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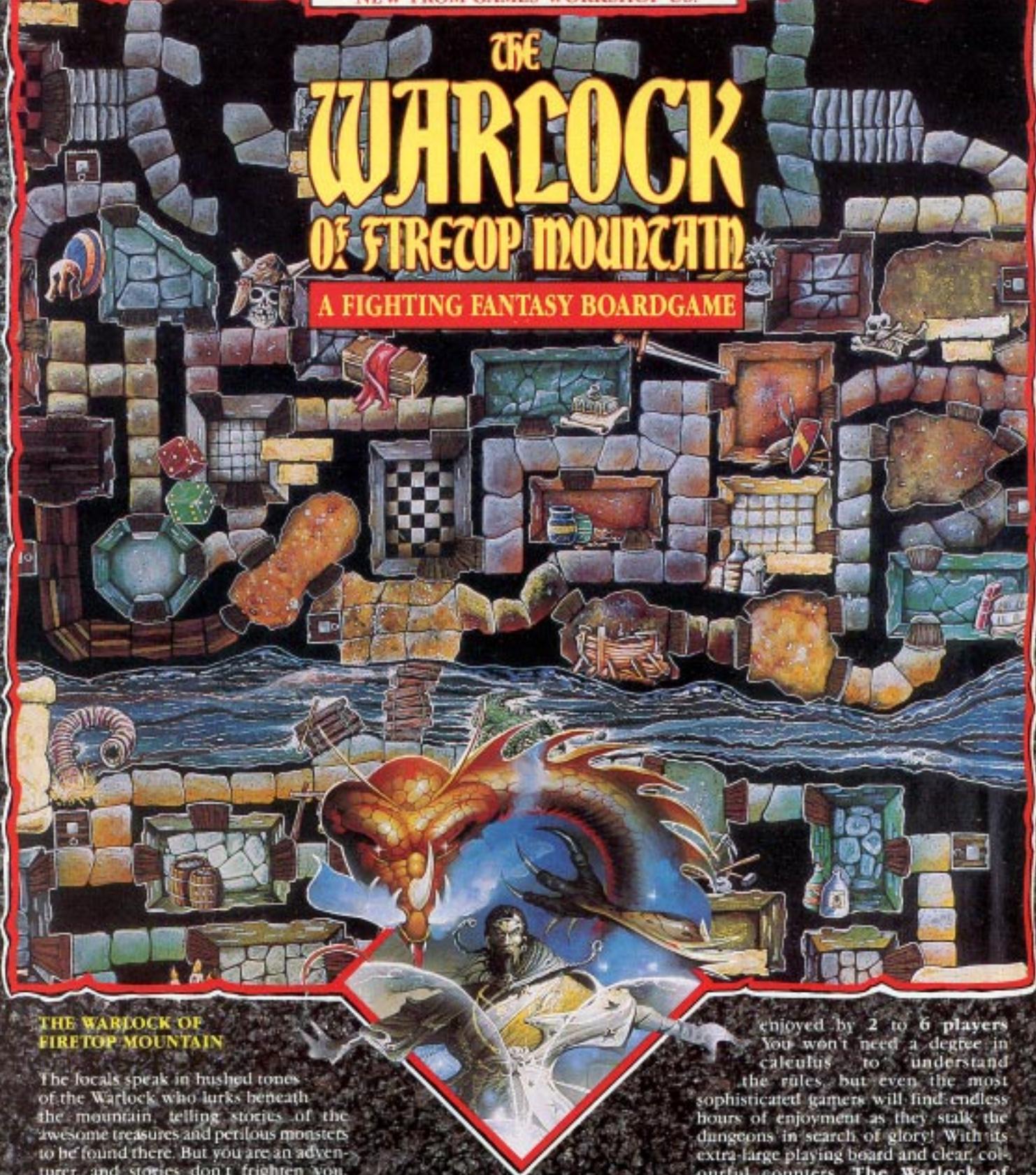
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Magazine

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COVER

It was difficult to get Jim Holloway to volunteer information on his cover painting — the fifth one he's done for us. What can you say about the picture? "Uh . . . um . . ." Were there any amusing stories behind this picture? (Yes, but we couldn't print them.) Is there anything else you'd like to add? "Gimme a lotta money." There he is, Jim Holloway.

LETTERS

Deities disappear

Dear Dragon:

This letter is a public petition of sorts, concerning the Cthulhu mythos. The original edition of the DEITIES & DEMIGODS™ Cyclopedia included this group of deities and associated creatures. In the second edition, however, and in *Legends & Lore*, it was absent. I imagine that the rationale behind this change (if not made for financial or other mundane reasons) was that no character would choose to worship a 600'-tall heap of slime.

I, however, have found this assumption to be decidedly untrue — at least in the case of a group of characters that I both DM and adventure with. Some of the most exciting characters (and campaigns) that I have encountered deal with the eerie spirits and situations invoked by the use or worship of the beings in this mythos. For instance, one group of witches, controlled by a friend of mine, are the consorts and shape-shifted spawn of Yog-Sothoth, and they are slowly corrupting and taking over an entire nation.

Our actual petition is that you have a feature in an upcoming magazine about the Old Ones and their cohorts. If possible, you might include new material, such as Brown Jenkins from "The Dreams in the Witch-House." Ultimately, perhaps, TSR, Inc., might bring the mythos back to mainstream AD&D® gaming, but a feature in your magazine would make a fine start.

Marc Spraragen
Schenectady, NY

Many readers have asked that TSR, Inc., add both the Cthulhu and Melnibonean mythoi to the new editions of the Legends & Lore volumes, but this is not possible. TSR, Inc., was not licensed to use this material when the first edition of DEITIES & DEMIGODS Cyclopedia was printed, so these mythoi have been removed from later editions. At the present time, Chaosium, Inc., has the gaming license for these mythoi, and has produced two excellent games from them (the CALL OF CTHULHU® game and the STORMBRINGER game). TSR, Inc., has the gaming license for the Lankhmar stories of Fritz Leiber, so the Nehwon mythos has been retained in Legends & Lore. — RM

DQ in Limbo

Dear Dragon:

I am a very big fan of the DRAGONQUEST® game, as are many of my friends, and we believe it to be an excellent system. I know you may have addressed the fate of many SPI games and products in earlier issues of DRAGON Magazine, but as I am an infrequent reader of the publication, I have missed this information. Specifically, I would like to know the fate of the DRAGONQUEST game. Will it continue to be published and

distributed, and will any further supplement work continue to be done for the game?

A final question: To my knowledge, only one article on the DRAGONQUEST game appeared in DRAGON® Magazine; was there a reason for this?

James Comingore
Bloomington, IN

It is possible that TSR, Inc., will produce an occasional DRAGONQUEST game module, printed with dual statistics allowing its use with the AD&D® game. This project is still in the planning stages, however. Presently, there are no plans to re-release the DQ game.

An editorial decision was made to discontinue printing DRAGONQUEST game material in the magazine, since the reader interest level in such material was quite low. We have printed material on this game in issues #49, 57, 78, 82, 86, 89, 92, 96, and 97. The last DRAGONQUEST game material left in our files is the College of Lesser Summonings, which dates from the SPI days of the game. This may appear in a future module as an added bonus. — RM

Multiple targets

Dear Dragon:

I am writing about an article that you published in your magazine entitled, "One roll, to go" (#113). The system has a slight flaw. For example, suppose two opposing armies are facing each other, each with 100 men and the following breakdown:

- 25 men with plate mail, shields, and long swords;
- 25 men with leather armor and long bows;
- 25 men with ring mail and crossbows;
- 25 men with padded armor and large shields (serving as shield bearers).

The 50 archers from one side fire into the mass of the other. If the one army is mixed together, what armor class would I use to look up the "to hit" number on the table? Don't get me wrong, though; the article was work of brilliance, if you were firing into 100 orcs.

Elliott Jackson
Seattle, WA

Take the total number of missile attacks fired by a particular group of archers and divide it up among the various groups of targets, resolving each attack separately. In the above example, the 25 crossbow bolts fired in one round are divided into the four groups in the enemy army, with the extra bolt going to a random group. Six bolt attacks are then resolved (using a single roll and the 5-roll binomial table) against each group, save for the one group getting seven bolts. The archers' arrows are handled in the same manner. — RM

(Continued on page 91)

More and Moore

Once in a while, I receive a letter from a reader who asks that I write more articles like the ones I used to write for DRAGON® Magazine. It's always nice to inflate the old ego with things like that (I have those letters bronzed and placed over my computer terminal), but things aren't that easy now.

I like to write articles, and I'm glad some of you like them. However, one cannot edit two magazines and write much at the same time. It is also much more important to get more of you, the readers, into print than it is to get more of me, the editor, into print. It's been a long time since I wrote those articles on the demi-humans and their deities, and it's probably better to close the book on that. The more authors we have writing for DRAGON Magazine, the better the magazine.

This issue is a case in point. We have no particular theme for this month, but we have more variety and more articles on gaming than we've had for some time. You have the chance to read material from some of the best people we have writing for us.

If you have a list of favorite topics you would like to see covered in this magazine, by all means, send it to us. We can commission articles from our better writers on occasion. We can also list the most-wanted topics, letting everyone get in on the act.

There are a few things we cannot cover, however. We have no way to evaluate computer programs for gaming use, so we ask that you not send any of them to us. We generally avoid board games, but we might cover certain particularly popular ones if they are of interest to fantasy or science-fiction gamers. We've also dropped our coverage of many of the less-popular role-playing games, even those made by TSR, Inc. If few people play them, why run them? Our license on some games has expired as well (i.e., no more Indiana Jones stuff).

Otherwise, the sky is the limit. Tell us what you want, and we'll see what we can do about it. This is your magazine, after all.

As Arnold Schwarzenegger — and Bubba — say, "Let's party."

Roger E. Moore

The World Gamers Guide

If you live outside the continental United States and Canada, you can be included in the World Gamers Guide by sending your name and full address, plus your gaming preferences, to World Gamers Guide, DRAGON® Magazine, P.O. Box 110, Lake Geneva WI 53147.

Abbreviations in parentheses after a name indicate games in which that person is especially interested: AD = AD&D® game; DD = D&D® game; CC = CALL OF CTHULHU® game; GW = GAMMA WORLD® game;

SF = STAR FRONTIERS® game; ST = STAR TREK®: The Role-Playing Game; MSH = MARVEL SUPER HEROES™ game; TS = TOP SECRET® game; T = TRAVELLER® game; RQ = RUNE-QUEST® game; VV = VILLAINS & VIGILANTES™.

The World Gamers Guide is intended for the benefit of gamers who live outside the continental United States and Canada, in areas where nearby gamers are small in number or nonexistent, as a way for them to contact

other game-players who would be interested in corresponding about the activities that they enjoy. Unfortunately, we cannot extend this service to persons who live in remote areas of the U.S. or Canada, or to U.S. military personnel with APO or FPO addresses. Each eligible name and address that we receive will be published in three consecutive issues of DRAGON® Magazine; to be listed for more than three issues, you must send in another postcard or letter.

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Michael Moorcock's HAWKMOON



Duke Dorian Hawkmoon

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Science & Sorcery in Earth's Far Future

FORUM

A word from the editor

The previous guidelines established in DRAGON® Magazine issue #113 (page 6) for this column are still in effect, with a few minor changes. We prefer that Forum letters be kept fairly short and to the point, but longer letters are still acceptable if well written. Be reasonable in making your points and respect another person's opinions even if you disagree with them. Name-calling letters are dropped in the trash can, as are those that ramble, or are so incoherent or illegible that the staff cannot make out what is said. Please write clearly.

The Forum gives you the chance to express your feelings, opinions, observations, and ideas on gaming. Though this column usually runs without editorial comment, an exception is being made for this particular issue. We now plunge into the maelstrom:

I am writing in response to John Maxstadt's letter in DRAGON Magazine, issue #115. I have never written in before, but I thought that my opinion must be heard after I read this month's Forum. There are two topics that I would like to discuss . . .

I am fourteen years old, but I am not one of the people who "could not get their hands on the *Monster Manual* without sniggering." As a gamer and a person, I took great insult to that comment, having been to many conventions and having placed in many events. Some people may act this way, but I do not think all gamers do, regardless of their age.

On the subject of too much exposed female flesh on the covers, I agree with John's opinion. On the other hand, I do not think a cover with a sexy female on it will make a gamer who hasn't bought DRAGON Magazine for the last few months suddenly buy it again. Also, having lived through some of the picketing and protesting of the stores, I noticed the main focus of their protests was on the idea of the game, not the artwork. We must consider that many fantasy writers do not give females equality, but noticeable exceptions have begun to crop up recently. To state my overall opinion, I think there is a little too much "skin" on the cover, but that is the artist's choice and the artwork has been superb, even on the covers without so much flesh.

Mark W. McClellan
Holliston, MA

The nude human figure, male and female, has been the subject of artistic representation since the earliest times. For the most part, the object has not been to excite erotic interest, but rather (1) to meet the challenge of realistically depicting the subtleties of anatomy, involving an understanding of bone and muscle, and the human form in various postures and in various states of action, or to capture an immediately

recognizable and characteristic posture or state of action with a minimum of delineation, and (2) to portray something that is beautiful, considered as form, for aesthetic reasons. Classes in "life drawing" are not orgies.

It seems a shame that most of us are so immature and obsessed that we cannot look at an unclothed or partially unclothed human being of the opposite sex, in art or in reality, and say, "How beautiful!" or, in the case of art, "How well rendered! See how the artist has captured thus and so . . ." Instead, we always say, "How sexy!" . . . The flip side of this coin is that such representations cannot be seen by some as anything other than prurient and depraved.

In other words, Botticelli's Birth of Venus has never appeared as a centerfold in *Playboy*, and no photograph from a skin magazine has appeared in the Louvre. Pornography is not art and art is not pornography. Their aims and purposes are entirely different.

And the cover of DRAGON Magazine is the not the cover of *Penthouse* or *Playboy*.

David F. Godwin
Dallas, TX

I just finished reading John Maxstadt's letter in DRAGON Magazine, issue #115. . . . Granted, the woman on the cover of issue #114 is scantily clad; she is not exactly "for all practical purposes naked." And, I honestly can't imagine anyone being embarrassed to buy it in a bookstore or hobby store.

Why worry about intolerant and ignorant people objecting to the game merely by looking at a magazine's cover? If we, the well-informed people that play the game, know that the game is neither harmful nor pornographic, then we have nothing to fear. If we simply stick to telling the truth, then the forces of ignorance are harmless to us.

The "fine art" argument is really too subjective to argue about, but I would imagine that the reason that men aren't shown in similar degrees of undress is probably because the TSR art department is deluged with said art.

I will concede that the woman on the cover of issue #108 wasn't exactly dressed to kill, but quite honestly that is the only cover that comes to mind when trying to think of women underdressed for a particular occasion. Women involved in combat on previous covers have been dressed in attire suitable for the situation. . . .

Swords and sorcery and fantasy role-playing games both, for whatever reason, appeal almost exclusively to males. This isn't good or bad, it's just a fact. Stories will be written by males, for males, and usually about males. How would you like to see women portrayed on the covers? There are almost no traditional female swords and sorcery characters. Thieves are weasel-like, greasy-males. Great wizards have equally great white beards (a trait not usually given to females). So, when an artist thinks swords and sorcery, he usually thinks male. That's why males are shown as so many different personalities and in so many different situations, while women aren't. If women start to get involved in

these genres more, the male-oriented view will shift more towards equal representation, depending on what the demand is. But, for now, why shouldn't it be male-oriented? The writers know their audience. The focus should shift out of a need, not out of a sense of obligation.

Dan Tejes
Aurora, OH

I'd like to address John Maxstadt's letter in Forum, issue #115 of DRAGON Magazine. I, too, am glad that DRAGON Magazine comes in a brown wrapper — not that my postman would care if it didn't. However, I am glad for two different reasons. First, they keep the magazines in good condition when traveling through the hands and machines of the U.S. mail service, and secondly, I'm one of those fifteen-year-olds Mr. Maxstadt mentioned, and I am glad that the wrapper keeps my mother from seeing the sometimes explicit cover paintings.

Don't get me wrong. I'm certainly not objecting to the covers. I also certainly do not want to see half-naked men on the covers. The only thing in the whole "nakedness" issue I do object to is Mr. Maxstadt's stereotypical portrayal of fourteen- and fifteen-year olds as "guys who cannot get their hands on the *Monster Manual* without sniggering over those pictures. . . ."

However, I am certainly not going to make an issue over that — I would start to sound like the [readers] who have been pervading the pages of DRAGON Magazine lately protesting strength differences between the male and female versions of mythical three-foot-tall gnomes and halflings. After all, it's just a game!

Marc Andreessen
New Lisbon, WI

After reading John Maxstadt's letter in issue #115 of DRAGON Magazine, I felt I had to respond. First of all, let me say that Scott Devine's letter (issue #111) was a legitimate complaint. It was a well-stated opinion, but it should have been left at that.

The cover of issue #114 is far from pornographic. When I see covers like "Lady Valshea" (issue #106), I truthfully see beauty. Beauty in what is depicted, beauty (talent) in who depicted it. In the case of the cover on issue #114, there's also somewhat of a chilling effect, but it is still an excellent painting. . . . The human body is very beautiful; there is no need to be ashamed of it (male or female). Of course, though, two people making love should not be put on the cover; nor should a naked girl about to sacrificed. That would be carrying it way too far. But, when a scantily clad woman is used to enhance the beauty of a painting, it is (at the very least) acceptable.

I must admit that there are more women on the covers of DRAGON Magazine than men. Mr. Maxstadt is right in saying that there should be more of a balance. However, that doesn't mean that future covers have to (though they might) have men with less clothes and women with more. Men look good in anything, from a loincloth and boots to full-plate mail armor, at least as far as paintings go. But when was the last time you saw a magnificent painting of a woman dressed up in a tin can? There are some, but generally speaking, women look better in outfits that enhance or emphasize their beauty. I'm not saying they have to be scantily clad; I am saying they should not look like men. . . .

And as far as the *Monster Manual* pictures are concerned, if that's how they typically look, then that's how they should be shown. To avoid difficulties, though, I have found it easier to give

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them at least a little clothing. In fact, that's the whole point of creating your own campaigns — if you don't like it, change it!

Carl Forhan
Saint Genevieve, MO

The editor returns

The above is a sampling of the mail we received on the issue of DRAGON Magazine's cover art. It would be unfair for me not to give my own opinions at this point, since I've given so much space to this topic, and I would also like to resolve the situation as far as the magazine is concerned.

The idea of using nudity in cover paintings for DRAGON Magazine does NOT appeal to me, though some paintings may show men and women in slightly revealing dress. The cover of issue #114 crossed the line on how much should be shown in our artwork; it wasn't that bad, but the line will be watched more closely in the future. Aside from that, the painting was quite good, and a lot of readers liked it.

Having devoted as much space as we have to this topic, I'm not greatly inclined to continue running letters on cover art, nudity, and points between. For the time being, then (unless you don't like the cover art in the next few months), the issue is closed. On to other things. . . .

In response to Andy Price's letter in DRAGON Magazine #111, your argument against isolated planes is a good one, except for one minor flaw: infinity mathematics. This field is easily represented by the question, "If you took an object with infinite area and broke it into two pieces, which of the three infinite areas in the problem would be the largest?" The original one would be, because of the law of greater than and less than. The two parts would still be infinite because of other laws in mathematics. Thus originated the concept of different-sized infinities. The gods home plane would still be infinite, but not infinite enough to easily contact the modern world's plane of existence.

Also, this world would not simply be in a time other than the one the AD&D® adventure world occupies. Quoting page 113 of DIETIES & DEMIGODS™ Cyclopedie: "There exists an infinite number of parallel universes and planes . . . in the 'multiverse' . . . All of these 'worlds' co-exist . . ." The true reason our world lacks magic (speaking in AD&D game terms) is our great distance from the planes of the gods and the Positive and Negative Material Planes — the sources of magic.

As for your question about why spells are forgotten once cast, this occurs because, as explained by Gary Gygax in the DMG, energy is stored up by memorizing the spell, and is released when cast, providing part of the energy used to power the spell and open the gate to the Positive and/or Negative Material Planes. Unfortunately, this process of energy release also erases the memory of the casting procedure from your mind.

Russell Taylor
Kwajalein, Marshall Islands

I would like to comment on a subject that I'm sure has been discussed before. What I'm talking about is player-character cooperation. Many

DMs seem to believe that unless their players cooperate with each other fully, they are not going to survive very long. In my campaign, this is impossible! Let me explain.

You see, I am the DM of a campaign that has five players. I allow everyone to play what they want, so I ended up with a barbarian, a fighter, an elven fighter/thief, an elven fighter/magic-user/thief-acrobat, and a half-elf fighter/magic-user. This is not a very balanced combination of characters, to say the least. Role-played correctly, these characters are destined to have many, many arguments. The number one example is the barbarian and the two magic-users. Because the barbarian is not allowed to associate with magic-users until he is mid-high level, the magic-users have to hide their magic. When the fighter/magic-user had to use his *levitate* spell to save the barbarian, the barbarian almost killed him for it! He changed his mind, though, and now only the acrobat/MU has to worry about him. To solve this problem, the acrobat's player is now plotting to kill the barbarian. Is this cooperation?

Another thing that causes problems is the party's marching order. Every character wants to be in front where the action is. They even make the ranger, the only NPC, walk in back! No one wants either of the two thieves, to scout ahead because they don't trust them. The marching order has started a small argument every time we've played.

Despite all of this, this team seems to come together in a life or death situation. In combat, everyone works together like a well-oiled machine. When most of the characters were 3rd-level, they fought and defeated a fire giant that had over 100 hit points. Don't get me wrong, though — this group has also solved any problem I've given them that required some thought. Hard to believe, isn't it?

All this just goes to show you that cooperation can be helpful, but is not absolutely necessary.

Jeff Neely
New Roads, LA

I recently read a letter in your magazine in which someone complained about the "new look" — the gray pages and the typeface. I have a similar complaint. I have no problem with the typeface, but the gray pages are another matter. I have a problem with my vision which makes it difficult for me to distinguish the words from the background on the grey pages.

I have only been able to read some of the articles by making xerox copies (with the machine set on lighter copy) of them; this is, however, very expensive (it costs up to 25 cents per page to make copies). Also, I don't like to do this as a rule because of copyright laws.

When you only used the gray pages in the ARESTM Section, it didn't matter to me because I didn't read those articles.

Mae Tanner
Juneau, AK

I would like to share with your readers a recent experience of mine that could add some realism to a much neglected and much abused aspect of the AD&D-style games — the resources and capabilities of a large party trekking through difficult terrain.

I recently completed a nine-day trek in the Peruvian Andes with an organized group. We completed eight to ten hours of moderate to

strenuous hiking each day at altitudes ranging from 11,000 to 17,000 feet and covered 10 to 11 miles each day. Our group consisted of nine American hikers, five Peruvians for camp chores, and five more Peruvians to handle the pack animals. To ensure that all the hikers need only carry a small day-pack, it was necessary to employ 18 horses and three mules!

I believe that although the trekkers of today may not be as tough as the medieval-style characters found in game worlds, the net requirements for a trek like the one described here are about the same. First, given the ridiculous amount of weaponry and treasure that many characters seem to carry on their person and the need to be refreshed and battle-ready at a moment's notice while on the trail, I believe that each character would need at least one animal for his supplies (but *not* as a riding animal). Secondly, quite a few hirelings would be necessary to not only care for these animals at the end of the day, but also to protect them when the adventurers go running off into the woods after the enemy.

I believe that a DM should work these elements into his campaign. I also agree with Ms. Kerr's article on outdoor adventures (DRAGON Magazine #88) in dealing with the effects of exhaustion — this should be used to deal with players on long treks (so called "between adventures traveling") who want to really rough it and "save money."

Stephen Licata
Stratford, CT

As a DM, I found Mike Albers' article on stirrups (DRAGON Magazine #113) interesting; as an advanced riding instructor with 16 years experience in English, Western, bareback, and jumping equitation, I was perplexed.

The stirrup is indeed a key invention in mounted warfare, but it was never intended to bear much of the riders' weight. This task falls to the rider's calf muscles. The stirrup as it first developed was nothing more than a simple ring. Its function, then as now, was to drive the heels down and thus force more of the riders' calf against the horse's side. Examine medieval European tapestries, and you will see mounted knights appearing with their legs thrust stiffly straight before them and slightly away from their seats. If their weight was in the stirrup, their legs would be bent at the knees and their heels would be down — not up. In medieval war saddles, it was not the stirrup that absorbed the shock of a lance or a sword striking home — it was the saddle itself. War saddles were constructed with high pommel (front) and cantle (back) to keep the rider mounted while still leaving both hands free to fight. Cruppers and breastbands helped distribute the force of a successful blow.

I find some of the article's statements about mounted combat rather odd. "No shield can be used." — what about small, light round shields, like those used by the Mongols and the Plains Indians of North America? And "that hand is needed to hold on to the horse. . ." — not if the rider is competent. A fundamental part of training young riders today is making them use their seat and legs to stay mounted, using such exercises as trotting without stirrups and jumping with the arms held out to the sides. A knight with only one hand to defend himself won't last long.

Stirrups cannot make good riders out of poor ones. The greatest mounted warriors the world has known were the American Plains Indians,

who scorned stirrups and did not use them; in fact, they got on quite well without saddles. I suggest that stirrups not be the determinant of a rider's stability, in AD&D games or real life.

David Sisk
Chapel Hill, NC

I find myself in some disagreement with Alex Curylo's "It's a hit—but where?" article in DRAGON Magazine, issue #114; His system makes the assumption that every hit does bodily damage. The fact is that hit points, particularly for higher-level characters, consist of many things besides a body's ability to withstand damage.

Technically, a 10th-level fighter should be able to dodge a feint that would hit a 1st-level fighter who has the same AC. Improving AC by character level complicates the game, so this ability is reflected as higher hit points.

In addition, not all body damage of a sort that can be considered damage to organs. Blood loss from an otherwise superficial wound comes to mind, as does fatigue (see *dispel exhaustion*) and a host of other items.

Another problem is that using a hit-location chart for every hit made is a time-consuming drag. "I did four points of damage to him there. Do I get any bonus damage?" Even without such discussions, a good deal of playing time will be wasted.

A third problem is that his system drastically alters the tactical make-up of the game. Take an elf fighter with a racial maximum (19) dexterity and a type V demon. Suppose that after the various to-hit calculations for strength, magic, and AC are made, we find that either foe hits the other on a roll of 12 or better, and each does an identical range of damage with their weapon types and damage bonuses.

Using the standard system, the demon's higher hit points pretty well assure it of victory. Using Curylo's system, either opponent has a 45% chance of hitting a vital area such as the head or torso. With a 19 dexterity, the elf will usually get initiative. While it's not guaranteed that the elf will manage to strike an instantly killing blow or even an incapacitating one, his chances of victory are considerably better.

There are a number of advantages to such a system, but I'm personally against letting a character who barely manages to hit his foe get an instant kill. Making a called shot and striking with a penalty to hit is permissible, but freebies just spoil the spirit of the game.

One obvious way to get around the time delays of using a hit-location chart is to only use it when a critical hit has been made or when a called shot is made. Normal hits are considered to do general damage.

The problem with called shots is that they are based on hit-location charts that are built around randomly incurred damage, Curylo's system included. The result is that a character who takes specific aim at a part of his target's anatomy ends up with the same overall chance of hitting it as does the character who swings randomly. The character who swings randomly hits his foe somewhere else if he doesn't hit that area. The guy who makes a called shot and doesn't hit that area misses. The possibility of a shoulder taking a neck strike doesn't exist.

S.D. Anderson
Whittier, CA

As far as the AD&D game is concerned, I got fed up with realism in fantasy gaming a long time ago. I've been playing role-playing games

(Continued on page 91)

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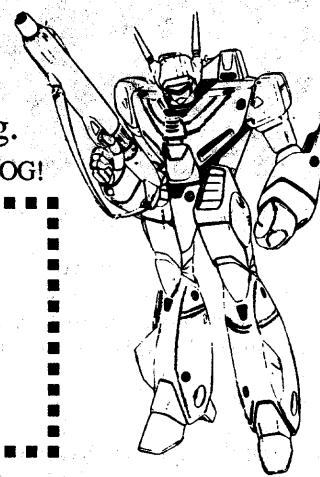
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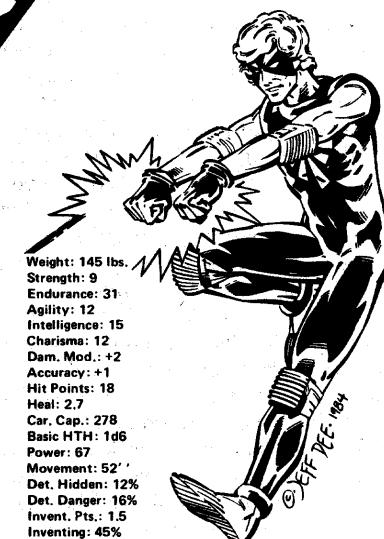
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Endurance: 31
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The Elements of Mystery

Limited-information campaigns in role-playing games

by Robert Plamondon

Remember the first time you played a D&D® or AD&D® game? You were confused, you were nervous, and you didn't have any idea what was going on. It was glorious.

Now, after months or years of play, the thrill is gone. You and your friends reminisce about the "good old days" when everything was new and exciting. Then the final blow lands: You realize that your campaign is just as dull as the others.

Is there still hope?

You hear a lot about a "sense of wonder" in role-playing games. For example, you marveled at the realism and depth of the game when you first began to play — that's the sense of wonder. For experienced players, this is a goal more elusive than the Holy Grail. Therefore, let us state a simple rule about this sense of wonder: *The less you know, the more you wonder.*

Mystery is the key to creating and maintaining a sense of wonder. Ignorance is the key to the sense of mystery. If a DM wants his players to believe in his campaign, he mustn't tell them too much. To illustrate the point, let's examine a bad example:

Fred is putting together an AD&D game campaign. He and his friends have been playing the AD&D game for years. They know all the volumes by heart. Fred is pleased by this; if he forgets a statistic, a player is often able to help him out.

The campaign starts out in a village (there's a white signboard outside town that says "Village" in black-stenciled letters). The first scene is in the generic bar; herein, the players' characters form a generic party to loot a generic dungeon. Whenever a monster is met, there's little or no excitement. Why should there be? The players have killed this same sort of monster 500 times before. They use their generic tactics, kill the generic monster, and come home with some generic treasure. The high point of the adventure is the fight over who gets to keep the generic magic item.

The problem here is that the players know as much about the campaign as does the DM. It is virtually impossible to excite them; they've seen everything a hundred times before. If the players know what's going to happen and they know they're going to win, why should they bother doing so? Lots of campaigns have died because the DM ran out of surprises. The basic solutions are to hide information from the players and always keep a surprise up your sleeve — i.e., create a limited-information campaign.

A limited-information campaign is one in which the players have to find out most things for themselves. Memorizing the rulebooks doesn't work, because the players don't know what the rules are.

A limited-information campaign is easy to set up:

1. Start the campaign with 1st-level characters;
2. Tell the players that they aren't supposed to use any information that their characters don't know, and that their characters are inexperienced and know very little about monsters, traps, potions, and so on;

3. Keep your players honest by making their memorized information useless, varying elements of the game to keep them on their toes; and,

4. Make the players role-play their search for information, forcing them to visit nonplayer characters to discover things. Sometimes the NPCs know, sometimes they don't. Sometimes NPCs lie. Most of the time, they don't have the whole truth.

Campaign background

To make this work, the DM must first have some information to hide. There are plenty of campaigns with no secrets besides the dungeon contents; everything else is either well-known or completely undefined. A DM needs to add a lot of background material to his campaign, then tell the players only a small fraction of it.

These items are generally not laid out in detail until they're needed in play. For example, deciding that the Duke of Frobozz is secretly a werewolf is all the DM needs to know at first.

Some of the things that should be set up follow:

1. The social and governmental structures in the campaign. People in high places make a lot of the news, and you need to have names and titles ready.
2. The important magicians, their specialties, and their ambitions. Some of the magicians might be in hiding, some might have secret ambitions, and groups of them may form secret societies. They sometimes kill each other, too, or are killed by their own experiments.

3. Major monsters. Every campaign needs some really nasty monsters that are all but impossible to kill. These should be relatively well-known to the PCs, so they won't blunder into them unless the characters are really stupid. These monsters are used in rumors ("Did you hear about Smaug? He burned Dale to the ground last month!"), in major events, and as plot hooks.

4. Powerful heroes and villains. Like the monsters, these guys should be extremely tough (12th level and up). They aren't there to be cut down by the PCs; they're there to create interesting happenings in the campaign.

5. "Accidents waiting to happen." Demons bound by spells that are giving out, magicians dabbling in extremely dangerous magic, kings who disband their huge orc armies because they can no longer pay them, etc.: all are potential sources of adventure (and disaster).

6. Legends, lost kingdoms, vanished magic items, and bits of history. All of these contribute to the flavor of the campaign and add to its mystery as well.

Whispers and rumors

News often reaches the PCs by way of rumors. They hear about local events

quickly, but news from distant places comes slowly and gets more distorted as it passes from person to person. This makes it important to find someone who was actually near the event when it occurred to get accurate reports.

Rumors should be a major way of starting adventures. Always present the players with alternatives; they should always know of several possible adventures. Rather than forcing them to pick the one you think is best for them, let them make the decisions. While this means that the DM has to have several scenarios ready, it also means that he doesn't have to worry about balanced adventures. If the players hear a rumor about a gigantic dragon hoard and don't realize there's no way they can kill that dragon, that's *their* problem; they should have investigated the situation more thoroughly. The only word of caution is that there should be clues to the strength of the opposition, so the players can bail out before committing their characters to battle. If they ignore the signs, it's their tough luck, not yours.

On the brighter side, players should be able to find any number of low-risk, low-gain adventures — ones that are easy to live through but provide little loot: collecting taxes from kobolds, for instance. The real trick — the thing that should drive the players nuts — is identifying the few really lucrative adventures that their characters can survive. This is crucial to a limited-information campaign. If the PCs get their facts screwed up or if they're overconfident, they're going to get burned. If the DM warns the players about this possibility, they won't resent it when they discover that an adventure is more than they can handle. By that time, they'll be so paranoid that they'll expect it to be a challenge.

Towns and trouble

Towns are almost entirely ignored in the game books, except in random-encounter tables. The charm of towns, though, is that they *aren't* like dungeons; the characters' problems usually can't be solved by swinging a sword. Player characters like to gain the advantages of living in town while avoiding the headaches, so they're usually happy — assuming town life is serene and trouble-free. This trouble-free life, however, leads to complacency, and we can't have that! Some interesting events and situations that occur in towns include:

1. Tax time. Don't just hand characters a tax assessment; have a nasty little man come to their door and demand payment.
2. Crime and punishment. If they don't pay the nasty little man, the characters will be arrested and fined. If they *kill* the nasty little tax man, they will be arrested and executed. Scenarios in which the PCs are hunted by the town militia can be remarkably exciting.
3. Bank failures and bank robberies.

4. Protection rackets.
5. Corrupt government.
6. Theft of valuables.
7. Epidemics.
8. Famine.
9. War.
10. Pogroms (sudden fear and persecution of foreigners). These can triggered by some nasty event, like PCs pretending to be royalty from another realm and creating havoc as a result.

11. Scandal. The baron's daughter is pregnant and claims a certain PC is responsible!

12. Market fluctuations. "Oh, gee, we'd like to buy your magic weapons, but a bunch of dwarves came through last week and sold us all we could use at incredibly low prices."

13. Rumors.

If you want to make your players *really* paranoid, have some of the towns enact the equivalent of gun control — no weapons or armor are allowed inside the town. These items must be then left in the care of the local officials.

These same principles can be applied to different situations, though the actual problems may be different. Living in the forest protects the PCs from tax collectors, but instead gives them trouble with monsters and raiders, and forces them to protect their home at all times.

Nonplayer characters

There are all kinds of people in the campaign world, and lumping them all into a single category tends to obscure things. Still, there are some basic facts about NPCs that are often overlooked. One such oversight is that NPCs are individuals. Although they're only on stage when they encounter the players, NPCs should live out full lives in the campaign. They love and hate, have virtues and vices, and are unique. The DM *has* to think of his NPCs as individuals to pull off a limited-information campaign. One way to do this is to have some friends who don't play in your campaign run major NPCs as characters. Give a friend a list of the local duke's income, assets, enemies, and so on, and have him decide what to do with these resources. These players will do things you would never have dreamed of.

When players don't understand why NPCs do the things they do, or if the players are too trusting, weird things can happen. A silly example of this instance follows:

The local magician is related to a man who wants to become mayor. The magician wants the current mayor to look bad, so he tries to get the PCs to play a trick on him. The magician won't tell the PCs his reasons (it would make him look bad if word got out), so he lies: "The Mayor is possessed by Demogorgon's brother-in-law, and the only way to save him is to grab him at midnight, strip him, paint him pink, and tie him to the slave block in the

square. Do this, get out of town, and I'll pay you each 30 gold pieces."

The possibilities are endless. The PCs may be dumb enough to believe the wizard: "Come on, Mr. Mayor, this is for your own good. You don't want to be possessed by Demogorgon's brother-in-law, do you?" On the other hand, they may decide that the wizard is lying, but that the job is such fun that they don't care. Or, they may go to the mayor and tell him the story, hoping that his reward will be larger than the magician's offer.

If the PCs pull off the job, the mayor will be their enemy for life. If the wizard has second thoughts after he sobers up, he may be too embarrassed to want anything more to do with them. The mayor may put out a warrant for their arrest, and send out a posse to bring them in for trial. All sorts of fun things might (and rightly should) happen.

Illicit happenings aren't the only reason for hiding motives, however. An NPC may hide *altruistic* motives because he thinks the PCs are too crass to appreciate them. Others will lie to hide their sources of information.

Withholding information should be even more prevalent than lying. Information is valuable, after all, so NPCs aren't going to be free with it. Don't think this means that *all* NPCs need to be liars or cheats. A hard-working group of PCs may find several NPCs who tell them useful bits of information on a regular basis. Don't forget that there are zillions of people in the campaign world who know nothing of interest but want to talk anyway. The bars are full of gossips and bores.

Your NPCs shouldn't sit around waiting for the player characters to blunder into them, either; they should be doing things all the time. Every few game weeks, the DM should decide what all the NPCs are doing, and what the effects of their actions are. If a hero kills one of the biggest dragons in the world and hauls the treasure into a city, magical-item prices may be depressed for years, and inflation may shoot up by 10% or more. On the other hand, if a war cuts off the major sources of magical items, the prices will skyrocket.

Variable monsters

Generic monsters are boring. Everyone has the *Monster Manual* memorized, so nothing therein is likely to surprise anyone. The other sources for monsters (the FIEND FOLIO® Tome, *Monster Manual II*, and DRAGON® Magazine) have the same limitations, since players can memorize them, too. The solution is variation. So what if orcs are supposed to have one hit die? Those are natural orcs — *your* orcs are different! They have a better diet, so they're tougher. Maybe they're different in other ways, too — they learned stealth from a thief or were converted to Mithramism by a demented priest.

This idea applies to all kinds of monsters. Go through the *Monster Manual* and

pencil in changes for each kind of monster you expect to use. Change their statistics, their appearance, and their habits, and make up some little piece of history to explain these "abnormalities."

But *don't* tell the players the details. Tell them only what their characters would know: what the more common monsters look like, vague descriptions of some of the rare ones, and rough estimates of their fighting ability. Let the players use their *Monster Manuals*, if they want; it will not save them. Some examples follow.

Dragons: You can drive the players into convulsions of paranoia by making dragon colors inconsistent. You could decide that the color associated with a dragon is only the *most common* color, so 75% of all chlorine-breathing dragons are green, but 10% are red, 10% are black, and 5% are yellow with pink spots.

Armor classes: The *Monster Manual* lists typical armor classes for creatures. You can certainly change this for your campaign. There's nothing to keep an orc from stealing plate mail from a dead fighter, for instance, and people who hire mercenaries often give them new gear. It's unnerving to run into an ogre in field plate.

Frequency: Most of the monsters you see listed are *rare* or *very rare*, and should seldom be seen in your campaign. As a matter of fact, many of the very rare monsters should be completely unknown in your campaign (none of the NPCs have ever heard of them), and many others should be "known to be extinct." "Known to be extinct" means that the local experts think these creatures are extinct. The experts should be wrong on occasion. It's very pleasant to hear a once-jaded player scream in horror, "It *can't* be a dragon! Dragons have been extinct for a hundred years!" There's also a chance that monsters will cross the hills or leave the swamps, repopulating an area that hasn't seen them for many a year.

On the flip side of the coin, the *Monster Manual* puts encounters with common monsters at 65% of the total. This would work fine if anybody paid attention to it. The problem is that everyone overuses exotic monsters. Most encounters should be with common "monsters," such as wolves, orcs, beggars, and peasants. This provides contrast when a really nasty monster shows up. It can also drive the players nuts. Orcs and wolves can cause a lot of trouble, even in the case of "nuisance" encounters. But, even if often seen and fought, common monster types can prove quite uncommon in their equipment, their tactics, their motivations, their personalities, etc.

A DM should spend some time fleshing out the human and humanoid societies in his campaign. Orcs are an especially interesting example, since they have so little going for them. Some of the characteristics that can be attributed to orcs are:

1. They can't compete effectively with humans, because they're not creative and

they fight too much among themselves. In my campaign, orcs live in abject poverty in rotten parts of the country — eating turnips, acorns, and fish, for the most part. Is it any wonder they're obnoxious?

2. Orcs love to fight, but only if they're assured of victory. They prefer raids and ambushes to fair fights, and run away the instant they start to lose. There are two exceptions to this rule. Orcs fight to the death to protect their women and young, and they can be whipped into a berserk frenzy by those who know how. Some human wizards might know the secret.

3. Most orc tribes have some contact with humans, which show up in their daily activities. Many have picked up bits and pieces of human customs and fighting techniques.

4. Some orc tribes have human chieftains. These are usually the most dangerous tribes of all.

None of this information contradicts the *Monster Manual*, but my orcs have a lot of surprises for players who are used to generic orcs. The changes keep the players interested and the campaign going.

The uses of magic

The simplest way to create a sense of wonder about magic is to make magic spells hard to get. The AD&D game rules already support this. Follow the rules in the *Dungeon Masters Guide* about acquiring spells (page 39). The DM may want to make some of the higher-level spells secret; the characters may know the spells exist, but no NPC admits to knowing them.

For example, the *fireball* spell is powerful enough to kill any mage. No mage in his right mind will give this spell to anyone he doesn't trust, and adventurers don't appear trustworthy ("They say they got that loot from a monster, but how do we know they didn't rob a monastery?")

Magical research makes it possible to add new spells to the lists. The DM should make a secret list of new spells that exist in the campaign world, and keep track of who knows them. Many of these "new" spells should be variants of old spells. A *fireball* with greater range would be very valuable, and one with a smaller blast radius would be safer to use in dungeon and corridor fights. Most common spells could have two or three variants that would be favored by different groups of magicians.

Having new and variant spells keeps the players on their toes and adds lots of new spells to collect without greatly altering game balance. Before creating these variants, read the *DMG*, pages 115-116, regarding spell research. The simplest variants are ones that trade an advantage for a disadvantage. A safe assumption is that the "normal" spell is optimal, and the disadvantages of any variant outweigh its advantages. For example, to double the range of a *fireball*, more than half of something else would have to be given up,

such as doubling range at one-third damage, or doubling range with both damage and blast radius reduced by half. Such a spell would still be effective in some circumstances, such as one-on-one magical duels.

Mages from different regions, factions, or ethnic groups should have different spell lists. Elven mages might favor long-range fireballs, while Nordic mages might prefer double-damage fireballs with such short ranges that their whiskers get singed. Variants should extend throughout the spell levels, with a certain preference for variations of first-level spells, such as:

Find familiar with different animals as familiars.

Cure light wounds with a high minimum healing rate, such as d6 + 1 or d4 + 2. Both these variants have the same average healing of the normal (d8) spell, but the minimum healing is better, and the maximum healing is worse. With d6 + 1, a player character is guaranteed 2 hp healed; with d4 + 2, he's guaranteed 3 hp. Another variant is a second- or third-level spell with 1½ dice of healing (d8 + 4, d6 + 3, or d4 + 2 points).

Magic missile with greater range but lessened damage, or vice versa.

Tenser's floating disk in a variety of sizes, shapes, and colors. Ones that look like monsters would be particularly useful, although one can always drape a monster costume over a regular floating disk.

Oral histories

Players tend to forget things fairly quickly or get mixed up about time and place. (DMs do, too, but they're supposed to be keeping notes.) The players can become quite confused, going on long adventures to the wrong dungeon because they misconstrued a cue, or blaming the wrong NPC for something because the players forgot how it really happened. This is a *good thing*. Don't correct players when they make wildly inaccurate statements; it's their own fault, and it can lead to a whole series of wild adventures. Players can avoid this trouble by keeping notes — but if they don't, why complain?

Conclusions

Putting these ideas into action is simple. A few changed statistics, bits of local history, and a few well-characterized NPCs are all that is necessary to start. Unlike other prescriptions for long-lived campaigns, it isn't necessary to design thousands of towns and NPCs before starting. It's enough to stay one jump ahead of the players. Improvisation works in limited-information games, so long as the DM writes these tangent thoughts down to make certain they'll be there next time.

