted; then again, nothing is impossible.
 4. The Plane of Light and the Plane of Dark are complete opposites.
 5. The Undead are not very fearful.
 6. Setting off traps can sometimes be useful.
 7. The Valley Giants are not only tough, they are also spell-casters.
- As a final note, thought usually works best in any situation. Don't dash headlong without pausing to give your brain a chance to play. *Phantasie III* is an ex-

tremely addicting fantasy role-playing adventure, despite its graphic-display drawback. We hope the game will be released in a true Apple IIGS, Atari ST, or Commodore Amiga format.

News and new products

Broderbund Software

17 Paul Drive
San Rafael CA 94903-2101
(415) 492-3200

Fans of the *Ultima* adventure series and the *Autoduel* and *Ogre* software games from Origin Systems will now find these offerings distributed by Broderbund, following an affiliated label agreement which took effect on August 8, 1987. Origin Systems had previously been distributed by Electronic Arts. *Ultima V*, the newest of the *Ultima* adventures, was released last year in formats for the Apple II computer family (priced at \$59.95).

Electronic Arts

1820 Gateway Drive
San Mateo CA 94404
(415) 571-7171

Mini-Review *Sanxion*

A product of the *Amazing Software* entertainment software line from Electronic Arts, *Sanxion* is a shoot-em-up arcade game with graphics that'll knock your socks off! The screen display is amazing; you not only obtain a side view of your Sanxion warship and the terrain in three dimensions, but you also have an overview of the action as it is occurring.

Requiring 128K of RAM, the fun starts as soon as the program is loaded. You control the Sanxion warship with your joystick as you fly over rugged terrain. You must watch out for enemy warships that have but one goal: to destroy you! Fortunately, you are armed. Unfortunately, so are they. The hostiles come at your ship at different speeds, and some of these hostiles have special features. One enemy ship, for instance, looks like a worm with a blue head, and can't be destroyed until you hit its head with your own ship's laser beam a consecutive number of times. Other ships swarm, making it very difficult for you to destroy them all. Enemy pods come flying in from the opposite side of the screen, each with the objective of colliding with your Sanxion warship. Fortunately, the observant pilot can avoid them with some joystick dexterity.

The basic design of the alien ships varies from sector to sector; one wave has the appearance of donut rings, while in the next sector the enemy ships look like rockets. You can evade the enemy by piloting your ship faster to bypass these swarms of death.

When you complete a sector by destroying or bypassing the alien vessels, you

enter a training course where you destroy what appear to be flying coins; thus receiving bonus points as a reward. After a preset amount of time has passed, you collect your bonus points and move on to the next sector. When you have successfully completed 10 sectors, you fly to the Dark Side, where you must deal with the alien's secondary force of warships.

This game utilizes the Commodore's graphics to their utmost potential. Even the detail of having your ship's wings rock back and forth in flight is present. If you would enjoy an arcade game at an affordable price of \$19.95 – one that outdazzles other offerings in graphics and play – this is it. The scenery is terrific, and the music and sound effects are tremendous. Electronic Arts has delivered another hit!

The Clue Corner

Those who are playing *Dark Castle* from Silicon Beach Software on the Macintosh must realize by now that there are five levels of adventure. If you continue to play after finishing off the fifth level, you'll note that all you're getting is a rerun of that level, until you run out of lives with which to parry the evils on that level.

For intrepid *Shadowgate* adventurers who just can't figure out what to do about the fair maiden in the right-hand tower (who turns out to be not so fair after all), try using the implement forged of a precious metal that you found on the ledge.

For players involved in *Eternal Dagger* adventuring who have made it to the Necromancer Dungeon, Level 1, here's some critically important advice: The door that leads to the arena is **trapped**. Also, if the Feathered Cloak is of interest to you, seek out a tower in the northwest corner of the Elven Island.

Bard's Tale I parties should not ignore the utterings of a Magic Mouth in Mangar's Level One. The words spoken are necessary for teleportation to the second level at another point in this level.

Bard's Tale II adventurers who have made it to the Grey Crypt should watch for a bunch of wraparound magic. Also on this level, consider the movement of a watch as a guide.

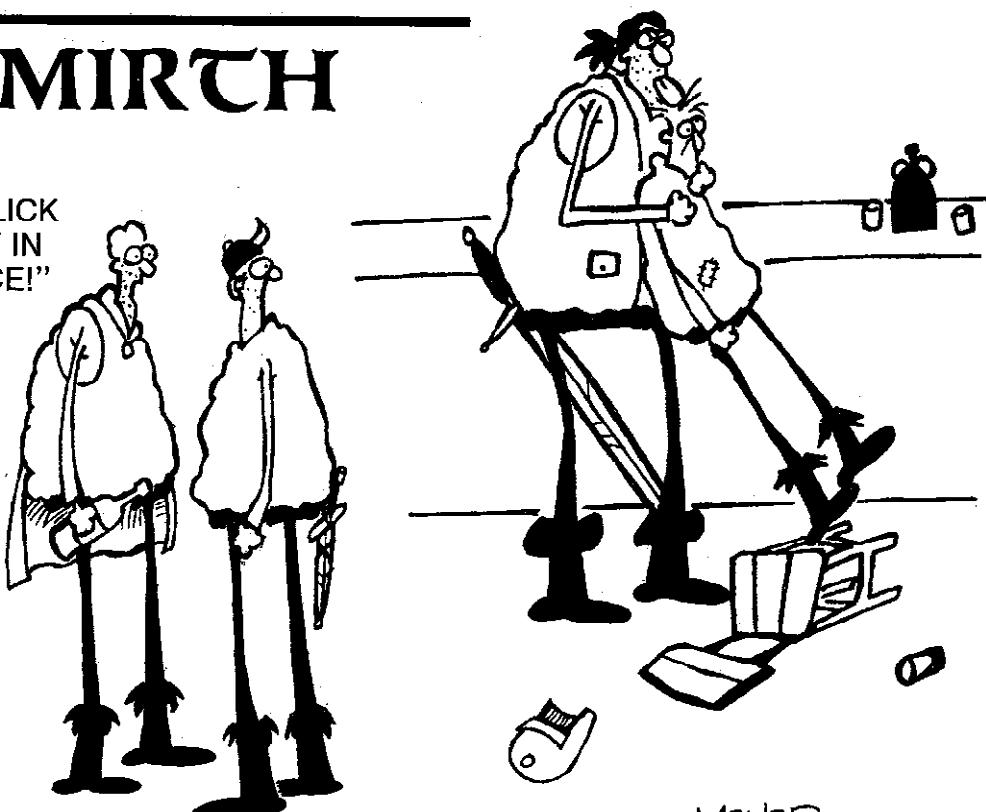
If you are truly enamored with a specific computer game, your ballot nominating that game as the best one of 1987 for that system is of interest to us. Simply write your own name and address, the name of the game, and the system on which you play the game on a postcard or in a letter, and mail your correspondence to:

Hartley and Patricia Lesser
179 Pebble Place
San Ramon CA 94583

We ask that you do not telephone us. If you have any comments about a specific game, send them with your vote. And don't forget: We're still looking for game hints from you gamers, and will publish the best we receive each month.

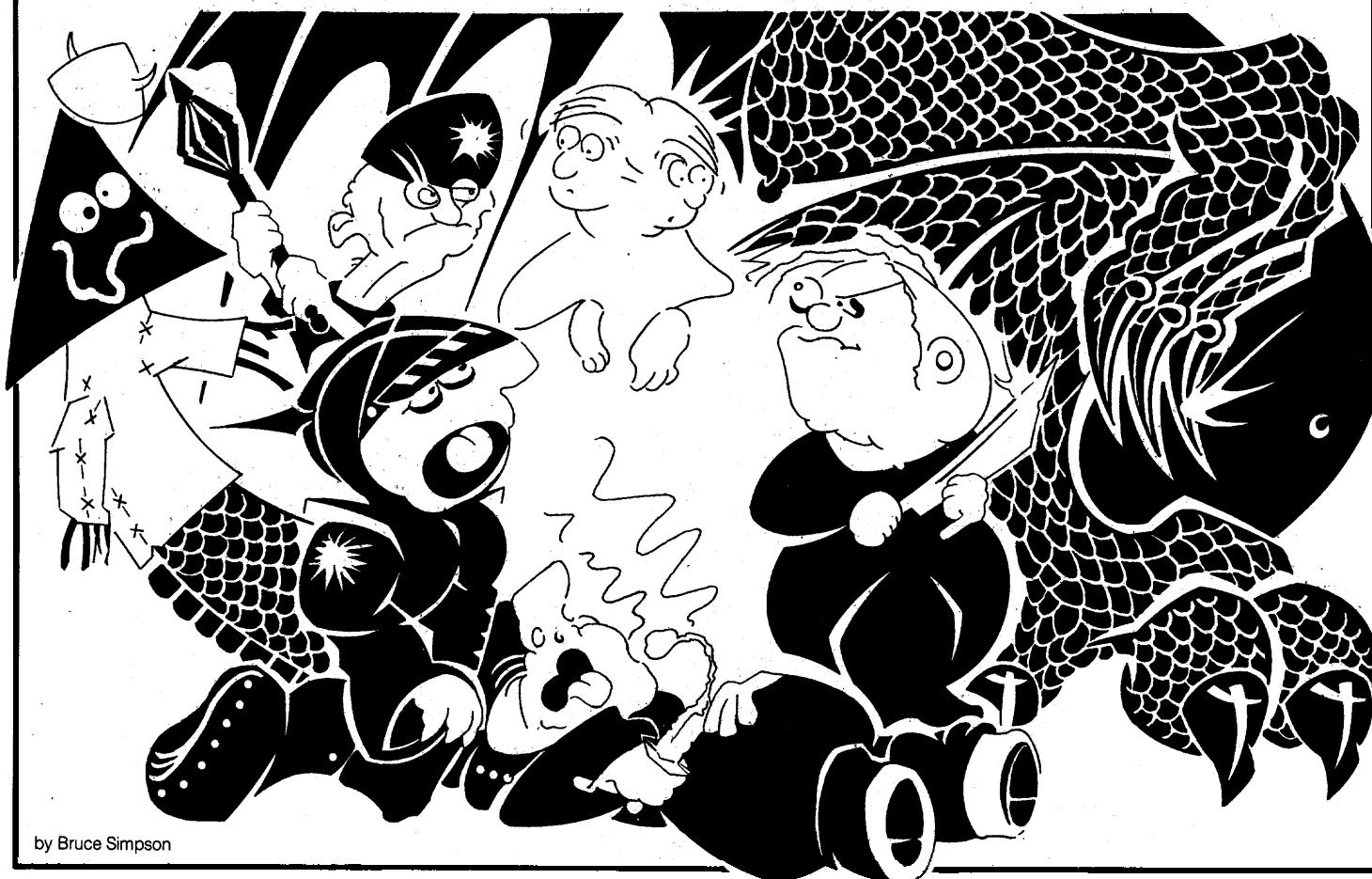
DRAGONMIRTH

"HE CAN LICK
ANY GUY IN
THE PLACE!"



by Dwain Meyer

"FRIENDS, I FEEL A FIEND HAS INFILTRATED OUR RANKS."



by Bruce Simpson

by Richard Tomasic



TOMASIC

by Robert Muleady



THE DEFEAT OF THE RAMPAGING HAPPY HEAD HORDE
SIGNALLED AN END TO THE OPTIMISTIC TYRANNY THAT
HAD PLAGUED THE LAND.

by Joseph Pillsbury

"... YOU MEAN TO TELL ME WE CAME ALL THIS
WAY AND YOU FORGOT YOUR @!#%* PASS CARD?!"



CONVENTION CALENDAR

Convention Calendar Policies

This column is offered as a service to our readers around the world. Anyone may place a free listing for a game convention here, but the following guidelines **must** be observed.

In order to ensure that all convention listings contain accurate and timely information, all material should be either typed double-spaced or printed legibly on 8½" X 11" paper. The contents of each listing should be short, succinct, and under 150 words long.

The information given in the listing **must** include the following information, in the following order:

1. Convention title and dates held;
2. Site and location;
3. Guests of honor (if applicable);
4. Special events offered;
5. Registration fees or attendance requirements; and,
6. Address(es) and telephone number(s) where additional information and confirmation can be obtained.

Convention flyers, brochures, newsletters, and other mass-mailed announcements run the risk of not being considered for use in this column; we prefer to see a cover letter with the announcement as well. No call-in listings are accepted. Domestic and foreign conventions are welcome.

WARNING: We are not responsible for incorrect information sent to us by convention staff members. Please check your convention listing carefully! Our wide circulation ensures that over a quarter of a million readers see each issue. Accurate information is your responsibility!

Convention listings should be mailed by the copy deadline date to Convention Calendar, DRAGON® Magazine, PO. Box 110, Lake Geneva WI 53147. Copy deadline dates are the last Monday of each month, two months prior to the on-sale date of an issue. For example, the copy deadline for the July 1988 issue is the last Monday of May 1988. Plan ahead; early listings pay off!

If a convention listing must be changed because the convention has been cancelled, the dates have changed, or incorrect information has been printed, **please contact us immediately!** For any questions or changes related to this column, please call either Robin Jenkins or Roger E. Moore at TSR, Inc., at (414) 248-3625.

* indicates Canadian convention.

● indicates European convention.

CONTINUITY, February 12-14

This science-fiction and fantasy convention will take place at the Holiday Inn Medical Center

in Birmingham, Ala. Jo Clayton and Robert McCammon are guests of honor, Sharon Webb is toastmaster, Val and Ron Lindahn are artist guests, and Hal Jones is comics guest. Science guests will be provided by the University of Alabama at Birmingham and by NASA. Special events include a short-story contest, costume contest, video room, open gaming, Society for Creative Anachronisms demonstrations, a luncheon, trivia contest, Cosmic Casino, and tarot readings. Registration fees are \$25. All checks or money orders should be made payable to CONTINUITY. Write to: CONTINUITY, PO. Box 55302-5302, Birmingham AL 35255-5302; or call: (205) 328-3664.

DUNDRACON XII FANTASY ROLE-PLAYING AND PLAY-BY-MAIL GAME CONVENTION, February 12-15

Held at the Oakland Airport Hilton Hotel in Oakland, Calif., this gaming convention will feature a variety of events including tournament and open gaming, a miniatures-painting contest, SCA demonstrations, a flea market, and a dealers' room. This year's events will also include a play-by-mail Mini-Con featuring a number of guests and live versions of favorite PBM games. Registration fees are \$25 (or \$10 per day). For details, write to: DUNDRACON, 386 Alcatraz, Oakland CA 94618.

GENGHIS CON IX, February 12-14

Join the Horde as GENGHIS CON IX moves to winter quarters at the Airport Hilton in Denver, Colo. This convention is sponsored by the Denver Gamers Association and the Colorado Military Historians. Events include all varieties of board, miniatures, computer, and role-playing games. The ever-popular game auction will make another appearance this year. Special gaming events include competitions in VICTORY IN THE PACIFIC, TITAN, CIVILIZATION, KING-MAKER, and ADVANCED SQUAD LEADER. The Colorado Military Historians will also sponsor one of the first qualifying rounds for the WRG Ancients National Championships. Registration is \$15. Write to: Denver Gamers Association, PO. Box 2945, Littleton CO 80161.

ORCCON 11, February 12-15

This gaming convention will be held at the Los Angeles Airport Hyatt Hotel. Role-playing, wargame, computer game, and family board game tournaments are offered, as well as various seminars and demonstrations, a flea market, a game auction, and an exhibitors' area. Write to: ORCCON 11, c/o DTI, PO. Box 8399, Long Beach CA 90808; or call: (213) 420-3675.