Running a limited-information campaign gives players a new set of challenges, allowing the sense of wonder to rush back into an ailing campaign. Create some mysteries today and see. Ω

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What are the Odds?

*Unearthed Arcana's "Method V"
analyzed*

Table 1: 3d6s3 (Total 216)

Number	Times	Probability
3	1	0.00462963
4	3	0.01388889
5	6	0.02777778
6	10	0.04629629
7	15	0.06944445
8	21	0.09722222
9	25	0.11574074
10	27	0.12500000
11	27	0.12500000
12	25	0.11574074
13	21	0.09722222
14	15	0.06944445
15	10	0.04629629
16	6	0.02777778
17	3	0.01388889
18	1	0.00462963

Table 2: 4d6s3 (Total 1,296)

Number	Times	Probability
3	1	0.00077160
4	4	0.00308642
5	10	0.00771605
6	21	0.01620370
7	38	0.02932099
8	62	0.04783951
9	91	0.07021605
10	122	0.09413581
11	148	0.11419753
12	167	0.12885803
13	172	0.13271604
14	160	0.12345679
15	131	0.10108025
16	94	0.07253087
17	54	0.04166667
18	21	0.01620370

Table 3: 5d6s3 (Total 7,776)

Number	Times	Probability
3	1	0.00012860
4	5	0.00064300
5	15	0.00192901
6	41	0.00527263
7	90	0.01157407
8	170	0.02186214
9	296	0.03806584
10	470	0.06044239
11	665	0.08551954
12	881	0.11329733
13	1055	0.13567387
14	1155	0.14853396
15	1111	0.14287551
16	935	0.12024177
17	610	0.07844650
18	276	0.03549383

Table 4: 6d6s3 (Total 46,656)

Number	Times	Probability
3	1	0.00002143
4	6	0.00012860
5	21	0.00045010
6	78	0.00167181
7	207	0.00443673
8	447	0.00958076
9	914	0.01959019
10	1677	0.03594393
11	2706	0.05799897
12	4135	0.08862750
13	5646	0.12101337
14	7056	0.15123457
15	7770	0.16653806
16	7551	0.16184413
17	5535	0.11863426
18	2906	0.06228567

rolls; the "Times" column refers to the number of times that particular number is generated; and, the "Probability" column refers to the probability of generating that particular number, given that a 100% chance equals a probability figure of 1.

These tables were generated on a DEC VAX computer system using a program written in C. Good luck rolling those 18s!

Table 5: 7d6s3 (Total 279,936)

Number	Times	Probability
3	1	0.000000357
4	7	0.00002501
5	28	0.00010002
6	148	0.00052869
7	469	0.00167538
8	1141	0.00407593
9	2745	0.00980581
10	5747	0.02052969
11	10409	0.03718350
12	18159	0.06486840
13	27979	0.09994785
14	39277	0.14030707
15	48798	0.17431842
16	54096	0.19324417
17	44121	0.15761103
18	26811	0.09577546

Table 6: 8d6s3 (Total 1,679,616)

Number	Times	Probability
3	1	0.000000060
4	8	0.000000476
5	36	0.00002143
6	283	0.00016849
7	1052	0.00062633
8	2844	0.00169324
9	8117	0.00483265
10	19252	0.01146214
11	38648	0.02301002
12	76543	0.04557173
13	132168	0.07868941
14	206032	0.12266614
15	286501	0.17057529
16	358828	0.21363692
17	322812	0.19219393
18	226491	0.13484690

Table 7: 9d6s3 (Total 10,077,696)

Number	Times	Probability
3	1	0.00000010
4	9	0.00000089
5	45	0.00000447
6	547	0.00005428
7	2340	0.00023220
8	6948	0.00068944
9	23806	0.00236225
10	63612	0.00631216
11	140049	0.01389693
12	314245	0.03118223
13	604863	0.06001997
14	1037223	0.10292263
15	1607641	0.15952466
16	2257245	0.22398423
17	2222676	0.22055398
18	1796446	0.17825960

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Feuds and Feudalism

One answer to four old gaming problems

by John-David Dorman

Four problems present themselves sooner or later to nearly every Dungeon Master:

1. What can be done with all of those mid-level characters who want to establish a permanent base or small stronghold?
2. To whom are all those cavaliers supposed to have sworn allegiance?
3. How does one introduce variety and stimulate player involvement in the governing of the countries in your campaign setting?
4. Where and when can one take their players to experience new vistas of adventure?

The answers to all four of these problems may lie in an area that the "official" rules have generally neglected to develop: the feudal system.

An in-depth study of the feudal form of government would consist of an article in itself. The feudal system, in basic terms, was a form of government based on a military pyramid with a powerful warrior (such as a king) at the top, a network of greater and lesser warriors (the nobles) beneath him, and, at the very bottom of the ruling structure, tenants and vassals. In this system, the less powerful were subservient to those above them; they swore oaths of allegiance and fealty to their rulers and provided military service in return for a portion of land and military protection from the lesser warriors' enemies. Each person in the chain of command might himself be a vassal of a more powerful lord, holding land deeded him by that ruler. This system was in wide use in Europe during the Middle Ages.

Mid-level strongholds

The question of what to do with those mid-level player characters (4th-8th level) who want to set up shop, but have not yet attained the normal minimum level limit to do so, can be easily solved by manipulating the feudal system to meet their personal

needs. Have the ambitious PCs visit one of the lords with whom they happen to be on good terms and arrange a deal with that particular lord for territory on which a minor fort or stronghold may be built. For this article's purpose, a lord is any high-level character with an established freehold or stronghold; optionally, he is one who is just setting up such a territory. A "standard deal" for land might consist of an agreement to receive the land on terms that the PC must present himself and a body of soldiers (the number varies with the size of the territory received, normally at least five men per level of the PC) for military duty for a certain number of days a year, as specified by the lord — perhaps 20 days a year — plus emergency service in times of war. The deal usually also allows the PC to keep a percentage of the tax collected by the PC from his territory each month (usually 2 sp out of the amount collected per person, per month).

If the PC agrees to these terms and then proceeds to violate the terms of the agreement, the former owner of the land is within his rights to regain the land through any means at his disposal, and he may not be a very forgiving fellow. The size of the territory "given" to the PC is another matter altogether and usually depends on the PC's personal wealth and power, the wealth and power of the lord being petitioned, the location of the lord's territories, the location of the lord's enemies, the relationship between the lord and the PC, and the extent and specifications of the PC's requests. The results of these negotiations should be determined on an individual basis by the DM. Just because one PC is turned down does not mean another will also be turned down.

Use your own personal discretion when determining the size of the territory, but at no time should a mid-level character's territory exceed that which can be gained normally by the character's class at name level (i.e., under a 20-mile radius for fighters). If the territory is gained in the above

manner, no extra followers are attracted, although they can still be hired and a small settlement and castle established.

Those crazy cavaliers

In finding a haven for all those budding adventurers, we have also dealt with the question of to whom all those cavaliers are loyal. Instead of serving one's own family, a religion, or some powerful lord, a beginning cavalier may be sworn to a mid-level lord or, if he comes from a distinguished family, a high-level lord. This arrangement may have been set up by the cavalier's family for political, economic, or religious reasons. The starting cavalier does not receive a land grant, but he does receive the convenience of his lord's hospitality at any time, within reason of course (the lord will not stand for being taken advantage of in any manner). The young cavalier must still provide military service to his lord as per the first section of this article.

An established cavalier may still serve his former lord and retain his privileged hospitality, or he may seek a new lord but still retain ties to his old lord. In either



case, he will likely receive some sort of territory in return for his services. A high-level cavalier may not wish to maintain a lord at all, and may go off to establish his own territory or seek an even more powerful liege. What's good for the goose is good for the gander, so the cavalier may wish to gain vassals of his own as he rises in power. If cavaliers can do so, why not fighters and rangers as well? (Paladins are not mentioned, since they serve the church, but something similar could still be worked out for them.) The DM should discuss his ideas on these topics with the players involved and work out a system to suit their own needs.

Revitalizing governments

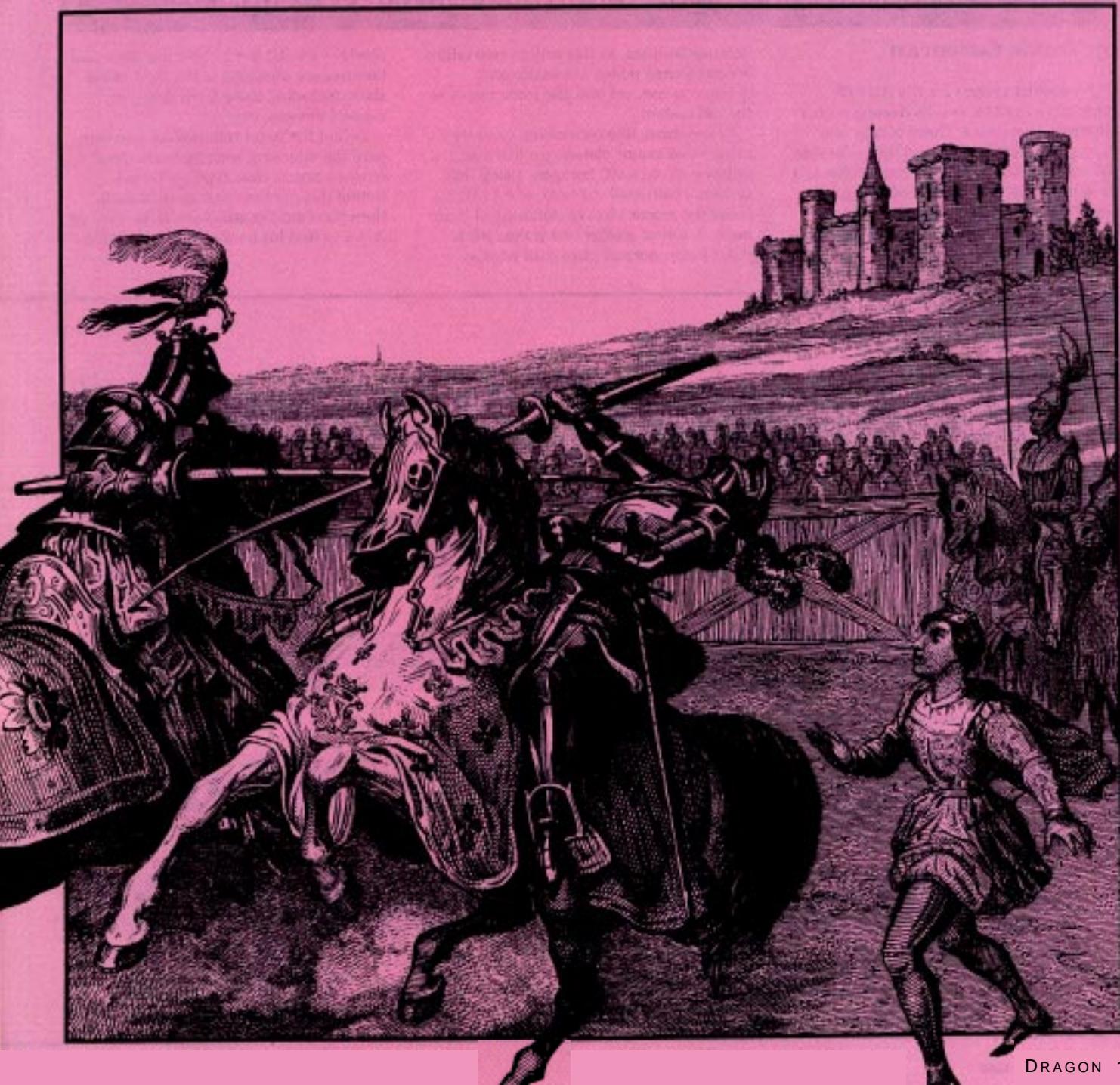
Are your players tired of the same overused, stereotyped government day after

day? If so, then introduce a little feudalism into their lives. The feudal system of government offers an enormous opportunity to expand the role that governments play in a campaign. When PCs ally themselves with one lord, they may also gain several other allied and enemy lords at the same time. Just because two lords are part of the same country does not mean they are life-long friends. What happens to the clever adventurer who has gained land grants from two neighboring lords when they go to war with one another? Internal and external conflicts and politics bring sparkle to many an adventurers' eye, and even the most powerful lords are loyal to some greater power. Most of the feudal holdings are on the outer edges of countries, especially on the borders where enemy territories meet.

Vistas of adventure

The system presented in this article creates more involvement for PCs in the macroscopic events of their own particular world at a much lower than normal level, and also unites the small lord with the mighty king in the political chain of command. See if your characters have time for goofing off when they must negotiate with their lords, keep tabs on their vassals, and deal with political and military struggles every week. ("Sire, there's an army of 10,000 men approaching . . .")

The feudal system presented here is a simplified version of feudalistic Europe, and all are welcome to adjust the system to their own tastes. Use some cunning, ingenuity, and common sense when creating adventures for newly landed player characters, and have fun.



Condensed Combat

Streamlining the attack tables in AD&D® games

by Travis Corcoran

The combat system for the AD&D® game gives realistic results dealing with a number of variables. There is only one flaw: the system is slow and bulky. To find the result of an attack, one must refer to a table in the *Players Handbook* comparing armor-class type to weapon type, apply this result to one of five tables in the *DMG*, then modify the result for attack and

defense bonuses. In this article, two tables are presented which are easier and quicker to use, yet give the same result as the old system.

To use them, one concession must be made — all armor classes are listed as follows: AC type/AC bonuses. Using this system, *chain mail +2* is AC 5/+ 2 (AC 5 being the armor class of nonmagical chain mail). A suit of *leather +3* is thus AC 8/+ 3. Finally, normal plate mail with a

shield +1 is AC 2/+ 1. All other defensive bonuses are included to the right of the slash, including those from dexterity, magical devices, etc.

To find the to-hit roll needed, you compare the attacking weapon to the defender's armor-class type on Table I. Noting this number, you go to Table II. Here you find the attacker's class, then go down to find his level or hit dice. To the

Table I: Weapons vs. armor class

Weapon	0	1	2	3	4	5	6	7	8	9	10
Aklys	- 7	- 5	- 3	- 1	1	3	5	6	8	9	11
Atlatl	0	1	2	3	4	5	6	7	8	9	10
Axe, Battle	- 5	- 3	- 1	1	3	4	6	7	9	10	12
Axe, Hand	- 5	- 3	- 1	1	2	4	6	7	9	10	11
Bardiche	- 3	- 1	0	2	4	5	7	8	10	11	13
Bec de Corbin	2	3	4	5	6	5	6	7	8	9	9
Bill-Guisarme	0	1	2	3	4	5	6	7	8	9	10
Blowgun	0	1	2	3	4	5	6	7	8	9	10
Bo Stick	- 13	- 10	- 7	- 4	- 1	2	5	7	9	9	13
Caltrop	- 8	- 6	- 4	- 2	0	2	4	6	8	10	12
Club	- 7	- 5	- 3	- 1	1	3	5	6	8	9	11
Dagger	- 4	- 3	- 1	0	2	3	6	7	9	10	13
Fauchard	- 3	- 2	0	1	3	4	6	7	8	8	9
Fauchard-Fork	- 2	- 1	1	2	3	5	6	7	9	9	11
Fist/Open Hand	- 9	- 7	- 5	- 2	1	4	6	7	10	9	14
Flail, Footman's	3	4	4	5	—	7	7	8	9	10	9
Flail, Horseman's	0	1	2	3	4	5	6	8	9	10	10
Fork, Military	- 3	- 2	0	1	3	5	6	8	9	9	11
Garrot	0	1	2	3	4	5	6	7	8	9	10
Glaive	- 2	- 1	1	2	4	5	6	7	8	9	10
Glaive-Guisarme	- 2	- 1	1	2	4	5	6	7	8	9	10
Guisarme	- 3	- 2	0	1	3	4	6	7	8	8	9
Guisarme-Voulge	- 2	- 1	1	2	4	6	7	8	8	9	10
Halberd	0	2	3	4	5	7	8	9	9	10	10
Harpoon	- 3	- 1	0	2	3	4	6	7	8	9	10
Hammer, Lucern	0	2	3	4	6	7	8	8	9	9	10
Hammer	0	1	2	4	4	6	6	7	8	9	10
Hook Fauchard	- 3	- 2	0	1	3	4	6	7	8	9	9
Jo Stick	- 10	- 8	- 6	- 3	0	3	5	7	9	9	12
Knife	- 6	- 4	- 3	- 1	1	3	5	7	9	10	13

Missile weapons

	0	1	2	3	4	5	6	7	8	9	10
Aklys (hurled)	- 8	- 6	- 4	- 2	0	2	4	6	8	9	10
Atlatl (javelin)	- 6	- 4	- 2	0	2	4	6	7	9	10	12
Axe, Hand	- 6	- 4	- 2	0	2	4	5	7	8	9	11
Blowgun Needle	-14	-11	- 8	- 5	- 2	1	4	6	7	10	12
Bow, Composite, Long	- 4	- 2	0	2	4	5	7	9	10	12	13
Bow, Composite, Short	- 4	- 3	- 1	0	3	5	7	9	10	11	13
Bow, Long	- 2	0	1	3	4	6	8	10	11	12	13
Bow, Short	- 7	- 5	- 3	- 1	3	5	6	8	10	11	12
Club	- 9	- 7	- 5	- 2	1	3	5	6	7	9	10
Crossbow, Hand	- 6	- 3	0	2	4	5	6	8	10	11	13
Crossbow, Heavy	- 2	0	1	3	5	7	9	10	12	13	14
Crossbow, Light	- 3	- 1	0	7	4	5	7	9	11	12	13
Dagger	- 7	- 5	- 3	- 1	1	3	5	6	8	9	11
Dart	- 7	- 5	- 3	- 1	1	3	5	7	9	9	11
Hammer	- 4	- 2	0	2	4	5	6	7	8	9	11
Harpoon	- 6	- 4	- 2	0	2	4	6	7	8	9	11
Javelin	- 7	- 5	- 3	- 1	1	3	5	7	9	9	11
Knife	- 8	- 6	- 4	- 2	0	2	4	6	8	9	11
Lasso	9	9	9	9	9	9	9	9	9	9	9
Sling (bullet)	- 3	- 2	0	1	3	5	6	7	10	10	13
Sling (stone)	- 7	- 5	- 3	- 1	2	4	6	7	10	10	13
Spear	- 4	- 3	- 1	0	2	3	5	7	8	9	10
Staff Sling (bullet)	- 5	- 3	- 1	1	3	5	6	7	8	9	10
Staff Sling (stone)	- 6	- 4	- 7	0	2	4	6	7	8	9	10

Weapon

	0	1	2	3	4	5	6	7	8	9	10
Lance (light)	-3	- 2	0	1	3	5	6	7	8	9	10
Lance (medium)	-1	1	2	4	5	6	7	7	8	9	10
Lance (heavy)	4	5	5	6	6	7	8	8	9	9	10
Lasso	0	1	2	3	4	5	6	7	8	9	10
Mace, Footman's	2	3	3	4	4	5	6	7	8	10	9
Mace, Horseman's	2	3	3	4	4	5	6	7	8	9	10
Man Catcher	0	1	2	3	4	5	6	7	7	7	7
Morning Star	0	1	2	4	5	6	7	8	9	11	12
Partisan	0	1	2	3	4	5	6	7	8	9	10
Pick, Footman's	3	4	4	5	5	6	6	6	7	8	8
Pick, Horseman's	2	3	3	4	5	6	6	7	7	8	9
Pike, Awl	-1	0	1	3	4	5	6	7	8	8	8
Ranseur	-3	- 2	0	2	3	5	6	7	8	9	11
Sap	-14	-12	-10	-7	-4	-1	3	5	7	10	10
Scimitar	-4	- 2	- 1	1	2	4	6	7	9	10	13
Spear	-2	- 1	0	2	3	4	6	7	8	9	10
Spetum	-2	- 1	0	2	4	5	6	7	8	10	12
Spiked Buckler	-7	- 5	- 3	- 1	1	3	5	7	8	9	12
Staff, Quarter	-9	- 7	- 5	- 2	1	4	6	7	9	10	11
Staff Sling	0	1	2	3	4	5	6	7	8	9	10
Sword, Bastard	0	1	2	3	5	6	7	8	9	10	10
Sword, Broad	-5	- 3	- 1	1	3	5	6	8	9	10	12
Sword, Falchion	-3	- 1	0	2	4	6	7	8	9	9	10
Sword, Khopesh	-7	- 5	- 3	- 1	2	4	6	7	9	10	12
Sword, Long	-4	- 2	0	2	4	5	6	7	8	10	12
Sword, Short	-5	- 3	- 1	1	3	5	6	7	9	9	12
Sword, Two-Handed	2	3	4	5	6	7	9	10	11	10	10
Trident	-4	- 2	- 1	1	2	4	6	7	9	9	11
Voulge	-2	- 1	1	2	4	6	7	8	8	9	10
Whip	-14	-11	-8	-5	-2	1	4	6	9	9	13

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left of this is the base number to hit. You then move down a number of spaces equal to the result of Table I, then move up a number of spaces equal to the armor-class bonus of the victim. The final number found is the needed to-hit number. This may seem very confusing, but it works. Some examples follow.

Example 1: A 1st-level fighter with a battle axe attacks a cleric in *chain mail* +2 (AC 5/ +2). Checking Table I, one finds the result of matching battle axe with AC 5 to be +4. On Table II, one finds that a 1st-level fighter has a base number of 20. Moving four numbers down (for the result from Table I) gives the number 16; moving two spaces up (for the AC bonus of the cleric's chain mail) produces 18. This is the fighter's needed to-hit roll. Check this figure against the usual system, remembering to include the armor-class adjustments in the *Players Handbook*, page 38.

Example 2: A 6th-level magic-user uses a dagger to attack a thief wearing studded-leather armor (AC 7/0). A dagger vs. AC 7 gives a +7; a 6th-level magic-user has a base number of 19. We move down seven spaces to get 12, and, as no armor bonus exists, the to-hit roll is 12.

Example 3: A 14th-level cleric with a horseman's mace attacks a magic-user in street clothes who wears a ring of *protection* +2 (AC 10/+2). A horseman's mace vs. clothes (AC 10) is +10. The base number for the 14th-level cleric is 12. Moving 10 spaces down, we get 2; the magical ring makes this a 4, the final to-hit roll.

Example 4: A 23rd-level thief with a short *sword* +4 attacks a robed merchant with a 17 dexterity (AC 10/+3). A short sword against clothes is +12. The thief's base number is 10 (21 + level). Moving 12 down gives a -2; the merchant's dexterity changes this to a 1. The magical weapon allows an attack bonus of +4, which is subtracted from the result, leaving -3 as the final to-hit result.

This process can be broken down into the following steps:

1. Find weapon vs. AC on Table I;
2. Find base number on Table II;
3. Move down a number of spaces equal to the result found on Table I;
4. Move up a number of spaces equal to defense/armor bonuses: and,
5. Account for any other attack modifiers for strength, magical bonuses, cover, and so forth.

This system, besides being quicker, is easier to understand and modify. A class can be handicapped in combat by rewriting part of Table II. A weapon can be modified or added by changing a part of Table I. Use this system and modify it to suit yourself.

Any new system or game seems complex and slow until it has been used and understood for a period of time. This combat system is no exception. The going is slow until you are used to it; then, it shows its advantages.

Table II: Base numbers for classes and monsters

Base number	Cleric	Fighter	Attacker's class and level/hit dice	Thief	Monster
			Magic-user		
20	—	0	1-5	1-4	1-1
20	1-3	1-2	—	—	1-1
19	—	—	6-10	5-8	1
18	4-6	3-4	—	—	1+
17	—	—	11-15	—	—
16	7-9	5-6	—	9-12	2-3 +
15	—	—	16-20	—	4-5 +
14	10-12	7-8	—	13-16	—
13	—	—	21+	—	6-7 +
12	13-15	9-10	—	17-20	8-9 +
11	—	—	—	—	—
10	16-18	11-12	—	21+	10-11 +
9	—	—	—	—	12-13 +
8	19 +	13-14	—	—	14-15 +
7	—	—	—	—	16 +
6	—	15-16	—	—	—
5	—	—	—	—	—
4	—	17+	—	—	—
3	—	—	—	—	—
2	—	—	—	—	—
1	—	—	—	—	—

The base-number column may be expanded upwards by repeating the number 20 a total of six times before continuing with 21, 22, etc. The base numbers may be expanded downward as necessary.

Ω

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Dungeoneer's Shopping Guide

by Robert A. Nelson

Price lists

Alchemical supplies

Alembic	4 gp
Balance & weights	10 gp
Beaker	3 gp
Bellows	1 gp
Brazier	15 gp
Cauldron	6 gp
Crucible	7 sp
Funnel	4 sp
Furnace	35 gp
Hourglass	4 gp
Lens, concave or convex	5 gp
Mortar & pestle	2 gp
Tongs	4 sp
Tube, glass (container or piping)	3 sp
Tweezers	5 sp
Water clock	3 gp

Armored gauntlets (per pair)

Gauntlets, leather (AC 8)	1 ep
Gauntlets, chain link (AC 5)	4 gp
Gauntlets, plate on chain (AC 3)	3 gp
Gauntlets, plate (AC 2)	2 gp

Clothing and furniture

Cape	3 sp
Cloth, cotton	1 sp/sq. yd.
Cloth, linen	5 cp/sq. yd.
Cloth, satin	4 gp/sq. yd.
Cloth, silk	3 gp/sq. yd.
Cloth, velvet	4 gp/sq. yd.
Cloth, wool	8 cp/sq. yd.
Dress	9 sp+
Gloves, cloth	1-2 sp
Gloves, leather	5-10 gp
Needle, sewing	1-2 ep
Scissors	5 sp
Shirt/blouse	4 sp+
Thread, 1 spool	5-10 cp
Trousers/skirt	3 sp+

How many times has a player asked for an item not found in the *Players Handbook*? For any player worth his salt, the answer is most likely "often." The *Players Handbook* does not list everything adventurers may want or need; in some cases, such as musical instruments, the book lists nothing at all. Sure, a DM can always estimate a price on the spot — but is it reasonable, and will he remember it?

The price lists compiled in this article should solve these problems. They include items for dungeoneers, everyday items such as furnishings and toiletries, and even torture devices for the evil ones in

the campaign. While these lists are not as complete as they could be, they should satisfy most needs. Note that all items are assumed to be of the most mundane sort. If greater quality and craftsmanship are desired, increase the price accordingly. It should also be noted that additional items of various sorts are listed in the *DMG* on page 27.

Thanks go to my hapless players, who inspired me to write this and suggested a few items listed herein, and special thanks to Roger E. Moore for his help and suggestions.

Furnishings

Armchair, padded	3 gp
Armchair, wooden	1 gp
Bed, double	8 gp
Bed, single	5 gp
Bench, padded	4 gp
Bench, wooden	2 gp
Bookcase, 4' x 5' x 1'	5 gp
Bowl, pewter	2 sp
Bowl, pottery	5 cp
Bowl, silver	2 gp
Buffet	7 gp
Cabinet	3-8 gp
Carpet, 1 sq. yd.	1-10 sp
Chair, padded	2 gp
Chair, wooden	1 ep
Chandelier	10 gp+
Chest of drawers	5-7 gp
Cup, pewter	2 sp
Cup, pottery	4 cp
Cup, silver	2 gp
Curtains/drapes, 1 sq. yd.	1-4 sp
Cushion	1-3 sp
Cutlery*, copper	1 sp/piece
Cutlery *, pewter	2 sp/piece
Cutlery *, silver	1 ep/piece
Decanter, crystal	10 gp
Decanter, pottery	6 cp
Decanter, silver	4 gp
Desk	15 gp
Goblet, crystal	4 gp
Goblet, pewter	4 sp
Goblet, silver	2 gp
Hamper	7-15 sp
Kettle, iron, various sizes	2-12 gp
Loom	3-7 gp
Mat	15 sp

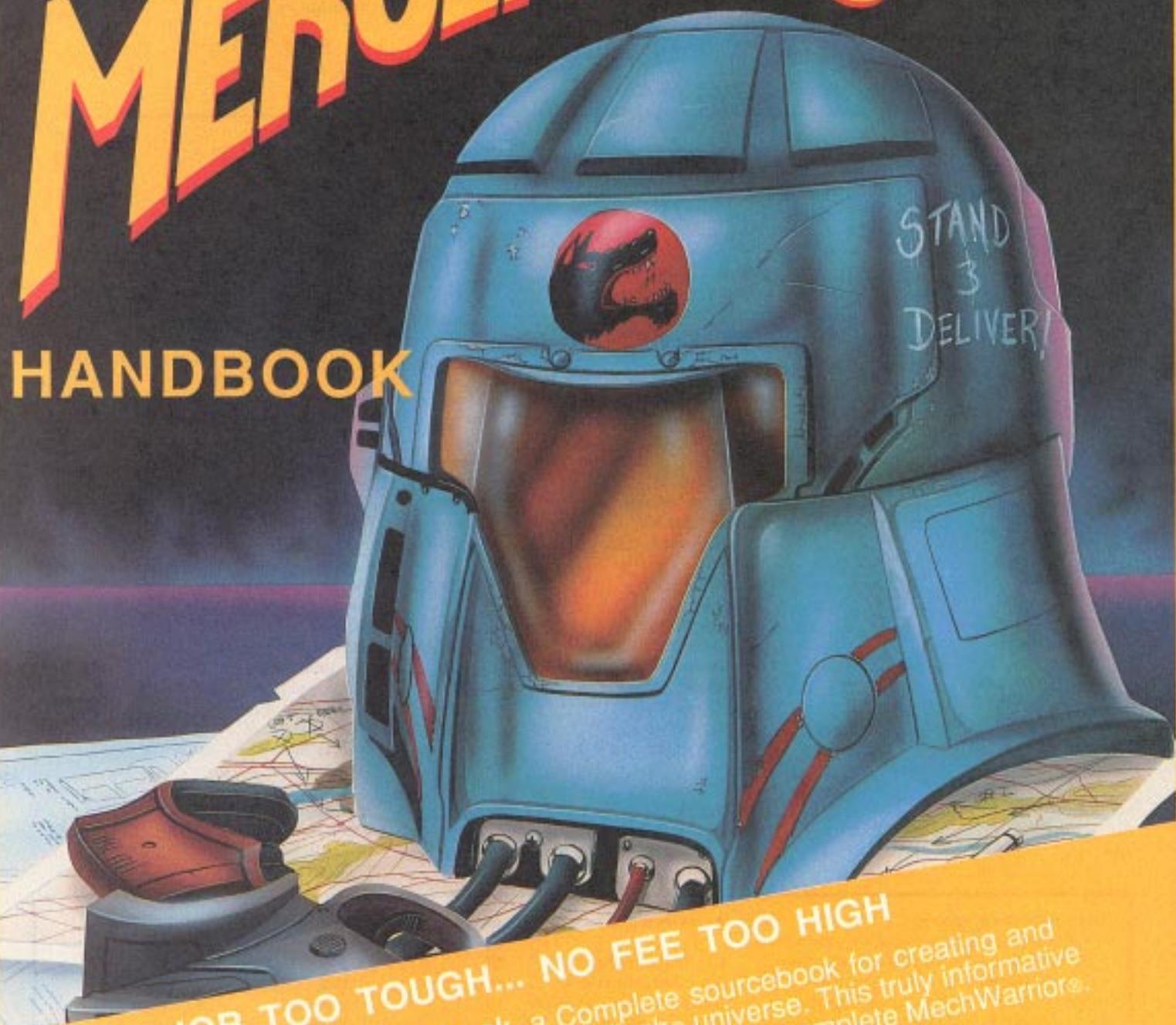
Mattress, feather, double	4 gp
Mattress, feather, single	2 gp
Mattress, straw, double	3 ep
Mattress, straw, single	1 ep
Mirror, 1 sq. foot	10-15 gp
Pillow, feather	1-2 sp
Plate, pewter	2 sp
Plate, pottery	3 cp
Plate, silver	2 gp
Rug	1-2 gp
Sconce, wall	5 cp
Sofa or couch	30 gp
Stool	3 ep
Table	1 sp + 2 sp/sq. ft.
Tub	2-5 gp
Wardrobe, plain	15 gp
Wardrobe, with mirror(s)	25 gp+

* Includes ladles, serving spoons, etc.

Musical instruments

Bandore	15 gp
Horn	6 gp
Chime	2 gp+
Lute	25 gp
Drum	4 gp
Lyre	27 gp
Fife	5 gp
Mandolin	28 gp
Flute	16 gp
Pipes	2 gp
Gong	5 gp
Rebec & bow	30 gp
Harp	50 gp
Recorder	6 gp

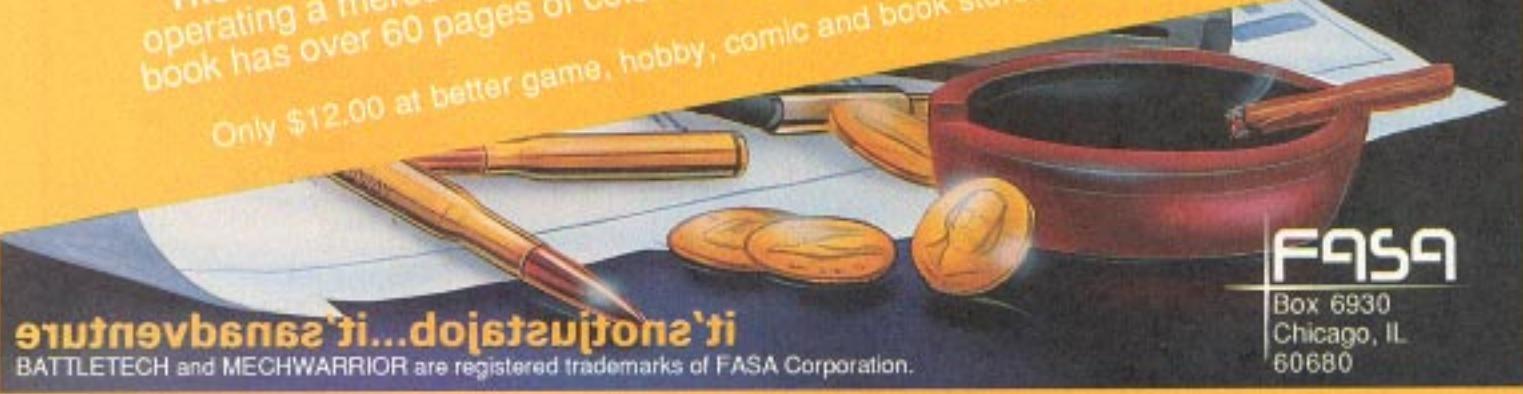
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Provisions		Torture devices		
Beer, heavy, pint	1 sp	Branding iron	2 gp	Thumb screw
Brandy, pint	1 ep	Cage	15-20 gp	U - r a c k
Bread, loaf	5-7 cp	Chair with straps	3 gp	Vice
Flour, 10 lb. sack	3-5 sp	Clamp	1-3 gp	
Grog, pint	3 sp	Iron boots	5 gp	Transport
Rum, pint	5 sp	Iron maiden	50-70 gp	Buckboard
		Stocks	3-5 gp	Coach, royal
				75 gp 200 gp +
Miscellaneous items				
Bag	7-15 cp	Keg	15 sp	Vial, crystal
Barrel	1 gp	Ladder, 12'	3 sp	Vial, metal
Bell	1-5 gp +	Manacles, pair, & key	2 gp	Whetstone
Bird cage	2-5 gp	Metal file	5 gp	Whistle
Blanket	5-8 sp	Nails, iron, 100	2 gp	
Book, blank, 100 pages, papyrus	160 gp	Padlock & key	1 ep	
Book (as above), parchment	220 gp	Padlock with poison reservoir	6 gp	
Book (as above), vellum	400 gp	& key	10 gp	* A 2 oz. pot of ink lasts for 52-70 hand-written pages or 182-200 maps, written on paper of less than 1 square foot per sheet.
Bottle or flask	3 sp	Pail	7-10 sp	** Page size is less than 1 square foot per sheet. Note that this is scroll-quality paper. Lesser quality paper is less expensive.
Bracers, leather	8 sp	Paint, 1 gallon	1-2 gp	*** At the DM's discretion, the effects of wear and tear on armor may be determined as follows: For each month of use during which a suit of armor is not cleaned and cared for, it loses one AC value. Once it has dropped one or more AC values, only an armorer can restore it to prime condition. When a suit of armor has its AC fall to 10, it falls apart. For each drop in AC value, the armor suffers a penalty of -1 on all saving throws. Armor suffers no penalties from sitting in storage, unless it has not been cleaned.
Bracers, metal	1-6 ep	Paint brush, fine	1 gp	Any weapon that has not been cleaned and cared for after one month's use suffers a penalty of -1 on its saving throws and "to hit" scores. After two months, the save and attack scores are at -2, etc.
Bucket	3-8 sp	Paint brush, medium	2 sp	Magical armor or weapons lose none of their pluses when they have not been cared for. A sword +2 remains magical even after years of poor care.
Candle snuffer	1 sp	Paint brush, large	5 sp	Ω
Cask	5 sp	Papyrus*, 1 sheet	2 gp	
Chain, iron, 1', heavy.	1 gp	Parchment*, 1 sheet	4 gp	
Chain (as above), medium	18 sp	Pen, fine, wood or metal	3 sp	
Chain (as above), light	15 sp	Pen, quill	2 cp	
Chain (as above), fine, small	2 gp	Pick axe, mining	3-6 gp	
Charcoal, 10 lb. bag	1-2 gp	Pipe, smoking	1 cp+	
Coal, 10 lb. bag	10 gp	Pipeweek/tobacco, 8 oz. pouch	1 gp+	
Cologne/perfume, 1 oz.	1 gp+	Pliers	1 gp	
Comb	1 sp	Quilt	1-2 ep	
Crowbar	1-2 gp	Razor	1 gp	
Dice/knucklebones, 1 pair	1-2 ep	Repair & cleaning kit (weapons/armor)***	5-10 gp	
Dice/knucklebones, 1 pair, loaded	4 gp	Scabbard, sword, bastard	2 gp	
Earspoon	2 sp	Scabbard, broad	1 gp	
Glue, 2 oz. pot	2 gp	Scabbard, long	1 gp	
Grapnel	7 gp	Scabbard, short	15 sp	
Grindstone	5 gp	Sheath, dagger or knife	7-10 sp	
Hacksaw	2 gp	Soap, 8 oz. bar	1-2 sp	
Hairbrush	7 sp	Spade/shovel	2-4 gp	
Ink*, 2 oz. pot	1 gp	String, 50'	1 sp	
Jar	5 sp	Vellum*, 1 sheet	8 gp	
Jug	1 ep	Vial, ceramic	1 gp	

Encumbrance values

I have listed the encumbrance values for only those items which reasonably would be carried often or possibly found as treasure in some dungeon. Listings can also be found in the *DMG*, on page 225. Items previously listed in the *DMG* encumbrance tables are not listed again.

All encumbrance values are in gold pieces (gp). It is assumed that items of armor and clothing are not worn when factoring encumbrance.

Armored gauntlets (per pair)

Gauntlets, leather	20
Gauntlets, chain link	25
Gauntlets, plate on chain	35
Gauntlets, plate	25

Furnishings

Bowl	8
Cup	5
Cutlery	5/piece
Decanter	60
Goblet	10
Plate	7

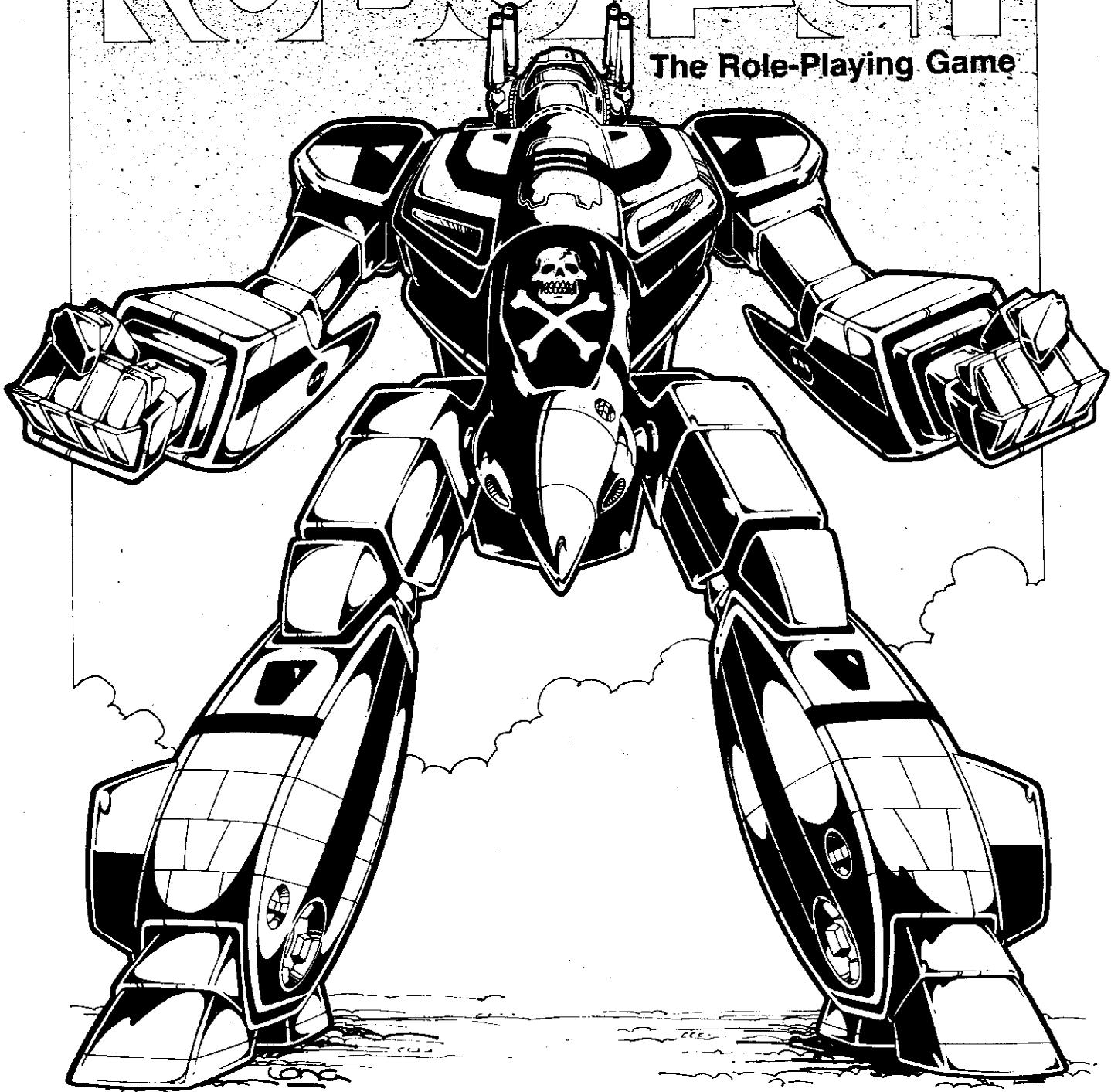
Miscellaneous items

Bag	5-15
Bell	5+
Birdcage	50-100
Blanket	50
Bracers, leather	15
Bracers, metal	30
Chain	20/l'
Crowbar	60
Hacksaw	20
Manacles, pair	35
Mapping gear *	10
Metal file	10
Pick axe, mining	175
Repair & cleaning kit (weapons/armor)	110
Spade/shovel	180
Whetstone	10

* Not including the map case.

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Adventure Trivia!

What is the airspeed of an unladen carpet of flying?

by Tom Armstrong

With the current craze of trivia games, I thought it might be interesting to see how folks would do in such a game if the questions all related to the AD&D® game. To that end, I have compiled the following questions and answers. All answers were determined strictly by the rules in the *Dungeon Masters Guide*, *Players Handbook*, *Unearthed Arcana*, *Legends & Lore*, *Monster Manual I*, *Monster Manual II*, the DEITIES & DEMIGODS™ Cyclopedia, the FIEND FOLIO® Tome, and a few adventure modules — with a DRAGON® Magazine or two thrown in besides. The above references are abbreviated in the answers section.

The questions may be used for quizzes, or written on 3" x 5" index cards, with the answers on the back, for use in your favorite trivia game. It's all in fun, so don't feel bad if you don't know all the answers. In fact, many of the questions are pretty obscure — but potentially important.

Questions

1. What is the fastest normal ship, sailed or oared, listed in the DMG?
2. The clerics of which Greek deity are permitted to ride horses?
3. Which pantheons from the original edition of the DEITIES & DEMIGODS Cyclopedia were dropped in later editions?
4. A 12th-level human bard with an intelligence of 15 may know how many languages, besides common and his alignment tongue?
5. What is the maximum number of psionic disciplines possible for a character to use at 1st level?
6. A character with 1 gp can buy the largest number of which of the following items?
 - (a) chickens

- (b) wax candles
 - (c) songbirds
 - (d) caps
7. If initiative is simultaneous and all other factors are equal, which of the following weapons strikes first in combat?
 - (a) 5' spear
 - (b) hammer
 - (c) scimitar
 - (d) short sword
 8. What is the percentage chance of a 4th-level half-orc thief with a 15 dexterity successfully reading languages?
 9. What is the level title of an 11th-level assassin?
 10. What is the maximum possible damage inflicted by a 6th-level thief (with a strength of 15) when striking from behind with a broad sword against a hill giant wearing chain mail armor?
 11. How many spells (total) may a 10th-level illusionist with an 18 intelligence cast per day, without the use of scrolls or other devices?
 12. What is the normal maximum possible strength of a female tallfellow halfling fighter?
 13. A cavalier with a constitution of 17 is killed for the 17th time. Can she be brought back to life?
 14. When may a 1st-level magic-user strike more than once per round with a normal weapon in melee combat, without the use of magic or hurled weapons?
 15. Must the victim of a lamia's *charm* be able to understand the lamia's language in order for there to be effective communication between them?
 16. What is the in-flight maneuverability class of a ki-rin?
 17. In which hardbound book, module, game accessory, or magazine did cooshees first appear?
 18. How many hit points of *magic missile* damage can be absorbed by a *brooch of shielding*?
 19. How many successful hits would be necessary for a giant lizard to kill a fighter who has 57 hp, assuming the giant lizard always hits and does the maximum possible damage each time?
 20. Can an illusionist utilize a magical staff?
 21. At what level may a character ignore the *fear* aura of a small adult blue dragon?
 22. Would a nonmagical blunt silver weapon be harmful to a Type IV demon?
 23. What is the maximum possible hit-point total for a half-orc fighter/assassin, levels 6/6, with maximum normal constitution?
 24. The breath weapon of which of the following creatures causes the most hit points of damage?
 - (a) small, adult dragon turtle
 - (b) average, adult white dragon
 - (c) chimera of maximum hit points
 - (d) small, old lung wang
 - (e) large, adult mist dragon
 25. What is the strength-point cost of the psionic discipline *telekinesis* if used by a githyanki?
 26. A character using the psionic discipline of *hypnosis* may affect 15 levels/hit dice of creatures at which level of mastery?
 27. What is the greatest number of creatures which can be affected by a *prismatic spray* spell?
 28. How many wights could be affected by a *mass charm* spell cast by a 16th-level magic-user?
 29. What material component is required for the casting of the first application of the *Otiluke's freezing sphere* spell (a globe of matter at absolute zero)?
 30. What maximum distance may a druid travel using a *transport via plants* spell?
 31. Can a Great Druid cast an *anti-animal shell* spell that will keep out mountain dwarves?
 32. What is the range of the *raise dead* spell?
 33. What is the saving-throw bonus against cold for a cleric under the protection of a *resist cold* spell?
 34. What is the material component for the casting of a *destroy water* spell?
 35. Does a two-handed sword have a better chance to hit a man with no armor than it would a man with padded armor?

36. What are the damage ranges for a *bec de corbin* against small and large creatures?
37. What character classes are possible for a female deep gnome character with maximum abilities?
38. What is the minimum possible intelligence for a valley elf character, as normally rolled?
39. Who wrote the original DEITIES & DEMIGODS Cyclopedia?
40. Will the deity Druaga ever grant a *resurrection* spell to one of his faithful clerics? Why?
41. Which deity do stone giants worship?
42. Which knight found the Holy Grail?
- (a) King Arthur
 - (b) Sir Galahad
 - (c) Sir Gawain
 - (d) Sir Lancelot du Lake
43. The clerics of which mythos must shave all of their body hair?
44. How many planes of alignment are listed in the *Legends & Lore* volume?
45. What is the effect of drawing the *star* from a *deck of many things*?
46. What is the airspeed, in inches, of a 5' x 7' *carpet of flying*?
47. Which magical wand, rod, or staff emits a green beam when activated?
48. What would be the ego score of the following device: *long sword*, +3, lawful good, with an intelligence of 16, able to *detect magic*, *locate objects*, and *heal*, and also able to speak common, orcish, and gold dragon?
49. What sort of damage can an enraged storm giant do against an earthen rampart, using only its fists?
50. What is the weight of the largest-sized *bag of holding* when full?
51. What is the rarest type of potion that can be found?
52. Which alignment has the best loyalty adjustments?
- (a) chaotic good
 - (b) true neutral
 - (c) lawful evil
 - (d) neutral evil
53. How many magic scarabs are listed in *Unearthed Arcana*?
54. Of which monster type was Acerak the very first example mentioned?
55. In the *White Plume Mountain* AD&D module (S2), what was Wave?
56. What is the name of the only sword on the list of artifacts in the DMG, and what type of sword was it?
57. What is the minimum intelligence score for a magic sword with the power of speech?
58. Can an 11th-level magic-user cast a *guards and wards* spell?
59. What is the range of a drow elf's infravision?
60. In what year was the DMG first published?
61. In which issue of DRAGON Magazine was Kim Mohan first listed as Editor-in-Chief?
62. How many different dragon types are listed in the two *Monster Manuals* and the FIEND FOLIO® Tome, excluding Tiamat and Bahamut?
63. In which AD&D game adventure can one journey to the dwarven fortress of Kandelspire?
64. What is the greatest amount of gold pieces possible for a 1st-level fighter to gain at the start of the game?
65. In which adventure do player characters get a chance to meet Blibdoolpoolp, face to lobster face?
66. With which other demon lord is the patron demon of gnolls at war?
67. The casting of which spell may cause the loss of a point of the caster's constitution?
68. At which level may a barbarian use a protection scroll?
69. What is the effect of an amethyst *chromatic orb* if the target fails its saving throw?
70. What is the base movement rate of a human fighter wearing bronze plate mail?
71. What is the cost of the materials needed to make a travelling spell book?
72. What is the effect of a black egg of desire?
73. How many different cantrips are available to a magic-user?
74. How much does a blowgun and 20 needles cost?
75. What is another name for the duergar?
76. What is the weight of a suit of human-sized plate?
77. What is the movement rate of a medium warhorse wearing leather bardings?
78. What is the maximum number of cantrips a 1st-level magic-user of 18 intelligence may know?
79. How many spells (maximum) can a 1st-level illusionist know?
80. What saving throw bonus is gained by the recipient of *Serten's spell immunity* against the spell, *command*?
81. What is the armor class of studded leather with a large shield against sling bullets?
82. List three of the four primary functions of a thief-acrobat.
83. Does a ranger get bonuses to damage when attacking tasloi?
84. Is a cleric permitted to use a whip?
85. What is the chance that the casting of a spell directly from a spell book will destroy the book?
86. What type of magic sword might be named "Replier"?
87. Dumathoin is a deity to which race?
88. A lochaber axe is a member of the:
- (a) spear family
 - (b) pole cleaver family
 - (c) axe family
 - (d) none of the above
89. Which deva is described as having milky white skin, with silvery hair and colorless eyes?
90. Is Hutijin a pit fiend?
91. Is a tanystropheus carnivorous, herbivorous, or omnivorous?
92. How many hit dice does an African elephant have?
93. In which module were svirfneblin first encountered?
94. Can one summon a lacedon with a *monster summoning III* spell?
95. According to the charts in the DMG, at what dungeon level could one first encounter a carion crawler?
96. What befalls a *scarab of protection* after it absorbs 12 life-energy draining attacks?
97. What is the maximum number of missiles to be found on a *necklace of missiles*?
98. Which *instrument of the bards* entitles a 14h-level bard to add 30% to his charming ability, as well as cast *control winds*, *transmute rock to mud*, and *wall of fire*?
99. What percentage of *eyes of petrification* work as the gaze of a basilisk?
100. Name the only monster whose alignment is listed as "Lawful good" in the FIEND FOLIO Tome.

The answers to these questions are on page 88 of this issue. Ω

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A Touch of Genius

Putting intelligence to work in AD&D® gaming

by Vince Garcia

Of all the characteristics possessed by AD&D® game characters, intelligence stands out as being of minimal value to all classes (magic-users excepted). The advantages of superior strength, dexterity, constitution, and wisdom are frequently and readily apparent. Even mundane and "peaceful" characteristics such as charisma and comeliness can be of great benefit to player characters fortunate enough to have high scores in these categories. In the case of a high intelligence, though, few bonuses accrue to the character.

Certainly, some bonuses for high intelligence may be noted, such as an increased chance for being psionic or for detecting otherwise invisible creatures. But, cases where these factors come into play are rather rare. This writer knows of few campaigns that make use of psionics. In the past six years, I have only seen the *detection of invisibility* table used twice. There are, of course, a few other circumstances in which the intelligence of the character does become a factor, such as in the case of a character's will vs. an intelligent swords will, or in noting a scrying attempt, but examples such as these are infrequent, relegating a vital characteristic to the status of an all but useless statistic for non-magic-users, a characteristic which should play a much more important role in a character's existence. What follows, then, are a few suggestions for beefing up the use of intelligence and crafting it into a more desirable characteristic.

Working smarter

It can be argued that intelligence should play a major role in both the amount of time spent in actual training and in the expense entailed when reaching a new level. It makes sense that Ragnor, a fighter with an intelligence of 3, would have a more difficult time understanding and learning the various nuances and techniques of better swordplay than would Gwydion, a fighter with an intelligence of 18. Likewise, Redfern the Bland, with an

intelligence of 12, is probably not going to be as adept in learning the magical arts as Athanasius the Brilliant, who has an 18 in the same category. Both Gwydion and Athanasius should expect a reduction in the amount of time necessary to advance in levels and less expense in doing so.

The present level-advancement system bases training costs and time factors in direct proportion to how well the character acts according to his alignment and how well the functions of class are displayed. This is fine as far as it goes, but the consideration of character intelligence in this article would do much to make a good score in that characteristic a highly desirable thing. A proposed variant which takes the intelligence of the character directly into consideration is presented below.

First, assign a factor based on how well — or how poorly — the character displayed the functions of his class(es):

Excellent: Fighters used proper weapons in given situations and chose the best targets for attacks; spellcasters used the most useful spells based on knowledge of the area without errors in range, area of effect, or spell function; thieves checked for traps in likely spots, chose targets wisely, attacked in the most efficient manner for the situation, and acquired extra treasure intelligently and efficiently — 0.

Good: Character was played intelligently with minimal errors. The character may have been too cautious or reckless, but did not place himself or group in great danger. Spellcasters did not expose party to needless danger from ineptitude — $\frac{1}{2}$.

Fair: Character was played tolerably, though inefficiently, and constantly made minor errors or was careless. Spellcasters broke the flow of game continually, interrupting game time to check on spell details — 1.

Poor: Character made inefficient use of skills, gross errors in spellcasting, failed to pull own weight, refused to cooperate with party, or player repeatedly questioned or argued with DM — 2.

Next, assign a second factor based on

how well the character followed his alignment, based on the following:

Excellent: No deviations from professed alignment except as necessary for honorable self-preservation (i.e., evil PC acting "good" around party ranger; good thief acting "evil" around waterfront NPCs while gathering information, etc.) — 0.

Good: Character made few unnecessary deviations from professed alignment — $\frac{1}{2}$.

Poor: Character made repeated deviations from professed alignment without justification (note: double these penalties for rangers, paladins, and clerics, as alignment plays a much more important role in these classes) — 1.

Take the two factors and add them together, then add an additional value of 1 to get the multiplier penalty for training time. We now refer to the following information to note the normal training time, depending on class:

Fighter classes: 7 days plus 1 day/level training.

Thief classes: 9 days plus 1 day/level training.

Cleric classes: 8 days plus 1 day/level training.

Magic-user classes: 10 days plus 1 day/level training.

Multiply the total training time above by the penalty sum. For example, a fighter training for 4th level has a base training period of 11 days, but the fighter was assessed a penalty of $\frac{1}{2}$ for only *good* class play and another $\frac{1}{2}$ for following alignment at the *good* rating, for a total of 1. We therefore multiply the base training

Character's intelligence	Penalty or bonus percentage
3	+60%
4	+40%
5-7	+25%
8-12	0
13-14	-25 %
15-16	-40 %
17	-45 %
18	-50 %
19 or better	-60 %

Base days of training	Character intelligence								
	3	4	5-7	8-12	13-14	15-16	17	18	19+
9	14	13	11	9	8	6	5	5	4
10	16	14	13	10	8	6	6	5	4
11	18	15	14	11	9	7	6	6	4
12	19	17	15	12	9	7	7	6	5
13	21	18	16	13	10	8	7	7	5
14	22	20	18	14	11	8	8	7	6
15	24	21	19	15	11	9	8	8	6
16	26	22	20	16	12	10	9	8	6
17	27	24	21	17	13	11	9	9	7
18	29	25	22	18	14	11	10	9	7
19	30	27	24	19	14	11	10	10	8
20	32	28	26	20	16	12	11	10	8
21	34	30	26	21	16	13	12	11	8
22	35	31	27	22	17	13	12	11	9
23	37	32	29	23	17	14	13	12	9
24	38	34	30	24	18	14	13	12	10
25	40	35	30	25	19	15	14	13	10
26	41	36	33	26	20	16	14	13	10
27	43	38	34	27	20	16	14	14	11
28	45	39	35	28	21	17	15	14	11
29	46	41	36	29	22	17	16	15	12
30	48	42	38	30	23	18	17	15	12
31	50	43	39	31	23	19	17	16	12
32	51	45	40	32	24	19	18	16	13
33	53	46	41	33	25	20	18	17	13
34	54	48	43	34	26	20	19	17	14
35	56	49	44	35	26	21	19	18	14
36	58	50	45	36	27	22	20	18	14
37	59	52	46	37	28	22	20	19	15
38	61	53	48	38	29	23	21	19	15
39	62	55	49	39	29	23	21	20	16
40	64	56	50	40	30	24	22	20	16
41	66	57	51	41	31	25	23	21	16
42	67	59	53	42	32	25	23	21	17
43	69	60	54	43	32	26	24	22	17
44	70	62	55	44	33	26	24	22	18
45	72	63	56	45	34	27	25	23	18
46	74	64	58	46	35	28	25	23	18
47	76	66	59	47	35	28	26	24	19
48	77	67	60	48	36	29	26	24	19
49	78	69	61	49	37	29	27	25	20
50	80	70	63	50	38	30	28	25	20
51	82	71	64	51	38	31	28	26	20
52	83	73	65	52	39	31	29	26	21
53	85	74	66	53	40	32	29	27	21
54	86	76	68	54	41	32	30	27	22
55	88	77	69	55	41	33	30	28	22
56	90	78	70	56	42	34	31	28	22
57	91	80	71	57	43	34	31	29	23
58	93	81	73	58	44	35	32	29	23
59	94	83	74	59	44	35	32	30	24
60	96	84	75	60	45	36	33	30	24

period by 2, finding that the fighter must spend 22 days in training, assuming he receives no additional training time for having poor intelligence or a lessening of training time for being bright. Use the table below to find the intelligence multiplier to lengthen or shorten training.

For simplicity, a table is provided below which shows at a glance the total required training time.

Referring back to our fighter in training for 4th-level, we decide he is a bit brighter than average, with an intelligence of 14.

When cross-referenced with the table provided, we see that his base training period of 22 days is reduced to 17 days. Checking that with the cost data, we find that the daily cost to the fighter is 200 gp per day, for a total cost of 3,400 gp for 17 days of training.

Having now determined how many days the character must spend in actual training, note the data below to find the suggested daily cost for training, depending on class and level.

Fighter	Barbarian	Cavalier	Paladin	Ranger	Daily cost
1-6	1-5	1-7	1-6	1-7	200 gp
7-12	6-10	8-10	7-12	8-14	400 gp
13+	11+	11-15	13-18	15+	800 gp
		16+	19+		1200 gp

Intelligence and saving throws table

Level/Class	3	4	5-7	8-14	15	16	17	18	19
Magic-user									
I. <i>Nystul's magic aura</i>	- 3	- 2	- 1	0	+1	+2	+3	+4	immunity
II. <i>Leomund's trap</i>	N/A	N/A	- 5 %	0	+5 %	+10 %	+15 %	+ 20 %	+ 30 %
III. <i>Phantasmal force</i>	- 3	- 2	- 1	0	+1	+2	+3	+4	immunity
Illusionist spells									
I. <i>Phantasmal force</i>					As 3rd-level magic-user spell				
II. <i>Fascinate</i>	- 3	- 2	- 1	0	+1	+2	+3	+4	+5
II. <i>Improved phantasmal force</i>	- 4	- 3	- 2	0	0	+1	+2	+3	+4
III. <i>Spectral force</i>	- 3	- 3	- 2	0	0	0	+1	+2	+3
IV. <i>Rainbow pattern</i>	- 3	- 2	- 1	0	+1	+1	+2	+3	+4
IV. <i>Shadow monsters</i>	- 3	- 2	- 1	0	+1	+2	+3	+4	+5
V. <i>Advanced illusion</i>	- 4	- 3	- 2	0	0	+1	+2	+3	+4
V. <i>Demi-shadow monsters</i>	- 3	- 2	- 1	0	0	+1	+2	+3	+4
VI. <i>Demi-shadow magic</i>	- 5	- 3	- 2	0	0	0	+1	+1	+2
VI. <i>Phantasmagoria</i>	- 4	- 2	- 1	0	+1	+2	+3	+4	immunity
VI. <i>Programmed illusion</i>	- 6	- 4	- 3	0	0	0	0	+1	+2
VI. <i>Shades</i>	- 3	- 2	- 1	0	0	+1	+2	+2	+3
VI. <i>Veil</i>									straight saving throw
VII. <i>Weird</i>	- 4	- 3	- 2	0	0	+1	+2	+3	+3

Cleric	Druid	Daily cost	Magic-user	Illusionist	Cost
1-5	1-11	300 gp	1-5	1-6	300 gp
6-9	12-14	600 gp	6-10	7-9	600 gp
10+	15+	1200 gp	11+	10+	1200 gp

Thief and Thief/Acrobat	Assassin	Monk	Cost
1-4	1-3	1-3	150 gp
5-10	4-8	4-5	300 gp
11+	9-13	9+	600 gp
	14+		1000 gp

Smart saving throws

Just as a high wisdom score allots a bonus to the saving throw vs. spells which involve a question of will force (*charm*, *rulership*, *suggestion*, etc.), a bonus to

one's saving throw vs. some illusion/phantasm spells, given that the individual encountering these spells possesses superior intelligence, would not be inappropriate. *Legends & Lore* clearly states that

beings with extremely high intelligence statistics actually gain immunity to various levels of illusion/phantasm spells. This clearly illustrates a direct correlation between intelligence and the successful warding off of these spells. Perhaps consideration should be made for allowing saving-throw bonuses or penalties based on intelligence.

A list of illusion/phantasm spells is offered above, with suggested saving-throw modifiers based on the intelligence score.

Certainly, a strong argument can be made against some of the premises suggested in this article, such as immunity to a phantasmagoria spell or a saving throw for a *veil* spell, even with a 19 intelligence. Any readers considering adapting sections of this article into their campaigns should carefully review all data and adjust any figures according to their own tastes, keeping game balance in mind. Ω

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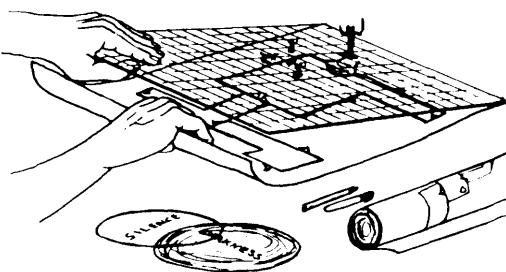
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SAGE ADVICE

by Penny Petticord

This edition of the "Sage Advice" column addresses some questions and problems concerning the *Unearthed Arcana* volume. Many questions on this book were addressed in DRAGON® Magazine issue #103; this column is effectively "Arcana update, part II." Other aspects of the *Unearthed Arcana* volume are addressed in DRAGON issues #100 (page 9, on ranger-druids) and issue #113 (page 3, assassin and thief alignments).

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Please do not expect a personal reply, as we no longer have the time to make them. However, we will do our best to answer as many questions in this column as possible.
—RM

Can a cavalier of name level or higher build a castle or other stronghold, then collect revenue from the inhabitants? No rules are given in the class description for handling the situation.

Like fighters, cavaliers are permitted to build strongholds when they reach name level. Given the cavalier's social standing, such a stronghold would have to be grand and stylish, with a large staff. A cavalier who was born into a noble family might receive a castle and grounds as part of an inheritance, though for game purposes the character should be name level before assuming full control of the estate. Or, if you are using a full medieval European motif for your campaign world, land for a stronghold might be granted by the cavalier's liege lord as a reward for good and sufficient service upon reaching name level. The latter method is especially suitable for second sons of noble houses who are not in line for inheritance, and for characters who have worked their way up to cavalier status from common backgrounds. [See also "Feuds and Feudalism," by John David Dorman, in this issue.]

Revenue collected is a matter for the individual DM to decide, based on the campaign economics and the relative wealth of the region. Colonists in a previously unsettled wilderness area cannot produce as much revenue as would be

expected from a civilized realm. The structure and economy of the cavalier's realm should be worked out in detail for an extended campaign, but — for occasional gaming — assume that the cavalier collects double the revenue that a fighter's freehold would produce.

If the fifth-level cleric spell rainbow is used to produce a "flagon," and the draughts are poured off into separate containers and stoppered, will they retain their dweomer after the flagon and any remaining unpoured draughts disappear?

No. All draughts not actually consumed before the spell duration expires will disappear, regardless of whether or not they have been poured off. They cannot be saved for later use.

The second-level cleric spell withdraw can be negated by certain uses of other spells while it is in effect. Is the withdraw negated as soon as the caster begins reciting the unauthorized spell, or as soon as it is complete? Also, does this ruin the unauthorized spell or not?

According to the spell description, the caster is unable to perform any actions except those specified while a *withdraw* is in effect. The restriction applies to casting one of the spells normally permitted on someone other than the caster. The example given is *cure light wounds*, a touch-delivered spell. The cleric is permitted to cast this spell while the *withdraw* is in effect. But, if he then chooses to deliver the curing to anyone save himself, the *withdraw* effect ends. It is the use of the indicated spells which is restricted, not the actual casting; therefore, the *withdraw* ends after the casting is complete in any case, and sometimes still later, in the case of a touch-delivered spell. The spell which caused the *withdraw* to end takes effect normally, and is not ruined.

Can the illusionist cantrip rainbow be used as a material component for the 5th-level cleric spell rainbow?

Yes. The cantrip creates a shimmering band of light which exactly duplicates a rainbow, and the cleric spell specifies only that the caster must be within sight of a rainbow of any sort. There is no reason why the two dweomers should not be able to work in conjunction.

Should the first-level druidic spell ceremony read in part, "druidic ceremonies include the following, which can be cast by a druid of the indicated or lower level," as it actually does on page 41, or should it read as the description for the clerical ceremony? It doesn't make sense to restrict casting to levels lower than that specified.

The druidic ceremony description is incorrect. The specific *ceremonies* noted can be cast by druids of the indicated level or *higher*, as with the clerical spell of the same name.

The illusionist spell phantom steed is listed as having a material component, but the component is not identified in the spell description. What should it be?

The material component for *phantom steed* is a small silver horseshoe.

The Dungeon Masters Guide states that there is no magical elfin chain mail, but sets of +1 and greater enchantment are listed in the Unearthed Arcana treasure section. Is this a mistake?

No. Due to popular demand, magical *elfin chain mail* has been officially added to the system. However, *elfin chain mail*, especially the magical types, should be kept suitably rare. It is made by remote elven communities, and should not be commonly available. Indeed, it is logical to assume that each suit of magical *elfin chain mail* was made for a specific individual, so some suits might actually be traceable to an original owner.

What is the availability and cost of a suit of elfin chain mail to an elf or half-elf?

That depends upon whether the character wants to have one custom-made or simply wants to find one to purchase. An elf could probably locate one or more elven artisans in a large elven community who would be willing to produce a custom-made suit for a hefty price, but there would certainly be a waiting list. The character would certainly be required to pay in advance or leave a large deposit, and it could be a decade or more before the work is even started. The total cost would depend upon the campaign economics, but should run at least five times the book price, including fitting and adjustment. Finding an elven craftsman capable of making such armor might be a chore, however — the DM must decide how difficult to make the job. An entire adventure could be built around finding craftsmen!

Elfin chain mail which is found during an adventure might or might not be sized correctly, but would almost certainly need adjustment, as would pre-made *elfin chain mail* found in a magic shop. *Elfin chain*

(Continued on page 47)

The Ecology of the Anhkheg

Hunting down the farmers' bane

"We're ruined, your wizardship!" shouted a farmer, his voice echoing from the smoke-stained rafters. "Our lands are infested, and it's not even safe to go near the fields, let alone grow crops on them!" The angry, frightened crowd echoed his sentiments as a roar of shouting broke out across the meeting hall. It was a sea of chaos.

I closed my eyes and prayed for internal peace. *Why me?* I thought. Baron van Kirwak IV owned these lands; he should be here, taking command and solving this problem. I was a mere sage tied to a petty nobleman in the baron's service — hardly the wizard everyone took me for. Now I regretted putting "experience with exotic animals" down on my resume. All I had actually done at the academy was change the papers in the cages of the alchemical laboratory animals.

My eyes opened and patience fled. "I will have order!" I shouted as I stood up at the

desk that had been set up for me at the front of the village hall. "Silence here! Let's have but one speaker at a time!"

I wished that I had a spell or two to cast, just to impress the crowd, but I had none, of course. Nonetheless, my voice seemed to do the job well enough.

"Alright, your wizardship!" screeched a withered, old man as he stepped forward. "There's something in our fields, and if we don't have a harvest to show the baron, he's going to kick us off our lands. Then where will we go?" The crowd murmured its concern over the question.

"I was sent here by the baron to find out what sort of beast has been plaguing you," I told him. "Then, perhaps, we can deal with the beast. Now, this thing —"

"It's a big thing! Looks like some sort of giant insect, it does," interrupted an old woman from the side of the room. "We saw it spring up out of the ground and fall upon one of our dogs, out for a run. Bit the poor thing in two!"

"Yes, but what did it look like? The

monster, I mean."

"It was brown on top and pink on its underbelly," said a farmer leaning on a crutch. "I saw it the night we tried to kill it. We looked for its tunnels, like a giant mole's, near the edge of one of the fields. There were about fifteen of us, and we weren't thinking about being too quiet, as everybody with sense knows bugs don't hear. Suddenly, the ground shook a little bit, and right ahead of us, the earth opened up! The monster had us! It looked bigger than a horse, easy, and it caught us off guard. The only thing I could think about was running, and I ain't ashamed to say it, either! I dove to the side, towards the woods, and I heard the thing make a horrible hissing sound. Then something wet hit my leg, and it felt like fire! I crawled away. I could see some of the others were still on their feet, and were throwing pitchforks and the like at it. Bounced off, every one of them. Then the monster killed two of our dogs and scared the rest of 'em across the country, and the



rest of us took off for home."

I looked at the man's leg wound. From what little I could see of the wound, I judged it to be a burn. A light dawned upon me. "This monster," I asked suddenly. "Did it look like a praying mantis?"

"Nope," said the farmer. "Looked like a horn-headed devil!"

"Did not!" cried another farmer. "It was like a praying mantis, only a hundred times bigger!"

"You were too far away to see it!" shouted the injured farmer. The hall was instantly filled with heated abuse.

In the turmoil, I picked up enough conversation to confirm what I had first suspected. I got to my feet and waved my arms. "Silence! SILENCE, IN THE BARONS NAME! I have the answer! I know what monster has been bothering you!"

You could have heard a needle drop. I lowered my arms. "What you have in your fields is a beast called an anhkheg." I remembered when such a monster had been captured and brought in for study at the academy. It was big, ugly, and powerful, but stupid; we had eyed it nervously as it slammed itself against the sides of its force-walled cage. My hands grew clammy at the memory.

"They look like and are related to the praying mantis," I continued, "but they are of monstrous size and dig tunnels through the soil. They use the substances found in the earth as their food. But, when one of them is greatly disturbed, it can vomit an acid from its stomach that can dissolve rock." I looked at the farmer with the bandaged leg. "You are already aware of this weapon, of course. Though they feed upon soil, anhkhegs would prefer to get live meat — your cattle, your dogs, or your children and yourselves."

That got a rise out of them. I continued when the cries of alarm died down. "You were wrong in thinking that the anhkheg could not sense your coming. Anhkhegs sense all vibrations in the earth around them. They can detect a footfall from a field away. The lot of you going to track it down would have been easy for it to detect.

"As for killing it — an anhkheg has a tough shell, and it takes enormous force to break through it. It's as thick as plate armor. If you can kill one, you could even make a strong shield from the chitin. You'd have to treat it in chemicals and preservatives, of course. The point is that an anhkheg was built to take what it wants, from whomever it wants.

"But," — I raised a finger as I spoke — "it does have a few weaknesses. All insects hate smoke, and anhkhegs are no exception. If you had a large cage trap; you could put it near one of the openings of the monster's tunnels. After blocking the other exits, you could start huge, smoky fires in several of the exits themselves. To avoid the smoke, the monster would move down the tunnel leading right into your trap. Once captured, you could put the

anhkheg to sleep by pouring a volatile liquid, such as turpentine, onto or near the beast." The anhkheg we had studied at the academy was captured in much the same way.

The farmers looked glum at that, however. "We don't have any turpentine, your wizardship," one called. "We could build the trap, but what would we do if it broke free? What if we missed a tunnel exit, and the monster came back for us?"

"We can't even wound the ankee-thing," another farmer shouted. "You said yourself that we couldn't break its skin!"

"And what if it spit at us again?" shouted the farmer with the wounded leg. "It could kill the lot of us!"

"I ain't a-gonna look for no ankee's tunnels!" shouted someone else. "Why doncha just burn the thing with your magic, your wizardship?"

It took half a minute to still the crowd again. "The baron believes that you can deal with this crisis on your own," I lied, not saying that the baron was too busy counting his loot from his recent adventuring, and cared little for concerns at home. "I was ordered to save my powers, and I must obey. But, there are other options which you might try." I was remembering more and more of that particular lecture in the academy, so long ago, when the anhkheg was brought in. "They depend upon what condition the beast is in. To take up these options, however, you must be willing to part with some of your cattle or goats, to feed the monster for a few days or weeks. This is —"

The immediate uproar revealed the town's opinion. "And what good would that do?" shouted the man with the wounded leg.

"It would keep the creature where it is, so that it doesn't roam the area! With the anhkheg satisfied for a short time, you can bring about its destruction — which you surely must, if the anhkheg is a *female*." The crowd began to fall quiet. "You see, there's but one anhkheg out there, now. Would you care to deal with a dozen?"

Silence fell like a rock. "You mean it might breed?" asked the brawny youth, his face pale.

"If you have a female, indeed it might," I told him. "In the late fall of each year, each anhkheg seeks out a partner and mates. Soon after, the female kills the male and starts preparing a nest, usually a widened dead-end of a tunnel. But the female's attacks on creatures passing nearby become more intense, because she isn't gathering food just for herself. The food is for her *brood*." The audience shivered. I had them, now, and I enjoyed it.

"When the female lays her grey, melon-sized eggs in the body of the male, she burrows into the side of the nesting lair to secure a place for the winter. The eggs hatch shortly after they're laid, and the young mature rapidly. The newborn anhkhegs feed upon the male for the duration of the snows; in the spring, the

young feed on the rotting food that has been stored over the winter by the mother. The mother cares nothing for her young once they've passed that first season, and as soon as she can, the mother chases them from the nest.

"In short, if that is a female, you *must* keep the mother from roaming and wreaking even greater havoc on the countryside!"

The crowd was silent and white-faced. They waited for me to continue.

"You cannot take chances with the monster now. There are two alternatives open. The first one is to stay away from the field where it is, but occasionally send herd animals out onto the pasture, to keep the monster fed so that it doesn't wander. Then, about a month after the first snowfall, when the ground is frozen deep, you locate one of its tunnels. The anhkheg will be hibernating until spring, so you can go down into the tunnels and dispatch the beast and any eggs at your leisure. In hibernation, an anhkheg is helpless and hard to awaken, even if attacked. It will be hard to chop through the anhkheg's shell or carve off its legs and head, though picks and shovels might chop into it well enough. Long knives would be slow, but —"

"What about lumber saws?" asked the youth suddenly. He was uncommonly quick.

"Yes! Any lumber saws you have will do the job," I said, recalling some bit of lore from a ranger who visited the academy. "You'll have to work fast, and saw at it with all your might. When the anhkheg is bereft of most of its important body parts, cover it with any flammable liquid, like oil or alcohol, and light it up. Get away from it, as the heat of the fire will awaken the anhkheg if it's not totally cut into little pieces. But, provided you soaked the beast in fluid, the fire should finish off what you started."

"Why can't we just cut it up and not worry about the fire?" asked the farmer with the leg bandage.

I glanced knowingly in his direction. "There usually isn't enough room in the hibernation chamber to get all the way around the anhkheg. Never leave a monster's fate to chance."

"Mister wizard!" started the old woman who had spoken up earlier; "The winters around here aren't really cold at all, and the ground only freezes down to about a hand's span. Is that gonna be enough to put that thing out there to sleep, huh?"

Oh, the best-laid plans of mice and men . . . I questioned the old woman about the weather, then sighed. "From what you say, I fear that it would be hard to predict when or if the anhkheg would hibernate. I have heard that some do not if the snows are light." Everyone's face fell at that. Arguments broke out across the room as the farmers tried to decide what to do next,

"Listen to me!" I shouted above the rising buzz. "You have one final option!"

Immediately, to my relief, the noise began to subside. This was indeed their last option — aside from hiring adventurers to destroy the anhkheg, which would cost every last copper piece these wretched people had.

"Before it settles in for a coming winter, whether it is male or female, and whether it hibernates or not, an anhkheg must shed its old skin, in order to grow larger for the next season. This period is when it's most vulnerable. As soon as it has shed its old shell, the anhkheg secretes a smell distasteful to predatory monsters and other anhkhegs. It does this so that its natural enemies stay away from it while its shell is soft." I could see questions forming on several lips, and I wanted to answer them before the onlookers could interrupt.

"Having fed itself upon live meat for a time, the anhkheg must rest, lose its old shell, and strictly avoid any activity which could deform or damage the impressionable new armor. For nearly a full week after it sheds, the shell has the toughness of a freshly tanned side of pigskin. In an underground environment, the shell dries much more slowly than it would in the air. Furthermore, the animal is sluggish as its body struggles to rebuild itself. Most of its energy is used up in the process of hardening its shell, making it slow to react. It cannot use its acidic spit, as its stomach contents are being digested to give it its needed energy.

"You must set up a watch on the field to keep track of the beast's activities, and regularly give it some sort of animal to keep it happy. When it doesn't show for a couple days, even after animals are released on the field, see if you can detect the smell it gives off to keep others like it away."

One old woman cocked her head, eyeing me thoughtfully. "Sire, a question. This smell it makes — you can smell it through the soil itself?"

I nodded. "Yes. It is quite strong."

She squinted her eyes. "And what does it smell like?"

I remembered the odor from school and wrinkled my nose. "It's very pungent, rather like rotting fruit."

The old woman broke into a toothless grin. "I was down by the field this morning, and I smelled rotting fruit real strong, but I didn't know where it was coming from. And we ain't seen that ankee for three or four days now!"

You could feel the atmosphere change as she spoke. "That may be the sign," I said. "If so, you're in luck. All you need is the courage to enter its tunnels and slay the vermin. It is in your hands!"

My voice was drowned out by a large cheer, then by loud, excited planning and talking. Within minutes, the hall was empty as the heartened crowd evaporated to go anhkheg-hunting — save for myself.

I reflected that I had accomplished my mission, but at a price the baron would

not be pleased to pay. If they conquered the anhkheg, his subjects would see less use for a baron who refused to deal with monsters personally. If this kept up . . . I thought of the brawny youth with the quick mind and outspoken manner. Would I someday serve him, instead?

I collected my things. It was then that I noticed one other person in the hall with me — a girl about eight years old.

"Aren't you going to kill the anhkheg, too?" I asked her jokingly.

"Nope!" she said, her disgust obvious, "I hate bugs!"

Notes

1. In basic appearance, the anhkheg resembles a large praying mantis. This giant insect has a hard chitinous shell which covers the top portion of its body for AC 2, and a soft underside with AC 4. The hardened shell of the anhkheg appears in a variety of colors, ranging from yellow to brown to gray; the soft underside appears in various shades between red and pink. Like the praying mantis, the anhkheg has two sets of two legs each, and one set of forelegs which it uses for digging and in combat. The anhkheg also uses its forelegs to hold small prey while attacking with its mandibles.

As the anhkheg grows each year, it sheds its hard shell for another, larger shell. It is at this time of year — usually in the fall — that the anhkheg is most vulnerable. The anhkheg sheds the shell in a day or two; thereafter, it takes 1-2 weeks for the new shell to reach the hardened consistency of the former. During the first week, the anhkheg's armor class is diminished to 5 for the topside and 7 for the underside. One week after this, the shell has hardened to its normal consistency.

During this molting period, the anhkheg is very sluggish as its body struggles to cope with and adapt to the rebuilding of its exoskeleton. During this two-week period, the anhkheg's movement is half its normal rate (6" above ground). Likewise, the damage doled out by its mandibles is roughly half the normal figure (1-10 as opposed to 3-18). The anhkheg cannot use its acidic spit at this time as well. In the process of revitalizing its exoskeleton, the anhkheg refrains from digging, as this may cause damage to or otherwise deform its impressionable armor. As a result, no figure is given for underground movement during this period. To protect itself from predators or other anhkhegs (who may attempt to evict the shedding creature from its lair, or feed upon it in its weakened state), the anhkheg secretes an odor which is repulsive to these possible predators. This odor (which is the result of the anhkheg's shell-hardening enzyme) smells vaguely like rotting fruit to humans. Because of this aroma, most other creatures (except for some mammals and the most desperate predatory insects) avoid the anhkheg during this period.

The size of the anhkheg varies with age

and health, and is directly related to the number of hit dice the individual creature possesses. For instance, a 3-HD anhkheg is roughly 10' in length, whereas a 4-HD specimen is roughly 12'. This length increases in 2' increments with each additional hit die, with an 8-HD anhkheg being approximately 20' in length. Generally speaking, an anhkheg is half as tall as it is long; thus, a 16' long creature is 8' in height. As an additional note, the anhkheg's hit dice are almost directly proportionate to the creature's age. For the first six months following birth, the anhkheg has 1 HD; in the second six months, the creature has 2 HD. For every year of age following, the anhkheg gains another hit die until it reaches 8 HD, at which point the creature no longer grows. Anhkhegs usually do not live any longer than 10 to 12 years; these giant insects grow quickly and, as a result, live a relatively short time.

In climates where winters are particularly severe, the anhkheg hibernates through the cold season. Within a month after the first snowfall, the anhkheg enters its lair to hibernate. During this time, the anhkheg does not need to eat or burrow; instead, it lives off the supply of protein and nutrition it has built up in its system over the fall (part of the reason that the anhkheg is most active in its predation in the autumn). In this stage of existence, the creature can remain under-

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ground without detection for the entire cold season, returning to the surface once more when the first signs of spring present themselves. In climates where winter is not a serious factor, the anhkheg remains active throughout the year.

2. In addition to activity in preparation for hibernation, autumn is also the mating season for the anhkheg. In the late fall of each year, the male anhkheg seeks out a female partner. This search is facilitated by the female's secretion of an odor which attracts the male anhkheg, drugging the insect with its aroma. In its dazed and sluggish state, the male fertilizes the eggs — and is immediately slain by the female. Dragging the male into a widened, dead-end tunnel, the female cracks the male's underside with its sharp ovipositor and plants the eggs in its body.

The female anhkheg lays 2-12 eggs in one laying, 75% of which are fertile and will hatch successfully. These eggs, which are gray in color and about 2' across, hatch within one month — usually before the female adult begins hibernation. During the winter months, the newborn anhkheg (known as "nymphs") feed off the corpse of the male and grow as described earlier. Within the first three to four months of life, the newborn anhkhegs take on the appearance and abilities of the adult. Within the first year, young anhkheg are able to bite for 1-4 hp damage, with an additional 1-4 hp damage per turn from digestive enzymes. They can also spit, and their digestive acid does 2-16 hp damage, with adult ranges. In addition, the adolescent anhkheg's AC is 4 overall and 6 for the underside for the first year; thereafter, AC is as stated in the *Monster Manual*.

3. Although the anhkheg is generally an unintelligent creature, it does have some physical advantages and a few instinctive bits of cunning that aid it in its predation. As stated in the *Monster Manual*, the anhkheg burrows through the earth, preferring soil rich in minerals and organic material. For the most part, this diet of mineral and vegetation provides the bulk of the anhkheg's nutrition. Still, the insect supplements its diet with regular helpings of fresh meat (usually livestock, though sometimes humans and other accessible beings). Although the anhkheg's mandibles are not capable of tearing meat, the anhkheg is able to break down its meals with the aid of a strong digestive fluid — a fluid which it also uses in combat.

A favorite tactic employed by the anhkheg involves burrowing 5-10' under the earth's surface and lying in wait until it detects a potential victim passing overhead. Usually, the anhkheg burrows close enough to the surface to allow its antennae to poke up through the softened soil. The anhkheg's antennae are extremely sensitive to vibration, a sense that fully replaces hearing (the anhkheg is otherwise deaf). So sensitive is this sense that the anhkheg is capable of detecting the ap-

proach of a man-sized creature from as far away as 300'; it can detect smaller-than-man-sized creatures from as far as 100', and creatures larger than man-sized from as far away as 500'.

As an added advantage, the anhkheg has superior eyesight due to its compound eye structure — though such vision is quite nearsighted. The hundreds of small, black lenses in its eyes allow the creature to see with great clarity in gloom or at night with 6" ultravision (this sense is lost when underground, however). Above ground, in full daylight, the anhkheg's eyesight allows it a visual range of only 12".

In burrowing, the anhkheg utilizes its mandibles for digging, breaking down larger minerals with its digestive enzymes and moving the earth with its forelegs. The anhkheg eats as it digs, disposing of the minerals by digesting them. For the most part, an anhkheg burrows continually; the creature seldom stays in one place, unless hibernating, nesting, or waiting for prey. At all other times, the anhkheg digs through an entire area at a variety of depths and angles before moving on to another place. As a result, it is not uncommon for an anhkheg to take up temporary residence in a farmer's field or in a forest bed until it has cleaned the area of most of its nutrient-enriched soil. An anhkheg seldom burrows below a depth of 40'; below this level, it starts to meet with hard-packed soil that is both difficult to move through and distasteful to the creature; furthermore, below this point, the water table of the land makes movement difficult, if not impossible.

4. Because of the anhkheg's nomadic nature, the creature's lair usually consists of no more than a series of labyrinthine tunnels — some of which may have collapsed, others of which are still in use. For the most part, the anhkheg does not lair in any one particular habitat, except when nesting or going into hibernation. In these cases, the anhkheg usually converts a dead-end tunnel into a small lair by widening the corridor to accommodate its purpose. Nesting lairs are fairly large constructs, being 10-12' in height, 20-25' wide, and 60-80' in length (room must be allotted for the male anhkheg's body in addition to the female and her young). A hibernation lair is usually much smaller, being roughly the same size as the anhkheg itself (this allows the anhkheg insulation against the cold by providing the earth as a buffer).

Anhkheg tunnels resemble a maze in their random design; although these corridors wind in relatively straight paths, they change depth, intersect with other tunnels, and often end abruptly. There are usually only one or two entrances into the tunnels, though others sometimes appear when the anhkheg bursts up from beneath the surface to surprise its prey. The tunnels are generally only as wide and tall as the anhkheg itself, about 3-6' wide and 4-10' high. Because of the terrain in which

they are built, these tunnels are often very unstable and are prone to collapse. Consequently, characters investigating these passages should be cautious; one wrong turn, and they could wind up with an early burial.

Treasure in the anhkheg lair is usually incidental, being left behind by the anhkheg's victims and generally ignored by the insect which, because of its animal intelligence, has no desire or use for treasure. As a result, there is no such thing as an anhkheg's "hoard." Monies and magic left behind by victims usually remain with the victim's remains — that is, those items which have managed to survive the effect of the anhkheg's digestive enzymes. All belongings on a victim's body must save vs. acid in order to survive the anhkheg's acidic secretion; those that do not are simply devoured along with the victim. Any surviving accoutrements or treasures are discarded by the anhkheg; these will often be found at various points in the anhkheg tunnels. Items found are usually at the point at which the victim was consumed.

5. Because of its unique composition, the anhkheg's body provides a number of "natural treasures." For example, the hard, chitinous shell of the creature makes extremely good armor. If cured and preserved properly (otherwise, the shell withers and dissolves with time), the shell maintains an AC of 2 or 4, depending on which area of its body is used. This armor is equal to scale mail in weight and encumbrance, though it offers protection equal to that of plate mail.

The anhkheg's eyes (and the fluid therein) are useful to alchemists and magic-users in the creation of sight-related magic potions and items. Likewise, the anhkheg's digestive acid can be salvaged and utilized as a regular acid. This chemical maintains its properties for up to six months after the anhkheg's death, delivering 1-4 hp damage and limited as listed in the rules regarding acid in the *DMG*, pages 64-65 and 80-81. This chemical can only be carried in a glass container and is highly susceptible to breakage as a result.

There is a secondary enzyme sac located in the creature's head, very similar to a small, acid-resistant bladder. Recovering this fluid from the anhkheg requires very adept hands, as it is very easy to break this sac accidentally. Failure to successfully remove the sac without breakage results in damage to the handler.

Aside from this, the anhkheg's mandibles make reasonably good axe-heads, and its legs (if cured and preserved) may be used as maces and other concussive weaponry. By removing out the meat inside and replacing it with some substance to provide weight (sand, metal, etc.), these appendages can be formed into weapons delivering the same damage as their counterparts.