FAL * CON I, February 19-21

This gaming convention will be held at the Howard Johnson Convention Center in Meridian, Miss. Guests of honor will include Steve Jackson, Dave Miller, Phil Foglio, and Robert Asprin. Scheduled events include an RPGA™ Network AD&D® game tournament, open gaming, a video room, blacksmithing, cloth-weaving, and pottery demonstrations, an art

show and auction, a masquerade party, an SCA demonstration, and much more. Membership rates are \$20 for the entire weekend. Interested gamers may send their checks, money orders, or information requests to: FAL*CON, PO. Box 4707, Meridian MS 39304.

NOT-A-CON, February 20-21

This mini-convention will be held at the Palmetto Ball Room on the Clemson University campus in Clemson, S.C. Activities will include an AD&D® game tournament, a CHAMPIONSTM game tournament, and a miniatures-painting contest. For details, call: (803) 656-6650.

CONTEMPLATION 88, February 26-28

This science-fiction, fantasy, and gaming convention will be held at the Ramada Inn in Columbia, MO. Guests of honor include Jerry and Roberta Pournelle, and Larry Niven. J.R. Daniels is the artist guest of honor, and Keith Berdak is fan guest of honor. Events include an art show and auction, panels, a masquerade, a video room, a hucksters' room, and games. Membership fees are \$14. Write to: CONTEMPLATION, P.O. Box 7242, Columbia MO 65205.

CREATURECON 88, February 26-28

Sponsored by The Creature Shop, this gaming convention will be held at the Ice House Ball Room at the corner of W. Eldorado and Van Dyke in Decatur, Ill. Featured events include two miniatures-painting contests, RPGA™ Network tournaments (including AD&D®, MARVEL SUPER HEROES®, and TRAVELLER® games), open gaming, fantasy drawing contests, science-fiction games, a dealers' room, an art show, an auction, lectures on fantasy-gaming concepts and on writing fantasy adventures, and a number of guest authors and lecturers. Registration is \$15 through February 20, and \$20 at the door. Preregistration fees must be paid in advance by check or money order, made payable to CREATURECON 88. For tickets or details, send an SASE to: CREATURECON, PO. Box 2875, Decatur IL 62526; or call: (217) 875-1316.

UNIVERSITY CHALLENGE 88

February 26-28

Sponsored by the University of Saskatchewan Gamers Club and The Wizards Corner, this convention will be held in Room 148 of the Phorvaldson Building on the University of Saskatchewan in Saskatoon. Events include an AD&D® game tournament with a grand prize of \$50, a STAR FLEET BATTLES tournament with a prize of \$50 and a miniatures-painting contest. The entrance fees are: \$80 for a team of four in the AD&D game tournament; \$10 for the STAR FLEET BATTLES tournament; and, \$1 for the miniatures-painting contest. The prizes for these events depend upon the number of teams entered. Write to: The Wizard's Corner, 801 C Broadway Avenue, Saskatoon, Saskatchewan, CANADA S7N 1B5; or call: (306) 934-4777.

BASHCON '88, March 4-6

Sponsored by the University of Toledo Benevolent Adventurers' Strategic Headquarters, this sixth annual event will be held on the third floor of the University of Toledo Main Campus Student Union in Toledo, Ohio. This convention will feature a host of events, including a games auction, a miniatures-painting contest, a game exhibitors' and dealers' room, an RPGA™ Network AD&D® game tournament, an AADA CAR WARS® tournament, a schedule of movies, as well as more than 120 other role-playing, board, and miniatures gaming features. Steve Jackson is the guest of honor. Send an SASE to: Student

Activities Office, UT-BASH, BASHCON, 2801 W. Bancroft Street, Toledo OH 43606; or call: (419) 537-4654.

JAXCON SOUTH 12, March 4-6

This 12th annual gaming convention will be held at the Jacksonville Hotel on the Riverwalk in Jacksonville, Fla. Miniatures, board game, and role-playing game events will be held, as well as a large dealers' room, a flea market, tournaments, movies, door prizes, and more. Registration is \$18 at the door. Dealers should write to: JAXCON SOUTH 12, Dept. D, PO. Box 4423, Jacksonville FL 32201. Write to: JAXCON SOUTH, Dept. A., PO. Box 4423, Jacksonville FL 32201; or call: (904) 772-9040 between 7 and 9 P.M. only.

CALCON III, March 11-13 *

This role-playing, board, and miniatures-gaming convention will be held at the Glenmore Inn in Calgary, Alberta, Canada. Sponsored events include a major AD&D® tournament (\$250 first-place prize offered), TUNNELS & TROLLS™ games, a Monty Hall Bake-off Extravaganza, CALL OF CTHULHU® games, and a host of minor tournaments. Other events include an auction, miniatures competitions, a miniatures-painting contest, LAZER TAG® games, intros and demos of many RPG systems, and much more. Registration is \$7 until March 1; or \$10 thereafter. For details, write to: CALCON III, PO. Box 204, Station "M," 220 4 Avenue SE, Calgary, Alberta, CANADA, T2P 2H6.

TOTAL CONFUSION 2, March 11-13

The second-annual TOTAL CONFUSION game convention will be held at Clark University in Worcester, Mass. RPGA™ Network events will be held for AD&D® and CALL OF CTHULHU® games. Regular events include 10 "unlimited" AD&D game events, and CHAMPIONSTM, DC™ HEROES, CAR WARS®, and numerous other board and role-playing game features. A miniatures-painting event, a dealers' room, seminars, 24-hour open gaming, and much more are also offered. Preregistration for all three days is \$15, or \$6 for each individual day. Registration after March 1 is \$7 per day. Write to: TOTAL CONFUSION, 151 Chandler Street, Worcester MA 01609; or call: (617) 793-0853, (617) 562-2554, or (617) 755-4207.

UMF-CON, March 13

This science-fiction, fantasy, and gaming convention takes place at the Student Center of the University of Maine in Farmington, Maine. Barry B. Longyear, the nationally known science-fiction writer, will be attending. UMF-CON features AD&D®, TOP SECRET®, RISK®, and BATTLESYSTEM™ game events, along with numerous other board and role-playing games. Registration is \$5; each game requires a \$2 entry fee. Write to: Table Gaming Club, c/o Student Life Office, Student Center, South Street, Farmington ME 04938.

DRACONIS, March 18-20

This science-fiction and fantasy convention will be held at the Galt House in Louisville, Ky. Anne McCaffrey will be the guest of honor, and Julia Ecklar will be fan guest. Featured events will include the Dragon Bazaar, open gaming, filksinging, a masquerade contest, an art show and auction, panels, workshops, a LAZER TAG™ area, and a child-care center. Registration fees are \$17.50 until February 17, and \$20 thereafter. Children ages 6-12 may be registered for half price. For details, write to: DRACONIS, PO. Box 162, Concord MA 01742.

SIMCON X, March 18-20

This convention will be held in the Wilson Commons on the University of Rochester's River Campus in Rochester, N.Y. Events include role-playing game tournaments, wargames, miniatures competitions, movies, demonstrations, and a dealers' room. Registration is \$5 before March 1, and \$10 thereafter. For details, write to: SIMCON X, PO. Box 29142, River Station, Rochester NY 14627; or by calling: (716) 275-9379.

AGGIECON 19, March 24-27

The Southwest's largest science-fiction and fantasy convention, this event will be held on the Texas A&M campus in College Station, Tex. Guests of honor include Gene Roddenberry, Katherine Kurtz, Bob Eggleton, and Kerry O'Quinn. Special events include the Quest (by popular demand), open gaming, 25 authors and artists, nine major SF films in 35mm (to be shown in a 2,500-seat auditorium), a dealers' room with over 100 tables an art show and auction, a banquet, a masquerade ball, and more. Preregistration fees are \$10 for all four days (if paid prior to February 28), with an additional \$4 charge for entry into the Quest. At-the-door fees are \$5 for one day, \$14 for the entire weekend, \$1 for the midnight movie, \$10 for a banquet ticket, and \$5 for entry into the Quest. Children under three are admitted free of charge, and children ages 3-12 for half the normal registration fees. Students of Texas A&M are entitled to discounts on AGGIECON passes. For details, write to: AGGIECON 19, TAMU, Box J-1, MSC, College Station TX 77844.

MAGNUM OPUS CON 3, March 25-27

This science-fiction, fantasy, and gaming convention will be held in Columbus, Ga. Guests of honor include Yvonne Craig, Michael Bishop, Charles N. Brown, Hal Clement, Catherine and L. Sprague de Camp, Stephen R. Donaldson, Lloyd A. Eshbach, Phillip Jose Farmer, George R.R. Martin, Norman Spinrad, Jack Williamson, and others yet to be announced. Activities include gaming tournaments, an art show, a magic show, an open talent show, a dance, an art auction, a con suite, and movie rooms. Write to: MAGNUM OPUS CON, 4315 Pio Novo Avenue, Macon GA 31206.

CONTEST V, March 31 - April 3

Tulsa's only all-gaming convention will be held at the Holiday Inn Holidome at 8181 E. Skelly Drive in Tulsa, Okla. Events will include game tournaments, demonstrations, role-playing games, board games, computer games, miniatures competitions, live games, free gaming, a continuous video room, dealers' room, auction, and special guests. Registration fees are \$6 before March 1, and \$8 at the door. For more information, contact: CONTEST V, PO. Box 4726, Tulsa OK 74104.

POINTCON XI, April 2-3

The West Point Military Affairs Club is proud to sponsor this year's 11th-annual POINTCON. The convention will be held at the West Point Military Academy. All types of gaming will be featured, including miniatures competitions (ancient, Napoleonic, and microarmor), fantasy and science-fiction RPGs, board games, open gaming, and much more. Dealers will also be present for promotion and sales of games and related products. Preregistration is \$4, or \$5 at the door. This price includes entry fees into any events at the convention. For details, write to: Tim Brown, Box 4377, West Point NY 10997; or call: (914) 938-4257.

BAMA CON II, April 8-10

Sponsored by the Fantasy Game Club of the University of Alabama, this three-day gaming convention will be held at the Stagecoach Inn, 4810 Skyland Blvd. Fast, in Tuscaloosa, Ala. Planned events include workshops, seminars, and panels on science-fiction gaming inventions, metaphysics, and computers. Most gaming tournaments (including computer-gaming tournaments) will feature cash prizes for first place. Demonstrations and exhibits include an art show, along with fencing, martial arts, and miniatures-combat demonstrations. Parties, filksinging, and storytelling, will go on around the clock. Registration is \$15 until April 1, and \$20 at the door. Room rates at the Stagecoach Inn are \$21.95 for a single room and \$25.95 for a double. For more details, write to: BAMA CON II, University of Alabama, PO. Box 6542, Tuscaloosa AL 35486.

CAPCON XI, April 8-10

The Ohio State University Miniatures and Gaming Association (OSUMGA) announces the 11th annual CAPCON, to be held in both ballrooms of the Ohio Union, 1739 N. High Street, in Columbus, Ohio. Featured events include: miniatures events, board games, and role-playing games from several time periods and genres; several AD&D® and BATTLESYSTEM™ game tournaments; and, a miniatures-painting contest. Convention times are: April 8th, 5:00 P.M. to 11:30 P.M.; April 9th, 9:00 A.M. to 11:30 P.M.; and, April 10th, 12:30 A.M. to 10:30 P.M. Admission is \$3 per day. Write to: OSUMGA/CAPCON, Box 21, The Ohio Union, 1739 N. High Street, Columbus OH 43210; or call: Jill Moody at (614) 299-5658, or Jon Kimmich at (614) 447-1705.

GAME FAIRE '88, April 8-10

The ninth-annual GAME FAIRE convention will be held at Spokane Falls Community College in Spokane, Wash. Events will run continuously from Friday night to Sunday afternoon. The program includes game tournaments, microarmor, historical miniatures, a video room, a dealers' room, SF and fantasy RPGs, board games, family games, and a game auction. The local chapter of the SCA will also host a demonstration. Registration for this convention is \$10 prepaid or \$12 at the door. Friday-only or Sunday-only passes are \$5; Saturday-only passes are \$6. All profits from this event go to the Wishing Star Foundation, a local charity dedicated to helping needy children. Write to: Merlyn's, W. 201 Riverside, Spokane WA 99201; or call: (509) 624-0957.

GAMESFAIR 88, April 8-10

The United Kingdom's premier games-playing event and the eighth GAMESFAIR organized by TSR, UK, will be held at Reading University in Reading, United Kingdom. Events will include an AD&D® game open championship, an AD&D® game team competition, a CHASE™ game tournament, a huge game of EN GARDE, a creature-creation competition, all-night gaming, a charity marathon, game demonstrations, and much more. Tickets for the full three days are 37.00 residential, or £12.50 nonresidential. Contact: The Organisers, GAMESFAIR 88, TSR UK Ltd., The Mill, Rathmore Road, Cambridge CB1 4AD UK; or call: (0223) 212517.

MISCONCEPTION, TOO, April 8-10

This gaming convention will be held at the Auraria Student Center on 9th and Larimer in Denver, Colo. Featured events include AD&D®, BATTLETECH®, CHAMPIONSTM, and STAR FLEET

BATTLES game events among others. Preregistration is \$3; at-the-door fees are \$4. Tournament fees are \$1 for each event. For registration payment or details, write to: AGC, Metro State College, 1006 11th Street, Box 39, Denver CO 80204; or call: (303) 556-3320.

S.T. CON '88, April 8-10 *

This gaming convention will be held at the Marlborough Inn, 1316 33rd Street NE, in Calgary, Alberta, Canada. Guests include Bjo, John, and Lora Trimble, Sonni and Dr. Ralph Cooper, Diane Carey, and Gregory Brodeur. Special events include an art show and auction, a costume contest, a short-story competition, a STAR TREK®: THE RPG tournament, a STAR FLEET BATTLES tournament, and numerous mini-competitions. Registration is \$25 before April 7, or \$30 at the door. Single-day registration may be purchased for \$15 a day. RPG tournament fees are \$5 per player; STAR FLEET BATTLES tournament fees are \$2 per player. Write to: S.T. CON '88, Unit #38, 3223 83rd Street NW, Calgary, Alberta, CANADA. T3B 2P9.

I-CON VII, April 15-17

This seventh-annual gaming science-fiction, fact, and fantasy convention will be held at the State University of New York in Stony Brook, Long Island, N.Y. Harlan Ellison and Hal Clement are special guests; the guest of honor and media guests are yet to be announced. This year's program will also feature guests from film and television, science and technology, and book and magazine publishing. Tickets for this event are

\$16 before March 25, or \$18 at the door. All checks should be made payable to I-CON. For further details, send an SASE to: I-CON, PO. Box 550, Stony Brook NY 11790.

LAUDERDALE SKIRMISHES '88 April 15-17

SKIRMISHES presents the grand opening of this role-playing/wargaming convention at the Hilton Inn at Inverrary in Ft. Lauderdale, Fla. Events include: AD&D®, TRAVELLER®, STAR FLEET BATTLES, and CAR WARS® games; Napoleonics; board gaming; a dealers' room; SCA demonstrations; and, other RPGs and historical events. Hotel reservations may be made by calling: (800) 327-8661. Registration is \$18 for the weekend. Write to: SKIRMISHES, PO. Box 2097, Winter Haven FL 33883; or call: (813) 294-9166.

MUNCHCON 7, April 15-17

This science-fiction, horror, and fantasy convention will be held on the Marshall University Campus in Huntington, W.Va. This year's theme is an H.P. Lovecraft Memoriam. Featured events include a costume contest, an art show and sale, seminars, movies, FRP gaming, board gaming, AD&D® and CALL OF CTHULHU® game tournaments, a hucksters' room, and more. For details, send an SASE to: James Augustus Isaacs, Convention Coordinator, MUNCHCON 7 HQ, 6466 Farmdale Road, Apt. 7, Barboursville WV 25504.