Hounds of Space and Darkness

Three unusual dogs for the AD&D® game

by Stephen Inniss

The *Monster Manuals* and FIEND FOLIO® Tome offer a number of doglike creatures, but the range of possibilities is by no means exhausted. Each of the dogs described below fills a heretofore unoccupied niche in the AD&D® game world, and can provide a dimension of interest in the game beyond that of yet another monster to be hacked into small bits.

Gith dogs

In the years immediately following their emancipation from the illithids, or mindflayers, the followers of Gith (the githyanki and githzerai) acquired dogs from the Prime Material Plane and began to apply to them the same breeding techniques that they had so painfully learned from their former masters. The object of this project was to produce a breed of dog that would serve in a war of extermination on the illithid race. Great importance was attached to the production of these dogs, so much so that when the githyanki/githzerai split came, some called it the War of Dogs. The two factions had already diverged to the extent that they had separate breeding programs, and each side adopted the line it had bred as a symbol. After the series of conflicts that sundered the two races forever, the githyanki and githzerai clans continued their breeding programs, each claiming to follow the precepts laid down by Gith, and each reviling the other's perversion of doctrine.

Despite their long years of divergence, the two kinds of dogs have a number of features in common. Both have the senses of their canine ancestors, so that a gith dog gains a 20% bonus to its chances of detecting otherwise hidden creatures by scent, and a 20% bonus for its keen hearing (see page 60 of the DMG). These bonuses are cumulative where they are applicable, and either may be halved or doubled as conditions warrant. Gith dogs can also track as an *onyx dog* can (DMG, page 144). They gain a 50% bonus to their chances of detecting or tracking illithids by smell. In addition to this, gith dogs can see invisible, astral, and ethereal creatures

and objects. Alert and silent, they surprise opponents on a 1-4 and are themselves surprised only on a 1.

Each gith dog has a latent degree of psionic power which can be tapped under certain conditions. The githyanki and githzerai magic-users have a spell similar to *find familiar* which they may cast either for themselves or for other individuals. A dog that is bound to a psionically endowed master by this spell may serve as a storehouse of psionic energy, holding up to 20 psionic strength points in the manner of an *ioun stone* (DMG, page 147). These are added to the master's strength total and may be released to him or her so long as the dog remains within 12".

The bond has several other effects as well within the 12" range. It allows telepathic communication between hound and master, including the transfer of sensory information. The canine member of the team is immune to mental attacks, including *charm*, *confusion*, *sleep*, and *hold* spells, as well as the effects of a *psionic blast*. If the master succumbs to psionic attack, though, the dog is also affected. The two travel at the master's rate on the Astral Plane, and the dog is included if its master so desires when the psionic disciplines of astral projection or *psionic travel* are exercised, or when the master projects onto the Prime Material Plane.

Beyond this 12" range, either member of the team is aware of the direction (but not the distance) of the other, regardless of the separation between the two, as long as they are on the same plane. However, the stored ability points are not available to the master in this case. If the dog is killed, its master loses 40 psionic ability points immediately; if the score is reduced to a negative number, the master becomes comatose until a positive total is reached (strength points are regained in the normal ways).

When they encounter illithids or other psionically endowed foes, githyanki and githzerai send their dogs into physical combat while they batter down the psionic defenses of the foe. Gith dogs are particularly effective against illithids because their heads are not so positioned that an

illithid can comfortably attack with its tentacles (-4 on to-hit scores). The mindflayers hate and fear these beasts, and always retreat from them unless the illithids have servants of their own who can occupy the dogs.

Both kaoulgrim and szarkel (see below) are taught to grasp their enemies and hold on if so commanded. A hold is inflicted on a successful attack roll of 4 or more over the number needed to hit, and the victim is thereafter considered to be held by one leg, with combat penalties as given on page 67 of the DMG. The dog inflicts half its normal biting damage on each round thereafter, with no "to hit" roll required for the attack.

Gith dogs are relatively rare even among the githyanki and githzerai, each of which is only 1% likely per level of experience to have acquired one.

Kaoulgrim

The ultimate development of the githyanki breeding pens was the kaoulgrim, a massive, bearish dog with a shaggy coat, powerful jaws, and a compact build. Precisely what went into the making of the breed is unknown, but it is strongly suspected that the blood of creatures from the Lower Planes flows in its veins. It stands about 3' tall at the shoulder and weighs 200-300 pounds. Kaoulgrim are usually black, though golden-colored specimens are not unknown. The heavy fur forms a lionlike mane about the shoulders, and it is often clipped in some decorative pattern. The tongue and lips are black, and the small black eyes reflect a reddish light. The powerful voice is audible over distances of more than a mile. Kaoulgrim have a strong, musky, salty odor. These dogs may be outfitted with ornamental spiked collars if they have served well, or with plate armor in the ornate githyanki style. This armor confers AC 2 but limits the movement rate to 12".

Kaoulgrim are raised in githyanki colonies on the Prime Material Plane, since the nature of the Astral Plane does not allow conception or growth. Weak or otherwise unsatisfactory members of the litter are killed as soon as their deficiencies become

apparent, and the remainder are pitted against various creatures in savage public contests at the end of their first year. The survivors are matched to githyanki warriors, and, after the bonding ceremony, receive rigorous training over the course of the next two years, by which time they are mature. They then project with their masters onto the Astral Plane, where they serve indefinitely as guard and war dogs, aging only when they project with their masters onto some other plane. Unbonded dogs may serve as guards and breeding stock in the githyanki colonies.

Adult kaoulgrim are without exception vicious and mistrustful of strangers, though among themselves they are gregarious. They are tormented as pups by non-githyanki slaves as part of a program to instill this behavior. Githyanki warriors have boasted that their kaoulgrim are fed on the flesh of illithids as well as on that of various humans and demi-human races, and there is reason to believe that the latter claim at least is true. What one of these dogs would be like if it were brought up away from githyanki influence is unknown, since no thief has succeeded in stealing a pup and lived to carry out the experiment.

Szarkel

The antecedents of the szarkel breed are not known, though the blood of various doglike creatures from the chaotic planes was undoubtedly added to the line. Szarkel are certainly well adapted to the unpredictable planes of Limbo.

A szarkel stands 3' high at the shoulder and may weigh 150 pounds or more. It is of slender build, with a long muzzle, a

long body and tail, and long legs. The teeth are unnaturally sharp. A szarkel's eyes are large and yellow, the pupil a vertical slit. The normal coat is short and gray, but these dogs have a limited *polymorph* ability that allows them to alter the color, length, and quality of the fur to suit local conditions: long and thick in cold weather, short in hot weather, waterproof in swampy territory, and so on, while its color may be any shade or combination of white, brown, red, black, or gray. Coat alteration takes one turn. The smell of szarkel is pleasant, rather like scented wood. Unlike normal dogs, szarkel can close their nostrils and swim comfortably under water, remaining active beneath the surface for up to three rounds at a time.

Szarkel are raised on the plane of Limbo, and are only found as adults on other planes where they join their masters in battle or in the hunt. During their first year, pups are given the run of the settlement, and the githzerai take no active part in their rearing. At the end of that time, juvenile szarkel choose and are chosen by candidate githzerai in a simple ceremony. Unbonded dogs are ejected from the community, and presumably do not survive the hazards of the Planes of Limbo by themselves. Once bonded, a szarkel is a loyal if sometimes willful follower, and obeys no one but its own master. Szarkel sometimes show an astounding degree of independent thought and initiative, but even the githzerai find them difficult to train. Though they are occasionally set to guard an area or item, szarkel are not reliable in this capacity. They are restless creatures and seldom remain in one spot for long. They constantly roam their mas-

ters' dwellings or encampments, awaiting a call to action or the approach of intruders. With their unpredictable and incessant movements and their keen senses, they make it extremely difficult for strangers to approach any large group of githzerai unnoticed.

Szarkel are sometimes equipped with light leathery armor made of a clear substance that the githzerai find or harvest on the planes of Limbo. This improves the dog's armor class by one place, but restricts its movement rate to 21". A szarkel is usually equipped with a simple collar identifying its master.

Szarkel are aloof and reserved, and do not seem to care much for each other's company. No more than three dogs can be housed in the same kennel; even then, there is sometimes fighting. The pups are cared for by both parents. Would-be thieves have found that the adults are vigilant, and that the githzerai are greatly disturbed if a litter is taken despite their otherwise indifferent attitude toward the pups.

XOTZCOYOTL (*Canis speluncae*)

FREQUENCY: Common

NO. APPEARING: 2-16

ARMOR CLASS: 7

MOVE: 18"

HIT DICE: 1

% IN LAIR: 5%

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-3

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Semi- (at best)

ALIGNMENT: Neutral

SIZE: S (2' tall at shoulder)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

LEVEL/X.P. VALUE: 1/14 + 1 per hp

Xotzcoyotli, also known as cavedogs or bat-faced dogs, are natives of the Deep Passages, coexisting with the drow, the illithids, and the svirfneblin. Though they are related to surface dogs, they have been molded by countless generations of exposure to the deep parts of the earth. In the constant temperatures of these regions, they have lost their fur but gained tough, velvet-smooth black hides instead. They have large, upright, pointed ears, and leaflike projections on their snouts like those of bats, for they find their way by sound — echolocation. A xotzcoyotl's only hair is its long and sensitive set of whiskers, which it uses for close explorations. A xotzcoyotl has small dark eyes and a slender, graceful build. Its lips curve up at the end of the mouth, giving it a look of sly amusement.

The xotzcoyotl has an exquisite sense of smell, comparable to that of a prize bloodhound. It can track as an *onyx dog* (DMG, page 144) but with a 30% bonus, and is

GITH DOG (*Canis astri*, *Canis chaosi*)

FREQUENCY	Kaoulgrim Very rare	Szarkel Very rare
NO. APPEARING:		Varies with masters
ARMOR CLASS:	4	4
MOVE:	15"/9"	24"/12"
HIT DICE:	5 + 5	4 + 1
% IN LAIR:		Varies with masters
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-12	2-8
SPECIAL ATTACKS:	Hold	Hold
SPECIAL DEFENSES:	See text	See text
MAGIC RESISTANCE:	Standard	10%
INTELLIGENCE:	Semi-	Semi-
ALIGNMENT!	Neutral	Neutral
SIZE:	M	M
PSIONIC ABILITY:	See text	See text
Attack/Defense Modes:	See text	See text
LEVEL/X.P. VALUE:	IV/225 + 6 per hp	IV/205 + 5 per hp



30% likely to detect otherwise hidden things by scent, as applicable. The depths of the earth are not entirely lightless, since they contain luminescent creatures and fungi as well as spellcasting sentient beings, so xotzcoyotl have highly sensitive if somewhat nearsighted eyes. They can make out details in what would be pitch darkness to a human, Xotzcoyotl eyes are so sensitive that they are useless in any illumination brighter than that of a torch, however.

As useful as its other senses are, the cavedog's primary sense is hearing. Not only can it pick up faint and distant sounds, but it also emits noises in the higher frequencies and interprets the echoes. This allows it to detect anything within a 60' radius, even fine thread, and to make rough determinations as to the extent of a cavern and the general nature of its contents within a much larger radius. Though sound has its limitations, it has unexpected advantages as well. For instance, a xotzcoyotl can tell the difference between a full container and an

empty one by the way the container resonates. This sense also allows the dog to locate invisible creatures and objects automatically (indeed, it may not know that they are supposed to be invisible), as well as creatures that are otherwise hidden from sight. A *silence* spell is not proof against this ability unless it is cast on the dog itself: a silent area is the auditory equivalent of impenetrable darkness and is quite conspicuous, especially when it moves. Cavedogs are immune to *phantasmal force* and its derivatives because of their reliance on echolocation.

Xotzcoyotl are as odorless as they are hairless, and can move quietly with 60% success even at a run. They surprise others on a 1-4 and are themselves surprised only on a 1.

Cavedogs forage cooperatively in small groups, and eat nearly anything: bats snatched from the air, insects, lizards, rats, fish scooped from the underground streams, carrion, the leavings of other subterranean creatures, and various edible fungi. They haunt underground cities, where they are sometimes tolerated as scavengers. Though they are cautious, they are not above finishing off the wounded or weakened, and occasionally risk attacks on man-sized prey. They are wary of traps and have intimate knowledge of each crevice, cranny, and bolt-hole in their home range, so that they are nearly impossible to catch.

Half the time when cavedogs are encountered in the lair, there is a litter of 2-8 pups present, the offspring of the dominant male and female in the pack. Other pack members help build and guard the carefully hidden nest and feed the young. If the lair is threatened, the adults silently pick up the pups and carry them away to a safer spot.

Xotzcoyotl communicate both sonically and supersonically. Their howls, barks, and clicks echo eerily down the corridors of the underworld, though it is surprisingly difficult to locate an individual by the noises it makes, or even to be sure how many dogs there are.

If captured as pups, xotzcoyotl can be raised as domestic dogs. They are charming as they are ugly, and are easy to train. However, they are not well adapted to surface life. They are as vulnerable to seasonal and daily temperature changes as unclothed humans are, and they sunburn easily despite their color. These disadvantages are not evident underground, though, and some of the subterranean races have bred new sizes and shapes from the original stock, just as humans have with domestic dogs of the surface world. The svirfnebli have a stocky breed with wrinkled gray skin, for instance, and the drow nobility have swift coursing dogs. The dark creepers and dark stalkers particularly favor this dog, and have developed several varieties. Ω

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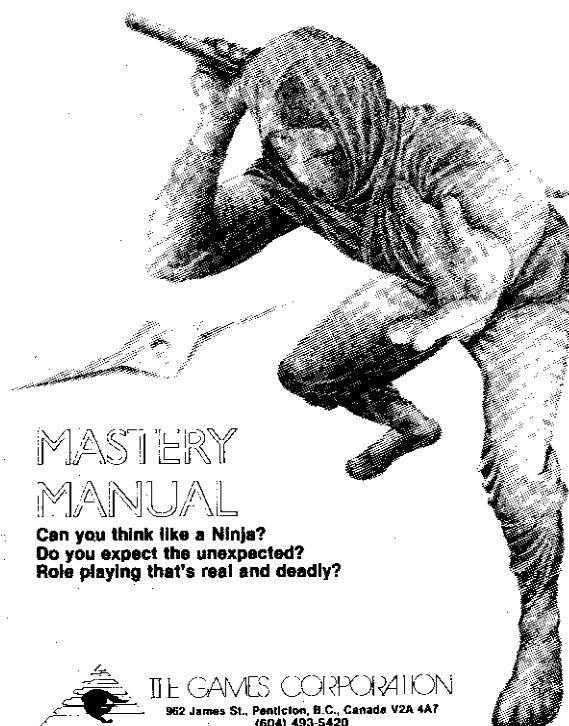


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Fun without Fighting

*Unique adventures
for fantasy role-playing games*

by Scott Bennie

The AD&D® game is a combat-oriented game; most of the emphasis of the system is devoted to fighting monsters and grabbing treasure. Thus, we have many manuals detailing combat and plunder-oriented information such as new monsters and treasures. There is nothing morally wrong with combat and looting in AD&D gaming; it is a *game*, after all. But there are many more possibilities for fun and adventure than bash-and-cash missions; to rely solely on combative scenarios in a campaign is to deny the players and the DM some wonderful adventures.

Several noncombative adventure themes are given here. It should be noted that each of these adventure themes may involve combat at some point; however, combat is not the focus of these adventures.

Romance

Romance is for wimps, right? Well, just ask the heroes of medieval romances, who went through fire, flood, and worse to get to the altar with their true loves.

How should a DM handle romance? Through role-playing, that's how. A player character who is a smooth talker may be able to turn a fair maiden's (or powerful lord's) fancy for a time, but unless a wedding follows a quick courtship, smooth talking won't be enough; philosophical differences might get in the way. ("But she's tried to kill you twice, Rupe. You've gotta get over her." "I know that. But even though Jallis is an evil high priestess for Demogorgon, I just can't get her out of my mind. Thoth knows I've tried!")

Ideally, a romance is initiated by a PC; that is, when the character sees an NPC (or even a PC) of the opposite sex, the PC (not the DM) decides that this person might become a one *true love*. Then, the character must devise ways of getting the loved one's attention, making certain that the NPC returns the affection.

That's when a DM can make things interesting. There are two factors which can complicate matters: rival suitors and parents. The rivals have the same intentions toward the desired NPC as your player character has; they want the NPC's hand in marriage. Now, rivals are (usually) people, too. They can be handsome, strong, noble, talented, mean-spirited, jealous, or violent, and they may have powerful friends to counter any help that the PC may receive from fellow party members. Anything can happen.

Parents are a different matter. They may not like the idea of having their "baby" marry someone who slays dragons for a living. Where's the security in that? And all those strange creatures that they meet — how can parents expect their son-in-law to be a good husband when he keeps running into succubi all the time? All they wanted for their daughter was that handsome chirurgeon down the street.

Actually, this is a rather anachronistic account. In medieval times, parents didn't have the concern for their offspring that is expected from parents in today's society. In those days, children were viewed as little adults; as such, they were subject to the same expectations from society. Parents often made marital arrangements for their children long before the children reached marrying age. A PC seeking the

hand of an NPC in marriage may have to deal with such prearrangements. Money, of course, might change a parent's mind.

Marrying into a higher social bracket is another problem. A king whose daughter is being courted may demand that the PC complete a quest to prove himself worthy of the princess's hand. For example, in Tolkien's *Silmarillion*, Beren was commanded to bring to King Thingol a Silmaril from the crown of Morgoth — who in AD&D game terms would have to be considered a greater god. In any fantasy role-playing game, there may be harder tasks than stealing a greater god's most cherished possession, but nothing comes to mind at present.

Players often overlook the possibility that their characters might fall in love with an NPC. If this is the case, then the DM is forced to do the hard work and create an NPC who falls in love with the character. The PC may then reject the love (and the Lower Planes hath no fury like a lover scorned) or accept the NPC as a destined spouse. Truly sadistic DMs can devise interesting complications from romance; love triangles can be lots of fun (remember the DRAGONLANCE® saga?).

When a DM develops an NPC to fall in love with a PC, the NPC should be a worthy match for the character. A paladin's bride need not be a vacuous twit, but a woman of courage and substance, even if she isn't of medium or high level. A cleric's wife, if the religion permits the cleric to wed, should be more than just buxom and wealthy (if that), but should be a character for whom the PC will be willing to sacrifice his safety.

Romance, aside from providing the impetus for adventures, can lead to that marvelous, if tempestuous, time in a PC's life: raising children (future PCs). Imagine this conversation: "You are not, under any circumstances, to touch the *Eye of Vecna*. I'm trying to get rid of it, son!" "Aw, dad, it said I could have it. I heard it say that."

There is one more element to consider about romance, and that is its climax — the wedding. A wedding should be something special, an event that the player remembers for years afterwards. You don't have to kidnap the bride before the ceremony to make it a memorable occasion, but events such as a bachelor party, the choice of the cleric who will perform the marriage, inviting honored guests, and wheeling and dealing with NPCs at the reception can make it an interesting time for all. The DM can use the PC romance as a springboard for some interesting adventures, many of which may involve exciting conflicts. But the process of courting one's true love can be exciting without having to lay a hand or a sword on anyone.

Business

Suppose your character is now wealthy — filthy rich, in fact. What does he do with his money?

One answer that we've developed in our campaign is that a character can go into business. Business, particularly risky ventures into uncharted areas, can be hazardous, but such adventures can usually be resolved with only a minimum of violence. More often, business ventures involve a healthy dose of cerebral game play and a fair amount of intrigue, if played correctly.

How should a DM handle business? As examples, take the two businesses that PCs started in our campaign. There are two types of ventures: non-profit services and enterprises meant to be profitable. In any of these businesses, there are some basic laws to follow: There must be enough need for the goods or services to ensure that the business will exist; likewise, there must be sufficient goods and manpower to supply these services.

Using our nonprofit example, one high-level cleric in our campaign is starting up a food bank in a major city. This venture does not turn a profit; in fact, even bolstered by such spells as *create food and water* and *heroes' feast*, it still costs quite a bit of gold to feed the people in the poor section of the city. There is a reason for this action, of course, and that is to persuade the poor that the cleric's deity is the one who cares most about them, who loves them, and who is most worthy of their fealty. The other good clerics of the city are rather miffed about this, considering their preachings are often about the dangers of winding up in the Lower Planes. The cleric hopes to persuade city businesses, high-level paladins who are required to make donations, and so on to provide financial backing to the cause. A hungry city populace, after all, is more sickly, less capable in defense, and more likely to revolt.

Our high-level thief, on the other hand, wants to make money. Looking for a business that might turn a profit, he discovered that most of the major naval powers of the world are about to go to war. In addition, piracy has been on the increase. Seeing a strong demand for new warships and merchant ships, as well as desiring to shaft a particular naval power that he doesn't like, the thief has set up a shipbuilding company.

How does a business prosper? There are three stages to the establishment of a business, which are as follows:

1. *Set-up*: In order to begin operation, a business must have several things: a base of operations, manpower, investment money, equipment, a market willing to buy goods and services, a transportation system that can safely carry goods, and so forth.

Using the shipbuilding business as an example, the thief must find a place where a lumber company can be started with a minimum amount of difficulty, and which has the right variety of wood to build his ships. He will certainly need money to finance his scheme; the thief may borrow money or issue shares in the venture

which pay off a proportion of the profits (the dividends). He not only needs a labor force for felling timber, but needs a specialized laboring force as well — professional shipbuilders. A market for his ships is required, and a route to transport the ships to this market is a necessity. In the case of our thief, he encountered special problems because he wanted to keep his operations a secret until he had become firmly established (so it would be difficult for his enemies to sabotage his plans).

2. *Short term*: Once the business has gotten off the ground, then the second phase has begun. Ideally, the business should pay off the investments of those who backed it. If not, then the businessman may be in debt; given a large enough investment, this may result in undesirable consequences (i.e., assassins may be hired to kill off the debtor). Rival businesses may want to stymie the progress of the upstart. Businesses founded to take advantage of short-term booms may go bust (businesses in the Canadian Gold Rush town of Barker ville were founded and folded within a five-year period). Wars and other economic upheavals may have a major effect on the prosperity of the business.

In the case of our shipbuilding thief, he must deal with finances; fortunately, he is well off and not indebted to anyone. Rival businesses, on the other hand, provide a real threat, particularly since the thief is inviting the wrath of a particularly powerful nation. Also, because he is felling trees without regard for the environment, he may incur the wrath of druids, treants, and other "environmentalists." There are likely to be contracts enough for many shipbuilders to share for the time being, so other shipbuilders are likely to leave him alone unless he gets too ambitious. An end to the war would be a catastrophe for the thief's business, so it is in his best interests to keep the war going (he's powerful enough to see to that, however). Current economic conditions are good, but angry druids, orc invasions at the timber yard, and so forth could crop up. To deal with these encounters, the DM uses the security system set up by the thief to protect the business when determining how much damage is sustained in such attacks.

3. *Long term*: In the long term, other problems occur when the business is well-established. More options are available to a successful business: expansions, mergers with other businesses, and the establishment of new businesses, among other things. For example, once Rogue Shipbuilding and Timber, Inc., becomes successful, the thief may elect to start up a shipping company or a trading company exploring new frontiers. At this point, rivals definitely become a problem, and a lot of role-playing is necessary to fully represent the business while cultivating contacts, making deals, etc. Supplies may also become a problem, if timber is used up faster than it is replaced. A business-

man must also worry about upstarts who dare to tread on the company's territory. It is necessary to maintain good public relations with the host nation; otherwise, it may impound the company's wealth and send troops to destroy any "traitors" (i.e., anyone richer than the impoverished government).

There are many more businesses that can be established. How about a professional castle-building company? A trading company with a royal charter? A university? A fighter's academy? An explorer's group that maps extraplanar features for a society of sages? Use your imagination; there are a lot of possibilities!

Certainly, as demonstrated above, the obstacles are formidable — which begs the question: Why should anyone found a business, given the obstacles which are involved? The same might be said of professional adventuring: Who in their right mind goes into dank, dismal caves and faces angry dragons? Setting up a business can be a lot of fun, particularly if you're bored with dungeon adventuring. It provides variety, and variety is the spice that keeps an old campaign fresh.

Organizations

Consider the ambitions of your campaign's primary characters. What are the characters' goals in life? Do they want to become powerful servants of the gods? Knights of the most esteemed order? The power behind the throne of a powerful kingdom? The power *on* the throne of a powerful kingdom? There should be more to a character's ambitions than to merely gain levels.

One of the most moving scenes I witnessed in a campaign occurred when a cleric returned to his homeland after many years of service, a hero to his people. As he saw the faces of those who beheld him with obvious admiration, he felt great sadness that they were just faces to him. He had spent his entire life killing, looting, and dodging traps; he had never had the joy of knowing people, and had not experienced the joys that come with social interaction. Most campaigns do not emphasize such characterization or theme, which is a pity, but the point is that often a character's goals are simply to collect magic, wealth, and levels. There is no humanity in these killing machines.

Goal setting and interaction with NPCs is one way in which players may bring greater depth to their characters. This depth can be stimulated by having PCs join an organization and try to earn honors.

These goals are more "realistic" than trying to go up levels. It is doubtful that Conan, Aragorn, or Galahad would have known what a level was if a level had hit them in the face. "Level" is a game construct; it is something that players worry about, not characters. Characters (at least, those in literature) are chiefly concerned with achieving their goals, becoming rich,

gaining fame, or doing good deeds (in the case of good-aligned characters). The key to attaining these goals is to find an organization that is suited to them.

One of the most famous organizations in literature was the Knights of the Round Table. To be a member of this order was the supreme achievement in chivalry; as the *Legends & Lore* tome and Chaosium's PENDRAGON game indicate, membership wasn't open to *anyone*. Not only were its members required to be effective in battle, they were also required to be paragons of chivalry, to prove their honor and valor under difficult circumstances, and to perform difficult tasks. They gained powerful enemies just by being members of the Knights of the Round Table. But, for true adventurers, the esteem associated with the Round Table made it such an attractive goal that many knights risked their lives to attain it.

Honor should be a principle motive for joining an organization. An 8th-level Knight of the Round Table would likely have more prestige than a 13th-level fighter who was not a member. Likewise, belonging to an esteemed organization often permits the character to have more influence in the decision-making processes of his nation, and provides an easier way of acquiring needed resources. For instance, Grath Janisk, adventurer-at-large, cannot go into a city and demand 200 infantry and 50 cavalry (plus a ballista) needed to assault an orc fortress. Lord Grath, Knight-Captain of the Order of Swords, however, can make such a demand and have a hope of seeing it fulfilled. This power can be quite useful.

Fighter organizations aren't the only organizations, of course. A group of magic-users may unite to pool their knowledge and resources against an enemy, as well as to fight against ignorance, as in the DRAGONLANCE® campaign setting. If alignments are rigid in your campaign, then each alignment may have its own secret society (in which members converse in alignment tongue, of course). Then, there are always organizations commonly seen in campaigns, but not always considered — religions and thieves' guilds.

Each of these establishments has its own hierarchy and a route by which its members may advance, depending on their competency. These organizations usually award individuals with high ability levels; thus, the Guildmaster is a high-level thief, and the high priests are at least 9th-level clerics. But need this be so? Could a low-level but charismatic thief overthrow the guildmaster and take his place? Could a church award a low-level (but extraordinarily charismatic and popular) cleric the title "High Priest," if not the powers thereof? Anything is possible.

An organization has goals and rules by which it achieves its goals. An ambitious character might desire to become the leader of an organization. Suppose that a High Father, the supreme cleric of a reli-

gion, is about to step down and retire for the rest of his days. This means that the position of High Father will be open to those clerics who desire it — including one or more PCs.

How does a PC become High Father? Deity selection is one route, but, to make things interesting, we'll suppose that the deity is bored by mortal politics and is willing to accept whoever is chosen. Thus, the PC must prove himself to those selecting the position of High Father (a council of clerics, perhaps?) as the most worthy candidate.

What are the criteria for this position? There are a number of factors that may figure into the selection process. Ability level — that is, proven combat skill and the ability to cast powerful spells — is one important factor; so is having a good public reputation, and the ability to communicate with the average worshiper and move him emotionally. Leadership ability is also a factor; the candidate must be able to earn the respect of the priesthood. The piety of the cleric must be without question. Then, there are the political factors. An older cleric may be seen as more experienced and will often be more of a sentimental choice than a younger cleric. If the High Father came from a particular region, then the priests may decide that it is someone else's turn to hold the office, unless that region has an extremely tight grip on that office.

Such contests cannot be fought with swords, maces, and spells; they must be role-played. These are exercises in problem solving. The problem faced by the character is how to attain his goal. The character must analyze approaches and choose what he feels is the best method of attaining the goal. To properly run this scenario, the DM should write down several methods by which the goal can be attained. If the character chooses the correct method or does incredibly well with a related method, then he is likely to attain his goal.

Another aspect of organizations concerns disputes. What happens if a character disagrees with the policy of his organization? Suppose he believes that his religion emphasizes the wrong things. How does he change it? What happens if those in charge won't change?

Again, this is a conflict that is not usually resolved by combat. Sometimes, they cannot be resolved, and the cleric may be forced to break from the religious establishment to form a new church which interprets doctrine differently. Of course, the old religion will not approve. As for the patron deity — well, the gods work in mysterious ways; sometimes they may be willing to tolerate rival factions, to a point.

To involve a character in an organization involves the following process. First, the character must select an appropriate organization, one worthy of his allegiance. Second, the character must meet the entry requirements of the organization. Third,

the character must earn the respect of his fellow members of the organization and show that he is worthy of executive abilities, if he wants to hold a leadership position. Finally, he must fulfill any special requirements if he wants to earn the leadership.

Running an organization is similar to running a business; a leader must worry about finances, membership, and rivals. The combination of these worries can provide quite a challenge.

Judging noncombative games

If you're a beginning DM and your players are enjoying crawling through dungeons, then you may want to wait before adding noncombative adventures to your campaign. I have found that "DMing" is an evolutionary process. As the DM becomes more experienced, his campaign becomes more sophisticated. Too much sophistication too soon can smother a developing DM.

Many campaigns feature a DM leading his players by the nose. The DM draws up the area, the players adventure in the designated area, kill monsters, grab loot, find a map to the next adventuring area, and move onwards. What these campaigns lack is player initiative. Players eventually want to have some control over their characters' destinies.

There are several approaches to refereeing a role-playing game. Some campaigns deal solely with the acquisition of power, magic, and levels. Others feature the DM's ability to describe a story or a conflict. This is a role-playing approach, and it works best if you are capable of handling individuals or very small groups; it does not work well with large groups. Players may have to spend hours waiting for a DM to handle other players' problems first, leading to massive player boredom.

To DM to the best of your ability, have your obstacles planned out and gather the knowledge a player will likely request before beginning play. Things then go more quickly. Encourage individuals to go to their party for advice, so that the other players get involved. Encourage group ventures that involve the abilities of all characters. If players show an interest in running a business, delegate some of the planning to a player. Finally, provide mysteries that will be solved by adventuring, to satisfy those players who enjoy going out with sword in hand. Some players do not want to involve themselves in gaming if the entire evening goes without combat. In that case, provide an equal share of combative and noncombative scenarios, and invite these players to only the combat sessions.

There are other noncombative scenarios that can be created as well, such as athletic competitions. How this is handled is up to the individual DM; a good DM is inventive, after all. Keep in mind that adventures need not always lead to bloodshed.



The Forgotten Characters

*A look at henchmen,
hirelings, and followers*

by Thomas M. Kane

One of the best things about being a Dungeon Master is role-playing the non-player characters (NPCs) with which parties deal. Unfortunately, the number of these NPCs is so great that many DMs are overwhelmed by the task of creating a backlog of these characters. Often, DMs fall into the trap of having one generic NPC personality and using it for all encounters. While it is impossible to have a set of motives for every person in a fantasy world, a DM should have a good grasp of the personality of major NPCs. The characters who serve PCs are very important, affecting every level of the game. Henchmen, hirelings, and followers should be more than just extensions of the player character.

In an ideal world, each henchman, hireling, or follower would be played as lovingly as a PC. Every one would have a complete background, with notes on what he, she, or it likes and dislikes, and how the NPC acts in public. Most DMs do not have enough time to do this and run the rest of the milieu, too. An attempt to assume the persona of five or six characters at once would be virtually impossible. For this reason, the personality tables in the *DMG* are helpful. A mixture of randomly rolled traits and leanings chosen by the DM can create very believable characters.

But, even with this system, a harried DM may have to gloss over many facets of the interaction between PCs and NPCs. There are just too many secondary characters. What one needs is a table for determining how a retainer accepts decisions and suggestions from the PCs. Such a method exists: the morale check, as described in the *DMG*. The loyalty system can apply to more than combat or great temptation.

With a little modification, morale can resolve many crises between PCs and NPCs. A morale check can determine the behavior of an NPC, whether he is asked to scout the possible dragon's den, ordered to carry the party's water, or allowed to get drunk with the PCs' opponents. If a morale check is successful, the NPC acts as the PC desires; otherwise, he or she is troublesome.

If this method is used, careful track should be kept of how the NPC is treated, and how the PC's personality would make the NPC react. In this situation, most PCs work hard to keep loyalty high. This cannot help but improve game balance. On pages 36-37 of the *DMG*, typical loyalty modifiers are shown. On pages 100-102, there are descriptions of NPC personalities. What is needed is a link between the two, and a description of the needs and desires of typical NPC "helpers."

PC helpers are usually one of three sorts. First, there are henchmen, who are hired by an individual character as more or less permanent assistants or bodyguards. Next, there are hirelings: professionals taken on for an agreed time and fee. Finally, there are followers. These NPCs are attracted by respect for a high-level character. Followers are lifetime employees who maintain a stronghold and go adventuring from time to time. Each form of NPC is subject to certain tasks and abuses. These types are described below, along with tables showing morale modifications for given situations.

Henchmen

Henchmen are among the most important factors in determining the success of a PC, particularly at high levels. As support for the PC, both in combat and in

adventure, henchmen are irreplaceable. Therefore, role-playing henchmen well is an important task. To role-play the behavior of a henchman, the first thing that must be understood is why this skilled NPC serves the character in the first place.

The *DMG* states that henchmen have little equipment and that poverty often leads them to seek employment with PCs. Very probably, many henchmen are failed adventurers who see service with a more successful adventurer as a way to revive their own "profession." These henchmen tend to be cynical, cautious, and pragmatic. Because they have already seen their own exploits collapse, they do not wish to be involved in other failures. This makes them resent being victims of poor planning. A disorganized party reduces morale in the same manner as an undisciplined one. On the other hand, any henchman—like the rest of us—is likely to be grateful and devoted to the character that supports him. NPCs who are given the status of henchman have an automatic bonus to morale (as per the *DMG*). Henchmen want to go adventuring, and they like to lead exciting lives; otherwise, why would they accept such a job in the first place? Long inactivity reduces morale; this is incentive enough for most would-be henchmen.

Of course, there are many other reasons to be a henchman. But, regardless of why they enlisted, most henchmen must be somewhat proud of their own skills. Furthermore, henchmen who were failed adventurers want to avoid repeating the experience. A henchman would probably like to be consulted in planning out expeditions; failure to consult such an NPC affects morale as if the liege used lax discipline with the henchman.

Treasure is a prime consideration for most characters. As the helpers of a powerful adventurer, henchmen must hope to become rich and famous, to live well and eat expensive foods, to stay in nice inns, and so forth. If the PCs do not provide this sort of life, morale is lowered as if the NPC were poorly paid. If the NPC's employer enjoys a higher form of living than the servitors, there is an additional 20% penalty. Furthermore, henchmen are often somewhat jealous of their employer's other retainers. Some PCs play favorites, giving preferential treatment to powerful servitors or special attention to attempt to build up weak ones. This infuriates henchmen. Unfair division of treasure is as detrimental to morale as stingy pay.

Hirelings

Hirelings, on the other hand, usually have no particular aspirations to explore; actually, they are more likely to avoid danger. They merely wish to do the required job and collect their pay. When these agreements are breached, a hireling ceases to serve the PC, unless reparations are made. Even then, morale is lowered as if the NPC were treated cruelly. The mo-

**"Gads!
There goes
what's-his-name."**



role of a hireling forced to adventure equals that of a captured and enlisted character.

Linkboys, bearers, porters, some cartographers, ship crews, and mercenaries are hired to adventure. The main mistake that most PCs make with these characters is treating them as if they were henchmen. Most of these folk are normal mortals and cannot be substituted for adventurers, willing or not. If PCs give these employees tasks beyond their ability, their morale should be adjusted as if they were peasant troops.

Ship crews and mercenaries engage in combat on behalf of their employer. Thus, they are subject to the most abuse by PCs

wishing to use them as a buffer for monsters. Hired soldiers are not typically devoted to a PC: they fight for pay. If large numbers are sent into a dungeon and killed by monsters therein, the chances of getting fresh troops is uncertain. Morale penalties for unsuccessful combat are doubled.

Whether a mercenary undertakes a position in a small unit such as an adventuring party is strictly a matter of individual taste. It should not be impossible for player characters to take a group of mercenary bodyguards on expeditions, although rates many times higher than those listed in the DMG can be expected. Furthermore, these bodyguards are likely

to expect to be well-supported throughout the journey and given reasonable shares of the loot (possibly one quarter the share of a PC). PCs may recruit adventurers for various adventures. These characters are usually available for only one adventure and may be treated as special henchmen.

The DMG and *Unearthed Arcana* have prices for spells and magic items. It is important to remember that magic is rare and powerful. PCs may not shop for items as if at a dweomer supermarket. NPC clerics do not cast spells merely for money; this could defile most religions. Characters have to use flattery, prove that the spell use benefits the cleric's religion — and pay dearly for clerical assistance. Magic-users, too, expect great rewards and respect in return for spells. After all, the use of magic is a difficult, arcane art. The listed prices are probably the minimum available rates.

Followers

The followers that a character attracts at high levels are likely to be the most trouble-free sort of retainer. Followers have usually been successful in life and are probably sincerely devoted to a PC — otherwise, they would not have chosen to serve that character. Followers naturally expect their leader to treat them well and value their service. Unlike henchmen, they do not expect major bonuses from PCs. Assign followers a morale bonus as if they were expert hirelings to reflect their loyalty. Feel free to revoke this bonus if the PCs are ungrateful to these servitors!

Followers usually expect to serve the character as guards or agents in major affairs, and only rarely accompany the PC on expeditions. A few especially brave followers, however, may decide to go adventuring. They would probably have no greater morale than levied troops in such an unfamiliar setting.

What PCs must remember is that followers are not motivated by blind faith. Despite their devotion to a PC, their decision to become a follower must be due in part to hopes of being rewarded. PCs should allow followers to share in the benefits of serving a powerful adventurer. Naturally, followers resent being taken for granted or denied reasonable recompense. Give them full morale penalties for any of the above abuses. Followers should be role-played as more than just rewards for attaining experience points.

Personality and morale

Obviously, all NPCs are not the same. The personality tables in the DMG describe variations in NPC traits. Of course, these variations affect morale. A lazy NPC won't mind if he is never disciplined, and a proud NPC will be extremely upset by cruel treatment. This list integrates the personality of an NPC with the loyalty that he or she shows the PCs. Listed below are

the typical modifiers to morale and notes on how personality affects them.

Unsuccessful combat: Optimistic + 5%, Altruistic + 5%, Violent/Warlike + 5%, Pessimistic - 10%, Cowardly - 20%, Fanatical + 10%, Craven - 30%. Brave + 10%, Fearless + 20%, Foolhardy + 40% (but requires an unadjusted morale check to see if the NPC retreats under orders).

Successful combat: Violent/Warlike + 10%, Barbaric + 5%, Egotistical + 5%, Compassionate - 5% Foolhardy + 5%.

Short term of enlistment: Optimistic + 5%, Pessimistic - 5%.

Enlisted by other character: Altruistic + 5%, Aloof - 10%, Hostile - 5%, Diplomatic + 2%, Jealous - 15%, Fanatical - 5%.

Little training: optimistic + 5, Studious - 5% Egotistical + 5%.

Low status in party: Proud/Haughty - 20%, Hot-Tempered - 10%, Humble + 5%, Egotistical - 15%.

High status in party: Egotistical + 5%.

Captured and enlisted/slave: Trusting + 2%, Suspicious - 10%, Contrary - 5%, Servile + 5%, Fanatical - 20%, Hostile - 15%, Proud/Haughty - 30%, Vengeful - 15%, Optimistic + 5%, Egotistical - 5%.

No/little/unfair pay or division of treasure: Hedonistic - 5%, Altruistic + 3%, Easy-going + 4%, Miserly - 20%, Hot-tempered - 5%, Greedy - 25%, Avaricious - 40%, Nonmaterialistic + 10% (there is no DMG characteristic of "non-materialistic," but a DM may well assign this trait to a character), Egotistical - 10%.

Extra/bonus pay: Greedy + 5%, Miserly + 5%, Egotistical + 5%.

Little or no discipline/activity: Hedonistic + 10%, Servile - 5%, Lazy/Slothful + 10%.

Inhuman/cruel/uncaring liege: Hot-tempered - 20% Proud/Haughty - 20%, Unforgiving - 10%, Hedonistic - 5%, Egotistical - 10%.

Alignment/racial conflict: Jealous - 5%, Forgiving + 5%, Hot-Tempered - 10%, Opinionated - 10%, Antagonistic - 5%, Fanatical - 10%, Egotistical - 5%.

Note that the personality adjustment alters the loyalty modifier first, then the NPC's morale. Thus, an optimist who has been a henchman for a short time has no time-of-service adjustment to morale (- 5% + 5% = 0%), not + 5% as suggested in the rules. A greedy person who has been offered choice shares of treasure has a + 10% bonus to loyalty. This list by no means covers all situations in which morale should be affected by personality. Many personality traits may be assigned to NPCs that are not covered in the DMG (one, "non-materialistic," has been used herein). Furthermore, there is a virtually infinite number of possible conflicts that can occur between a PC and an NPC. This grouping should be used as a guide, not as a cure-all.

Previous lives

The DM should remember that NPCs do not exist in a vacuum. They know of rumors and people unfamiliar to PCs, and have past lives which may affect play. This may prove quite valuable at times. However, such past lives might prove problematic. An NPC could be under a curse that manifests itself in certain situations, or have a powerful enemy with which the PC must contend. Past troubles may well be the NPC's motive for accepting a subservient status.

Most servitors have mundane appointments crop up from time to time. Religion and relatives, for example, demand attention. Retainers may be unavailable for roughly 1-8 days per month. The player characters must learn that NPC retainers are not available at all times. Trying to force an NPC to ignore these other commitments has the same effect on morale as cruel treatment.

The DM should keep track of the nature of NPCs. The tables here and in the DMG are helpful for filling out behavior, and allow NPCs to develop over time, just as PCs do. DMs should remember that the characters they play have a profound effect on the color and nature of the game. Playing NPCs can be as rewarding and entertaining as running a player character.

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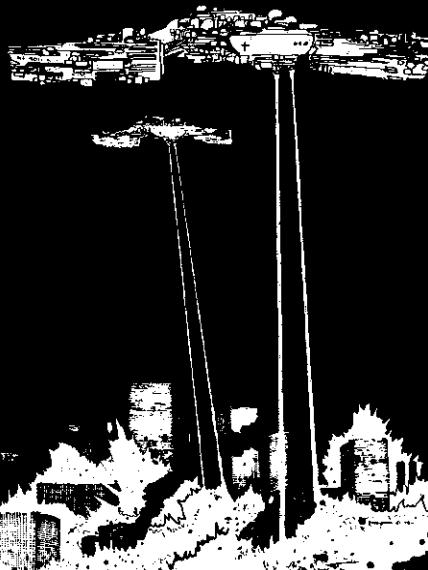
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By Magic Masked

Nine magical masks for AD&D® game campaigns

by Ed Greenwood

From the now-ruined city of Myth Drannor, Elminster the Sage told me, came much of the magic of the Realms. From its lore, Elminster revealed mighty spells and items of power — swords and shields, harps and rings, and more. But, upon a night not long ago, Elminster and I sat in my study watching the cats asleep at our feet, and Elminster stopped in his ramblings of kings long dead and battles long fought, and said, "I would tell you of some gentler magic."

I voiced my eagerness, and he nodded in approval. "Well-loved among the mages of the City of Song was the Lady Shandalee. Of her I speak," he began, and wove a tale that whole night through (save for a glass of wine here and there) until dawn, telling of the deeds and grace of the Lady Shandalee.

I've set down no part of that tale here, but I pass on details of Shandalee's only legacy — her marvelous masks, items of magical power whose means of fashioning are unknown in the Realms, having passed away with the Lady of the Stars. Many such masks are found in the Realms, for they were often buried on corpses of good and noble persons. The masks are usable by all creatures able to wear them about the eyes, regardless of class or race. They are of nine sorts, being distinguished one from another only by shape of outline and ornamentation. All are of some unknown, silky-gray fabric that cannot be physically harmed; weapons pass through such masks as though they do not exist.

The masks cannot be burned, stiffened, or adversely affected by freezing cold, deep water, acid, or claws, but they are vulnerable to electrical energies (20 + 1d12 hp electrical damage must be suffered by any particular mask before it is

destroyed). A mask's powers may be negated for 1-6 rounds by the casting of a *dispel magic* (against 18th-level magic) or for 2-12 rounds by a *wand of negation*, but are never altered in power by other magics or by physical circumstances. A mask never loses only part of its powers; these magical facial coverings work fully or not at all.