SYNDICON I, April 22-24

Sponsored by the Windy City Science Fiction

Association, this gaming convention will be held at the Holiday Inn at 1250 Roosevelt Road in Glen Ellyn, Ill. Room rates for SYNDICON are \$49. Jean Rabe, head of the RPGA™ Network, is the guest of honor; Rick Loomis, founder of Flying Buffalo Inc., and Barbara Young, editor of DUNGEON™ Adventures, are the special guests. Featured events include a two-round RPGA™ Network AD&D® game feature tournament and Masters game tournament a one-round RPGA™ Network AD&D game team tournament, a one-round RPGA™ Network AD&D game special tournament) a PARANOIA® and a MARVEL SUPER HEROES® game tournament, a CAR WARS® and an ILLUMINATI™ event, and more. Registration is \$12 before March 1. The first 50 Saturday buffets are \$9 each; Sunday's buffet is also \$9. Thereafter, rates increase to \$15 for membership and \$12 for buffets. Write to: WCSFA/SYNDICON, PO. Box A3981, Chicago IL 60690; or call: (312) 462-7954.

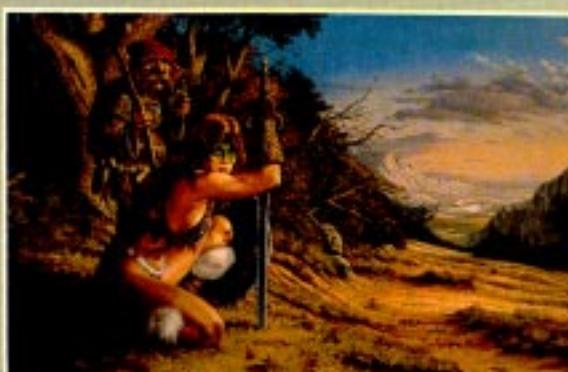
AMIGOCON 3, May 1-3

This science-fiction and fantasy convention will be held at the Holiday Inn Sunland Park in El Paso, Tex Guest of honor is George Alec Effinger, with Brad Foster as artist guest of honor. Events include open gaming, an art show, a masquerade party, and a dealers' room. Preregistration fees are \$12 for the entire weekend, if paid prior to April 22. At-the-door fees are \$15 for the entire weekend or \$7.50 for each day. Write to: AMIGOCON 3, PO. Box 3177, El Paso TX 79923.



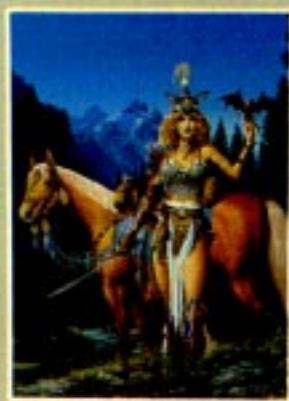
"WHAT DO YOU MEAN WE'RE LOST?"

Print size: 22" x 37". Signed & Numbered Limited Edition of 500: \$35.00 Art by Parkinson.



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**REGIMENTS
OF RENOWN**



PRINCE ULTHER'S IMPERIAL DWARFS *the DRAGON COMPANY*

King Ulfar Stonehammer of Karak-Ungor lay dying. Relatives and retainers were gathered round his bed with its four dragon-topped posts, chewing their beards in grief.

'Where is my son?' he croaked. A servant hurried to the Prince's apartments, and after a few minutes Prince Ulther son of Ulfar entered the chamber, whistling cheerfully.

'Hello, father,' he said, 'Still here, then?'

'My son,' croaked the king. 'I leave you the rulership of Karak-Ungor' - there was an uncomfortable shuffling among the retainers - 'And I leave you my war-axe, with the dragon-etched blade...'

'Not the hammer?' interrupted the Prince.

'Watch it or you won't get the axe.'

'Sorry.'

'That's better. And I leave you a duty. Years ago, I swore never to rest until the Chaos Dwarfs were no more. I pass that oath to you. And my oath to exterminate the Goblins and their kin. You shall not rest until your task is done, and Karak-Ungor shall be ruled in your absence by my Chancellor, Gorm the Wise...'

The king was interrupted by a collective sigh from his retainers.

'You shall be called the Dragon Company,' he continued, 'Take for your standard a dragon-carved post from your father's deathbed...'

CRRRAACK!!!

'Not now!' spluttered the king, from beneath the fallen canopy of his bed, 'Oh, what's the use?' And with that, he died.

**Ulther son of Ulfar of Karak-Ungor,
Dwarf Minor Hero**

M	WS	BS	S	T	W	I	A	LD	Int	Cl	WP
3	6	5	4	5	2	4	2	10	8	10	10

Equipment: chain mail and a shield (AST 6 fighting two-handed, 5-6 otherwise), two pistols and a two-handed axe.

Borri Forkbeard, Dwarf Champion

M	WS	BS	S	T	W	I	A	LD	Int	Cl	WP
3	5	4	4	4	1	3	1	9	7	9	9

Equipment: chain mail and shield (AST 6 fighting two-handed, 5-6 otherwise), a two-handed axe-hammer, a pistol and a dagger.

Trooper

M	WS	BS	S	T	W	I	A	LD	Int	Cl	WP
3	4	3	3	4	1	2	1	9	7	9	9

Equipment: chain mail and shield (AST 5-6), a hand axe, two pistols and a dagger. The standard-bearer and musician do not carry axes.

Special Rules: subject to frenzy when fighting Chaos Dwarfs. Rules for pistols can be found in *Ravenging Hordes*, p.43.

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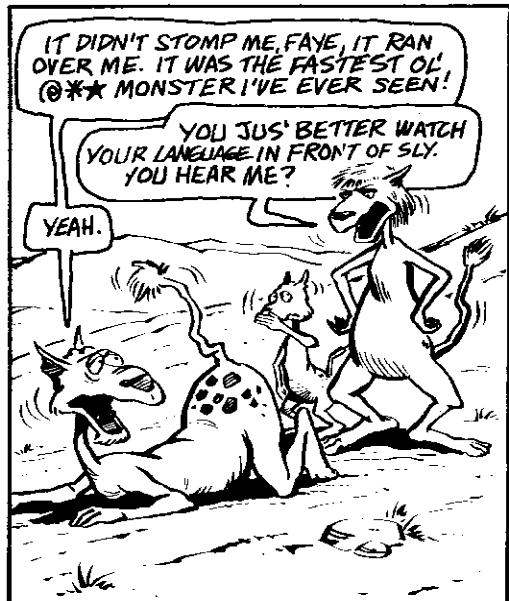
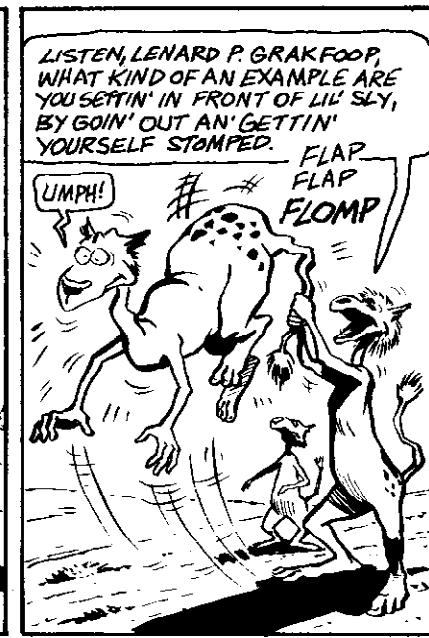
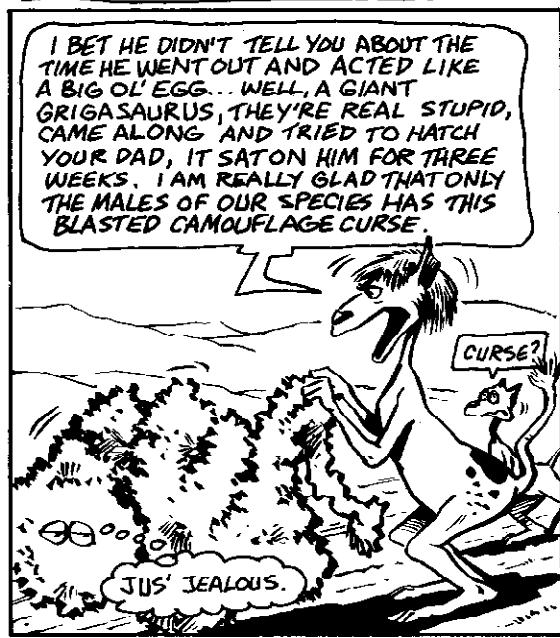
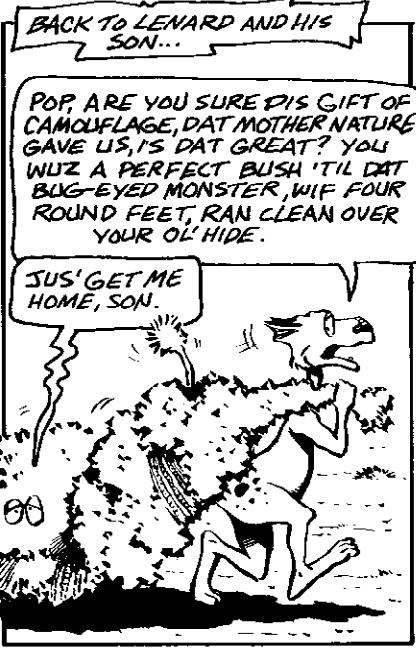
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SNARF QUEST

#54 BY ELMORE

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GO GET A TRAVELIN' SACK, SLY, WE'RE GONNA FIND THAT BEAST—SKINIT ALIVE AN' MAKE A COAT OUT OF IT'S HIDE FOR YOUR STUPID MOTHER.



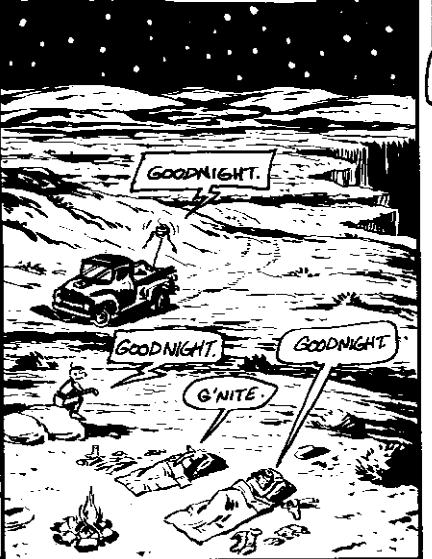
I SAID STUPENDOUS MOTHER.
WELL, YOU'RE NOT GOIN' AFTER THAT MONSTER, THAT IS A STUPID IDEA.

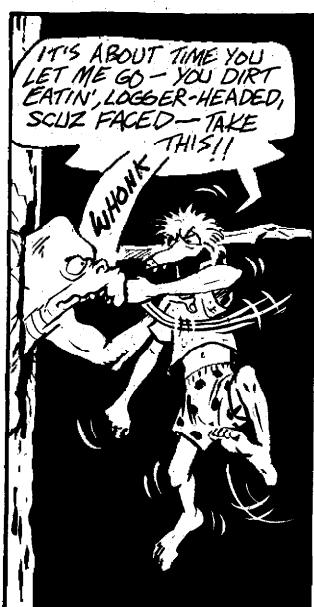


THAT'S RIGHT, SLY IS GOIN' WITH ME. I'LL STOP BY YOUR BROTHER'S PLACE AND TELL HIM TO LOOK AFTER YOU WHILE WE ARE GONE.



AFTER A LONG DAY OF ROUGH RIDING, SNARF AND THE CREW CAMP FOR THE NIGHT.





GIVE 'ER 20° ALTITUDE
AND 15° TO THE
STARBOARD!

FIFTEEN
DEGREES
STARBOARD!

ALLRIGHT! LET'S
NAIL THAT THING
THIS TIME!



JUST PRETEND IT'S
BIG UGLY AMOS,
AND HE'S COMIN'
TO GETCHA!

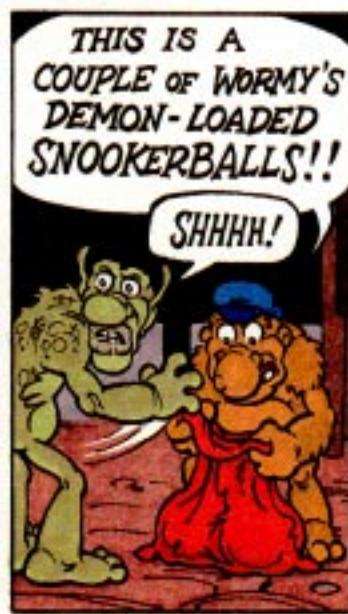
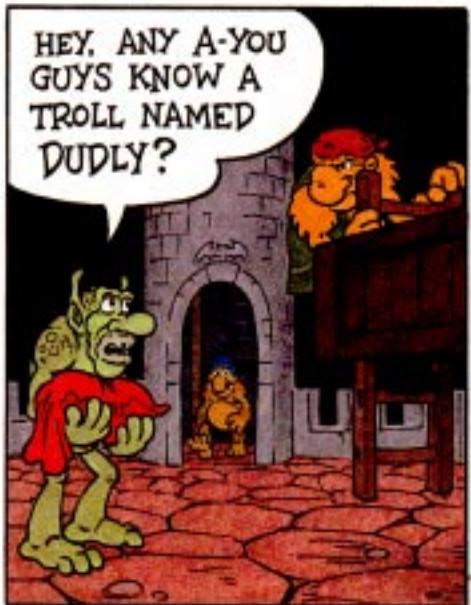
WON'T BE LONG
NOW TILL WE AINT
JUST PRETENDIN'!

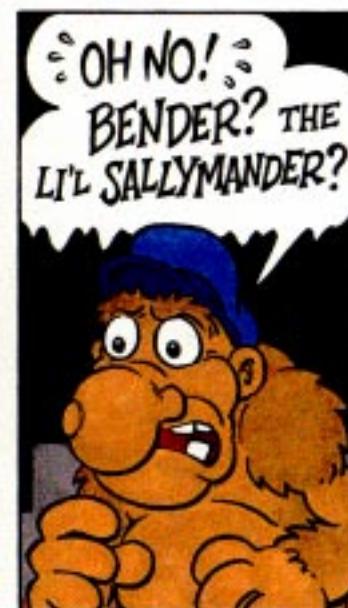
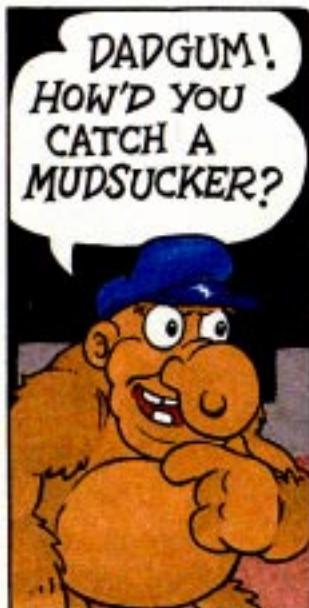
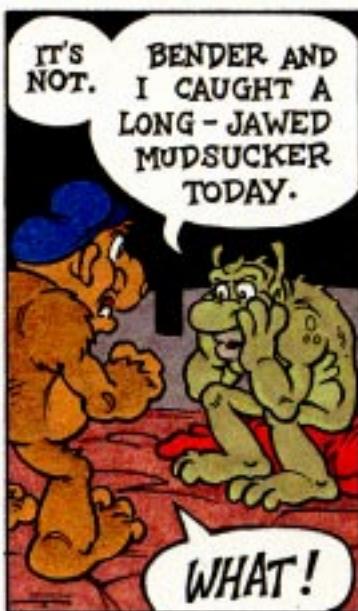
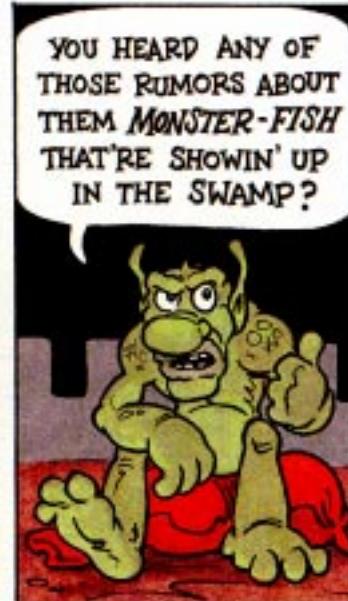
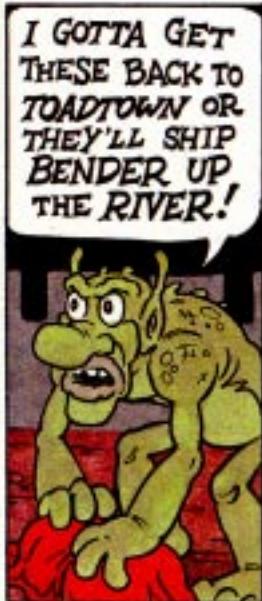