Placing such a mask on the face causes the mask to shift in size, to cover the face from nostrils to brow and from ear to ear, with eyes uncovered. The mask clings without need of ties or adjustment, until pulled away; it readily peels off at the touch of bare flesh grasping it (against AC 10), regardless of the wearer's wishes. Such masks radiate a faint dweomer if a *detect magic* is cast. DMs must determine the monetary and experience point value of such items in accordance with the situations of their own campaigns. Shandalee's masks are as follows.

Horned mask

So-called because it sports two horns curving up from its upper edges, this mask allows the wearer augmented vision: 9" infravision, 7" ultravision, the ability to clearly see *ethereal* creatures, *shadows* (q.v., *Monster Manual* I) and all creatures which can hide in shadows (including thieves), and the ability to see through flames, mist, fog, smoke, and other opaque vapors or conflagrations (these obstructions appear only as faint outlines or disturbances). The wearer is also protected against *blindness*, however caused, while wearing the mask, and cannot be dazzled, charmed, hypnotized, or *stunned* by light displays, even if these are very intense or magical. The mask-wearer cannot confer any of the mask's powers to anyone else, and the mask does not enable its wearer

to detect illusions or disguises, nor to see invisible creatures. The wearer of the mask can track as a 1st-level ranger (unless such tracking abilities are already possessed, in which case the mask increases them by one level of ranger-tracking ability while worn).

Veil mask

Named for both its appearance and function, this mask completely covers all of the wearer's face in an impassive expanse; only the wearer's eyes can communicate any expression. While worn, it completely hides and protects the wearer from any mind-reading or mind-influencing spells (*charm*, *sleep*, *ESP*, etc.) and any divination or similar spells involving the wearer (including *detect lie*, alignment-aura reading, and the like). It also causes offensive attacks of these sorts — i.e., psionics and enchantment/charm spells — to be reflected back upon the caster. If reflection is impossible due to the nature of the attack, the spell is merely negated. The mask does not confer actual or psionic *invisibility* upon the wearer.

Winged mask

The edges of this mask are cut so as to resemble rows of feathers. The wearer can *fly* at will, without tiring, as often as desired and for as long as is desired, but may not carry any other living creature while doing so. Nonliving material (such as the wearer's clothing, not including the weight of the mask itself) up to a weight limit of 500 gp may also be carried; this is not much, and any material in excess of the weight limit negates the mask's flying abilities.

While flying, the wearer of a *winged mask* has a maneuverability class rating of A, can remain upright if desired, and has great stability, allowing the user to cast spells, write, and perform other intricate tasks. Movement is at any speed up to 26"/round as desired, and the wearer can hover or fly backwards without turning. While the mask's powers of flight are activated, the wearer glows with a soft, white *faerie fire* radiance, regardless of the wearer's wishes. If another living creature touches, grapples with, or is carried by the wearer of a *winged mask* while the latter is flying, the wearer falls; the mask confers the protection of a *feather fall* spell on the mask wearer, but not upon the other contacting creature(s).

Skull mask

This mask always gives the wearer's face a skull-like appearance, with dark sockets about the eyes and nose, and bared teeth. While worn, it confers immunity to *fear* of any sort and to the life-level draining, strength draining, or aging attacks of all undead or other creatures. Diseases and paralysis of all sorts are also prevented, as is chilling damage from undead attacks — but the mask gives the wearer no control or influence over undead, and no protec-

tion against the physical attacks of undead (or any poisonous aspects of such attacks). Undead are drawn towards the mask wearer, attacking him or her in preference to other creatures. The wearer of this mask can instantly recognize any beings seen as dead, living (including beings petrified or in suspended animation), undead, or never living (i.e., a stone statue).

Mask of magic

This mask always appears perfectly circular. The wearer can see magical dweomers and auras (including those of surfaces or areas bearing *symbols*, *glyphs*, inscriptions, and the like), although such things cannot be read or closely examined. Only location, outline, and relative intensity of magical power can be discerned. This magical sight is continuous and involuntary while the mask is worn.

Fanged mask

The bottom of this mask is cut in the shape of downward-pointing fangs, like those of some great cat. When worn, the wearer can bite in combat for 1-4 hp damage. If the wearer's bite already does appreciable damage — e.g., the wearer is a creature like a norker — 1d4 hp damage is added to existing bite damage. The bite affects even targets that are astral, ethereal, or from the Lower Planes (such as those that can normally be hit only by magical weapons). The bite *stuns* a victim for the round following its striking home if a save vs. spells is failed, but it does not augment any blood-draining abilities the wearer may already possess. Such attacks must be delivered normally; the wearer must come into close contact with opponents and is not protected from their attacks or abilities by the mask.

Mirror mask

This mask appears as a circle with dark lines radiating outwards from a central focus around the wearer's nose. Anyone gazing at the wearer does not see the mask, instead seeing the viewer's own head perfectly depicted. Creatures not looking directly at the mask see the mask instead. The mask reflects all gaze attacks back upon the gazer, and the wearer can meet the gaze of any being without being affected by *awe*, *fear*, *horror*, hypnotic gaze effects, *charms*, *suggestions*, etc.

Mask of silence

This mask covers the area around the eyes of the wearer, and has a trailing veil that flows down to cover the wearer's mouth, moving always to cover the lips (the mask must be removed to eat or drink). At will, the wearer can magically *silence* one creature within 5" range per round. The victim gets a save vs. breath weapon to avoid these effects. Such *silence* lasts one round and is usable every fourth round. If a target successfully saves against a *silence* attempt, the masks

power has still been used, and the wearer cannot attempt to affect another target until three intervening rounds have elapsed. If successful, such *silence* prevents *all* noise from the victim, not just vocal sounds, and can be used by the mask-wearer on himself (although the mask-wearer gets a saving throw to avoid the mask's effects, too, regardless of his own wishes). This *silence* prevents spellcasting, shouted warnings, death-cries, and the like.

Mask of winds

Appearing as a vertical bellows-shape, point downwards, this mask allows the wearer to influence the movements of

SAGE ADVICE

(Continued from page 32)

mail which is not specifically made for the character could probably be purchased for three to four times book price in a large city, but again, it would be hard to find. It would be logical to assume that the elven community would immediately try to buy back any such suits rumored to be on the general market for historical value alone, thus further reducing the supply.

Elfin chain mail should almost never be found sized for humans or demi-humans other than elves. It is a safe bet to assume that each such suit in existence was made for a specific individual, probably as a gift for some great service to the elven community. Thus, such items should not be placed at random, and each should have a specific history. If an artisan willing to make a new suit for a non-elven character could be found, the price should be at least 10 times book value, due to unfamiliar sizing and extra materials.

My group allows only neutral characters. One of the players now wants to run an assassin, since non-evil assassins are now permitted according to the official update published in DRAGON® Magazine #103. How would I go about introducing such a character into an existing campaign?

Neutral and even good-aligned assassins are now possible according to the update. However, assassins must begin their careers as evil characters, presumably because to be interested in learning how to kill for money is deemed an evil outlook. Once started, however, they can change alignment to neutral, or even good.

Despite the rules expansion, however, non-evil assassins are not recommended. Neutral assassins could certainly be handled with a mature group of players, but good assassins are too contradictory a

gases and vapors within a 6"-radius sphere at will. Thus, the wearer can negate or turn aside gale-force winds (including magical *gusts of wind*), turn back convection currents, smoke, *gaseous-form* creatures, poison gas, and even scent-carrying breezes. The wearer can rob fires of fresh oxygen by stilling air movements (large fires, such as those of burning structures, are not easily extinguished solely by use of such a mask), but he cannot cause a vacuum nor asphyxiate opponents. The wearer can create *gusts of wind* or *wind walls*, as in the spells, once each every six rounds. Heat or cold effects from air movements (for example, hypothermia from arctic winds) can be lessened or negated. Ω

concept for general use. Such a character might make an interesting NPC, championing a king's cause from the shadows, but it would be a difficult thing to rationalize. Like the example of James Bond used in the update article (DRAGON issue #103), a good assassin might be the sort of character who doesn't set off to kill, but may end up having to do so for the greater good.

Note, however, that the vast majority of assassins are evil, and their guilds are most often likewise dedicated to the evil cause. Therefore, good-aligned assassins are frequently individuals who take the route of self-training, as guild training may be difficult to obtain. Likewise, even neutral characters might have difficulty dealing with an assassins' guild for training.

Do strength bonuses count for hurled weapons such as daggers, spears, clubs, javelins, etc.?

Yes, though the DM may limit the application of full strength bonuses for small, light weapons such as daggers.

Page 188 of the Players Handbook clearly states that "the bard gains druidic powers as a druid of the same level, with the exception of druidic spells. . ." What about the new druidic hierophant powers described in *Unearthed Arcana*? As the bard class stands now, bards would get poison immunity, longevity, health, and shape-shifting at 16th level. At higher levels they would gain the ability to travel planes and summon elementals. This does not seem to go along with the spirit of the rules, since it takes less experience points for a bard to progress from 15th to 16th level than it does for a druid.

Bards are not druids; therefore, they are not eligible for the hierophant disciplines. Remember, a character can only progress to Hierophant from the position of Grand Druid, which is not a station that should be open to bards, or to any charac-

(Continued on page 54)

BAZAAR OF THE BIZARRE

A selection of magical rings leads off our new series of reader-submitted magical items. Dungeon Masters may wish to adjust the gold-piece and experience-point values for these rings to better fit their own campaigns.

Ring of Range Extension

This item allows any spellcaster (including rangers, paladins, and the like) to voluntarily extend the range of any spell cast, save those spells with ranges of 0' or touch. Each such ring contains 2-40 charges and cannot be recharged. Each charge used increases the range of any spell cast by the amount listed as the normal range. Thus, if one charge is used, the range is doubled; two charges triple the range, three quadruple it, and so on. A *ring of range extension* may be successfully used on spells cast from scrolls or other magical devices, but cannot be used to cast a spell into a plane other than that which the user currently occupies.

XP Value: 2,000

GP Value: 10,000

Created by: Mark Nemeth

Ring of Clairaudecence

This ring's gem is a small amethyst with a normal value of 100 gp. The amethyst is easily separated from the ring; it can then be placed in a location on which the owner wishes to eavesdrop. A pick pockets roll allows a thief to secretly slip the amethyst into the clothes of another character. Any character can hide the gem in an empty room, barring extraordinary circumstances.

Whatever is said within 60' of the amethyst is magically transmitted to the ring itself, and the words are then heard by the ring-wearer alone. The gem-ring connection has a range of 48", but only transmits sounds that could be heard by a normal human in the same location as the amethyst.

XP Value: 1,000

GP Value: 7,500

Created by: Marc Andreessen

Ring of Teleportation

This enchanted ring commonly has 3-30 charges when found. The ring's gem is a deep blue spinel worth 500 gp if sold as an ordinary gem. The gem is easily separated from the ring and placed anywhere to which the ring's user wishes to be transported at a later time. By expending one charge, the wearer of the ring is tele-

ported without error to a safe location within 5' of the spinel. The gem can be retrieved and reused as long as the ring retains at least one charge. If no safe location exists near the location of the gem (say, if it is buried under 10' of earth or is inside a burning building), the ring expends four charges and nothing happens. The gem must be obtained in order for the ring to work again.

XP Value: 2,000

GP Value: 15,000

Created by: Marc Andreessen

Ring of Command

A *ring of command* commonly has 3-30 charges when found. The ring has the following abilities, only one of which can be used at any one time:

1. *Command:* This ability duplicates the first-level clerical spell with the same name. Creatures with an intelligence of 13 or better (highly intelligent and above monsters) or with more than 5 HD or levels are entitled to a saving throw versus spells. A *command* uses up one charge for every round the *command* is in effect. For instance, an orc could be told to "die!" and would stay "dead" (unconscious) for five rounds if five charges were spent.

2. *Charm person:* This power is the same as the first-level magic-user spell. Two charges must be spent to *charm* a character, and an additional charge per day must be expended to continue the spell each day thereafter. The victim is allowed a saving throw vs. spells to negate the *charm*. A character using a *ring of command* can expend another two charges to try again, of course, in the event of spell failure.

3. *Suggestion:* This ability is similar to, the third-level magic-user spell. The target of a *suggestion* is allowed a saving throw vs. spells, as with *charm person* above. A *suggestion* costs two charges and lasts for one hour. More charges can be spent for additional hours, at a rate of one per hour, as desired.

All of these powers only work on the humanoids listed in the *Players Handbook* under *charm person*, and their counterparts in the FIEND FOLIO® Tome and *Monster Manual II*.

XP Value: 2,000

GP Value: 10,000

Created by: Marc Andreessen

Ring of Phantom Form

The user of this ring can disperse his body's molecules at will, so as to become

totally intangible. This ring does not allow the user to become invisible, as he will appear to be translucent in form. (*Rings of invisibility* and *phantom form* cannot be used together at the same time. The spell *invisibility* can be successfully cast upon the user of a *ring of phantom form*, however.)

An intangible character cannot be hit by normal weapons, but is affected normally by weapons with a +1 or better magical bonus. An intangible character cannot physically attack, but may cast spells. Heat, cold, and electrical attacks (*lightning bolt*, *fireball*, etc.) affect an intangible character normally. The user of a *ring of phantom form* can move through screens, pipes, and other narrow apertures at a 12" movement rate. All items carried by a character in *phantom form* are likewise rendered intangible. If a character fails a saving throw against any magical attack form which can harm him, all carried items must likewise save vs. that attack form or else be destroyed.

XP Value: 1,500

GP Value: 7,500

Created by: Marc Andreessen

Ring of Shape Changing

This ring commonly possesses 3-30 charges when found. Each of the charges expended allows the wearer to *shape change* as per the ninth-level magic-user spell *shape change*. The wearer of this ring may change back to his original form at will, without expending a ring charge. However, there is a 2% chance per shape assumed that the wearer permanently assumes the form of the thing into which he changes. In this event, the character assumes all mental and personality-related characteristics of this new form 2-16 days after taking the form. A character stuck in an unfamiliar form can only regain his former shape by having *dispel magic*, *alter reality*, *limited wish*, or *wish* cast upon him.

XP Value: 2,500

GP Value: 15,000

Created by: Marc Andreessen

Ring of Tongues

The wearer of this magical ring can understand, read, write, and speak any language known by any creature within 30' of the ring, as long as that creature stays within the area of effect. Two rings of this sort within 30' of each other automatically cancel each other out. Additionally, it is possible for a character wearing this ring to learn a language (where this learning is warranted, as by an increase in intelligence or similar circumstance) from another character as expressed in the rules regarding language learning; half the normal time for this is required. (For further information on this, see page 34 of the *Players Handbook*.)

XP Value: 1,000

GP Value: 5,000

Created by: Marc Andreessen

Ring of the Drow

This item is made of eight strands of different unique metals entwined to form a ring. The drow found it troublesome when their magical items deteriorated upon leaving their underground homeland for long periods of time; to combat this, they created this ring. The *ring of the drow* is only made in the drow homelands by clerics of Lolth. Its purpose is to keep drow-made items the wearer possesses from deteriorating. To do so, the ring radiates an aura of magical energy that duplicates the radiations deep in the drow homelands. This aura only affects the wearer and the wearer's possessions.

As a side effect of the ring's magical aura, a detect *magic* spell reveals the wearer to radiate magic strongly. In addition, a detect *evil* shows the wearer of one of these rings as evil, and a *know alignment* indicates that the wearer is chaotic evil, regardless of the wearer's true alignment. If the wearer uses the psionic power of *aura alteration* to try to change the aura, the wearer must save vs. spells or else change alignment to chaotic evil. If the wearer saves, or if the wearer fails the save but is already chaotic evil, the psionic power functions normally, and the ring's aura is temporarily changed.

To possess one of these rings is considered an honor among the drow, because it signifies that the wearer has traveled far from the homeland, and that he or she was aided by a cleric favored by Lolth. Drow will kill any creature other than a drow who possesses one of these rings.

XP Value: 1,000 (to drow); nil to others
GP Value: 5,000 (to drow); 1,000 to others

Created by: Mark A. Deforest

Ring of Fire Starting

The beauty of this ring is obvious under even the most casual inspection. Its band is forged from a bright, silvery metal and has an intricate bas-relief of an ancient fire-tending ceremony carved into its surface. The stone is a 5,000 gp diamond and glows with a faint inner light. When it is worn, a slight sensation of warmth can be felt emanating from it.

If the wearer touches the stone to any combustible substance and speaks a command word, the material must save vs. magical fire or else burst into flame. The material need not be entirely dry or pure, and the conditions do not have to be temperate in order for the ring to function.

This ring has an unlimited number of uses. It is itself immune to all fire- and heat-based effects, magical or otherwise.

XP Value: 1,000
GP Value: 3,500
Created by: George Steenrod

Ring of Quick Action

A *ring of quick action* enables a fighter, cavalier, barbarian, ranger, or paladin to gain the initiative at the start of melee,

regardless of any other factors, including the condition of the opposition. The ring can be used 2-20 times in this manner before it runs out of charges and becomes useless. Expending a charge is an automatic action requiring a mental command at the start of a melee round.

XP Value: 1,000
GP Value: 5,000
Created by: C. Borland

Ring of Animal Magnetism

Once placed on a character's finger, this ring allows communication with all animals as if the wearer had an 18 charisma. The wearer may speak with animals for as long as the ring is worn, though the ring does not allow the wearer to charm animals in any manner. Only true animals (mammals, birds, fishes, reptiles, etc.) may be spoken to in this manner; magical "monsters" are not affected. For the purposes of this ring, assume that any creature capable of using magical spells is a "monster." Thus, a pegasus is an animal, but a unicorn is a monster; an owlbear or worg is an animal, but a bugbear (since clerical bugbears exist) or a winter wolf is a monster. The wearer may try to convince animals to work or fight for him, and reaction is checked as if the animals were randomly encountered humans. Animals will not attack the wearer of the ring unless attacked first, even if they are hungry.

However, 10% of these rings are cursed to draw any and all animals within one mile toward the wearer. The animals then surround the wearer and refuse to move, blocking the wearer's path in all directions. If the wearer or his party attacks any animal, all the animals attack the wearer at once. If the ring is removed (requiring a *remove curse* spell), the animals revert to normal, and either attack (1-2 on d6) or flee (3-6 on d6).

XP Value: 1,000 (Nil for cursed version)
GP Value: 5,000 (1,000 for cursed version)
Created by: Eric Bachman

Ring of Neutralizaton

This magical ring can be employed by any character class. Its sole function is to protect the wearer from the effects of a predetermined offensive magic-user spell. Each ring has the ability to totally negate any damage or ill effects from a given specific spell, as noted in an inscription on the ring itself. A *ring of fireball neutralization*, for example, allows a character to stand in the center of a fireball blast and be totally unharmed. A *ring of neutralization* uses a charge every time a spell's effects are nullified. A typical ring of this sort, when found, has 4-16 charges. It can only be recharged by a 12th-level magic-user or higher, to a maximum of 20 charges, but this requires a prolonged and costly ritual (1 day and 1,000 gp per charge). A charge is lost from the ring for

each predesignated attack made on an individual wearing it. A *magic missile* or *Melf's minute meteor* spell forces rings matched for those spells to use a charge for each separate missile stopped. For example, if four *magic missiles* are negated by a *ring of magic-missile negation*, then four charges are used.

A *ring of neutralization* only nullifies one type of spell. For example, if a character is wearing a *ring of cone-of-cold neutralization* and is the target of an *ice storm* spell, he takes normal damage from the attack. Spells with similar effects are nonetheless considered different for purposes of using this spell-dedicated ring; a *delayed blast fireball* does normal damage if a character is wearing a *ring of fireball neutralization*. Similarly, a character wishing protection from both *lightning bolts* and a *chain lightning* spell would require two different rings.

Only the person wearing the *ring of neutralization* is immune to that spell's effects. Anyone else caught in the area of effect takes normal damage or suffers the effects of that particular spell.

XP Value: 1,500
GP Value: 7,500
Created by: Simon Parkinson

Ring of the Bards

This rare magical ring, when worn by a character other than a bard, acts as a *ring of protection*, +2. It can be recognized by the engraved golden vines encircling the band. When placed on the finger of a bard, it retains its protection properties, but with a bonus. The ring then serves as a *ring of protection* +2, +4 saving throws. It also raised the bards charm percentage by 10%. This magic item is usually found in a wilderness or forest area.

XP Value: 3,000
GP Value: 15,000
Created by: Simon Parkinson

Ring of Limited Telepathy

These rare magic rings appear only in pairs, each ring matching the other perfectly in appearance. This ring combination allows the wearer to communicate telepathically with the wearer of the other ring *only*, though there are restrictions on this. These rings have a telepathic range of 2,000 miles, but function only when both rings and their wearers are on the same plane of existence.

These rings are normally made and enchanted for a specific pair of users – for example, for a husband and wife, a pair of allied adventurers, or a brother and sister. Notice that in each case, one partner must be male and the other female. This is a function of the enchanting, which enhances sympathetic feelings between such pairs, capitalizing on gender attraction as well. Also, because the rings are enchanted for a specific pair of wearers, the chance that two persons randomly

finding such rings and being able to use them is almost nil.

A remote chance exists that two persons of the same gender who are very closely allied or related (e.g., twins, friends or lovers who have been together for at least 10 years, a parent and child, etc.) can make use of these rings, but the effective range is reduced to 500 miles, and there is a 20% chance per day that the rings do not function for that day.

Successful use of these rings allows each wearer a +4 saving throw against any sort of psionic attack, psionic discipline, or magical effect which affects the mind and will of the wearer. This includes all *charms*, *dominations*, *possessions*, *suggestions*, and *holds*, as well as *fear*, *quest*, *confusion*, etc. The use of *ESP* or *telepathy* by another person against the wearer of such a ring will immediately reveal the use of such rings to the skrying character. However, if the saving throw against the attacks mentioned above is failed, the ring-wearer's partner (who might not be present during the attack) must save vs. spells at +2 or else suffer the same spell or psionic effects. Thus, if a ring-wearer was subjected to a *scare* spell, the other ring-wearer must save vs. spells at +2 or else be scared as well. Use the Wisdom Spell Immunities table in *Legends & Lore* to determine which spells are applicable in these cases.

In the event of dire need, such as when one ring-wearer is unconscious, dying, or in great pain, a strong feeling of distress is felt by the partner. By complete concentration, the partner can determine the distressed ring-wearer's location. This takes a full turn to complete. If one ring-wearer is slain, the partner must save vs. spells (with will-force bonuses) or else pass into a coma for 2-20 hours.

XP Value: 1,000

GP Value: 5,000

Created by: David Newland

when the ring's effects are dispelled or negated. All magical girdles, boots, cloaks, and the like will likewise vanish and return later.

XP Value: 1,000

GP Value: 3,000

Created by: David Newland

Ring of Annulment

While this ring is worn, magic controlled by the character has no effect. This includes magical items, spells, and innate magical powers. Spells cast at the character from an outside source, however, act as normal. Thus, *heal* or *fireball* affect the wearer normally, but the ring-wearer cannot cure his own wounds using magic.

A *remove curse* must be cast upon the ring in order to allow the wearer to remove it. A *dispel magic* spell has a 1% chance per level of the caster of negating the ring's powers for one round, allowing the wearer to remove it.

XP Value: Nil

GP Value: 2,000

Created by: John Annable

Ring of Distraction

This ring appears to be a normal ring of any other sort. In combat, this ring is capable of generating a sudden burst of light and sound that is perceived only by one opponent in melee with the ring-wearer (including those firing or hurling missile weapons within a 60' range). The burst of light and sound is heard by no one else, and the target victim is designated by the ring-wearer's mental commands. This distraction causes the attacker to gain a -4 penalty on all attacks for the current round. If the opponent saves vs. spells, the penalty is reduced to a -2 "to hit" result. This attack is made at the start of a melee round, regardless of all other circumstances, as it is a mental command. The ring may be used in this fashion up to five times per day. Once placed on a finger, the ring reveals its powers to its wearer.

One out of five (20%) of these rings do not operate on a conscious mental command, however. These rings simply generate their flash and sound burst for the first five melee rounds in which the wearer is involved in combat in a day. As a result, the wearer might not immediately be aware that the ring is having any effect at all, though the ring-wearer's opponents may appear to act strangely. Another 5% of these rings are cursed (and cannot be removed without a *remove curse* spell) to cause the flash and noise-burst to affect the wearer himself and no one else.

XP Value: 1,000 (nil for cursed version)

GP Value: 5,000 (1,000 for cursed version)

Created by: John Annable

Ring of Vapors

The origin of this unique ring is greatly disputed, but most mages agree that a

powerful figure among the air elementals had a hand in its creation. The ring appears as a small circlet of misty vapors that continually shift and change; the ring, however, is solid. Any character wearing the ring gains the following abilities:

At will	<i>Fly</i> (12")
Once per day	<i>Stinking cloud</i>
Once per day	<i>Obscurement</i>
Thrice per week	<i>Wind walk</i>
Thrice per week	<i>Wind wall</i>
Twice per week	<i>Aerial servant</i>
Once per week	<i>Cloudkill</i>
Once per month	Summon aid from Elemental Plane of Air*

* Wearer's alignment good — djinni; wearer's alignment neutral — 8 HD air elemental; and wearer's alignment evil — mihistu.

All spell effects are at the 16th level of ability. Summoned monsters will remain with the summoner for only 4-16 rounds, after which they depart. Summoned monsters will not attack the summoner unless attacked first, and they act in a friendly and helpful manner during the time they are present.

The wearer also receives a penalty on saving throws versus fire, against which he saves at -2 and takes +1 damage per die. It is possible that the maker of this ring is still hunting for it.

XP Value: 4,000

GP Value: 35,000

Created by: Harold R. Powell

Ring of Lolth

On an unknown layer of the Abyss, Lolth, the Demon Queen of Spiders, fashioned this unique ring and bestowed it upon her most powerful priestess for the latter's faithful service during the Age of Despair, when the drow were driven into the underworld. Using the powers of the ring, the high priestess ruled a vast underground empire with an iron hand for hundreds of years, sacrificing thousands on the altar of her goddess. This reign of terror was ended by a massive assault against the subterranean Spider Temple by mercenary adventurers, at which time this ring was lost. It has reappeared from time to time, however, in the service of evil characters — particularly drow, of course.

At first glance, the *Ring of Lolth* appears to be a miniature figure of a black spider with curled legs and glowing red eyes. The legs curved down and around to form the ring shape. Any character sliding a finger through the legs, thus properly wearing the ring, is pricked by a hidden needle and must save vs. poison at -4 or die instantly. This save is instantly made for all pure-blooded drow. If the save is successful, the ring gives the wearer the following powers/abilities:

1. Immunity to all spider venoms;

2. Spider climb at will;

3. Cast a double-sized *web* (as per the spell) once per turn;

4. Cast *stones to spiders* once per day (this spell is identical to the clerical spell *sticks to snakes* in most respects, changing six stones into large spiders, as per the *Monster Manual*, for 12 rounds; all spiders so created are venomous);

5. Ability to sense enemies as per a *wand of enemy detection*;

6. Ability to *charm* and control all arachnids within 120' (no saving throw allowed if ring is worn by a drow; otherwise, a normal save vs. spells is given to the monsters); and,

7. Ability to shift out of phase as a phase spider, allowing wearer to attack opponents with a +3 to die rolls for surprise.

The drow will fight to the death to recover this ring if it falls into the hands of those who are not drow. In addition, there is a 2% chance per day (noncumulative) that Lolth's personal attention is drawn to any owner who is not a drow.

XP Value: 4,000

GP Value: 30,000

Created by: Harold R. Powell

Ring of Languages

This ring is basically a limited version of the *ring of tongues* (listed above). Instead of gaining the ability to fully understand any language known by any creature within 30', the wearer gains a number of languages conferred by the ring while the ring is worn. The wearer not only understands these languages — he is also able to speak, read, and write the languages as if they wear his native tongue. Note that once the ring is removed from the finger, the wearer loses the ability to understand the languages the ring possesses.

It is possible, however, for a character whose intelligence has increased (thereby allowing the learning of one or more additional languages), or for a character with the ability to learn another language, to learn a language possessed by the ring merely by wearing it. This process requires the wearer to wear the ring consecutively for one month, after which time (due to the magically accelerated ability to learn) the character understands the language entirely, without the ring's further assistance. Only one language may be so learned at a time.

The number of languages possessed by a ring is determined by rolling 2d4; the languages are picked from the table listed on page 102 of the *Dungeon Masters Guide* or from a language table of the DM's own devising. A roll of 86-00 on this table indicates either a common tongue, an alignment language, the thieves' cant, or the druidic tongue, as determined by the following table. Duplications on this table are merely rerolled.

d100 Language

01-60 Human (common, foreign, or other)
61-70 Lawful*
71-80 Neutral*
81-90 Chaotic*

91-95 Thieves' cant
96-00 Druidic tongue

* Roll d6: 1-2, Good; 3-4, Neutral; 5-6, Evil.

XP Value: 1,000

GP Value: 5,000

Created by: Robin Jenkins

Ring of Crius

Crius is the greater titan of density and gravity, and was one of those thrown down from power by his descendants (see *Legends & Lore*, page 62). Being jealous of the new (Olympian) gods that the mortals worship, and having a desire to control the fate of those on the Prime Material Plane, Crius placed a portion of his powers in a ring and cast it into the world. The ring is of plain copper with the name "Crius" engraved on the inside, and performs simply as a *ring of feather falling* until it is immersed in the blood of a cleric (of at least 5th level) of one of the Greek gods, at which time its true powers become known.

At will	Decrease body density as per the psionic ability <i>body equilibrium</i> (the wearer takes double damage from all attacks at this time).
At will	Create a gravity field around the wearer which causes all launched missiles (arrows, spears, etc.) to fall short and miss, if they fail to save vs. disintegration.
Once per day	Increase body density to act as a triple strength stone skin spell (three attacks or attack sequences affected; the wearer is at half movement at this time).
Once per day	Reverse gravity as a 10th-level magic-user.
Once per day	Increase gravity in a 4" x 4" area to such a degree that all creatures and ob-

jects within this area are immobilized. If a save vs. spells is made, creatures are still affected as if under a *slow* spell.

A select group of clerics of Zeus have been chosen to search for and destroy the *Ring of Crius*. This brotherhood will go to any length to carry out their quest, for the ring is thought to be linked to a possible rebellion of the titans against the Greek gods.

XP Value: 3,500

GP Value: 25,000

Created by: Harold R. Powell

Ring of Magic Resistance

As their name describes, these rings impart magic resistance upon their wearers. These rings do not increase the natural magic resistance a wearer may have — they do not provide a cumulative figure for magic resistance. For example, a being with a natural magic resistance of 50% wearing a *ring of magic resistance*, 45% does not gain a magic resistance of 95%; rather, the wearer gains the higher magic resistance of the two (in this case, the innate figure of 50%). Consequently, the ring is ineffective in respect to this wearer as a result. The effective magic resistance of the ring is obtained by rolling percentile dice and checking the table below:

d100 roll	Magic resistance
01-15	5%
16-30	10%
31-45	15%
46-60	20%
61-75	25%
76-85	30%
86-92	35%
93-97	40%
98-99	45%
00	50%

XP Value: 500 per 5% of MR (1,000

xp for 5%, however)

GP Value: 2,000 per 5% of MR

Created by: Bill Birdsall

Ring of Health

Wearing the *ring of health* brings many benefits. The wearer is allotted the ring's set constitution, in as far as it pertains to health, recovery of hit points, ability to consume amounts of liquor, and system shock and resurrection percentages; this does not, however, pertain to hit points conferred by a high constitution whenever a new level is attained. For example, wearing the *ring of health* (constitution 16) would allot a 96% chance of successful

revival if the wearer is killed, while a *ring of health* (constitution 19) would give a +1 on saving throws versus poison. Neither ring gives the wearer any additional hit points. The ring must be worn for at least a week before the wearer gains its benefits. No benefits are realized by placing such a ring on a dead person in an attempt to revive him.

The type of ring is determined by rolling percentile dice and consulting the table below:

d100 roll	Effective constitution	XP Value	GP Value
01-45	<i>Ring of health</i> (15)	1,000	5,000
46-90	<i>Ring of health</i> (16)	2,000	6,000
91-95	<i>Ring of health</i> (17)	3,000	7,000
96-99	<i>Ring of health</i> (18)	4,000	8,000
00	<i>Ring of health</i> (19)	5,000	9,000

Created by: Bill Birdsall

More Power to You

*New skills and powers for
the Champions™ game*

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Hero Games's CHAMPIONS™ game describes a broad range of impressive skills and powers, yet the game can always benefit from new ideas for character abilities. To this end, a selection of new character skills and powers is presented here, along with a new power limitation to reflect the lack of control over a power sometimes suffered by a hero or villain, especially a novice one. The Game Master may experiment with the following skills and powers to add new thrills and challenges to the CHAMPIONS game.

The costs of all skills and powers are listed in the descriptions of the new abilities. The END costs for all new powers are as defined by the official rules. The two new Enhanced Senses cost no END points to use, of course. Some powers are variations of existing powers in the game, with different limitations or advantages applied to create new and unusual powers for the game.

The new power limitation Lack of Control is quite unusual in CHAMPIONS games, and perhaps may be best reserved for odd or incompetent NPCs in the game. The inability to fully control a power may prove too limiting for most player characters; but, if properly employed, the limitation may provide for NPCs who can both confuse and amuse the players.

New skills

Forgery: This skill enables a character to forge, falsify, or alter passports, ID cards, security passes, or any other identi-

fication papers or official documents. The skill costs 3 points. The chance for another character to detect a forgery depends on the intelligence of the one examining the forged document. The chance of detection is $6 + (\text{INT}/5)$, -1 for every additional 2 points spent by the forger. Fractions are rounded up.

For example, a character with 7 points invested in Forgery is using a forged security pass to get past a watchman with a 13 intelligence. The chance for the watchman to detect the forgery is $6 + (13/5) - 2 = 7$, meaning a chance of 7 or less.

Cost: 3 points, -1 on the opponent's detection roll per 2 points.

Navigation: This skill confers different levels of navigation ability to a character. For a cost of 2 points, a character may navigate long distances across land or sea, navigate by the stars, and use navigational tools such as sextants, compasses, naval charts, and all manner of maps. For 3 points, a character may navigate great distances through a world's atmosphere, at any altitude flown by normal aircraft. A character may navigate an international airplane flight, for instance. A character may also use highly sophisticated navigational equipment, including navigational computers aboard aircraft or sea vessels. For 5 points, a character has the skill of astrogation, and may navigate a spacecraft through a planetary system or interstellar space.

Navigation skill does not automatically confer pilot skill in any vehicle. Pilot skill

must be bought separately. A pilot may need a skilled navigator to fly across intercontinental distances or through interstellar space. The skill requires a successful roll of $9 + (\text{INT}/5)$ or less,

Cost: Minimum of 2 points, +1 per 2 points.

Sleight of Hand: This skill allows a character to manipulate and conceal small objects. For a cost of 3 points, the character may perform minor magic tricks, palm small objects, distract a viewer with fanciful gestures, and manipulate a deck of cards to cheat at gambling. For 5 points, the character may also pick pockets and remove small objects from another's person. The base roll is $9 + (\text{DEX}/5)$ or less.

Cost: Minimum 3 points, +1 per 2 points.

Survival: This skill gives a character the ability to survive in a hostile environment. A character with survival skill may live off the land, find shelter, make warm clothes, build a fire, hunt, fish, and forage for natural foods and medicinal herbs. The base roll is $9 + (\text{INT}/5)$ or less,

Cost: 5 points, +1 per 2 points.

Throwing Master: This skill benefits a character in throwing objects and projectiles at a foe. A character may throw an "unbalanced object" as if it were a "balanced or aerodynamic" object, and hurl a "balanced or aerodynamic" object as if it were a "balanced, aerodynamic" object (see the throwing chart on page 9 of the second-edition CHAMPIONS rules). For instance, a character may hurl a hand gun (unbalanced) as easily as a round stone (balanced), and toss a trash can cover (balanced) as far as a javelin (balanced and aerodynamic).

More importantly, this skill allows a thrower to do killing damage with common, everyday objects. Such objects must have an edge, point, or sharp corner to do damage, such as pens, playing cards, darts, or car keys. The object may do minor killing damage when thrown, typically $1/2d6$ killing damage on a successful hit. This skill is often combined with the Find Weakness skill and several skill levels in throwing objects. A normal attack roll is used with this skill.

Cost: 5 points.

New powers: enhanced senses

Clairaudience: This power is the auditory version of N-ray Vision. A character with Clairaudience may hear through substances into other rooms or areas on a successful hearing perception roll. Clairaudience is blocked by a specific substance or defense defined by the player, such as an ego-powered force wall, mystic element, magical force field, or high-tech alloy. The GM may place other limits on the use or effectiveness of this power. This power may be enhanced by the Parabolic Hearing Sense, usually with the limitation

that Parabolic Hearing is used with Clair-audience only (+ ½ limitation bonus).

Cost: 30 points.

Hypersensitive Touch: A character possessing this power may detect microscopic variations in the surface of an object by touch alone. A character may feel tiny bumps, indentations, cracks, flaws, or minor fractures in a surface. For instance, a character may notice a secret or concealed door by the narrow lines in a surface. A character may also read the ink on a page by touch.

A successful perception roll must be made in any situation in which a character tries to detect or learn something by the use of Hypersensitive Touch. A roll of 9 + (INT/5) or less must be made if a character tries to find a trap door or discover if a lock has been tampered with by using this touch sense. This sense may compensate for blindness by allowing a blind character to read normal print.

Cost: 20 points.

Gaseous Form: This power is similar to Desolidification, but with certain limitations on a character's abilities. A gaseous character may not pass through truly solid matter as a desolidified character may, but is able to pass through small cracks and openings, such as keyholes, mail slots, or gaps under doors. A gaseous character may not speak, attack, or affect the physical world in any way. A gaseous character is immune to most physical and energy attacks, but with certain exceptions. Since a gaseous character does have a particular physical form, the character may be harmed by attacks that could conceivably affect a gas or vapor, such as powerful winds or the suction of a strong vacuum. A gaseous character is immune to normal mental attacks.

Since a gaseous character is heavier than air, the character must move along the ground as if walking or running. Flight power must be purchased separately in order for a gaseous character to float across a chasm or soar upward.

The GM must decide on any other limitations of the capabilities of a gaseous character, and on any other characteristics of the Gaseous Form. The GM is the final authority on what can affect a gaseous character.

Cost: 25 points.

Pliability: This power, as well, is based on Desolidification. A pliable character may alter his physical form to become supple and flexible enough to pass through tiny openings, cracks, and crevices, much like a gaseous character. Unlike a desolidified or gaseous character, a pliable character retains his original physical body, and may attack and be attacked normally. Because of the flexibility of a pliable character's body, a pliable character gains a DCV bonus of + 5 when per-

forming a Dodge maneuver, or a + 7 DCV bonus for a Martial Dodge.

A pliable character may not alter his size or volume to a great extent, but must purchase Shrinking or Growth separately to achieve a radical change in size. Pliability is often combined with Stretching or Damage Reduction to create a character who is truly pliable and rubbery.

Cost: 30 points.

Precipitation: This power allows a character to create rain, sleet, or snow in an area at range or around the character. The intensity of the Precipitation depends on how many points per hex are spent in creating the weather effect. 1 point per hex results in light Precipitation, 3 points per hex in moderate, and 5 points per hex in heavy. Spending 10 points or more per hex creates very heavy Precipitation equal in power to monsoon rain or blizzard snow. Very heavy rain or snow concentrated in one hex is capable of a Precipitation attack. For every 10 points of Precipitation attack that pours into one hex, 1d6 of damage is inflicted on each target in the hex, treating the attack as an "Area Effect (One Hex)" attack (see the CHAMPIONS III supplement, page 36).

When spread over a broad area, Precipitation of moderate intensity or greater causes problems for any characters caught in the rain or snow. Movement is curtailed, and both offensive and defensive combat skills are hindered by strong Precipitation. Because so many factors are involved in how Precipitation affects combat — reduced visibility, distracting noise, slippery ground, soaked or snow-crusted clothing and equipment — the effects of different forms of Precipitation must be greatly simplified. Moderate Precipitation reduces running or walking movement by one quarter and reduces OCV and DCV by -1. Heavy Precipitation reduces ground movement by one half, flying movement by one quarter, and OCV and DCV by -2. Very heavy Precipitation of monsoon or blizzard strength cuts ground movement by three quarters, flying movement by one half, and reduces OCV and DCV by -4. A Precipitation attack cannot be made at the same time as Precipitation is used to cover a broad area; the two are separate weather effects.

Precipitation created by a character falls from a height of 2 hexes (4 meters). Expanding the height of the Precipitation increases the point cost in proportion to the greater height. For example, falling rain from a height of 4 hexes doubles the point cost, 6 hexes triples the cost, and so on. Precipitation that falls from a great height would only be useful in affecting characters who fly at an altitude above ground level.

A character must continue to spend END points to maintain Precipitation in an area. Once the power is turned off, the Precipitation stops falling. An area that has been hit by falling rain or snow might remain

slippery for a time after the Precipitation stops. How long a spot stays slippery is best left up to the GM. A character who attempts a difficult maneuver on or fast move across a slick surface may be required to make a DEX roll to avoid slipping and falling.

Cost: 10 points per 1d6 of Precipitation attack in one hex. Precipitation in an area: 1 point per hex for light, 3 points per hex for moderate, 5 points per hex for heavy, and 10 points per hex for very heavy. Minimum cost: 10 points.

Temperature Change: This power allows a character to dramatically increase or decrease the temperature in an area at range. For every 10 points of this power poured into a hex, the temperature may rise or fall by 50° F in the hex. If a character has 40 points invested in this power, the temperature may be made to rise by 200° in 1 hex, or to fall by 50° in 4 hexes, for example. The temperature may rise without limit, but cannot fall below absolute zero (about -460° F).

END points must be expended to cause the temperature to continue rising or falling each phase. The temperature may be held at a constant temperature extreme for a ½ END cost. For example, it takes 4 END per phase to make the temperature fall 100° in a hex. After 2 phases, the temperature has fallen by 200°, going from room temperature (about 50° F) to a temperature extreme of -150° F. The temperature may be held at this extreme for a cost of 2 END per phase.

When END points are no longer spent, the temperature gradually returns to normal, at a rate of 25° per segment, or 300° per turn. If a character makes the temperature rise by 200° in segment 3, the temperature returns to normal by segment 11, taking 8 segments to fall back to room temperature.

An instant temperature change causes a shock to the body, similar to a heat- or cold-based Energy Blast. A Temperature Change attack inflicts 1d6 of damage for every 10 points of attack poured into a hex. For instance, a 40 point Temperature Change attack 1 hex would do 4d6 damage to all targets in the hex. 40 points divided among 4 hexes would inflict 1d6 damage to all targets in the area attacked. A Temperature Change attack is considered an area of effect attack.

Constant exposure to a temperature extreme also causes damage. For every turn a character is exposed to a constant temperature extreme that varies from room temperature (50° F) by 100°, 1d6 damage is suffered. A temperature of -50° F inflicts 1d6 damage per turn, while heat of 450° F inflicts 4d6 damage per turn.

A number of different defenses may protect a character from the effects of a temperature extreme. Force Field, Force Wall, or 30 points of Life Support may protect a character from nearly any con-

stant temperature extreme. Insulated clothing such as a fur parka or an asbestos suit may provide protection from a lesser extreme of cold or heat. Since many different types of lesser protection may be available in a campaign, the effectiveness of any such protection must be defined by the GM. An instant Temperature Change attack may still affect a protected character, just as an Energy Blast of great heat or cold may affect such a character.

Cost: 10 points per 1d6 of area of effect attack. Minimum cost 10 points.

New Power Limitation

Lack of Control: This limitation gives much of the control a character has over a power into the hands of the GM. When a character uses a power with this limitation, the power cannot be entirely con-

trolled by the character, and the results of the use of such power are, instead, decided by the GM. For instance, if this limitation is applied to a character's Transformation attack, the character cannot predict what the target may be turned into. If a character has a Lack of Control over her Ego powers, she cannot control whose mind may be affected. A teleporter cannot predict where he may arrive. A hero with Multiform cannot control which of her four animal forms she may assume.

The GM decides the final result when an uncontrolled power is used by a character. The GM could easily roll a random result from a prepared list of results, such as which of the four animal forms a Multiform-using character may use. The result may also be decided on the spur of

the moment, and depends on the situation, such as who is within range of a hero's uncontrolled Ego powers.

This limitation is worth a + 1/2 to +1 limitation bonus, depending on how little control a character has over the power, how unpredictable the results of the power's use are, and how greatly the random results affect the character's ability to perform. A teleporter who cannot predict his destination is severely limited, while a hero with Multiform who does not know whether she may turn into a bear or a tiger does not suffer a great power limitation.

The Lack of Control limitation could be used with a hapless villain for comic effect, or with a novice hero who has yet to learn how to control his powers.

Ω

SAGE ADVICE

(From page 47)

ter except a full druid. Therefore, bards may never gain hierophant powers.

Can a cavalier use a crossbow?

In general, cavaliers shun the use of missile weapons, with the exception of elven and half-elven cavaliers who often use short composite bows. Cavaliers tend to see missile weapons as ignoble because they deal out damage at a distance, which calls the cavalier's personal bravery into question. This does not mean that a cavalier cannot take proficiency in crossbow at higher levels, but the character risks losing status in the knightly community for doing so, depending upon the circumstances and whether or not the character is dependent upon the undesirable weapon. Historically, the crossbow was sometimes used by normal soldiers, so it would probably offend the cavalier, who is supposed to be superior.

In the description of *elfin chain mail*, it is described as being so light and fine that it can be worn under clothing without anyone noticing that it is there. If it is that light and fine, why would it hinder some thieving abilities?

Elfin chain mail is not as light as normal clothing, so nonencumbrance bonuses do not apply for thieving skills while it is worn. Also, it is not silent, so a thief cannot effectively move silently while wearing it. The same applies to backstabbing, which depends upon surprise. Other abilities which do not depend upon silence may be performed normally while in *elfin chain mail* at the DM's discretion.

Concerning disarming, Unearthed Arcana says that if a successful hit is made, the defender must make a saving throw vs. petrification or lose the weapon. What determines the armor class of the weapon? Obviously dexterity bonuses could be a factor, but what use would physical armor be?

The attacker must make a successful "to hit" roll vs. the character holding the weapon, not vs. the weapon itself. The character's armor and dexterity bonuses are applied normally. The weapon itself is not being hit per se, and no armor class need be specified for it. This is an extension of the fact that the AD&D® game does not use hit location; instead, generic hits vs. the opponent and saving throws are used to determine results.

If a fighter wearing a *hat of difference* chose to be a magic-user and memorized spells, would he lose any spells carried if he removed the *hat* to engage in combat?

Yes. Once the *hat* is removed, the wearer ceases to be anything except his normal profession. The character remembers none of the functions of the assumed class. When the *hat* is put back on, the character must memorize spells all over again, subject to the normal restrictions on rest and daily spell loads.

Does the *hat of difference* also give the wearer the power to become more than one class? For example, suppose a fighter puts on the *hat* and becomes a magic-user. He runs out of spells, then comes to a wall and becomes a thief to climb it. He escapes, only to find that he is in front of a pit, so and becomes a barbarian to jump it. Is there no limit on the number of uses?

Assuming that the character meets the requirements of all those classes, the usage you describe is perfectly correct.

There is no limit to the number of times a character can change class. Experience is accumulated in each of the classes for activities performed while using the *hat*, so bookkeeping can become a bit of a chore for a character with several "personas." Remember that all restrictions for each class apply normally, so your fighter must have the time to memorize spells from a spell book carried with him in order to make proper use of a spellcaster persona. Therefore, setting up the adventure to use the spellcasting persona first is a good plan, unless the character also has a magic item that only mages can use.

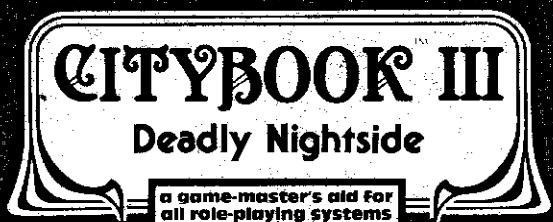
Unearthed Arcana states that gray elves are to receive an addition to their initially generated intelligence scores. Should they also receive the addition to dexterity and the subtraction to constitution that normally apply to elves, as per the *Players Handbook*? Does this apply to all the elven sub-races?

Yes, the ability score adjustments for each race given in the *Players Handbook* also apply to all the new sub-races introduced in *Unearthed Arcana*. This also goes for sub-races of dwarves, elves, and gnomes. Any new adjustments given in *Unearthed Arcana* are specific only for the case noted.

Can a monster or NPC trapped within an *Otiluke's resilient sphere* or an *Otiluke's telekinetic sphere* cast any spells? If so, can a *dispel magic* cast from inside the sphere bring down the spell?

Yes, spellcasting is possible while inside the sphere. Though the spell effect will not penetrate the *sphere*, the effect will take place normally inside it. Therefore, *dispel magic* cast from inside a *sphere* will destroy it, assuming that the *sphere's* diameter does not exceed the area of effect of the *dispel magic*.

Ω



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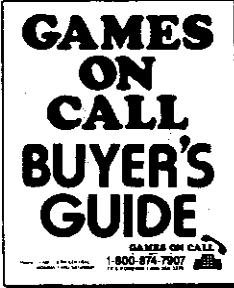
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Tanks for the Memories

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The Crusaders were looking to party. Black Jesse red-lined the tachometer on his Shogun 200 as he ripped down the highway toward Midville. The Crusaders, in all their frothing, vicious glory, followed close behind. It had been a long time since they'd last fought in Midville. Black Jesse's old wounds throbbed as he thought about the last visit: all the lost bikers, broken bikes, wasted ammunition. . . .

No time for bad memories, he thought. Time for revenge. Time to party. Black Jesse smiled as he rocketed past the green-and-white sign that marked Midville's city limits. A little mayhem, a little destruction, and afterwards, a little rubble. . . . Black Jesse grinned as he wound the engine down and rounded the corner from Pine to Second. Back to the basics, he mused. Back to Mid-

Black Jesse's thoughts scattered like a flock of pigeons as he slammed on his brakes, sliding sideways in a desperate attempt to avoid the steel behemoth straddling the road in front of him. Bikers behind him slid into each other while others fishtailed against brick walls and rebounded back into traffic. Black Jesse's bike squealed to a halt only inches shy of the dirty-green paint job on the main battle tank's hull.

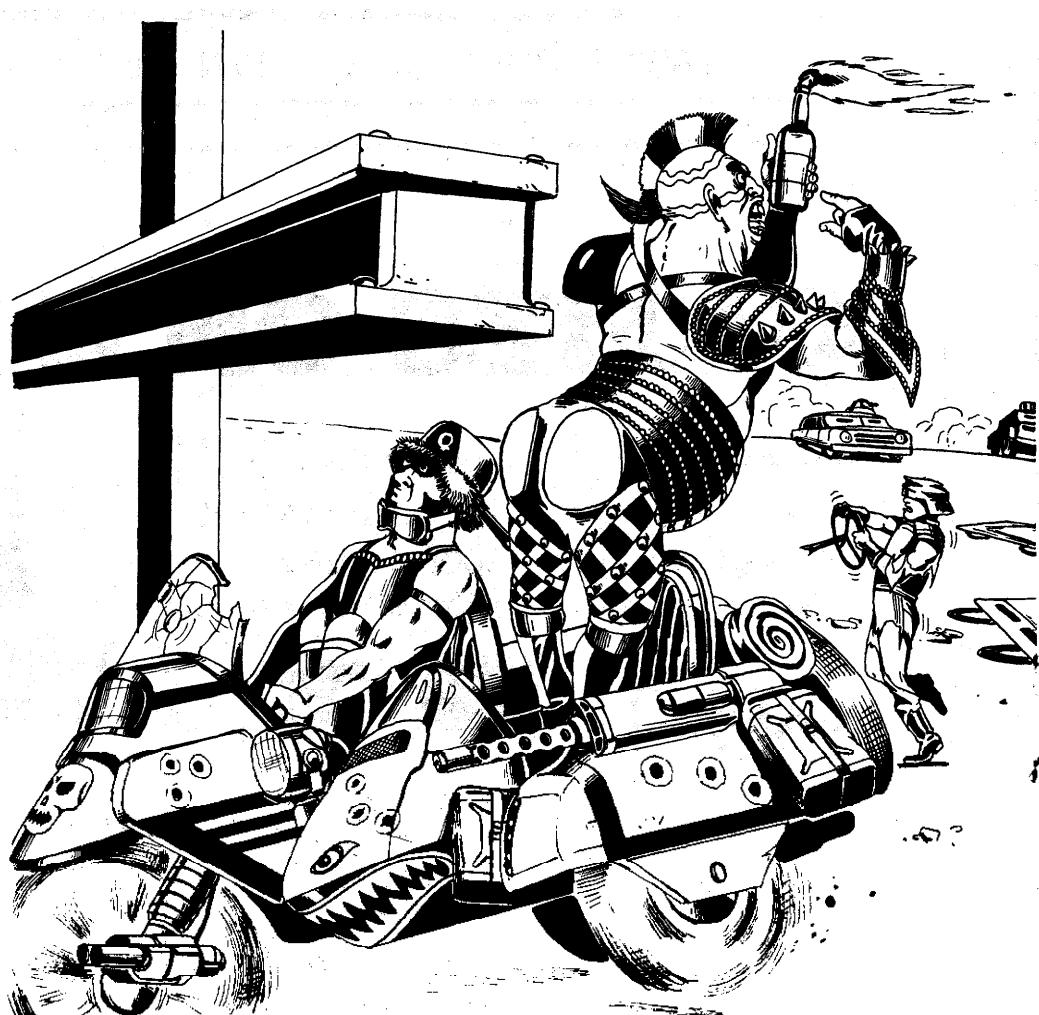
As bikers shouted and screamed, the tank's engines thundered, drowning out all other sounds. Wide tracks spun as the tank lurched forward, smashing two cycles and their riders into the asphalt. The turret hummed and rotated, the massive gun barrel lowering to aim into the center of the massed biker pack.

Black Jesse scrambled free of his mount just before it was ground into scrap. Wild-eyed, he threw himself out of the way of the treads — and escaped the ear-blasting shock wave as the tank barrel fired, the sound so loud that windows shattered, bones rattled, and the road itself jumped.

Roadway, cycles, and flame fountained in to the air only a block away. Gas tanks exploded. Metal and rock shrapnel whined as it flashed through the air. Panting in terror, Black Jesse dodged into an alleyway, running faster than he'd ever run, faster than the wind, as behind him the tank's machine guns opened up and bullets ricocheted from stone and steel.

Suddenly, Midville wasn't fun anymore.

The tank with which many autoduellists are familiar is the XM-6 Dempsey, which appeared in *The Space Gamer* issue #58. After talking to a few autoduellists who've fought the Dempsey, my general opinion is that the Dempsey is relatively weak and ineffective, so far as tanks go. Any tank



affected by small arms (SMGs, rifles, etc.) can't truly be taken seriously. So, let's see what can be done to make the tank really scary.

As a preface, one point should be made clear: No tank should become a routine part of a CAR WARS® game campaign. Doing so unbalances any campaign, making life too difficult for the average Joe on the street (and making Gold Cross far too rich).

The body

Unlike automobiles, tanks have armor separate from regular body armor (which is described elsewhere). There are five types of tank bodies:

Personnel Carrier — \$3,000, 3,500 lbs., 50 spaces, maximum load 10,000 lbs., 33' long. Up to four small arms firing ports on left and right sides, with two at the rear.

Reconnaissance Tank — \$3,500, 3,500 lbs., 30 spaces, maximum load 11,000 lbs., 16' long. No small arms ports.

Light Tank — \$4,000, 3,700 lbs., 40 spaces, maximum load 14,000 lbs., 20' long. One port per side.

Medium Tank — \$4,500, 4,000 lbs., 45 spaces, maximum load 16,000 lbs., 22' long. Two firing ports left and right, one front and rear.

Heavy Tank — \$5,500, 4,500 lbs., 55 spaces, maximum load 20,000 lbs., 25'

long. Two small arms ports per side (front and rear included).

Super-Heavy Tank — \$6,500, 5,500 lbs., 65 spaces, maximum load 28,000 lbs., 30' long. Two ports per side (front and rear included).

The chassis

A few options are available in regard to the tanks chassis. Those options are as follow:

Light Chassis — costs 300% of body, adds 10% to weight carried.

Standard Chassis — costs 500% of body, adds 70% to weight carried.

Heavy Chassis — costs 700% of body, adds 150% to weight carried.

Extra-Heavy Chassis — costs 1,000% of body, adds 220% to weight carried.

The power plant

To begin with, there is *no* chance of putting a supercharger on a tank plant. It simply can't be done. Regular automotive plants have 200 power units. All tank plants have 500 units, so they give the tank a greater range. Why, then, don't autoduellists make use of these tank power plants? Department of Defense inflation is to blame. The government paid big bucks for the improvement to basic plant technology; it sells the power plant to civilians, but tries hard to recoup the investment. Defense-inflated prices follow:

Small Plant — \$20,000, 4,000 lbs., 15 spaces, DP 17, 10,000 power factors. Maximum speed 70 MPH if the tank weighs less than 25,000 lbs.; otherwise, maximum speed 55 MPH.



Medium Plant — \$30,000, 4,500 lbs., 17 spaces, DP 28, 12,000 power factors. Maximum speed 65 MPH if the tank weighs less than 28,500 lbs.; otherwise, maximum speed 50 MPH.

Large Plant — \$35,500, 4,800 lbs., 20 spaces, DP 40, 15,000 power factors. Maximum speed 60 MPH.

Super Plant — \$40,000, 5,000 lbs., 24 spaces, DP 52, 17,000 power factors. Maximum speed 50 MPH.

Figure acceleration as per regular cars, but if the tank's power factor total is one quarter of its weight (but less than one third), it accelerates at 2.5 MPH.

The suspension

Depending on what role a tank plays determines the suspension used. Of these suspensions, there are many different sorts:

Light Reconnaissance Suspension — 100% body cost, Handling Class 1, requires four tank tires (see below).

Heavy Reconnaissance Suspension — 150% body cost, Handling Class 2, requires six tank tires.

Extra-Heavy Reconnaissance Suspension — 200% body cost, Handling Class 3, requires eight tank tires.

Standard Tank Suspension — 150% body cost, Handling Class 0, requires treads (see below).

Improved Tank Suspension — 250% body cost, Handling Class 1, requires treads.

Heavy Tank Suspension — 350% body cost, Handling Class 2, requires treads.

All reconnaissance suspensions increase top speed by 5 MPH. For handling, die rolls with "tank" suspensions are made at a speed 20 MPH less than the actual speed of the tank. If the roll is failed, there is a -1 modifier to the crash table roll.

All tank and reconnaissance suspensions are effectively of the off-road variety and are very high off the ground. Thus, if a pedestrian is lucky and viscerally fortified, he can allow a tank to roll over him with no damage at all (as long as the tank doesn't turn). This can be handy in the placement of limpet mines and other such comic-book heroics. On the other hand, with its high suspension, a tank can quite easily steamroller vehicles smaller than a pick-up. A Luxury automobile or Station Wagon being steamrollered is only a D1 hazard to the tank. Otherwise, use the TRUCK STOP® supplement's steamroller rules.

The turret

Although this part of the tank is not essential, it is of use in combat. Any automotive turret can be placed on a tank body, but these are of limited use because of their size. Consequently, we have the following:

Small Turret — \$7,000, 15 spaces, 600 lbs., requires 3 spaces for rotating mechanism.

Standard Turret — \$8,000, 20 spaces, 800 lbs., requires 4 spaces for rotating mechanism.

Large Turret — \$9,000, 25 spaces, 1,000 lbs., requires 5 spaces for rotating mechanism.

Extra-Large Turret — \$10,000, 30 spaces, 1,200 lbs., requires 7 spaces for rotating mechanism.

Anti-Aircraft Turret — \$8,000, 15 spaces, 600 lbs., can be fitted with a cupola (or two), but requires 5 spaces each for each rotating mechanism. Universal mounting.

All tank turrets (except the anti-aircraft turret) move at the same rate, changing their facing by 45° each turn (one such facing per second) in either lateral direction. (As with the CAR WARS Deluxe Edition rules, regular tank turrets cannot fire higher than a 45° angle.) At the end of a turn (Phase 10), after all automatically fired weapons have been fired, the turret may change its facing. For ease of positioning, the tank turret has been separated from the tank body counter and planning sheet. As with Chris Smith's original Dempsey design, it is advised that the player add the turret's required spaces to the body design sheet and use a separate sheet to track turret design notes, viewing the turret as an independent entity that doesn't require armor underneath (except for the anti-aircraft turret, which is small enough to act as a car turret in this respect, and is thus subject to the restrictions thereof). All turrets except anti-aircraft turrets have one firing port per side, front and back included. The rotating mechanism for the three larger turrets is run by the main body power plant; thus, if the power plant is knocked out, the turret is stuck at its last facing. It is possible for a turret to have a smaller turret atop it; these should occupy space no larger than a 3-space cupola. Pop-ups are not allowed.

The anti-aircraft turret is different from the regular tank turret in many ways. First, the guns on the anti-aircraft turret are different; not only do they perform articulated maneuvers that normal tank guns cannot (they have a 90° range up and down in addition to the regular lateral movement), they are also smaller and faster. The anti-aircraft turret operates much more quickly than the regular turret, changing its facing in any lateral direction at a rate of 90° per turn. Likewise, the anti-aircraft turret can change its vertical angle up to 90° per turn (and in conjunction with lateral movement in the same turn). Thus, if an anti-aircraft turret changed position on the 4th Phase of movement, it would not be allowed any further movement until the 4th Phase of the next turn. Like the regular tank turret, the anti-aircraft turret's movement is controlled by the power plant; if the power plant is destroyed, the anti-aircraft turret not only maintains its last facing, but also its last vertical angle.

The guns

There are two different types of guns available in the design of armament for CAR WARS tanks: regular and anti-aircraft guns. The statistics for damage, weight, cost, etc., for the regular tank gun are listed on page 15 in the CAR WARS Deluxe Edition game manual. The anti-aircraft guns vary depending on the type of mounting they have. There are two methods for mounting the guns: as separate cupolas (set on the turret sides) or as regular guns (set on the turret front). Note that anti-aircraft guns set in separate cupolas may fire and aim independently if this is desired; front-mounted guns must fire at the same target. The figures for all guns are listed below:

Tank Main Gun (105 mm) — \$10,000, 1,200 lbs., requires 10 spaces. "To hit" 7, 6 dice damage, DP 10. Holds 10 shots, cost per shot \$100, weight per shot 20 lbs. An extra magazine for this gun holds 10 shots; one magazine occupies two spaces. Burst effect of 2" radius.

Anti-Aircraft Gun (front-mounted 20 mm) — \$1,500, 300 lbs., requires 2 spaces each. "To hit" 7, 2 dice damage, DP 4. Holds 10 shots, cost per shot \$35, weight per shot 5 lbs. An extra magazine holds 10 shots; one magazine occupies one space. Burst effect of 2" radius.

Cupola Anti-Aircraft Gun (side-mounted, external 35 mm) — \$2,000, 600 lbs., requires 3 spaces each. "To hit" 8, 3 dice damage, DP 5. Holds 10 shots, cost per shot 50, weight per shot 10 lbs. An extra magazine for this gun holds 10 shots; one magazine occupies one space.

For basic reference, the guns listed in this article are the same as the following guns in the CAR WARS Deluxe Edition: the main tank gun is a tank gun (TG), the anti-aircraft gun is a recoilless rifle (RR), and the cupola anti-aircraft gun is similar (except in size) to the anti-tank gun (AT). All guns perform and are restricted as their counterparts in the CAR WARS Deluxe Edition rules.

The running gear

The kind of suspension the tank has determines whether it needs treads or tires. Tank tires are very large solid tires (figures per tire: \$2,000, 200 lbs., DP 26). These tires are similar to ten-wheeler solid tires in many respects, being totally immune to spike and debris damage, but still affected by obstacles as normal. Treads are somewhat different; they have particular benefits that tires lack. Obviously, tanks require two treads in order to work efficiently.

Light Treads — \$3,000, 400 lbs., DP 35, 3 points to damage.

Medium Treads — \$4,000, 450 lbs., DP 40, 4 points to damage.

Heavy Treads — \$5,000, 550 lbs., DP 50, 5 points to damage.

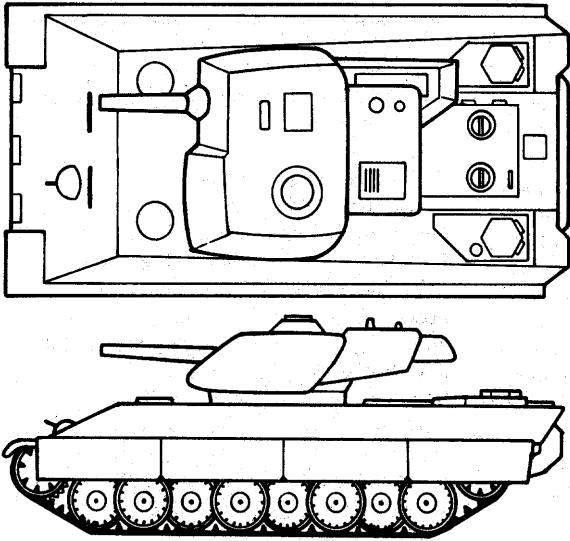
"Points to damage" is explained in the section on shooting at a tank (see below).

Armor side skirts are available (and are similar to wheelguards) at the following figures: \$30/15 lbs. per point, 20 points maximum, only one per side. If the skirt is lost, the whole side is exposed. This is the only armor on the tank that works like car armor (described below). Skirts can only be put over treads; tires on tanks take regular wheelguards.

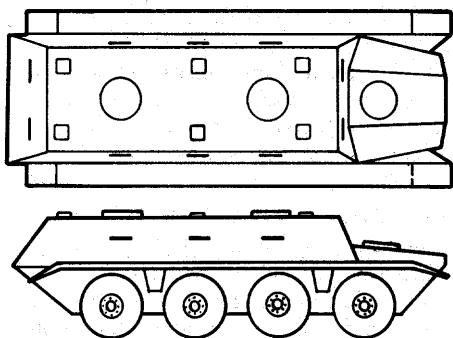
The armor

The only design point remaining is armor. This, too, is determined by the tank's purpose. If a land-based destroyer that can spew tons of firepower per second is desired, you can leave off some armor. If you'd rather have a tank that

SUPER HEAVY



PERSONNEL CARRIER



lasts, though, get heavier armor and sacrifice the massive firepower.

Light (personnel carrier) Armor – \$50/40 lbs. per point. Requires 3 points to damage (see below).

Medium Armor – \$60/30 lbs. per point. Requires 5 points to damage.

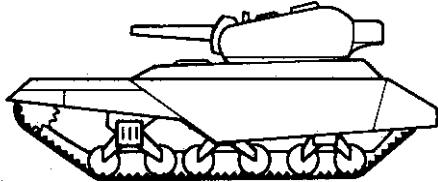
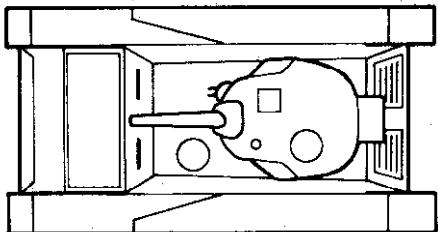
Heavy Armor – \$70/40 lbs. per point. Requires 7 points to damage.

Dreadnaught Armor – \$80/55 lbs. per point. Requires 10 points to damage.

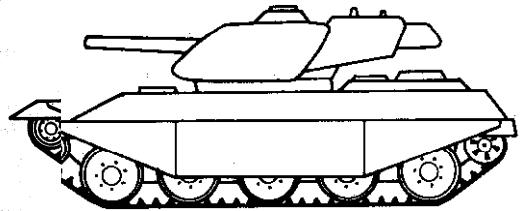
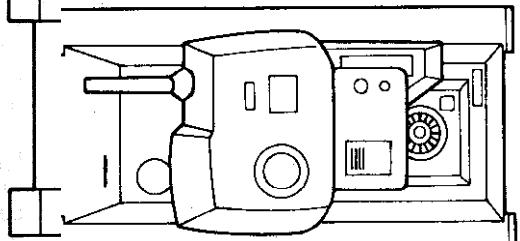
Turret armor costs and weighs 50% less than the above figures.

The armor for these tanks is a derivative of today's tank armor. It is covered by a light titanium alloy, with standard automobile armor layered between them. This is why these tanks are so much lighter than

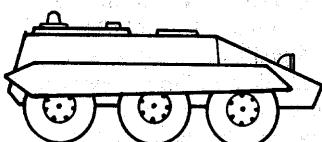
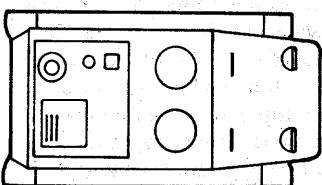
LIGHT



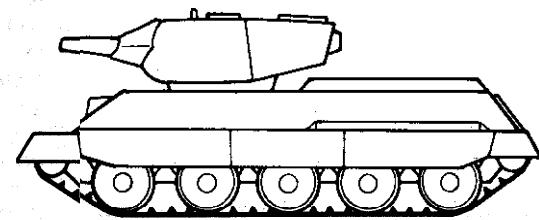
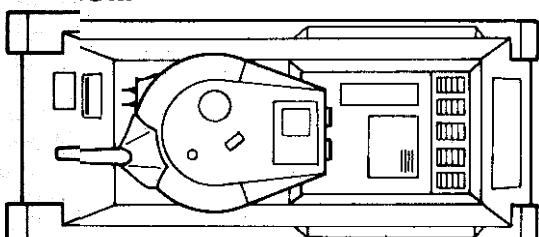
HEAVY



RECON



MEDIUM

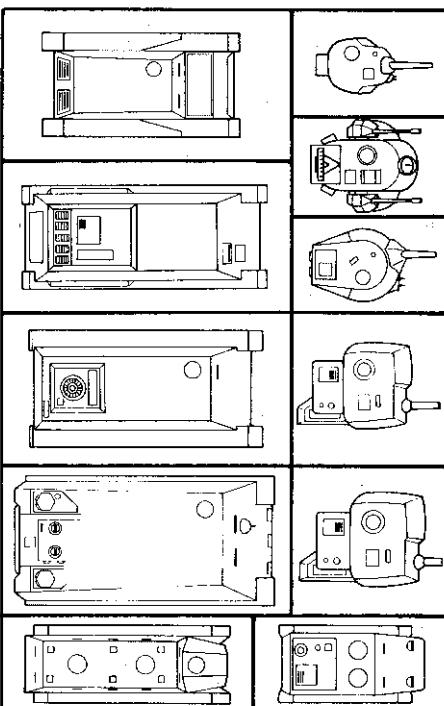


their 1980s counterparts. Tank armor cannot be reflective nor fireproof, and it only catches fire on a roll of 1 in 6 (rolled every turn where applicable). The various weights of armor can be mixed on a tank body, so light armor can be put on the belly of a tank with dreadnaught armor on all other sides to save weight.

Driving a tank

Well, now you've got a tank. All you need to know now is how to drive it. First, a driver must have tank driving ability, in the same way a trucker needs trucking ability. Next, there are some unusual handling characteristics that only tracked vehicles have, such as the pivot. This is much like the pivot that cars do at 5 MPH, but with certain differences. At 5 MPH, a tank can turn up to 360° without any forward motion. At 2.5 MPH, it can turn 180°. At 10 MPH, a pivot can be used for a quick reverse. On its move, it turns 180° and moves $\frac{1}{2}$ " in the direction it was originally facing. On the next turn, the tank does 10 MPH in reverse. A tank cannot perform a bootlegger maneuver; if tried, it only works like a tight bend. A tank of any sort only takes one-third damage from ramming. A ram plate can be fitted for truly ridiculous weight and cost.

Tracked vehicles have their own crash table (see below), which is concerned with track slippage. If a track slips, the tank begins to swerve to the side on which the tread has slipped and decelerates at 5 MPH per turn (or more, if the driver likes). The handling class goes down by three and the other tread has a chance of slipping. Once the tank comes to a stop, it can change its facing 90° every movement phase up to 30 MPH, with the missing tread side used as the pivot point. Tracked



vehicles don't experience road hazards from being fired on because of the tanks weight, the amount of friction between the treads and the ground, the center of gravity of the tank, and various other factors.

When a tank is off-road, it is capable of performing the same flying stunts that other off-roaders indulge in; the only difference is that the tank must be moving at least 30 MPH. The front armor of a tank acts as a brushcutter and does not have to be replaced after every off-road run.

In regard to roll-over damage, a tank does 3 dice damage upon crushing a vehicle (or pedestrian). Each turn thereafter that the tank remains atop the vehicle, the vehicle takes an additional 4 more dice damage. As indicated in Chris Smiths article, this damage can be treated as shot damage from the direction in which the tank approached. Naturally, no vehicle may move with a tank on top of it.

Shooting at a tank

Shooting at a tank is a lot like shooting at a barn. The modifiers are as follows: for a reconnaissance tank, no modifier front or rear, +1 at the sides or above; for a light tank, add 1 to those modifiers; for a medium tank, add 2; and, for a heavy tank or a personnel carrier, add 3. The turrets are at no modification from any side, except for the extra-large one, which is +1 from all sides. A regular tank turret acts as the top armor for a tank body (remembering to treat an anti-aircraft turret as an automotive-sized turret) and must have three sides removed and one-third of the internal components taken out before damage can get through to the hull interior.

The "points to damage" for treads and armor reflects how much damage must be done to affect the part in question. For example, an autocannon hits the front of a tank with heavy armor for 15 points. The tank player records 8 points of damage on his record sheet. If a machine gun or a smaller weapon hits any part of a tank, damage is only taken into account if there is a critical hit (see page 18, CAR WARS Deluxe Edition), regardless of what kind of armor is in use. In this case, an MG hits a light tread for 5 points. If it scores a critical hit, the tread takes 2 points. If not, the shot was wasted.

Luckily, there are exceptions to this "points to damage" rule. All flame-based weapons, including the portable flamethrower, do a flat three-quarters damage to any part of a tank. This means that all flamethrowers do at least 1 point of damage to a tank. Also, if a tank takes a hit from a laser-linked rocket, the rocket and the laser are counted as one weapon for damage purposes. For example, a turret with dreadnaught armor takes a hit from a light laser with a rocket link. The laser does 6 points, which is normally ignored. The rocket does 8, which is also usually dismissed. But, since the rocket hits so

Crash Table 4 (track slippage due to maneuver)

Use this table by rolling one die and adding or subtracting Modifiers from the CAR WARS Control Table in the rules.

-1 to 2	Minor skid, as on Table 1 (CAR WARS rules).
3-4	Major skid, as on Table 1, but roll again and ignore a result less than 5.
5	Jam at drive wheel; 45° turn away from direction of maneuver, immediate 10 MPH deceleration. Roll again, ignoring less than 6, track takes one full die of damage.
6-9	Track Slip; no more tread on outside of turn. 90° turn, no loss of speed.

close to where the laser hits, they combine for a 14-point hit, which actually does 4 points to the tank.

Shooting from a tank

In order to spice up tank armament, a new round of ammunition is included: the High Density Discarding Sabot round (HDDS, or "hideous"). This round is composed of the same material as high-density ammo for MGs and is much smaller than the bore of the gun's barrel. A light-weight bore-sizer is attached to the projectile while it is in the barrel; this attachment separates within 3' after leaving the barrel. The projectile has a much higher velocity than a regular tank gun round and hits a lot harder than the regular explosive round. The weight is the same as normal rounds, but the cost is \$1,500 a shot. A HDDS round does 7 dice + 5 damage. There is a 1" burst area, with a 1 die fragmentation. A HDDS round for an anti-tank gun costs \$500, weighs as a normal AT gun round, and does 4 dice +2 damage. An extra magazine holds 10 shots and occupies one space. (This round can be used in the cupola anti-aircraft gun listed earlier.)

A tank can also mount a howitzer, as illustrated in the TRUCK STOP supplement. This is known as a Self-Propelled Gun. A SP gun can use computers but not a cyberlink. It does receive spotter bonuses. A SP gun can be depressed enough to fire at close in targets, but it loses its spotter bonus if it does. The gun can be put in a turret, but it can only fire straight ahead. If an attempt is made to fire to the side, the tank may tip onto its side on a roll of 3 or better (1d6). Firing in motion is a D3 hazard and gives a -1 "to hit" penalty.

Tank extras

All turrets have a gun-tracking spotlight, at no extra cost or weight. All tank plants come with a built-in fire extinguisher and can have an improved one put in for only

SPEED TRACK			100	95	90	85
80	75	70	65	60	55	50
45	40	35	30	25	20	15
10	5	0	-5	-10	-15	-20

Vehicle _____ Driver _____
Size _____ Weight _____ Chassis _____ Suspension _____
Acceleration _____ Handling Class _____ Cost _____
Extras _____
Extras _____
Notes _____

HANDLING	5	4	3	2	1	
0	-1	-2	-3	-4	-5	-6

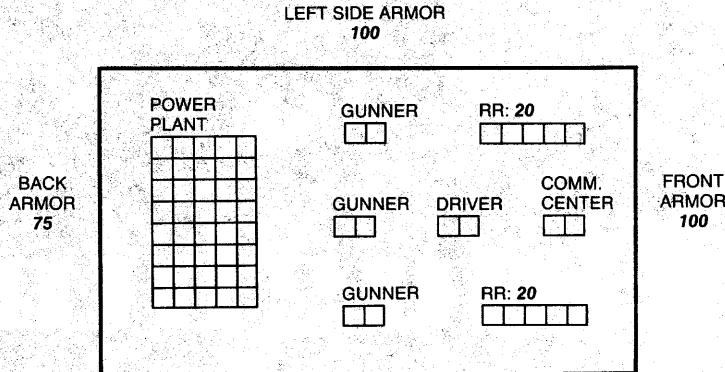
\$200 and 50 lbs. more. All tank bodies include a loaded smoke screen. Personnel carriers have an assault ramp. Any of the other weapons or defensive equipment listed in CAR WARS rules may be added as options. Some advised items are targeting computers, flamethrowers, machine guns, mine layers, and so forth.

Having done all this, let's rebuild the Dempsey:

Dempsey XM6A1 – Heavy tank, extra-heavy chassis, large tank plant, heavy tank suspension, 2 heavy treads, 2 recoilless rifles (front) with a spare magazine each, driver, 3 gunners, 4 high-resolution computers, communication system, and a king-size turret. Armor: 100 points left, right, and front; 75 points rear; 59 points under body; all heavy armor. \$318,730. Weight 52,985 lbs. (including turret). HC 2, acceleration 5 MPH.

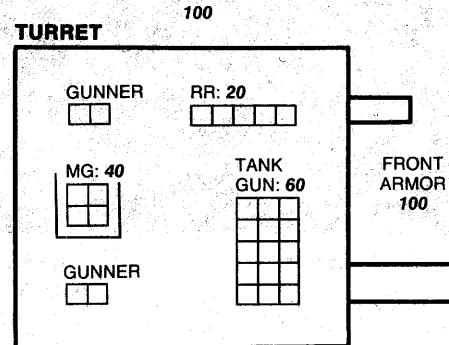
XM6A1 Turret – Extra-large turret and tank gun with 50 HDDS rounds, recoilless rifle and MG with a spare magazine each, 2-space turret (for MG), 2 high-resolution computers, 2 gunners. Armor: 100 points front, rear, and sides; 75 points top; all heavy. \$142,700. Weight 23,725 lbs.

Now the Dempsey costs a mere 50% more, but is much more of a challenge for the "Massacre at Midville" scenario in *The Space Gamer*, issue #58. The ARFs are much more likely to win, and it should put the skills of the defending players to a good test.



RIGHT SIDE ARMOR
100

UNDERBODY ARMOR
59



RIGHT SIDE ARMOR

TOP SIDE ARMOR

Vehicle Planning Sheet						
Vehicle Wt. Capacity	Acceleration		HC	Total \$		
52,985 lbs.	2.5 MPH		2	318,730		
Item	Cost	Wt.	Spaces	Total Wt.	Spaces Left	Notes
Body Size	\$ 500	4,500		4,500	55	
Chassis Str.	55,000					
Power Plant	35,500	4,800	20	9,300	35	SPEED: 60 MPH
Suspension	19,250					HC: 2
Tires	10,000	1,100		10,400		TREAD X
Driver		150	2	10,550	33	
Gunner x3		450	6	11,000	27	
Weapon	3,700	700	4	11,700	23	RR x 2
Ammo	700	100	2	11,800	21	2 RR Mags.
Weapon						
Ammo						
Weapon						
Ammo						
Weapon						
Ammo						
Accessory	2,000	100	1	11,900	20	Commu. System
Accessory	16,000	—	—			Ht. Res. Comp. x 4
Accessory						
Accessory	see turret	see turret	7	see turret	15	Turret Rotator
Armor	30,580	17,360		23,260		434+ x 4
Totals	176,030	29,260	42	29,260	13	

Vehicle Planning Sheet						
Vehicle Wt.	Capacity	Acceleration	HC	Total \$		
<u>23,725 lbs.</u>		—	—	<u>142,700</u>		
Item	Cost	Wt.	Spaces	Total Wt.	Spaces Left	Notes
<u>=TURRET</u>						
Body Size	10,000	1,200		1,200	30	XL Turret
Chassis Str.						
Power Plant						
Suspension						HC:
Tires						
Driver		150	2			
Gunner x2	300	4		1,500	26	
Weapon	11,000	1,400	10	2,900	16	Loaded Main Gun
Ammo	75,000	1,000	10	3,900	6	500 Rnds HDDs Ammo
Weapon	1,500	200	1	4,100	5	Loaded MG
Ammo	250	25	1	4,125	4	1 MG Mag.
Weapon	1,850	350	2	4,475	2	Loaded RR
Ammo	350	50	1	4,525	1	RR Mag.
Weapon						
Ammo						
Weapon						
Ammo						
Accessory	1,500	200	—	4,725		2 Space Turret
Accessory	8,000	—	—			Ht. Res. Comp x 2
Accessory						
Accessory						
Armor	33,250	19,000		23,725		
Totals	<u>142,700</u>	<u>23,725</u>		<u>23,725</u>		

Roughing It

*Wilderness and survival in the
TOP SECRET® game*

by Thomas M. Kane

A revolution in a steamy jungle? An airplane downed in towering mountains? A mysterious radar station in the freezing tundra? Secret agents do not always get to work in the comfort of civilization. Great tracts of uninhabited land abound, and survival in the wilderness can be every bit as challenging as defeating a human enemy. Characters may attempt to perform missions in the wilderness, or they may be stranded there struggling for survival. Whatever the goal, outdoor existence entails many unique considerations and makes for an exciting adventure.

The wilderness can challenge many of an agent's skills and abilities. To simulate this in game terms, an "ability check" may be employed. This simply entails rolling percentile dice. If the result is equal to the appropriate character trait or lower, the more desirable possibility occurs. If the roll is higher, the agent has failed. This system is used for the various feats described in this article.

Arctic and subarctic

The Arctic is of special interest to super-power strategy. Its geographic location makes it ideal for the tracking of ICBMs and any air or space vehicle launched by the U.S.A. or U.S.S.R. The North and South Poles are also among the few truly remote areas left. Maverick individuals, bent on escaping society, may take up residence on an icecap. Merle Rasmussen has already described Antarctica in "Operation: Whiteout," a module which appeared in DRAGON® Magazine issue #87. His data on frigid climates has been recounted here.

Under normal polar conditions, dark objects are visible as far away as one mile. Large objects, such as mountains, can be seen up to 50 miles away. Small white objects, on the other hand, may not be seen if farther than 80'. Sun glare reduces vision by half unless the viewer's cheeks are blackened or goggles are worn. If an agent wanders in the snow without goggles, he becomes snowblind in 1-10 days. This condition causes pain and blindness for 1-5 (1d10/2, rounded up) days.

Weather conditions should be checked every six game hours. Two ten-sided dice are rolled; the first is used to find a number on the left-hand side of the weather conditions and damage table, either on a coastal or interior column (any landscape within 50 miles of the ocean is coastal). This roll determines wind velocity. If the agents are more than 50 miles from shore, add four to the second die roll. Cross-indexing then reveals the number of Injury Points an agent receives every 10 minutes due to cold.

Any **boldfaced** result on the weather table indicates a whiteout arrives within six hours ($30 + (3d10 \times 10)$ minutes). This condition of wind-blown snow obscures almost all vision for 1-100 minutes. Small crevasses are always hidden from view during a whiteout. Any aircraft which attempt to land or take off in a whiteout must check on the Explosive Use Against Vehicles Chart (TOP SECRET rule book, page 37). Travelers who do not use compasses become lost (at the Administrator's discretion).

Damage is modified by factors given in the weather damage modifier table. Par-

kas are assumed to include pants, a pull-over coat with hood, face masks, and goggles. The padding reduces any combat damage by half. A vehicle with broken windows is considered open.

Arctic landscapes contain pitfalls other than the cold. Hilly, rough areas reduce movement to half. Crevasses — cracks in the ice — are often easily avoided, but some are hidden. A Coordination check must be made to detect and avoid a concealed crevasse. To determine the detection/avoidance rate for vehicles, the driver's Coordination must be checked. Vehicles which fall into medium crevasses are stuck for 1-10 minutes. All characters on board take 1 point of damage. If a vehicle falls into a large crevasse, every one on the vehicle takes 2 points of damage, and the vehicle is trapped. Characters who step into small crevasses take 1 point of damage from twisted ankles; in other cases, the damage from falling rules (page 33, TOP SECRET rule book) are consulted. If agents are in single file, only the lead character risks damage. Roping the group together reduces the damage taken by the leader from falling by half.

Rough terrain, as shown on the terrain table given here, is crossed at half normal movement speed, regardless of the means of travel used. Small crevasses are 1-10 cm wide and 10-100 cm long and deep. Medium crevasses are 10-100 cm wide by 1-10 m long and deep. Large crevasses are 1-10 m wide by 10-100 m long and deep. Small, open crevasses encountered during whiteouts are treated as hidden. This table applies to both the Arctic and Antarctic environments. Check the arctic terrain table every hour of game movement, or every three miles traveled, as desired.

Arctic terrain table

Roll	Terrain	Crevasses
01-40	Smooth	None
41-58	Rough	None
59-66	Smooth	Small and open
67-74	Rough	Small and open
75-78	Smooth	Small and hidden
79-82	Rough	Small and hidden
83-86	Smooth	Medium and open
87-90	Rough	Medium and open
91-92	Smooth	Medium and hidden
93-94	Rough	Medium and hidden
95-96	Smooth	Large and open
97-98	Rough	Large and open
99	Smooth	Large and hidden
00	Rough	Large and hidden

The trigger guards of firearms should be removed to allow use in mittened hands. Because of the cold, most guns misfire on a roll of 96 and jam on a roll of 97-00 in hit determination. Revolvers misfire on a roll of 99-00 but do not jam.

Many animals live on the icecaps. The arctic animals table determines animal encounters in the arctic. In Antarctica, only seals (30%) and large birds like pen-

guins (70%) are encountered. Polar bears attack if threatened or hungry (60% chance). If not molested, wolves are generally harmless. However, a hungry pack of wolves may attack a lone traveler. Walruses are hot-tempered as a rule. There is a 10% chance per day of encountering an arctic animal.

Forests

Temperate woods are pleasant compared to the other terrains discussed in this article. The weather is agreeable, and the scenery is aesthetically pleasing. Rain forests, however, are hot, filled with dangerous animals, and practically impenetrable. Woods cover uninhabited portions of most nations and often surround urban areas. Jungles are found in Central and South America, Africa, India, and Asia. The undeveloped, troubled nations in these areas are a hotbed of superpower machinations, as each side attempts to dominate local governments — meaning that agents can expect to visit these places quite often.

There is a 20% chance per day of an animal encounter in temperate forests. Although grizzly bears are fierce, they and black bears usually attack only if molested. If hungry, a wolf or wildcat may attack a weak-looking human. The other animals in the table attack only if severely provoked. Big cats include wildcats and pumas; small canines includes coyotes and wild dogs.

Terrain in wooded areas provides excellent cover and hinders movement, vision, and gunfire. Military units find excellent cover in forests, as the concealment offered gives bonuses to chances of success with sneak attacks. Camouflage clothing improves concealment by 2%. If the leaves have fallen from trees (due to autumn or defoliants), reduce the density of the forest by one step: dense to medium, medium to scrub, scrub to thin. In jungles or rain forests, add 25 to the initial percentile roll on the forest terrain table. Check the forest terrain table every mile traveled.

In rain forests, there is a 40% chance per day of an animal encounter. Note that

Weather damage modifier table

Character is:	Damage modifier is:
Standing, lying, inactive	+3
Walking, moderately active	+0
Running, extremely active	-3
Immersed in water, wearing wet clothes	+5
Missing mittens or boots	+2
Missing mittens AND boots	+4
Protected from wind	-2
Moving less than 20 MPH in an open unheated vehicle	+1
Moving at 20-60 MPH in an open unheated vehicle	+2
Moving at 60 + MPH in an open unheated vehicle	+3
Wearing inexpensive parka (up to \$100)	-1
Wearing average parka (up to \$350)	-2
Wearing expensive parka (up to \$1,000)	-3
Wearing custom parka (up to \$3,000)	-4
Wearing space suit (approx. \$9,000)	-5
Endomorphic somatotype*	-1
Within 5' of a fire	-3

* See the TOP SECRET Companion, page 5

tigers and elephants won't be found in the Americas; likewise, giant constrictor snakes do not appear in Africa or Asia. Roll again if these animals are encountered in the wrong hemisphere. Herd animals vary depending on area; in Africa

they may be wildebeests, in India they could be water buffalos, etc.

Big cats (tigers, leopards, jaguars, etc.) attack weak-looking prey 30% of the time. Most poison snakes attack only if startled or handled. The bushmaster of South

Transportation table

Mode of movement	Speed (MPH)	Velocity (ft/turn)	Range* (miles)	Seating capacity
Snowshoes/skis**	3	25	—	—
Dogsled**	4 (25)	30 (185)	1,000	3
Open snowmobile	65	480	144	3
Snowmobile with cab	55	405	126	2
Sno-cat ***	30	220	370	8
Sno-cat w/detector	15	110	370	6

* A vehicle with an engine may carry extra fuel, doubling its maximum range.

** To ski, an agent must have at least an AOK of 40 in Physical Education. A dogsled may be driven at 25 MPH for 1-10 minutes. Dogsledding requires a week of training. If agents must walk in the snow without snowshoes or skis, movement is halved (and halved again in rough terrain to .75 MPH). Normal walking speed is 3 MPH.