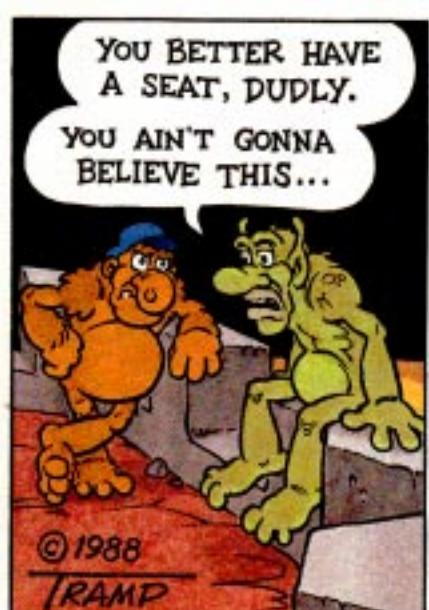
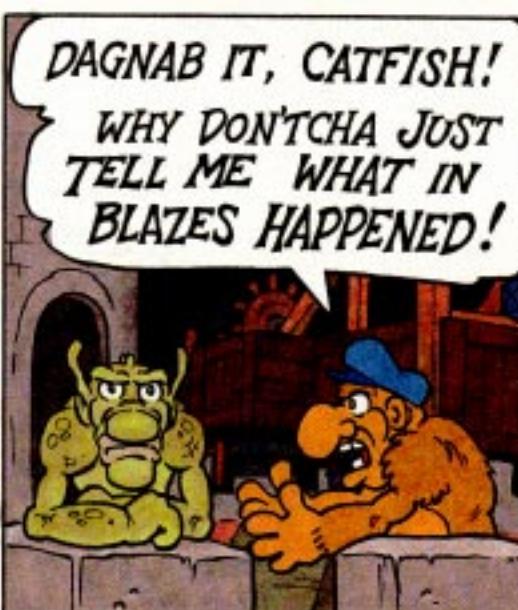
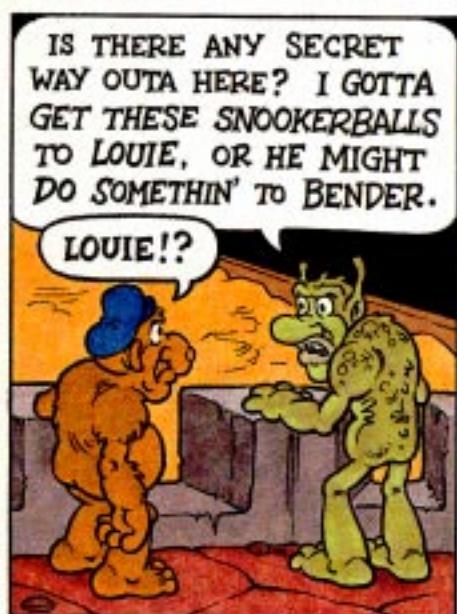
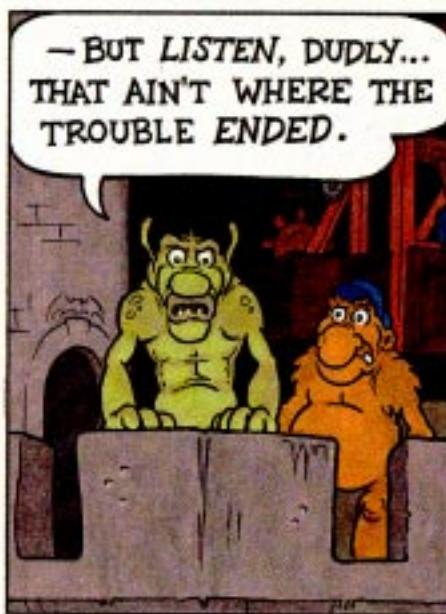
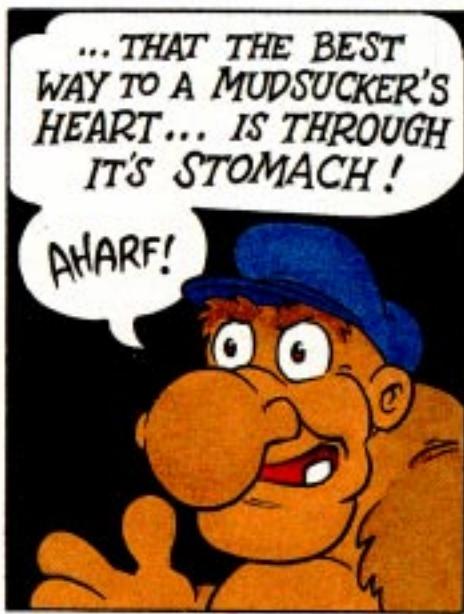
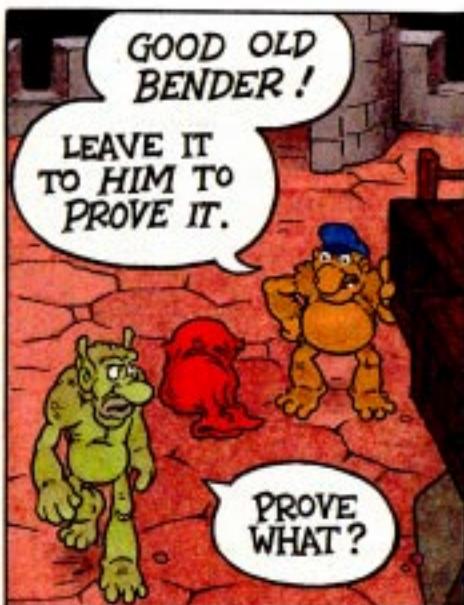
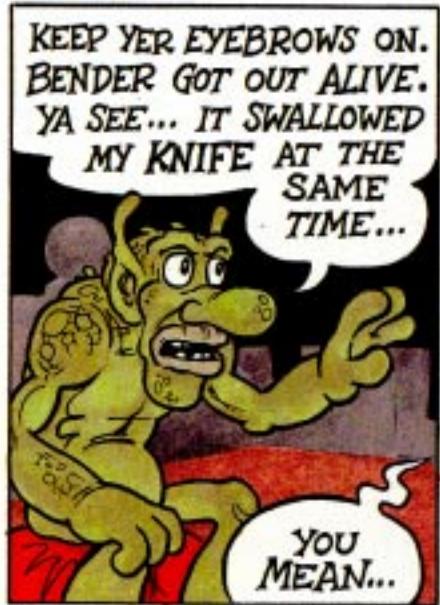
GET LEGS!
GET LEGS!
-DARN!

TAKE FIVE,
GUYS...
I GOTTA
LOOK AT THE
MANUAL.