*** A Sno-cat is a large, heated vehicle with skis on the front and treads on the rear. Sno-cats may be equipped with a framework detector which reveals crevasses, but only at speed of 15 MPH or less.

Weather conditions and damage table

Wind table

First die:

Coast	Inter.	Conditions	Speed (MPH)	Temperature table (°F) Second die: (may be modified)													
				1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	1	Calm	0-1	0	1	2	3	3	4	4	5	5	5	6	6	6	7
—	2	Light air	2-3	1	2	3	3	4	4	5	5	5	6	6	6	7	7
2	3	Light breeze	4-7	2	3	3	4	4	5	5	5	6	6	6	7	7	7
3	4	Breeze	8-12	3	3	4	4	5	5	5	6	6	6	7	7	7	8
4	5	Moderate breeze	13-18	3	4	4	5	5	5	6	6	6	6	7	7	8	8
5	6	Strong breeze	19-31	4	4	5	5	5	6	6	6	7	7	7	8	8	8
6	7	Fresh gale	32-46	4	5	5	6	6	6	7	7	7	7	8	8	8	8
7	8	Whole gale	47-63	5	5	5	6	6	6	7	7	7	8	8	8	8	9
8	9	Hurricane	64-96	5	5	6	6	7	7	7	7	8	8	8	8	9	9
9	10	Hurricane	97-138	5	6	6	7	7	7	8	8	8	8	8	9	9	9
10	—	Hurricane	139-208	6	6	6	7	7	7	8	8	8	8	9	9	9	9

Jungle animals table

Roll	Type and number	Life Level	Damage
01-30	Small animals (1d100)	1	1d10 - 9
31-35	Monkeys or apes (1d10)	1d10 - 3	1d10 - 4
36-55	Spider, poisonous (1)	-	*
56-70	Snake, poisonous (1)	1d10 - 3	1d10 - 5*
71-75	Snake, constrictor (1)	1d10	**
76-80	Leeches (1d10)	-	***
81	Big cat (1)	1d10 + 8	1d10 + 5
82	Elephants (1d10)	4d10	1d10 + 4
83-00	Stinging insects (lots!)	-	****

* See the TOP SECRET rule book (page 47) on methods of extermination for the effects of the poison. Immediate treatment with a first aid kit (by a trained character or one with a medicine AOK above 80) has a 30% chance of preventing harm. Antidotes (see the TOP SECRET rules on antidotes) are available at medical facilities.

** Only 1 point of damage every three minutes is done by this creature. However, after the initial hit, the snake causes damage until killed. The snake may be treated as having a HTH value of 100. These snakes may attempt sneak attacks from trees.

*** The victim loses one Life Level of blood.

**** Insect attacks subtract 10% of Coordination for 1-10 minutes. There also is a 20% chance that the victim contracts a disease which reduces Physical Strength by 10% permanently.

Agents may not ascend sheer sections of rock over 100' high without the proper climbing gear. When using this gear, movement is at one-tenth the normal rate. A Coordination check must be made every 100'; if failed, the climber falls. Multiple climbers who are roped together do not require this check.

Rocksides and avalanches should be checked for after heavy snowfall, or when agents are actively climbing away from established trails. Slides do 3-30 points damage, and an area 1-100' wide and 10-1,000' downslope is affected. The chance for agents to start an intentional slide equals the natural chance for a slide to occur per hour. Explosives add 1% per stick of dynamite or ounce of plastique used to this chance. If such a slide is created, the characters who triggered the slide have a chance equal to their Evasion scores to escape damage. The mountain terrain table is checked every 300 yards traveled.

Above two miles, the air contains low amounts of oxygen. Agents who are active in rarified air lose 1-100 hp Physical Strength and 1-10 of Knowledge. This occurs once only and lasts only until more oxygen can be obtained. If any score is reduced to zero due to rarified air, one Life Level per minute is lost until the agent dies or is supplied with oxygen. Use of oxygen restores all damage and lost abilities within ten seconds to living agents. Agents may become acclimated to mountain air; for every day spent in rarified air, an agent checks Willpower; success means that the agent has developed a tolerance for low oxygen levels. No ability loss then occurs, as if treated with oxygen. After 1-10 days at low altitudes, this immunity wears off.

Arctic animals table

Roll	Type and number	Life Level	Damage
01-40	Caribou (1d10)	1d10 + 2	1d10 - 1
41-70	Seal (4d10)	1d10	1d10 - 6
71-75	Polar bear (1)	(1d10 + 9)	1d10 + 5
76-80	Arctic wolves (2d10)	1d10 + 4	1d10 + 1
81-85	Large birds (1d10)	1d10 - 5 (1 min.)	-
86-90	Walruses (1d10)	1d10 + 4	1d10
91-00	Small animals (1d100)	1	1d10 - 9

Cool/temperate forest animals table

Roll	Type and number	Life Level	Damage
01-60	Small animals (1-100)	1	1d10 - 9
61-75	Deer (1-10)	1d10	1d10 - 5
76	Wolves (2-20)	1d10 + 3	1d10
77-80	Small canines (3-30)	1d10 + 1	1d10 - 2
81-82	Big cat (1)	1d10 + 3	1d10
83-90	Moose/elks (1d10)	1d10 + 3	1d10
91-96	Bears, black (1d10 - 6)	1d10 + 5	1d10 + 2
97-00	Bears, grizzly (1d10 - 6)	1d10 + 8	1d10 + 4

America has a 60% chance of attacking any available victim. Constrictor snakes attack 10% of the time. Spider bites occur when the arachnids slip into clothing removed for the night; proper precautions (shaking of shoes, inspection of clothing) prevent their attacks.

Mountains

Mountains are majestic, dramatic, and beautiful, but they are also deadly. Fugi-

tives may seek refuge in inaccessible high ground, and guerilla fighters usually prefer mountain strongholds. As West Virginians say, "Mountaineers are always free."

Flying through mountains is dangerous. An agent's airplane crashes 10% of the time when 1,000' above a mountain, and this chance goes up 1% for every 50' closer the agent flies. Marginal pilots or poor weather conditions add 20% to the chance of a crash; radar devices make flying 20% safer.

Swamps

Wetlands occur where water is spread over fairly level ground. In river deltas, rain forests, and seacoasts, swamps can cover many square miles. Swamps are wet and uncomfortable, but fortresses and secret projects may be hidden in marshland to literally bog down invaders. The Administrator should keep track of anything which water would damage; details for such damage are found on page 58 of the TOP SECRET Companion.

Agents who are searching for quicksand may avoid it with a successful Observation roll (see the TOP SECRET Companion). A character who steps in quicksand sinks at a rate of 1' per minute. When an agent's head is covered, drowning occurs in one minute. An agent who is equipped with a pole may rescue himself, if a successful Strength check is made. After the victim is 5' under quicksand, he is immobile. Note that an agent sinks only if greatly weighted down or if struggling; motionless agents may float on their backs and swim to shore with care.

Animal life usually conforms to local tables. However, in tropical swamps, there

is a 5% chance per day of having a special swamp encounter. On a roll of 01-69, the encounter is with stinging insects (see section on jungles). Scores of 70-89 indicate an encounter with leeches, which drain one Life Level of blood. Crocodiles appear on rolls of 90-00, which often attack creatures in the water. The statistics of these animals are listed in the TOP SECRET rule book, on page 46.

Grasslands

Flat prairies make good farmland when irrigated, and are often inhabited. Most nations have significant grasslands except for very cold or humid areas. Like temperate forests, the proliferation of plains

Grassland animals table

Roll	Type and number	Life Level	Damage
01-60	Herd animal (1d100)	1d10 to 3d10	1d10 and up
61-79	Small animal (1d100)	1	1d10 - 9
80	Big cat (1)	1d10 + 3	1d10
81-85	Poisonous snake (1)	1d10 - 3	1d10 - 5
86-87	Large bird (1d10)	1d10 - 5	1
88-98	Small canines (1d10)	1d10 + 1	1d10 - 2
99-00	Wolves (2d10)	1d10 + 3	1d10

makes it likely that agents may be employed in this terrain. The importance of plains to agriculture also insures the interest of warring nations.

For every 10 miles of grassland travel, there is a 35% chance of entering 2-20 square miles of tall grass, which allows a 10% bonus on sneak attacks. A 5% chance exists for a light forest covering 1-10 square miles. Animal population is quite dense in prairies; there is a 15% chance per day of an animal encounter there. See the jungle section for descriptions of poisonous snakes. Bushmasters are found in South American grasslands. Wolves and coyotes are described under temperate forests. Herd animals vary according to area; in the U.S., they may be elk or long horn cattle; in Africa they could be giraffes, gazelles, wildebeests, elephants, etc. Big cats vary in the same manner according to location.

Forest terrain table

Roll	Type	Movement modifier	PWV modifier	Sneak attack bonus	Vision
01-10	Thin forest	Normal	Normal	Normal	80'
11-15	Thin forest, hills	1/2	Normal	+5%	80'
16-25	Brush/scrub	1/4	Normal	+ 10%	Normal
26-35	Brush/scrub, hills	1/2	- 5 %	+15%	Normal
36-49	Medium wood	1/2	-10 %	+15%	40°'
50-56	Medium wood, hills	1/4	-15 %	+20%	40°'
57-67	Dense wood	1/4	-20 %	+40%	20'
68-78	Wood & brush	1/8	-30 %	+50%	10'
79-87	Clearing	Normal	Normal	Normal	Normal
88-90	Lake	-	-	-	Normal
91-00	Swamp	-	-	-	Variable

Brush may be hacked through at half the normal rate, but this leaves an obvious trail. See the section on swamps for more information on them. Clearings are generally 10-1,000 square feet in size; lake are 1-10 square miles in size.

Mountain terrain table

Roll	Type	Movement modifier	Sneak attack bonus	Vision	downslope	Slide chance
01-20	Shallow slope	1/2	+5%	Normal	1%/day	
21-40	Steep slope	1/4	+7%	1.5 miles	5%/day	
41-45	Sheer slope	-	+15%	1 mile	10%/hour	
46-55	Shallow slope, brush	1/4	+15%	Normal	-	
56-60	Steep slope, brush	1/8	+20%	1.5 miles	-	
61-75	Shallow slope, boulders	1/8	+20%	Normal	1%/hour	
76-80	Steep slope, boulders	1/8	+30%	Normal	5%/hour	
81-95	Glacier		(see arctic terrain and weather)	-	-	
96-00	Peak/cliff	Normal	-	50 miles	-	

Swamp terrain table

Roll	Condition	Movement modifier	Sneak attack bonus
01-10	Dry	Normal	Normal
11-25	Vegetation	1/2	+ 10%
26-35	Pools	1/2	Normal
36-40	Water (1-10' deep)	1/4	Normal
41-51	Water and reeds	1/8	+15%
52-72	Trees		(see section on forests)
73-83	Mud	1/2	Normal
84-95	Deep mud (2-20' deep)	1/4	Normal
96-00	Quicksand (2-20' deep)	-	-

Deserts

The troubled Middle East contains large expanses of desert, as do North Africa, South America, Australia, Central Asia, Mexico, and the United States. A great part of the world's oil comes from the Middle East or North Africa; the turmoil there virtually insures that secret agents will be used to protect this resource. Countless mines are located in desert areas; of particular interest are the uranium lodes in western Africa and the United States. Around sources of water, encounters and terrain are similar to those found in grasslands, and towns are often built in these areas. The sun limits vision to half a mile (50 miles for large objects). Distance is very hard to judge in the desert because of the lack of reference points. Distant hills may appear to be only a few miles away and of small size.

Desert survival centers on two objectives: finding water and escaping heat. In hot weather, active characters must check Shock Resistance every hour (see TOP SECRET Companion, page 2: (Courage + Willpower)/2 = Shock Resistance). Loose, light-colored clothing (including parachute material) allows a bonus of 10% on this check. If the check is failed, the agent suffers heat prostration. Characters suffering from heat prostration lose 1-10 Physical Strength points and one Life Level per hour. Rest for 1-10 hours, with copious amounts of water and salt, restores health.

Agents may also be sunburned. Exposure of limbs reduces Coordination 3-30 points. These conditions last until the sun

Wind speed on ocean surfaces table

Roll	Condition	Wind speed (MPH)
01-07	Calm	0-1
08-36	Light breeze	2-7
37-59	Moderate breeze	8-18
60-77	Strong breeze	19-31
78-85	Gale *	32-54
86-92	Storm **	55-72
93-00	Hurricane/cyclone ***	73+

* Crewmen on deck have a 10% chance of being blown overboard. Craft under 20' long must check on the Explosive Use Against Vehicles table (TOP SECRET rule book, page 37).

** Crew on decks have a 50% chance of being blown overboard. Craft under 100' must check on the Explosive Use Against Vehicles table (TOP SECRET rule book, page 37).

*** Crew on decks have a 70% chance of being blown overboard. All craft must check on the Explosive Use Against Vehicles table. In gale winds or more, swimmers must check Willpower to avoid drowning. There is a penalty of -1 on this roll for every MPH of wind over 50.

exposure stops and 1-10 days pass. If agents must travel unclothed in the open sun, 1-10 Life Levels per day are lost from burns and exposure.

Each day in a desert, there is a 10% chance of a sandstorm. This condition lasts 1-10 hours and limits vision to 10'. Exposed agents suffer one injury point for every two hours of exposure to wind.

There is a 10% chance per day of an animal encounter in deserts. Roll percentile dice to determine the exact animal: 01-42, small animal; 43-52, herd animal (see grasslands); 53-63, poisonous snake (see jungles); 64-68, scorpion (see TOP SECRET rule book page 47); 69-70, coyote/jackal (see cool/temperate forest animals table, small canines). On a roll of 71-00, a mirage (usually of trees or water) is visible in a random direction (01-25, north; 26-50, south; 51-75, east; 76-00, west). Scorpions, like spiders, are dangerous only if they are allowed to infest clothing.

For every 10 miles traveled, there is a 20% chance that agents encounter dunes

stretching 2-20 miles. Dunes reduce movement by half movement and allow a 5% bonus on sneak attacks. The lee side of a dune is likely to collapse under travelers. Vehicle drivers with an AOK under 70 in Geology must check Coordination each hour; if this check is failed, the vehicle plunges over a dune, doing 1 point damage to all inside and ruining the vehicle.

Some desert dwellers travel by camel. Able to carry half a ton and travel at 4 MPH, a camel can go for 2-5 (1d10/2 + 1) days without drinking, although substantial food and water are required afterwards to restore it to normal health. The Life Level of a camel is 1d10 + 2, and it may cause 1 point damage by biting (or 1d10 by kicking). Camels attack their owners if given the opportunity, and some have a bad habit of spitting when annoyed.

Oceanic environments

Oceans are vital to world transport. Certain wars (such as the Iran-Iraq war, by

Undersea animals table

Roll	Type and number	Life Level	Damage
01-65	Normal fish (1d100)	1d10	-
66-70	Stingray (1)	1d10 - 3	1d10
71	Puffer fish (1)	1	See below
72-73	Moray eel (1)	1d10	1d10
74-77	Sharks (1d10 - 4)	1d10 + 9	1d10 + 5
78-83	Barracuda (1d10)	1d10 + 7	1d10 + 4
84	Sea snake (1)	1d10 - 1	Poison
85-90	Jellyfish (1)	1d10 - 2	1d10 - 3
91-93	Whale (1d10)	10d10	- (2d10)
94-00	Dolphin (4d10)	1d10 + 1	1d10 (nose ram)

Puffer fish are dangerous only if touched. This causes 1 point of damage and poisons the character for 1d10 - 4 points of damage. Many whales cannot bite; toothed whales cause the listed damage if they attack (however, few whales have ever been known to attack humans).

the Persian Gulf) and events (such as the blocking of the Suez Canal) may be investigated by espionage agents. Suspect shipments, acts of piracy, or naval activities may also involve the use of espionage. Luxury cruises are wonderful settings for contacting the rich or powerful. Undersea exploration has revealed many natural resources there which may need protecting. Oil rigs, sunken ships, scientific operations, and atomic submarines may become adventure settings.

The rules for sunburn (see deserts) apply for prolonged surface exposure. Some items may be damaged by water (see swamps). The wind-speed table is consulted every six game hours.

Excellent details for scuba diving are given in the TOP SECRET rule book (pages 35-36). Under the sea are hills, coral reefs, and great forests of seaweed that can entangle divers 10% of the time. Terrain should be indicated on the map by the Administrator, rather than randomly rolled. Every two hours, there is a 50% chance that agents have an encounter undersea. Sharks are dangerous and unpredictable; there is a 70% chance of an attack on agents. Barracuda attack 10% of the time, but only if visibility is poor (they dislike prey larger than they are). Moray eels and jellyfish attack 80% of the time. Sea snakes and rays attack only if disturbed. Stingrays hide in the silt on the sea floor, and an Observation check allows agents to avoid attack. Sea snakes may be treated as poisonous snakes (see the section on jungles).

Rivers

Rivers and streams should be indicated on maps by the Administrator, not by random roll. Rivers are typically 10-100' deep and 10-1,000' wide. Agents may paddle canoes at 1 MPH upstream and 10 MPH downstream. Electric eels (1d10 Life Level, 1d10 damage/jolt by touch) trouble swimmers 1% of the time in certain warm South American rivers; 1-100 piranha (see the TOP SECRET rule book, page 46) may attack in these same rivers if disturbed or very hungry, appearing 20% of the time (80% of the time if blood is in the water). Details concerning wet equipment are found on page 58 of the TOP SECRET Companion.

River features table

Roll Condition

01-40	Normal water flow
41-67	Rapids/short falls (1d10' high)
68-95	Shallows (1d10' deep)
96-00	Waterfall (10d10' high)

Rapids double the characters' speed downstream and reduce it by half up-

stream. In rapids, canoeists must check Coordination or else roll on the Explosive Use Against Vehicles table (TOP SECRET rule book, page 37). Shallow sections might require portage for 10-1,000 yards. Agents may check Observation with a +30% bonus to notice a waterfall in time to portage around it; failure indicates that the boat plunges over the waterfall, and all on board take damage from falling (boats are destroyed).

Weather

The Administrator may wish to generate weather results for several days of play ahead of time, if the agents have access to weather predictions. A weather report has a 10% chance of being wrong for every day in advance it is made. One weather check every six hours may be made. Two rolls are made: a 1d10 and a 2d10 (during winter, the arctic/antarctic weather system may be used, but damage from the cold should be reduced by half). In rain forests, add 4 to the first roll and 2 to the second. Grasslands are drier, so subtract 1 from the second roll. In deserts, 5 is added to the first roll and 4 may be subtracted from the second. At night, the first roll is made at -1, in any terrain. During cold seasons, rain may be treated as snow.

Food

In the wilderness, agents may exhaust their food supplies. A starving agent may live a number of weeks without food equal to his Willpower divided by 15. Each week, 2-20 Physical Strength points and seven pounds are lost. Strength is regained after one week of normal eating; weight is recovered at a rate of one pound per day.

Hungry agents may wish to hunt animals for food. Building simple traps may be performed by anyone; complex traps (Administrator's discretion advised) may require a significant AOK level in Construction Engineering. The tables and chances for animal encounters are used to determine if an animal is caught and the exact animal type captured. A trapped animal may attack the trap to escape it; as a rule of thumb, if 10 or more points of

Chance of discovering water (per day)		
Terrain	Chance of water	Chance of contamination
Forest	30% (1-100 gallons)	30%
Jungle	30% (1-100 gallons)	60%
Mountain	50% (10-100 gallons)	20%
Grassland	20% (5-50 gallons)	35%
Desert	5% (1-100 gallons)	40%

damage are done at once, the animal escapes; ruining the trap (weaker traps require less damage to be broken). Snakes usually can't be trapped.

Small animals feed one agent for one day; animals from the size of a pig to a horse contain 1-10 person/days worth of food, and elephant-sized animals feed 10-100 people for one day. Meat becomes inedible in 1d10/2 days unless preserved. A hunter may multiply the daily chance of animal encounter by two for every 25 points of Observation he has. A character with an AOK above 65 in Botany may scavenge for edible plants. On each day that an Observation check is successful, enough herbs are found for one person in one day. Hunting, scavenging, and trapping may occur simultaneously. Near bodies of water, an agent may fish, if gear is available or improvised. There is a 10% chance per hour of catching one agent/day's worth of fish.

Water

Water is the most important factor in wilderness survival. The environmental survival limit for fasting in the TOP SECRET Companion is based upon lack of both food and water. If, by some chance, an agent has food but little water is available, the survival time is doubled due to the water content in food. At least one-half gallon of water is required each day by an agent engaged in nonstrenuous work. In hot weather with much exertion, two gallons per day are consumed. Failure to meet these needs reduces the agent's Physical Strength and Coordination by 10 points per day, to be regained with the

proper consumption of water at a later time. Any source of water may be infested with parasites or bacteria; agents who drink contaminated water lose 10 points of Physical Strength and Coordination for 1-100 days. Boiling or chemical treatment renders water safe.

Agents with an AOK over 70 in Botany may check Observation each day to find water-bearing plants. These plants provide enough water for one person for one day.

Getting lost

There is a chance each day that characters in the wild may become lost. Lost agents proceed in a circle 1-10 miles in radius. If agents have a compass or an obvious trail to follow, this won't occur. Agents with an AOK above 70 in Astronomy/Space Science may find directions in clear weather.

Chance of getting lost

Forest	30%
Jungle	70%
Grassland	10%
Marsh	60%
Desert	40%
Mountain	50%

Survival training

Most agencies offer training in outdoor survival. The course costs \$10,000 and lasts eight weeks, four of which are spent on expeditions to the actual environments covered. An agent who takes this course must begin with scores above 70 in Willpower, Physical Strength, and Courage. The agency credits agents who complete this course with 80 experience points. A graduate is able to use any tactic described in this article which requires a specific AOK score, and gains a 5% bonus on wilderness Observation checks and attempts to find water. This course raises an agent's Anthropology, Astronomy/Space Science, Botany and Ecology/Earth Science AOK scores 1-10 points each.

Wilderness scenarios may be combined with civilization-based adventures and vice versa. Agents or their opponents may flee to uninhabited areas when necessary, but, in modern times, few places are completely remote. Often agents may travel from uninhabited wilderness directly into a town. Wilderness scenarios are more likely to feature action than other adventures, but any job our agents perform may require work outdoors. Happy trails! Ω

Weather table

First roll (1d10) (temperature)	Second roll (2d10) (sky conditions)	5 or less			
		Sun	Clouds	6-14	15-18
1-2	Chill	Cold	Cold	Cold	Cold
3-4	Mild	Mild	Mild	Chill	Cold
5-7	Mild	Mild	Mild	Mild	Chill
8-9	Hot	Warm	Warm	Mild	Mild
10+	Hot	Hot	Hot	Warm	Mild

* Near the ocean or in jungles, light rain has a 30% chance of including fog; this reduces vision by half. Light rain reduces the chance to hit with a projectile weapon by 5%; heavy rain reduces it by 10%. Rain also reduces movement to one-quarter normal. See swamps for details on wetting equipment. If the temperature is mild, chill, or warm, no effects are felt. Temperatures of hot or cold reduce movement by half, and may require appropriate clothing and preparation.

The Marvel[®]-Phile

Day of the Marauders™!

by Jeff Grubb

They are murderers, stone-cold killers with powers beyond those of normal humans. Gathered together by a mysterious master, they were turned loose in the tunnels beneath New York City, where the misshapen mutants called the Morlocks™ made their homes. The result was the death of nearly all the Morlocks, as these killers cut through them like wolves among sheep. Heroes like the X-Men™, X-Factor™, and Thor™ battled these invaders, and casualties were high on all sides. Most of these killers are still at large. They are the Marauders™.

SCALPHUNTER™

Real name unrevealed

F	IN (40)	Health: 120
A	RM (30)	
S	EX (20)	Karma: 60
E	RM (30)	
R	GD (10)	Resources: Good (10)
I	EX (20)	
P	RM (30)	Popularity: -10

KNOWN POWERS:

Body armor/weapons: The true nature of Scalphunter's mutant abilities has yet to be fully revealed, but may be connected in some way with the uniform he wears. This body suit is laced with holsters, clips, and pockets which hold all sorts of gun parts and ammunition. Using this suit, Scalphunter gains the following powers:
* Good protection from physical and energy attacks;
* Camouflage, (all attempts to detect him visually are at -2CS to the die roll);
* The ability to assemble the pieces of his guns into a variety of firearms with a number of uses (in effect, Scalphunter may create any one-handed and two-handed shooting weapon from pages 42-43 of the Advanced Set Players Book, except bows. He may fire two-handed weapons using one hand without penalty); and,
* The ability to use any of the ammunition types listed on page 44 of the Advanced Set Players Book, regardless of the weapon for which that type of shot was designed (Scalphunter prefers armor-piercing (AP) and explosive shot over mercy and rubber shot, as the latter two have a distressing habit of leaving the victim alive).
Scalphunter's uniform also contains a back-mounted sheath for his sword.

TALENTS: Scalphunter is a Weapons Specialist with weapons he has created from his uniform, giving him a +2CS to hit and increasing his initiative when using these weapons by 1. He is also skilled in edged weapons and has Leadership Skill.

CONTACTS: Scalphunter is leader of the Marauders, a band of mutant outlaws working for the mysterious Mister Sinister™. Other contacts he has are unrevealed.

BACKGROUND: Little has been revealed about Scalphunter's origins or background. What is obvious through his leadership of the Marauders is that Scalphunter is a cold-blooded murdering machine who kills his victims only because he does not know how NOT to kill in combat. Using his weapons, he always chooses a weapon and ammo of sufficient force to guarantee a kill against his target(s). The restrictions placed upon him by the limits of his weapons, plus the fact that he must break down and rebuild his guns to handle more powerful opponents, puts him alongside his fellow Marauders in combat, as opposed to working on his own.

ARCLIGHT™

Phillipa Sontag

F	RM (30)	Health: 120
A	EX (20)	
S	RM (30)	Karma: 46
E	IN (40)	
R	TY (6)	Resources: Good (10)
I	EX (20)	
P	EX (20)	Popularity: -10

KNOWN POWERS:

Shockwave attack: Arlight's mutant power allows her to direct a concentrated blast of kinetic energy at will by striking a victim with either her hands or her feet. This has the effect of a Shockwave attack at all targets up to three areas away, doing Amazing damage. All targets (and she may be selective among those targets as a power stunt) are affected as if by a blast of Amazing intensity. No damage is done per se, but targets may be slammed or stunned by the attack. Arlight may direct her attacks against living and nonliving targets. Against living targets, she inflicts Incredible Blunt damage; against nonliving targets, she inflicts destruction of Amazing intensity.

Body armor: The silver suit that Arlight wears provides Good protection from physical and energy attacks.

TALENTS: Arlight has military skill. Other skills and talents have yet to be revealed.

CONTACTS: Phillipa Sontag might retain her military contacts. She is a member of the Marauders.

BACKGROUND: Phillipa Sontag served with the American ground forces in Vietnam, and the memories of those days still haunt her. She has redirected her anger and rage into body building, which she uses to supplement her mutant ability. She uses her military background in her missions with the Marauders, and the clearing of the Morlock tunnels is little different in her mind from the pacification of an insurgent-harboring village. She prefers a challenge in combat, and would rather duke it out with an established hero than destroy less powerful creatures.

HARPOON™

Real name unrevealed

F	EX (20)	Health: 110
A	IN (40)	
S	EX (20)	Karma: 22
E	RM (30)	
R	TY (6)	Resources: Good (10)
I	TY (6)	
P	GD (10)	Popularity: -10

KNOWN POWERS:

Imbue energy: Harpoon may charge objects with energy so that they release that energy on contact for additional damage. To date, this ability has been limited to his harpoons as his main weapon, and to the following energies: electricity, concussive force, or stunning force. Other objects and other energies may be so imbued, with the following effects:

* An object may be imbued with energy of up to Remarkable intensity if Harpoon focuses on it for a single round. For each additional turn spent charging an object, a one-level increase in energy is imbued. The limitation of the energy imbued varies with the size of the missile. Doubling the mass of the missile over harpoon size increases the maximum energy limit by one positive shift. Reducing the mass by half would reduce it by one column shift

for each time it is so reduced. (If Harpoon could imbue a telephone pole with energy and use it as a weapon, it would have Shift Z Intensity — about the same as a tactical nuclear weapon.) Imbuing items other than his harpoons is a power stunt.

* Harpoon may imbue items with other types of energy (such as light, radiation, or exotic substances such as the Darkforce) as a power stunt. Harpoon's ability to endow items with this energy is Remarkable in intensity.

Slayspears: Harpoon's weapon of choice in combat is his namesake harpoon, a 5'-long weapon with a barbed head and weight of 20 pounds. He may imbue these weapons with Incredible intensity energy, in addition inflicting Good edged attack or edged throwing damage. He carries these harpoons in a back-mounted quiver which holds up to 20 such projectiles.

Body armor: Harpoon's body uniform provides Good protection from physical and energy attacks.

TALENTS: Harpoon is a Weapon Specialist with the harpoon.

CONTACTS: Harpoon is a member of the Marauders.

BACKGROUND: Harpoon's full background has yet to be revealed. He is apparently an Inuit Eskimo in his mid-20s and is greatly impressed by the lights and fast times of Manhattan. This does not prevent him from being a cold-blooded murderer like the rest of the Marauders.

SCRAMBLER™

Kim Il Sung

F	GD (10)	Health: 46
A	GD (10)	
S	TY (6)	Karma: 40
E	EX (20)	
R	GD (10)	Resources: Good (10)
I	GD (10)	
P	EX (20)	Popularity: -10

KNOWN POWERS:

Disruption: Kim has the power to disrupt at will other systems on touch, including electrical and mechanical systems, as well as human physiological and mutant abilities. He does this with Monstrous ability, though he must touch flesh against flesh for the disruption to function. Scrambler can use his ability to stun or kill an opponent on touch (target must make an Endurance FEAT against Monstrous intensity). If used to disrupt mutant abilities, the target must make a Power FEAT against the Monstrous intensity attack using the strongest mutant power rank. (Scrambler may also selectively disrupt particular powers, leaving others unaffected.) Scrambler's disruption, if success-

ful, shuts that power off, removing its benefits.

Body armor: Scrambler despairs the standard body armor of the Marauders for a lighter version worn under his street clothes. This armor provides Typical protection from energy and physical attack.

TALENTS: None of Scrambler's talents or skills have been revealed.

CONTACTS: Scrambler is a member of the Marauders.

BACKGROUND: Little has been revealed of Scrambler's background, save that he is of Korean heritage and the youngest of the Marauders. Scrambler is a bit of a fashion plate, following each new trend as

it appears, and wishes to look "cool" (and presumably normal). Scrambler works best alongside the other Marauders, reducing opponents' protective abilities and attack capabilities so they are easy prey for his teammates.

RIPTIDE™

Janos Quested (deceased)

F	GD (10)	Health: 70
A	IN (40)	
S	GD (10)	Karma: 26
E	GD (10)	
R	TY (6)	Resources: Good (10)
I	GD (10)	
P	GD (10)	Popularity: -10



KNOWN POWERS:

Tornado spin: Riptide's power was similar in nature to another mutant, Whirlwind™, in his ability to spin his body at super-human speeds. Unlike Whirlwind, Riptide never learned true flight from his abilities, but the young Greek developed his own deadly attack form using his powers, owing to his fascination with sharp objects.

Riptide carried a number of sharp blades and throwing stars (shurikens) on him at all times. In his tornado state, Riptide attacked in melee combat for Remarkable edged attack damage, though he could power stunt up to Incredible damage for brief periods (1-4 turns). In addition, he could throw his shurikens at high velocity; each inflicted Typical damage, but struck body armor as if from an Amazing-Strength attack. Riptide could cast up to 10 of these in a turn at up to 10 different targets.

TALENTS: Riptide had no revealed talents.

CONTACTS: Riptide was a member of the Marauders.

BACKGROUND: Janos Quested's background has yet to be revealed. The silver-haired man whirled with a grace unmatched by great dancers, but was devoted to his own evil ends. Riptide was one of the members of the Marauders who invaded the Morlock tunnels, and his attacks were responsible for the death of many. In the end, he was killed by Colossus™ of the X-Men.

VERTIGO™

Real name unrevealed

F	GD (10)	Health: 46
A	GD (10)	
S	TY (6)	Karma: 56
E	EX (20)	
R	TY (6)	Resources: Good (10)
I	GD (10)	
P	IN (40)	Popularity: -10

KNOWN POWERS:

Equilibrium distortion: Vertigo has the power to psionically disrupt a target's sense of equilibrium, rendering him (or them) nearly helpless. She does this with Unearthly ability to a single target or Amazing ability to a group of victims in the same area, up to three areas away. Targets must make a Psyche FEAT roll against this ability or be knocked to the ground, unable to move or attack. Continued exposure results in unconsciousness for 1-10 rounds. Her distortion powers are negated if she is knocked out.

TALENTS: Vertigo has no revealed talents.



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CONTACTS: Vertigo is a current member of the Marauders, and was a former member of the Savage Land Mutates™. Whether this group survived the destruction of the Savage Land™ by Terminus™ is currently unknown.

BACKGROUND: Vertigo is not a mutant, like the other Marauders, but rather a mutate — a human endowed with superhuman powers through induced mutation or modification. Vertigo was one of the primitive Swamp People of the Savage Land, an Atlantean-created jungle located in the cold wastes of Antarctica. Vertigo was given her superhuman powers by another Mutate, Brainchild™, who in turn had been mutated by Magneto™. Though defeated by Ka-Zar™, Spider-Man™, and the X-Men, and reduced to their brutish origins, Vertigo and possibly her fellow tribesmen returned to their superhuman states over time.

Following her return to intelligence and superhuman ability, Vertigo left the Savage Land. Whether any of the other Savage Land Mutates left with her is as yet unrevealed, though any that remained in that hidden land would have perished when the Savage Land was destroyed by Terminus (see DRAGON® Magazine issue #115 for details).

Vertigo came to America and joined the Marauders. No longer a jungle waif following the instructions of a villain such as Brainchild, Vertigo is fluent in west-coast American slang and grammar, and matches her fellow Marauders in their cruelty and love of making others suffer.

SABERTOOTH™

Real name unrevealed

F IN (40)	Health: 120
A RM (30)	
S EX (20)	Karma: 32
E RM (30)	
R TY (6)	Resources: Good (10)
I EX (20)	
P TY (6)	Popularity: -10

KNOWN POWERS:

Senses: Sabertooth's senses of smell, taste, and hearing have been raised to the Amazing level, with the following effects:
* Sabertooth only sees the world in black and white (having no color sight, similar to a cat's vision);

* Sabertooth has Remarkable infravision;
* Sabertooth can track with Amazing ability; and,
* Sabertooth can use his sensory abilities to identify poisons, illusions, and hidden or invisible creatures one area away (the range of his senses at their highest).

Claws and teeth: Sabertooth's claws are a part of his body (unlike the adamantium set of Wolverine™), and have Incredible

material strength. Using these claws, Sabertooth may inflict up to Remarkable edged attack damage. If grappling an opponent for one round, Sabertooth may also bite for Remarkable damage.

Healing factor: Sabertooth may regain 2 points of Health per turn, and may recover one lost Endurance rank per day. Sabertooth may negate the effects of drugs or poisons by making a successful Endurance FEAT Roll.

TALENTS: Sabertooth has Martial Arts A, B, C, D, and E, as well as Espionage skill.

CONTACTS: Sabertooth is a borderline member of the Marauders. He also has contacts in the normal criminal community, owing to his reputation as a one-man killing machine.

BACKGROUND: Sabertooth's origins are unknown, but he has developed an extensive reputation as an assassin, and was at one time a pupil of a master killer named

Foreigner™. In his known career, Sabertooth has fought Power Man™, Iron Fist™, Spider-Man, the Black Cat™, Daredevil™, and Wolverine, and is considered by some the latter's equal — his size, strength, and berserker fury offsetting the X-Man's adamantium claws. The two are familiar with each other, and they have fought one another savagely in the past.

Sabertooth has always mixed his work assignments as an assassin with the pleasure of the hunt and kill. In this way, Sabertooth is very catlike, given over to unreasoning animal behavior. As a member of the Marauders in their recent attack on the Morlock tunnels, Sabertooth worked alone, eventually tangling with Wolverine. Sabertooth's bloodlust got the better of him; the villain attacked the X-Men Mansion, overpowering most of the team before being defeated by Wolverine. Sabertooth escaped from that defeat and has not been seen since.

This version of Sabertooth has been updated from the version that appeared in module MH-4, *Lone Wolves*.

MALICE™

Real name unrevealed

F FE (2)	Health: 106
A FE (2)	
S FE (2)	Karma: 170
E UN (100)	
R EX (20)	Resources: Not applicable
I MN (75)	
P MN (75)	Popularity: 0

KNOWN POWERS:

Energy being: Malice is an energy construct without physical form. In energy form, Malice cannot be hurt by physical attacks, nor by energy other than the type of which Malice is composed (discovery of the energy type of Malice's body would be a power stunt of Monstrous intensity for an energy manipulator such as Captain Marvel™ or a scientist such as Reed Richards™). Malice may walk through physical objects, and has no need to eat, breath, or sleep. Malice cannot pick up physical objects nor make physical attacks, except by possessing another individual. Malice may be attacked by mental means, and this form of attack may drive the construct out of a host body.

Possession: Malice has the ability to possess the body of a human victim, forcing that victim's original persona into unconscious submission. Malice does this with a mental attack of Monstrous intensity, and the target must make an Intuition (not Psyche) FEAT to avoid the assault. Malice's usual habit is to appear to the target (in mirrors, reflections, etc.) and offer a better life to the victim through evil or selfish ends. Malice appears to the target alone,

so that the target may doubt his or her sanity, or come to think of Malice as the bad side of his or her consciousness.

Should the target fall prey to the desires Malice offers as bait, the mental attack is considered a blindsiding attack, and no Karma may be added to the Intuition FEAT to avoid it. Malice is telepathic at the Remarkable rank, and uses the knowledge picked up in this fashion to tempt potential victims.

Malice's targets are physically unchanged by the possession, though all wear a choker-style collar (Malice's "signature"). Malice may use the possessed target's memories, abilities, and superhuman powers as desired. Malice feeds (gaining in Health and Karma) by having the host body perform evil actions. Malice gains an equal number of points of Health or Karma as are lost by the character's actions for performing evil actions. Malice does not kill unless in danger of losing the host body, as such a great gain in Karma would not be assimilated by the energy body. Malice remains with the host body until that body is drained of Karma (and usually exhausted), then departs.

TALENTS: Malice has no revealed talents. Having access to the knowledge of the host body, Malice may use any of the host's talents.

CONTACTS: Malice is a member of the Marauders.

BACKGROUND: Malice's true name, background, and even sex are unknown, as he/she/it is an energy construct without physical form. Malice's first appearance was as a member of the Marauders, but,

unlike the others of that team, Malice had a particular target: the mutant Alison Blaire, better known as the Dazzler™. Tempting Dazzler with her possible life as a star, Malice possessed her mind and used the knowledge gained to infiltrate the X-Men. Malice was defeated after capturing several more minds in succession. Her present whereabouts are unknown.

BLOCKBUSTER™

Michael Baer (deceased)

F	IN (40)	Health: 175
A	GD (10)	
S	AM (50)	Karma: 26
E	MN (75)	
R	GD (10)	Resources: Good (10)
I	TY (6)	
P	GD (10)	Popularity: -10

KNOWN POWERS:

Body armor: Blockbuster's thick hide provided him with Excellent protection against physical and energy attacks.

TALENTS: Blockbuster had Martial Arts A and wrestling skill.

CONTACTS: Blockbuster was a member of the Marauders and a former member of a West German terrorist group known as the Fist of Victory.

BACKGROUND: Michael Baer chose life as an expatriate American in Europe as opposed to testifying against a fellow criminal in his teens. Baer's mutant abilities surfaced while the young man was in Europe, and the American soaked up a great deal of philosophy and radical idealism while working as a bouncer in Berlin bars and as the muscle for street gangs in Paris. His idealism, temperament, and power found him a temporary position as the sole mutant member of the Fist of Victory. This small and fanatical organization was destroyed in a shoot-out with police, leaving Baer the sole survivor.

Wanted in Europe, Baer returned to America, where he was contacted by agents of Mister Sinister and recruited into the Marauders as the resident strongman of the team. Baer's fighting fury paled compared to that of his team-members Arclight, Sabertooth, and Harpoon, and he was often regarded by the others as slow, plodding, and stupid. He sought to prove himself to his team by taking on the Avenger™ Thor. Blockbuster

attacked Thor by surprise as the Thunder God was escorting the wounded hero Angel™ out of the tunnels, and broke Thor's arm in the attack — but the enraged Thor struck Blockbuster in the face with Mjolnir, apparently killing the mutant.

PRISM™

Real name unrevealed (deceased)

F	GD (10)	Health: 40
A	GD (10)	
S	GD (10)	Karma: 22
E	GD (10)	
R	TY (6)	Resources: Good (10)
I	GD (10)	
P	TY (6)	Popularity: -10

KNOWN POWERS:

Glass body: Prism's body was made of brittle glasslike material that gave him several powers and disadvantages:

* Prism had Unearthly protection from light-based, radiation, and other energy attacks;

* Prism could reflect energy attacks at victims up to three areas away, increasing the damage inflicted by one rank (maximum of Shift X damage). In this reflection, Prism could compress the wavelengths of the energy, allowing his reflected energies to affect individuals normally invulnerable to such energies (for example, the optic blasts of Cyclops™).

* Prism, as a power stunt, could reflect the ambient light into a blinding flash of up to Monstrous intensity over a range of three areas (he could direct this flash in any direction);

* Prism could hold the light reflected up to five turns before releasing it, and could contain up to 200 points of such energy (in combined intensity) before releasing it; and,

* Prism's crystalline form was extremely susceptible to physical damage, so that all physical damage was doubled (if Prism reached 0 Health through physical damage and failed an Endurance FEAT, he shattered).

TALENTS: Prism had no revealed talents.

CONTACTS: Prism had no known contacts outside of the Marauders.

BACKGROUND: Little is known of Prism's background before joining the Marauders, but he did join shortly before the Marauders' assault on the Morlock tunnels. In battle with X-Factor, Prism reflected Cyclops's optic blasts back at him, severely injuring him. Marvel Girl™ witnessed Prism's attack and used her telekinetic powers to slam Prism into a steel pylon, shattering him. If the force of the blow did not kill Prism, the later plasma-firing of the tunnels by Thor most likely did so. Ω

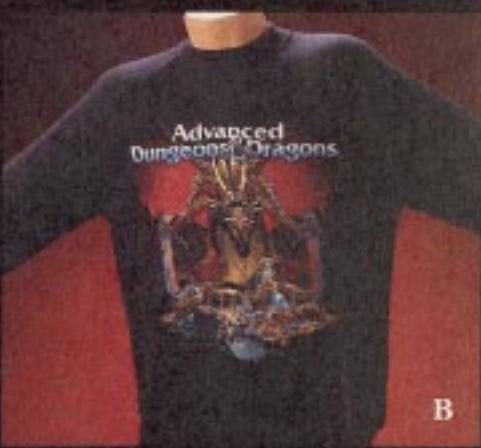


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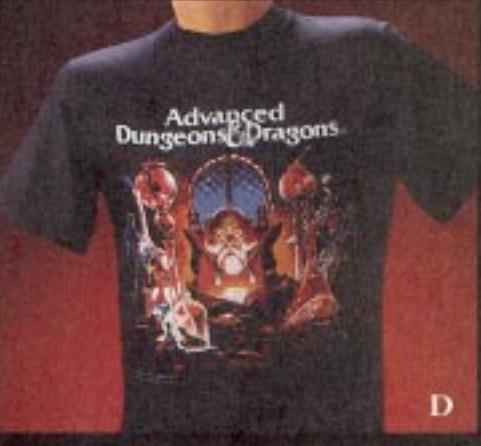
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Even the Bad Get Better

*Criminal experience in the
VILLAINS & VIGILANTES™ game*

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How do villains in Fantasy Games Unlimited's VILLAINS & VIGILANTES™ game gain experience? Surely they improve in ability just as heroes do, but how can this improvement be measured or calculated?

In the two years I have played V&V, certain villains have appeared which my players' characters expect to fight every so often. If these villains never became more skilled or talented, then the point would come when the heroes would become too much of a match for them. What is to be done? Must the villains retire or move to another city where they can try their nefarious acts against those citizens defended by less-experienced heroes? The answer is *no*.

Heroes receive experience in basically three ways. First, they gain experience by defeating super-powered villains and their henchmen. Experience points are awarded to them in this manner based upon the following formula: (villain's hit points + villain's Power score) x (villain's level x 2) = XP. Second, heroes have the option of donating the reward money they earn to gain experience points. Experience points are then calculated based upon the amount of money given to charity (1 XP/\$10 donated). Finally, the game master may award specific amounts of experience points to heroes on a case-by-case basis if they perform extraordinary deeds. Of the five ways this article presents in which villains may gain experience, the first two ways mentioned are the basis for three of the new methods.

The five methods by which villains (NPCs or PCs) can gain experience are described below.

1. Catching heroes. Sometimes a villain may capture a solo hero or a group of heroes. This is certainly a feat and seems deserving of experience. When experience points are awarded to villains for this action, use the same formula used for heroes who capture villains, as described above. The only difference is that the experience total should be divided by

two; otherwise, the accumulated experience might become so much that the villain would gain an inordinate amount. After all, the game master is controlling the bad guys.