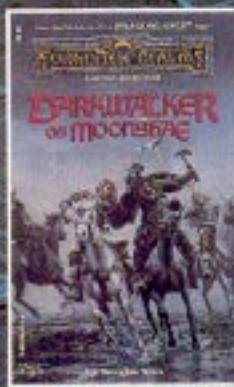
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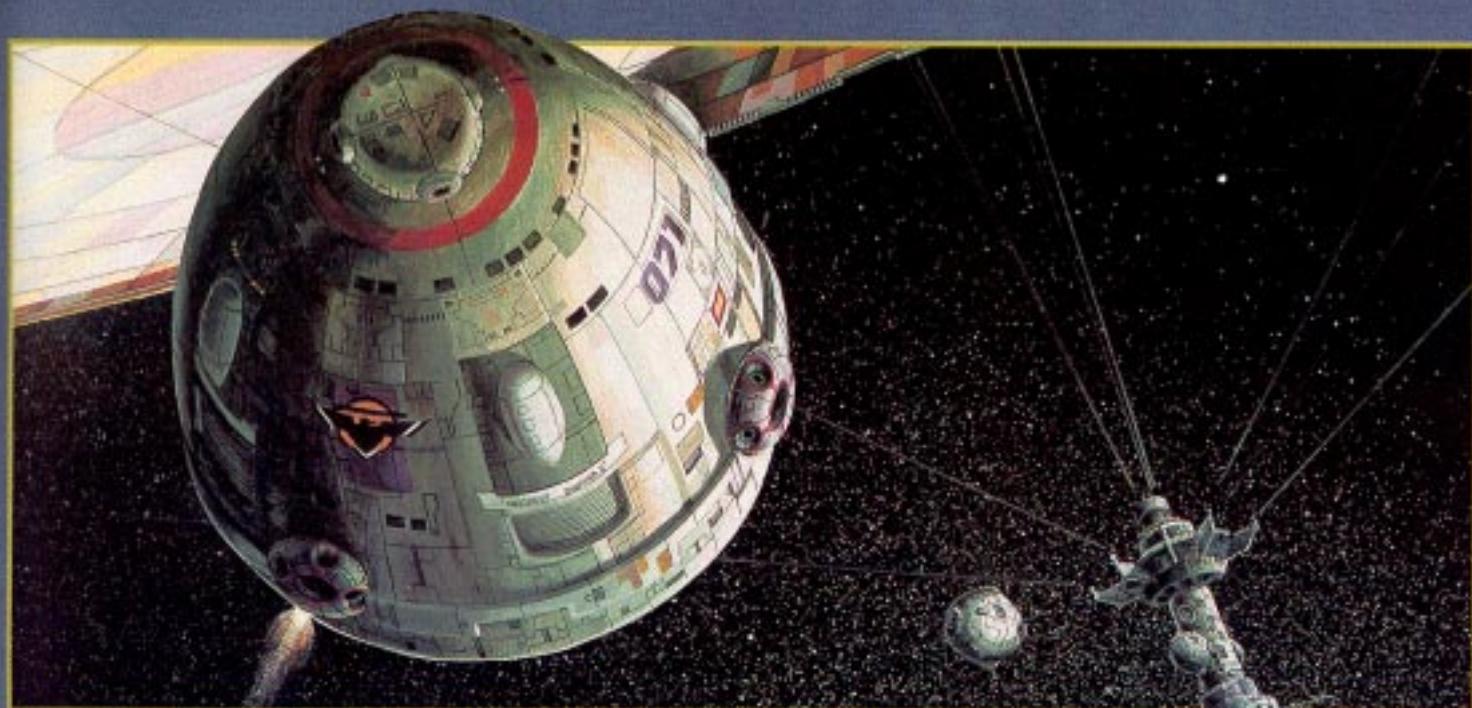
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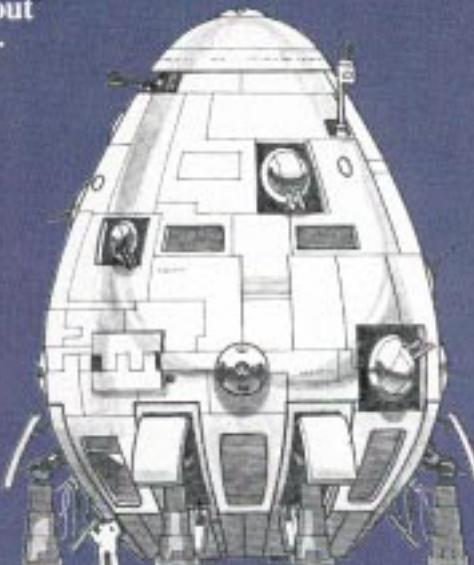
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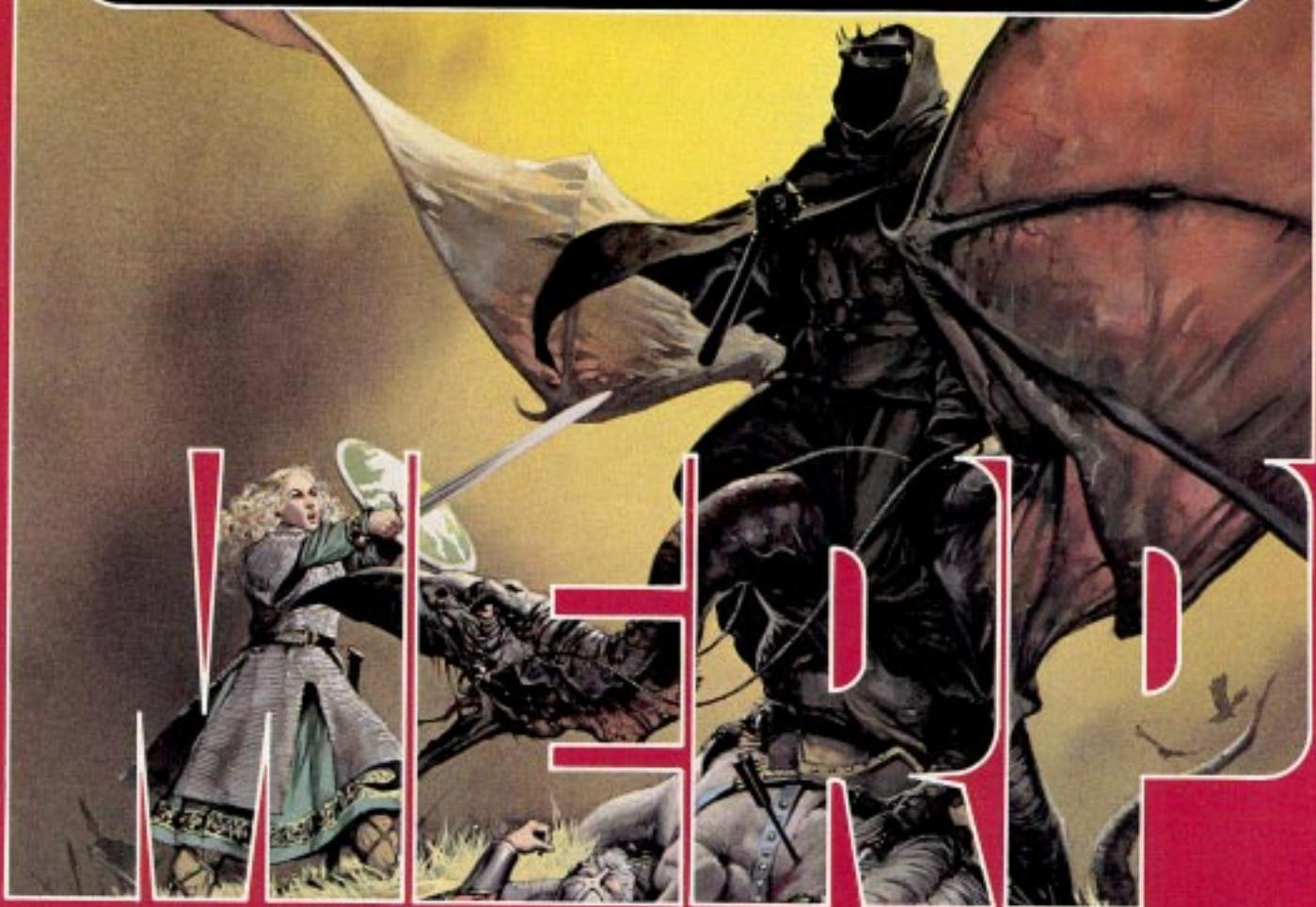
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