2. Killing heroes. There are certain villains who are so very evil and vile that they make the killing of heroes a habit. Such villains should receive the full amount of experience for any hero slain in combat with the villains. If the villain slays an incapacitated hero, he should only receive half the experience value due him. Be careful not to use too many killer villains, as this may disrupt the campaign by driving out players.

3. Killing citizens. Villains should also receive experience for killing normal people — pedestrians, bus drivers, secretaries, etc. If the experience gained from such actions were calculated with the normal formula, it would be an outrageous amount. If we assume 40 Power (10 each in strength, endurance, intelligence and agility) and the resulting 4 hit points to represent the average man on the street, then think about how much experience a villain could gain by destroying a commercial airplane with 200 people on board! Even if this figure were divided in half, as done above, the experience-point award would still be outrageous. This is enough experience to progress a beginning villain several levels at once. It is suggested that only 5 XP be established as the experience award per normal citizen death. This is more within the realm of reason.

By placing an experience-point value on the regular man, villains gain the incentive to cause the harm and havoc for which they are justly notorious. It also causes all concerned heroes to keep a more watchful eye out for their foes. Game referees should use this method of gaining experience with care, too; heroes should usually get a chance to prevent the havoc that villains want so badly to unleash.

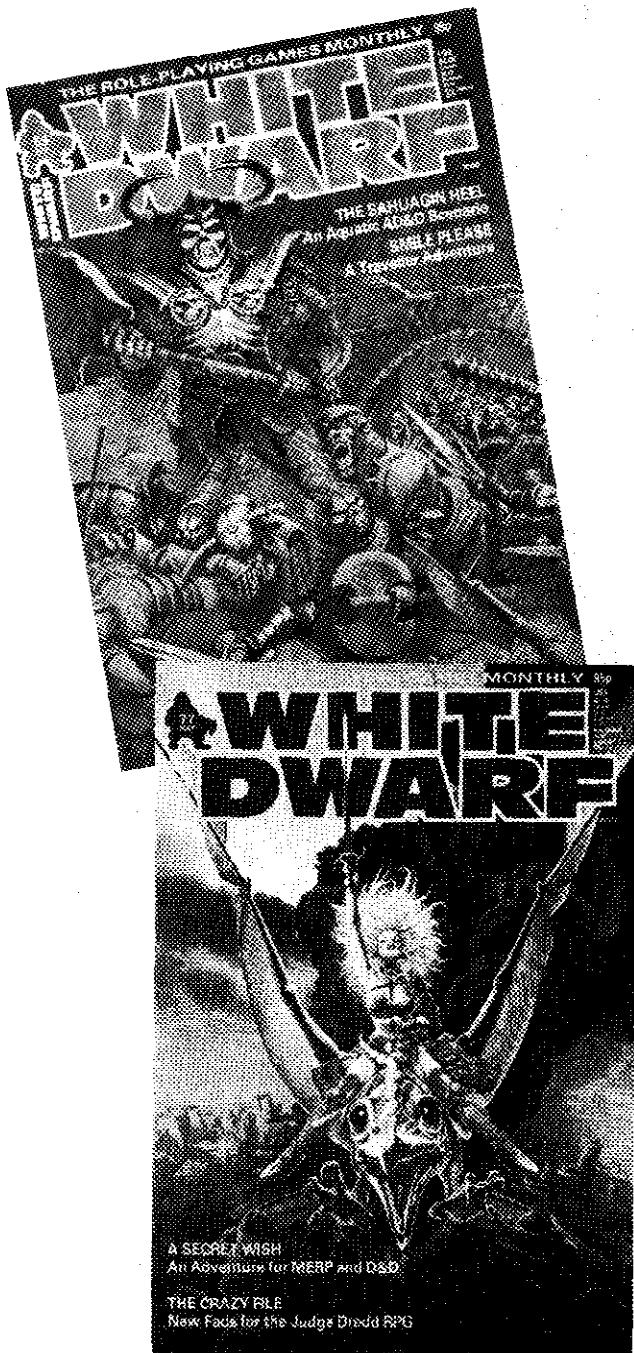
4. Stealing money. Then, of course, there are the traditional bank robberies. If heroes gain experience points for the money that they donate to charity,

shouldn't villains gain experience points for the money that they steal? But, again, the number of experience points gained could become outrageous. Therefore, 1 XP will be gained for each \$100 stolen, extorted, etc., to keep the figure down. If you find that this still creates a larger than reasonable chunk of experience for the NPC villain, then you may opt to give experience points only for the money which is stolen and invested in criminal activities.

5. Destroying landmarks. What about the villain who threatens the White House or the Eiffel Tower? Villains who destroy landmarks that are cherished and beloved by humanity are certainly deserving of experience for their actions. In order to facilitate the calculation of the gained experience points, the term "Landmark Point" (LP) is created. One LP is worth 100 XP. If a villain destroys a building or landmark worth 3 LPs, he receives 300 XPs. With any new rating, a rating system must be provided; in this case, the game referee is the arbiter on how many LPs a particular landmark is worth. Assume that a home is worth 1 LP or less; an elaborate mansion is equal to 2 LPs; a college campus, 3 LPs; Chicago's Museum of Science and Industry, 7 LPs (national museums may be worth more); the St. Louis Arch, 11 LPs; Hoover Dam, 16 LPs; and, the Eiffel Tower, 20 LPs. This is not to say that there are no structures worth more than 20 LPs, but the LP value should be in proportion to the popularity of the monument. Therefore, a certain baseball stadium might be worth more after its home team wins the World Series than it would in the off-season.

Hopefully, these guidelines will help keep villains up to the challenge posed by the active player-character heroes. These guidelines only cover the experience that a villain gains while in contact with the heroes. The villain may receive experience points for actions granted to him by the referee at times when heroes were not around. Therefore, experience gained between conflicts is still largely based on the discretion of the GM.

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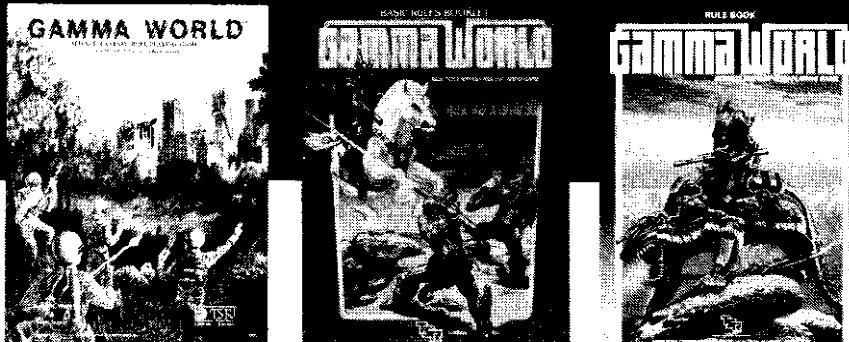
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GAMMA

III

*Campaign conversions
for the third-edition
GAMMA WORLD® game*



by James M. Ward
and Harold Johnson

At last, the GAMMA WORLD® science-fiction role-playing game is back by popular demand. Not only is this granddaddy of science-fiction role-playing games back, but (like the creatures and characters in the game) it has mutated. It is now leaner, meaner, sleeker, and deadlier than ever.

Why the change? When we were given the opportunity to revise and update the GAMMA WORLD game for the third edition, we seized the chance to improve the game to meet the current state of the art of role-playing. After all, the original GAMMA WORLD game is eight years old, created when role-playing games were in

their infancy. There have been a lot of advancements in game design since then. This was the opportunity to make the rules more accessible and easier to use by game master (GM) and player alike, and to remove any inconsistencies still existing.

Our goals for the revision of the original GAMMA WORLD game were many, but they centered on our desire to remain compatible with the prototype which had won such loyal fans, while making the game better. The first major goal was to introduce an epic scope of adventure to the game, providing player characters with a grand purpose, and bringing awe and wonder to what had become a grim world. The second goal was to create a better response system for swifter play while improving consistency throughout.

We specifically sought to streamline combat and character-action resolution, using easily expanded game systems that were designed to handle and encourage GM-created rules and situations. Last, but not least, we wanted to create a good advancement system to allow for character growth and game playability at all levels of experience. In short, we tried to provide you with as much information as possible to make the game complete.

Some errors occurred in the rush to get the third edition to the printers. In an effort to be thorough, we greatly overwrote the game. At the last minute, in an effort to meet deadlines, much of this material was withheld. This situation has been corrected with the release and distribution of the GAMMA WORLD Rules Supplement book for free. (If you don't have your copy, see the note at the end of this article.)

This article shows how easy it is to convert characters from the second edition for use with the third-edition rules. In fact, earlier adventures designed for use with the first and second editions can still be used with the third-edition rules. Rules are discussed in the same order as they appear in the third edition.

The Action Control Table

At the heart of the new GAMMA WORLD game is a completely revamped resolution system, the Action Control Table (the ACT). The original rules used many different tables to resolve combat, encounters with hazardous substances, and special actions. Now, the success or failure of any action, danger, or challenge confronting a character can be resolved using this one multipurpose chart.

The game has become score-driven, and every action undertaken either relates to a specific ability score or is assigned a special danger-intensity score of its own. Scores typically range from 1 to 21, but the ACT also possesses three groups of semi-logarithmic negative and positive numbers beyond this range. These columns make it possible to use any score higher or lower than the typical ranges.

A score is found on its corresponding column on the ACT, and percentile dice are rolled to determine degree of success or failure. If a GM wants to create a situation not fully detailed in the rules, he need only assign it a comparative score to determine the chances of success.

The ACT fulfills many functions and has more variability than is first apparent, as explained in more detail in the rules. In addition, it offers the advantage of limiting chances of success and failure in the game to ranges that have been determined to be the most fun for all. In general, even the lowest score allows a 26% chance of minimal success. With the highest score, there remains a 12% chance for failure (including a 1% chance for really screwing up). Of course, a GM may introduce difficulty

factors that can reduce or increase chances, but there always remains a 1% chance for failure or success.

In addition, some scores may modify other scores' chances of success. The modifier value of a score is determined by its placement on the ACT Divided into groups of three, and treating each "plus" or "minus" semi-log column as a single group, modifiers range from 0 to 6 as penalties or bonuses. These modifiers are then added or subtracted from the modified score to determine which column is used. This system allows interaction between related forces and counterforces in the game.

This new resolution system provides an avenue for rule changes while maintaining high compatibility with the original rules' characters and adventures. Original score ranges and (in most cases) the types of ability and equipment scores remain the same; they are merely processed by one system instead of several different ones.

Converting characters

The differences between second-edition and third-edition characters are few but important. The changes were made to improve game balance, to permit better meshing with a single system approach, and to provide avenues for developing a working character advancement system. Changes are divided into seven categories: Ability scores, Character Types, Mutations, Senses, Poison and Radiation resistance, Tech Levels, and Character Advancement.

Ability scores: The six basic character ability scores have not changed, but the ways in which they may be used have been expanded. No longer do the six scores only define chances for certain actions; these scores may also modify related subability scores, as well as impose limits on actions. Examples of such effects may be noted under the sections on character classes and mutations.

Ability Checks have become more important than ever to determine the chances of success when performing uncertain actions. But, instead of using an awkward multiplier rule, now you only need to turn to the ACT to define the chances of success.

Character types: The three original categories of characters have undergone minor changes. We also added two new character categories that were originally limited to NPC status: Intelligent Plants and Symbiotic Plants. Brief overviews of each of the other character types follow.

Pure Strain Humans: This has remained fairly unchanged. Though the method for creating higher ability scores and hit points have altered slightly, you should not have to make any adjustments to your human characters when converting them to third-edition rules. Note, however, that

humans are now subject to temporary mutational effects from biogenetic agents, whereas originally they had been immune.

Humanoids: Again, you do not need to change the ability scores of your second-edition rules humanoids. However, this category has been expanded to include any mutated creature possessing a humanoid shape and the capability of using tools. Humanoids are no longer subject to mutation from biogenetic agents.

Mutated animals: Here, too, there has been only one minor change, and characters generated using second-edition rules need not be changed. Mutated animals are no longer mutated by biogenetic agents,

Mutations: This section has been greatly changed, but the conversion is easily managed. Mutations now possess individual scores where they originally used the same scores as Physical Strength or Dexterity (for all physical mutations), or Mental Strength (for all mental mutations).

To utilize any mutation in an uncertain action or attack, now requires that an action roll using the mutation score must be made. A mutation score is determined by rolling 3d6, discarding the lowest die, and adding the modifier for Physical Strength or Mental Strength (depending on whether the mutation is a physical or mental one) to the remaining total. No score can ever exceed the corresponding modified basic Ability score. To determine scores for each mutation for existing second-edition characters, roll 1d6 and subtract the result from the corresponding basic Ability score.

Mutation definitions have been reorganized by subcategory — physical, mental, plant, and defects — to make them easier to find. Available mutation options have been increased or expanded in the game. Because mutations have been rewritten to define when a mutation check must be made, you should review the new definitions of all mutations appropriate to your mutant character.

Some of the mutation names have been altered, as shown below:

Second-edition mutation	Third-edition mutation
Actual Metamorphosis	Metamorphosis
Bacterial Susceptibility	Body Weakness
Bodily Control	Body Control
Body Structure Change	Body Weakness
Dark Dependency	Nocturnal
Daylight Stasis	Nocturnal
Energy Negation	Spore Cloud
Energy Sensitivity	Vulnerability
Fear Impulse	Phobia
Heat Reaction	Temperature Sensitivity
Mental Defenselessness	Mental Weakness
No Nerve Endings	No Pain
Over-sized Body Parts	Modified Body Parts
Planar Travel	Planar Opening
Poison Susceptibility	Vulnerability
Seizures	(Special Attacks Section)

Size Increase/Decrease	Taller or Shorter
Skin Structure Change	Body Weakness
Speed Increase	Heightened Speed
Texture Change	Bark/Spines
Throwing Thorns	Thorns/Spikes
Vision Defect	Diminished Senses
Water Dependency	Amphibious

In addition, the following mutations and defects have been dropped from the game system:

Anti-Charisma	Arterial Weakness
Attack Reversal	Doubled Pain
Fat Cell Accumulation	Low Fertility
Multiple Damage	Poor Dual Brain
Poor Respiration	Time Suspension
Unconscious Summoning	Weight Decrease

Senses: New rules have been introduced for using a character's different senses. These rules establish new sensory ranges and should be used in place of previous rules. The new specialized senses can be equated to one of these three basic forms: sight, hearing, and feeling (touch or tactile).

Senses are used to identify objects within examination range. For each range factor greater than the base examination range, an action roll one color higher than Blue on the ACT is needed to succeed in identifying an object.

A character's sight range is a number of meters equal to two times his Intelligence score. A character's hearing range equals his Intelligence score in meters, but this sense is not as acute as sight. A character's feeling range equals half his Intelligence score in meters, or must work by touch if the character is not highly sensitive to vibrations. This latter sense can only be used to examine one item at a time.

Poison and radiation: In the original rules, separate tables were used to determine the effect of these hazards versus a character's Constitution score. In the third edition, this mechanic is replaced with a new single system for all hazards. Each hazard is assigned an Intensity score, as in the original rules. This score is used to make an attack against any appropriate victim. If the attack achieves any result of Blue through Red, the attack inflicts a base damage equal to half the Intensity score.

A character successfully attacked in this manner must make a Constitution Save vs. the color of the hazard attack. If the result is less than the color of the hazard's attack, the character suffers from the special effect of the attack. Poison might paralyze or knockout, depending on the category of poison. Radiation and biogenetic agents would cause mutations.

Tech Levels: The new GAMMA WORLD game expands and redefines the available Tech Levels. Tech Level I is still primitive technology, while Tech Level II remains medieval. Tech Level III is now defined as the age of gunpowder to the

20th century. Tech Level IV is futuristic technology featuring lasers, robots, and supercomputers. Tech Level V represents an unknown, alien technology centering around matter/energy conversion.

Pure Strain Humans begin the game at Tech Level III; Humanoids at Tech Level II, and Mutated Animals at Tech Level I. Each character type may readily use any artifact of its technology level. However, the use of unfamiliar technology is penalized by treating any colored result as the next lower color (but never less than a Blue result) for every level of difference of the user.

Character advancement: The original rules did not provide much in the way of a rewarding Character Advancement system. In order to create such a system, certain mechanics were stripped away and replaced. Most markedly different is the method of determining the chance to hit in combat. Originally, this was a function of the category of weapon used. Now, the chance to hit is based on the character's experience Rank.

To convert existing characters to the third-edition rules, give your character one Rank for every six months of real time that he has been played. A character's Rank score is also used to define the chance of success when using learned talents. A list of available talents and how

they work is provided in the third edition. Characters may not possess more talents than their Intelligence scores. Converted characters should possess a number of talents equal to their Tech Level, plus one per two Ranks.

A character's Rank also increases the number of hit points a character possesses. The number of additional points gained at each level depends on the Rank attained. A converted character adds 5 hit points for every Rank attained from 2 to 5; 4 hit points for every Rank from 6 to 10; 3 hit points for every Rank from 11 to 15; and, 2 hit points for Rank 16.

Beasts

GAMMA WORLD game beasts have only changed slightly in the new edition, usually in the way statistics were presented. Instead of presenting statistics in the form of a dice range, they have been listed as an average score with general instructions that they may vary, give or take three points. In some cases, we have intentionally made a creature tougher or weaker. However, the original statistics can be easily converted to the new format with little difficulty. This method may also be used to convert your own original beasties to the third edition rules.

Number: This score is no longer given as a dice roll, but has remained in the same range.

Morale: The average range had been 2 to 12. This has been raised to a number from 5 to 15. Take the average of the current range and add three to it to get the new morale score.

Hit dice: This score was originally used to determine a creature's attack rank. It is still used this way, but it now uses the new ACT. This score may be used in place of a Constitution score if the GM so desires. This score represents the average rank of each beast encountered. The GM is free to create higher-ranked leaders and lower-ranked peons by adjusting the Hit Dice score.

Armor: Armor originally reduced a foe's chance to hit. In the third edition, armor now reduces the amount of damage suffered each turn. The armor system was also inverted. Originally, no armor indicated an Armor Class of 10; now it is an AC of 0. Subtract 10 from the original AC score to find the new AC used. The number of points of damage subtracted from the total of all damage suffered during one turn is equal to the new AC value times 5.

Speed: Instead of having three different movement rates for each creature, this has been simplified to a single speed index score. This score was determined by taking the old Action Turn speed and increasing it by one-third its original value.

Abilities: For ease of play, you may use a creature's Physical Strength and Mental Strength scores in place of individual mutation scores.

Attacks: The amount of damage caused by an attack is now determined by multiplying the base damage of the attack times the degree of success indicated by the attack roll. In this case, all attack damage scores were reduced to base damage. To determine the base damage of an attack, take one-fourth the maximum damage that may be inflicted.

Robots

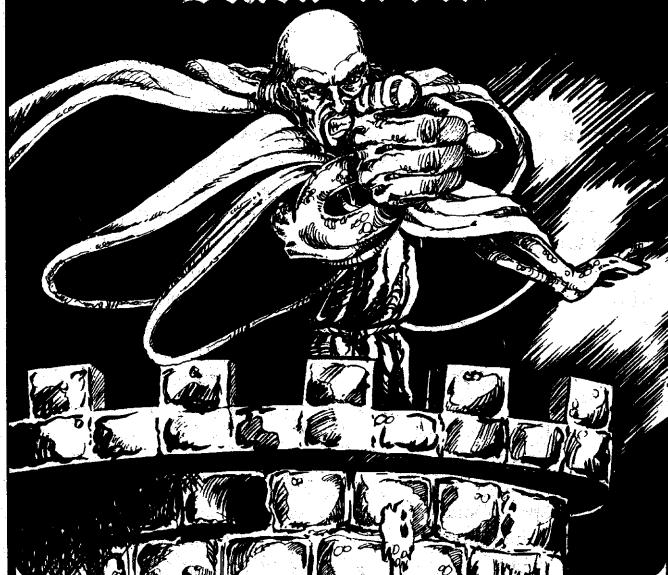
GAMMA WORLD game robots can be adapted using the same method as for beasts, above. The Intelligence score has been renamed Programming. Furthermore, available sensors and power sources have been expanded, and gamers may wish to consider adding new options. If a robot possesses a force field, the field should be listed as a -1 RF force field for every 100 points of damage the old field could absorb. We also took the liberty of introducing several new types of robots and borgs, and the GM may want to review these as a guideline for creating balanced new robots.

Overview of game changes

Now, let's take a look at the major changes in the game rules themselves. The categories that are most important to consider when converting old adventures to the new GAMMA WORLD game are Time, Movement, Surprise, NPC Responses and Morale, and Combat.

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Time: There were no real changes in the segments of time used; only the terminology changed. Instead of calling all time increments "turns," now only the 10-second Action turn is referred to as a turn. After turns, minutes and hours are used instead of other game terms. We do note that four hours is the duration of a march or rest period, but this is most frequently referred to as four hours. Ten minutes is also referred to as a search cycle for reference purposes.

Movement: Detailed new rules are provided for movement speed, burdens, leaping, and special movement rates, such as climbing and swimming. All characters move at a base rate of 24, though mutations may increase this rate. A character can move at half speed or double speed, resulting in a change in his chance to observe things. A burdened character is slowed to two-thirds speed, while a heavily burdened character is slowed to one-third speed. Dexterity Checks are needed to exceed normal rates for a turn and to perform difficult movement feats.

Surprise: Surprise is no longer determined by the roll of a six-sided dice. Instead, the character most likely to first notice a startling situation (or the party member with the highest Dexterity score) must make an Intelligence Check vs. the GM-assigned difficulty of discovering the hidden item and reacting in time.

NPC responses and morale: Since role-playing and character interaction are the name of the game, a more comprehensive NPC response tool was devised. Suggested responses to a variety of situations have been provided on the GM's screen included in the new edition.

An NPC's morale score (or his Intelligence score, if a solitary creature) is used to determine the response to major negotiations. The higher the score, the more likely the creature will prove hostile and attempt to take control of the situation. White and black results are the most favorable, while red and orange results prove the most negative or hostile. This response system may also be used to determine the morale response of foes or retainers during combat, as outlined in the new rules.

Combat: This combat rules section was completely rewritten in an effort to streamline the system and to open it up to handle any special types of attacks or situations which might arise.

Combat sequence: The sequence of events was reworked to provide for both initiative importance, logical sequencing of activities, and response to a foe's actions. The side that wins the initiative in combat may now choose to act first, or it may choose to wait and respond to an opponent's actions during each phase of the

combat. The sequence of events is as follows.

At the beginning of an encounter, check to see if either side is surprised. Then:

1. Both sides declare intended actions and targets.
2. Determine who wins the initiative. Choosing to respond to an opponent's actions instead of moving first permits changes in declared actions and targets.
3. First side moves.
4. Resolve all mental attacks in initiative order.
5. First side resolves missile fire and thrown weapons.
6. First side resolves melee and unarmed attacks.
7. Second movement, phase; both sides move.
8. Second side resolves missile fire and thrown weapons.
9. Second side resolves melee and unarmed attacks.
10. Both sides resolve remaining actions, movements, and reactions to opponents.
11. Grenades and bombs detonate.

How to attack: To attack in the new GAMMA WORLD game, the attacker or attacking hazard makes an action roll using either his attack Rank, Mutation score, or Intensity score. Generally, any colored result that is Blue or higher indicates that the foe has been struck.

Attacks may be modified by movement, cover, defenses and opponent actions. These modifications are made to the attack Rank before the dice are rolled. A complete list of combat modifiers may be found on the GM's screen.

Damage: We eliminated a second dice roll for damage by making the result of the attack roll determine the degree of success, called the attack result factor. Every form of attack is given a base damage score (equal to one-fourth the maximum damage possible, or equal to half the Intensity or mutation score). This number is then multiplied by the result factor to determine how much damage is inflicted. A Blue result inflicts one times base damage; a green result inflicts two times; yellow inflicts three times; orange inflicts four times; and, red inflicts five times the base damage score. For example, a sword that causes a base damage of 5 hit points is used to attack. The attack result is yellow, so the amount of damage inflicted equals 15 points.

Weapons: All weapons found in the original rules are listed on the new GM's screen with all their abilities. If a GM has created a new weapon he wants to convert to the new system, he should draw a comparison between his invention and existing weapons.

Weapons no longer determine the attack score as they did in the original rules. This is now a function of a character's Experience Rank.

Mutations: You will probably note that mutations do not attack using a character's

attack Rank, and therefore start a game at a more powerful level than the use of most weapons. On the other hand, few mutations give ranged attacks.

Defenses: As noted earlier in the section on beasts, defenses have undergone a change in the new GAMMA WORLD edition. Defenses now fall into three categories. Armor no longer reduces the chance to be hit, but it does reduce the total amount of damage that may be suffered in one turn of combat. Shields, on the other hand, do not reduce damage suffered, but do penalize a limited number of foes' chances to hit. Finally, force fields reduce the result factor multiplier of each attack against the wearer. The reduction averages -1RF (result factor) per 100 points of reduction of the original rules. This reduction does not necessarily negate special effects, and the target must still make Ability Saves at the actual color of the attack to avoid many special effects. All defenses may be permanently damaged by red attack results against their wearer.

Special damage: Special effects of certain types of attacks, such as burns and bruises, have been added to the rules. This provides a degree of interesting detail, but if a GM does not want to worry about the special bookkeeping such special damages require, he may omit these effects from his game.

Special attacks: Furthermore, we included numerous special attack forms and effects to provide the most comprehensive listing of possible special effects and their game mechanics. Again, here is a plethora of detail, and the new GM should feel free to use those that interest him, and ignore or replace others with his own rules.

In closing

The response to the new GAMMA WORLD game has been overwhelmingly positive; thanks for all the support. Its vocal fans spell the real success of any game. The new GAMMA WORLD game is designed for all gamers with a passion for science fiction and wild adventure. Even if you just play fantasy games, give the new GAMMA WORLD game a try; it weaves adventures of wonder and presents challenges such as you have never seen. Q

If you possess the third-edition GAMMA WORLD game with a Red Death Rider mounted on a robobeast on the cover, make sure your set includes a copy of the GAMMA WORLD Rules Supplement. If not, you can get a copy of the GAMMA WORLD Rules Supplement for free. Send a postcard with your name and address to:

GAMMA WORLD Game Supplement
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P.O. Box 756
Lake Geneva, WI 53147

The Role of Books

by John C. Bunnell

WINDMASTER'S BANE

Tom Deitz

Avon 0-380-75029-5 \$3.50

Once this column is typed, *Windmaster's Bane* will move from my desk to join some 600 other science-fiction and fantasy novels on the bookshelves behind me. More significantly, though, it will become one of perhaps a dozen of those books that are plucked from the shelves regularly, to be read over and over with familiar pleasure.

Tom Deitz's first novel carries a depth of realism rarely found in fantasy. The setting is rural Georgia, and the writing is keenly observant. Deitz knows the look and texture of the land, knows what occupies a farmer's time in August, and knows the restlessness of young people caught in that daily routine. As a result, his characters are more than simply believable; they are close enough to being real to make readers think of them as friends rather than figments of the author's imagination.

That achievement makes David Sullivan's experiences all the more unsettling. David is unusual for a teenaged Georgia farm boy, a bit shy and fiercely interested in Celtic mythology. So he is more than a little worried when he develops what seems to be second sight, and sees things that probably belong an ocean away in Ireland. Then he finds himself playing a riddle game with Ailill Windmaster, a lord of the Sidhe bent on dominating all the worlds he can touch.

What follows is a test of both David's strength of will and his ability to trust those he loves. Before the novel is over, David must confront an authentic Irish banshee, deal with a changeling left in place of his five-year-old brother, and endure a ritual Trial of Heroes. And among the decisions he must make is whether he will face the Sidhe alone or do it with the aid of friends who are themselves struggling to understand what is happening.

There is enough solid Celtic lore in *Windmaster's Bane* — the banshee, the trial, the matter-of-fact treatment of the

Sidhe character — to give DMs running Celtic campaigns a host of excellent suggestions. But the reasons for reading Deitz's novel go beyond game advice. If the Sidhe really do hide along the edges of our modern world, this is almost certainly what it would be like to meet them.

THE ARCHITECT OF SLEEP

Steven R. Boyett

Ace 0-441-02905-1 \$2.95

The fine print on the cover describes *The Architect of Sleep* as fantasy, but science fiction is probably a more appropriate designation. As inherently bizarre as the premise sounds, Steven Boyett has worked out the whys and wherefores of an America populated by giant telepathic raccoons with careful attention to anthropological and cultural details. The effect is to give his novel a gritty, low-key texture that forces readers to take the situation very much at face value.

The only factor lacking a thorough explanation is Jim Bentley's unexpected shift from the familiar Earth of 7-Elevens and drive-in movies to the considerably fiercer realm of the raccoons, which has a flavor that is partly classical Greece and partly Civil War. (The Civil War atmosphere is created largely by the names Bentley gives to people and places in this unusual setting — the raccoons' own names are mostly untranslatable — but the political environment, involving a host of more or less independent city-states, recalls Athens and Sparta as much as it does the American South.)

Most of the book concerns Bentley's slow adjustment to raccoon society, as he learns the language and gradually begins to discover the identity of the reclusive Truck, who befriends Bentley and takes him on as a traveling companion. As such, it's something of a primer for a game master who wants to create his or her own race of alien beings, whether for a fantasy or science-fiction setting. While there is a great deal of work involved (and while the raccoons themselves are probably a touch too difficult to render in a game situation), the rewards can be striking.

Boyett's own execution is intelligent, often cynically humorous, and surprisingly fast-paced for a novel in which much of the plot consists of lessons in history and current events. It's only at the book's end that one realizes the real action and adventure are yet to come — and though that prompts a certain amount of irritation, the next story in the saga of *The Architect of Sleep* is likely to be well worth the wait.

THE LAST KNIGHT OF ALBION

Peter Hanratty

Bluejay 0-312-94281-8 \$8.95

No one should accuse *The Last Knight of Albion* of presenting a tired theme — no other Arthurian novel has taken quite Peter Hanratty's approach. What remains unclear, however, is the direction in which the author intended to go.

Strictly speaking, Hanratty's novel is a post-Arthurian tale. Its protagonist is Perceval, an earnest last-minute knight of the Round Table who has been tracking the traitorous Sir Mordred ever since the battle in which Arthur fell, and its story is both of that quest and of the slow rebuilding of England after Arthur's passing.

Yet, there are a host of distractions and seeming anachronisms. Mordred, now a hermit in an isolated marsh, is busy writing his autobiography and interpreting Arthur's reign in light of classical Greek philosophy. Hanratty's Camelot has printing presses, and Perceval's travels lead him to a village where some of the houses have real glass windows. The village leaders seem to be establishing a democratic system long before its time. And strangest of all, the Druids of this Albion have managed to build a kind of nuclear device whose first use sealed Arthur's downfall. A passing reference credits Merlin with never-completed plans to invent germ warfare.

The distant quality of Hanratty's writing suggests that any explanations are unimportant, yet also conveys a vaguely scholarly intent. Unfortunately, there is nowhere near enough support for the speculation that *The Last Knight of Albion*

is really an anti-nuclear political tract in disguise — an answer which would demystify matters considerably. But without the obscure social criticism, the story becomes rather thin relying too much on a slowly building romance between Perceval and the mysterious Elaine, foster daughter of the village physician.

As pure reference material, the book may possibly benefit players of *Pendragon* or others involved in Arthurian campaigns. For the most part, though, the novel must be viewed as a literary experiment about which too little is known for the results to be understood.

A MULTITUDE OF MONSTERS

Craig Shaw Gardner

Ace 0-441-54523-8 \$2.95

DMs who are serious about always giving the monsters an even break will be delighted with Craig Shaw Gardner's second book. Players, meanwhile, will do everything possible to keep the novel out of reach so that they can giggle and guffaw over it themselves.

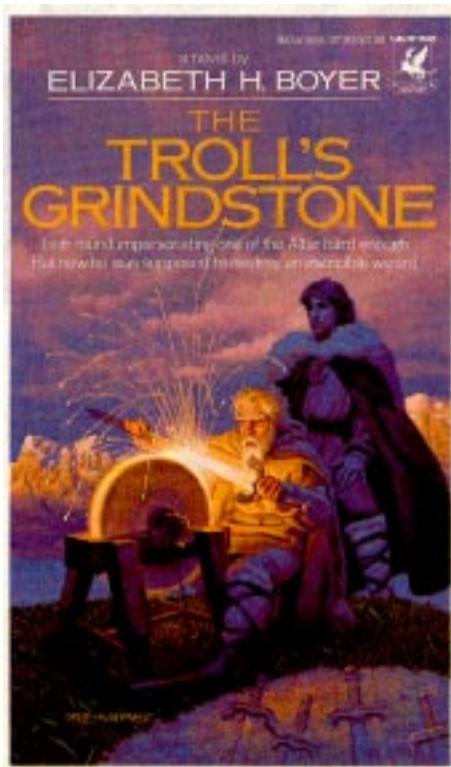
The central gag in this thoroughly ridiculous adventure is the Association for the Advancement of Mythical and Imaginary Beasts and Creatures, or AFTAOMAIBAC for short. AFTAOMAIBAC is essentially a labor union for monsters of all shapes and sizes — or will be, as soon as it gets organized and finds a wizard to serve as its public-relations agent.

Unfortunately, the only wizard in its immediate vicinity is one Ebenezum, who has other problems. Guxx Unfufadoo, the dreaded rhyming demon who has designs on controlling the world, is one of them. Another problem is Ebenezum's peculiar magically inflicted allergy, which causes him to sneeze violently in the presence of magic. (Not surprisingly, this makes it exceedingly difficult for the wizard to cast spells.) This causes the monsters to single out Wuntvor, Ebenezum's highly inexperienced apprentice, as their candidate, but this turns out to have its own liabilities.

The framework of Gardner's series is a combination of melodrama and literally howling farce, as Ebenezum and Wuntvor journey toward the city of Vushta in search of a cure for the wizard's allergy and help in fighting the truly vile poetry of Guxx. Comparisons with Robert Asprin's *Myth* series are valid, but there are differences in approach and flavor. Gardner relies less on puns and wordplay, and there is perhaps more straightforward plot structure in his sequence as well, though by no means at the expense of preposterous situations and hilarious combat scenes.

There are also lots of places where DMs will grin deviously and scribble notes for future reference — if they aren't having too much fun at the time. (Someone should definitely develop statistics for the Bog Womblar.) *A Multitude of Monsters* is as funny a swashbuckler as anyone is likely to write, at least until Gardner fin-

ishes the next book in the series. And given that this one ends with a pronouncement of disaster straight out of the movie serials, another book is clearly forthcoming. Rarely has impending doom been such good news.



THE TROLL'S GRINDSTONE

Elizabeth Boyer

Del Rey 0-345-32182-0 \$3.50

Though Elizabeth Boyer has written four previous novels set in the same general Scandinavian milieu, *The Troll's Grindstone* marks a step forward in her literary career. For the first time, plotting and characterization are as well crafted as the realm itself, and the result is a readable, thoughtful tale of deception and dark magic.

There are several levels of deception at work in the story. Most of them revolve around Fridmarr, the long-vanished son of an important Alfar whom many hold responsible for the rise of Sorkvir, a decrepit but powerful sorcerer whose curse still plagues those he rules. Now Fridmarr's father is dying, and Leifr, an ordinary mortal caught in a dangerous predicament, is recruited to impersonate the missing Alfar and attempt to lift the curse.

From here, most of the elements are traditional. There is a sword to be stolen, a missing grindstone on which the blade must be sharpened, and a quest which must be undertaken in order to lift the curse. In addition, Leifr finds himself falling in love with Ljosa, Fridmarr's old flame, which further complicates his masquerade.

What is truly remarkable about the book, however, is Boyer's handling of the

supporting character Gotiskolker, a very old Alfar who suffers from an addiction to one of Sorkvir's magical preparations. In a game setting, Gotiskolker would be an NPC, but it would be a talented DM who could capture the nuances of the part as well as Boyer has in her narration.

The novel's conclusion suggests more adventures, but is also reasonably self-contained. Those seeking mythological material will find the Scandinavian background rather vague, providing more flavor than substance. But though *The Troll's Grindstone* is decidedly average in many respects, Boyer's maturation as a novelist has enabled her to give it at least one mark of unusual distinction.

HER MAJESTY'S WIZARD

Christopher Stasheff

Del Rey 0-345-27456-3 \$3.50

THE WARLOCK IS MISSING

Christopher Stasheff

Ace 0-441-84926-5 \$2.95

It isn't often that a popular fantasy writer has two new novels out in the space of a month: one is a new episode in a long-established series; the other, an entirely new tale. While both of Christopher Stasheff's latest books are well worth reading, though, one is simply a well-crafted adventure yarn, whereas the other manages to be just a bit more.

The Warlock is Missing overlaps with Stasheff's previous entry in the *Warlock* series, following the exploits of Rod Gallowslass's children while Rod himself is trapped in another time. The four are a potent magical attack squadron, combining various forms of telekinesis and teleportation to devastating effect, and they have the grudging aid of Robin Goodfellow, leader of elves and sometime babysitter.

Their adversaries, as is usual in this series, are a variety of witless and unwitting agents of forces out to control the planet Gramarye and its population of natural telepaths. The encounters are satisfactorily frequent and creatively choreographed — all wizards should work this well together — but Stasheff is telling a story he has woven several times before, and it is beginning to get tired.

That isn't to say that the basic plot of *Her Majesty's Wizard* is original; there are some very loud echoes of the classic Harold Shea stories by L. Sprague de Camp and Fletcher Pratt. Like Harold, Matthew Mantrell conjures himself into another world by reading the secret formula off a scrap of paper, and he finds himself able to work magic through borrowed poetry once he arrives. Also like Harold, Matthew rapidly picks up traveling companions, including a princess, a dragon, a mysterious knight, and a witch and a priest of dubious morals.

There are also several points of similarity with Stasheff's other books, even though Matthew's newfound world isn't

the Warlocks. Like Gramarye, the new realm is a "composite medieval" world, drawing its culture from a span several centuries wide in historical terms. The government is unabashedly feudal, and magic — at the start of the adventure — is looked on with suspicion.

But Her Majesty's Wizard is altogether more mature than the Warlock books, if only in rather subtle ways. Matthew's conflicts are personal, whereas the themes of the Gramarye series are mostly political. The magic Matthew wields is real rather than a technological construct, and there is a quality of legend about the finale. The novel may still be a traditional quest story, but Stasheff has given it more attention and care, and it shows in the characters. Even the humor is more sophisticated.

To date, Christopher Stasheff has shown himself to be a smooth purveyor of solid lightweight tales featuring rapid-fire magic. Now there are signs that he is growing into a writer of greater depth and wisdom. Though *Her Majesty's Wizard* isn't a work of major literary importance, it is an adventure that shows thought as well as craftsmanship. For that, Stasheff deserves congratulations.

THE GAME OF FOX AND LION

Robert R. Chase

Del Rey 0-345-33384-5 \$2.95

The description on the front of the page proofs of Robert Chase's first novel calls it a "rare mix of well-rounded characters, gripping intrigue, and believable space battle." That's not a bad summary, if a shade generous to Chase's characterization. What it doesn't suggest is that *The Game of Fox and Lion* also has just the atmosphere to make a science-fiction RPG campaign more sophisticated than the usual round of gunfights and pursuits.

That setting is the world of interstellar economics — or more specifically, of Chiang Biosynthetics and its competitors. As the novel opens, John Lei Chiang's corporation is fighting hostile firms from elsewhere in the Centauran business community, in conflicts more serious than a mere price war. Then there are the Bestials, genetic constructs bent on conquering the humans who created them.

Political intrigue also threatens Chiang's position in the Centauran Council, itself controlled by powerful business interests.

Chiang's solution is to co-opt the services of Paul Niccolo Renard, a long-lost Multi-Neural Capacitant, to plan his strategy for him. Multi-Neural Capacitants, like the Bestials, are products of genetic engineering, but the tinkering is with the brain rather than the body, thus producing vastly increased intellectual ability. There is, of course, a catch: MNCs (of which Renard is the last) have been known to adopt a Hitler-like attitude of superiority toward normal humans, and they are therefore almost universally distrusted.

The novel swiftly turns into a study in Machiavellian plotting, with much uncer-

tainty as to who is manipulating whom. At the same time, Renard proves that his talents are adaptable to space warfare as well as to back-room intrigue, in a series of battles with enough fireworks to satisfy a Hollywood producer seeking a special-effects film.

Chase displays a sure hand with the often intricate plot and gives his protagonists more dimension than is often found in yarns of this sort. Chiang's verbal fencing matches with Renard are written with an experienced ear. Still, *The Game of Fox and Lion* is best read for the larger interplay between competing businesses, governments, and races — and in that context, it's an entirely satisfying tale with style and sharply logical suspense.

SILVERGLASS

J. F. Rivkin

Ace 0-441-76600-5 \$2.95

There are times when J. F. Rivkin seems to have something subtle and vaguely unsettling on her literary mind in *Silverglass*. Mostly, though, her mind is on telling the rousing tale of two very different women who are thrown together in a dangerous series of adventures.

The pair are Corson, freewheeling mercenary and sometime assassin, and Lady Nyctasia, a noblewoman forced by temperament and politics to flee her city for the life of a wanderer. They meet when two separate clients hire Corson to eliminate Nyctasia, but Nyctasia beats both offers and takes Corson on as a bodyguard. The two soon leave the dangerous city of Rhostshyl, but pursuers bent on various kinds of revenge keep the chase going through city, forest, and sea until a climactic confrontation ends the threat.

There is a great deal to like about *Silverglass*. Its heroines are spirited and engaging, yet not militantly feminist, so readers can appreciate them as individuals rather than as political symbols. Nyctasia's sorcery, which causes Corson no end of concern, is well conceived and intriguing, and the two women make excellent foils for one another. And there is just enough depth to the novel's central conflicts to make it more than one-dimensional reading.

Yet there is just enough of a mysterious undercurrent to arouse a touch of worry. As Phyllis Ann Karr observes in a testimonial, there is "plenty of bed-hopping" in *Silverglass*, some of which prompts raised eyebrows and musings about Rivkin's possible literary intent. Any such speculation, though, must stretch the book's text nearly to the breaking point. None of the sex is even mildly graphic; its presence is an element slightly out of step with the main thread of the novel.

On balance, Rivkin has woven a lively, entertaining tale with much to recommend it to players of female characters in nearly any fantasy game — and one which should appeal to both male and female readers. That's a respectable achievement,

but it would be even more remarkable if there weren't that tiny hint of oddity lingering just below the surface.

RECURRING ROLES

No less than four different series have concluding volumes finally available, all with generally satisfying results. In particular, *Forever Begins Tomorrow* (Signet Vista, \$2.95) brings the A.I. Gang sequence to an unexpectedly thoughtful close while maintaining a lively pace. *Test of the Twins* (TSR, \$3.95) does the same for the DRAGONLANCE® Legends trilogy, and Margaret Weis and Tracy Hickman have managed to work in a walk-on appearance from everyone's favorite forgetful mage.

The wait for *The Mountains of Channadran* (Del Rey, \$3.50) has been longer but just as worthwhile. Susan Dexter's sequence includes a very well drawn supporting character in the wizard Reynaud, and the leisurely yet suspenseful pace is as assured as in earlier books. By contrast, *The Quest for Saint Camber* (Del Rey, \$16.95) seems almost rushed, as Katherine Kurtz tries to pack a brand-new villain and the title quest into the same novel. Though Kurtz's Deryni remain absorbing, her sense of pace is becoming inconsistent, and this latest novel does not resolve enough loose ends to be effective as the climax of its trilogy.

The Unicorn Gambit (Signet, \$2.95) is harder to evaluate. For one thing, though it finishes a trilogy, two more books may be yet to come. More seriously, this latest in David Bischoff's saga of the Gaming Magi wanders uncertainly back and forth between very broad comedy and a more even-handed tone. At least it's finally possible to see why the sequence is badly flawed.

Much better news is the arrival of R. A. MacAvoy's *Twisting the Rope* (Bantam Spectra, \$3.50), a sequel to the ingeniously quiet *Tea With the Black Dragon*. Though gamers' direct interest may be limited (how do dragons behave when they shape-change into human form — and get sick?), the writing is up to MacAvoy's usual high standard.

Esther Friesner is perhaps less polished, but *New York by Knight* (Signet, \$2.95) is at least as unusual, involving a devilishly cunning dragon and an earnestly persistent knight whose final battle takes place in New York City under the eyes of the crew from *60 Minutes*. This one is less smooth than some of Friesner's earlier novels, but the novelty of the idea counts for a bit.

Finally, *Garden of Evil* (Random House/Find Your Fate, \$2.50) resolves at least some of the questions about the series of *Doctor Who* tales of which it is the third. David Martin returns with a solid story that again transcends the multiple-plot form to compete favorably with the full-length novels. *Doctor Who* gamers should be even more pleased with this than with Martin's previous entry. Ω

CLYDE CALDWELL

February 20, 1948: Clyde Caldwell, of Gastonia, North Carolina, is born. Unable to hold a pencil in his hand, he is forced to mentally plan his life's work.

February 20, 1950: Clyde is able to hold a pencil to draw. He looks up briefly to blow out the two candles on his birthday cake. He then resumes drawing.

November 20, 1986: Clyde is now working for TSR, Inc., in Lake Geneva, Wisconsin. Clyde is still drawing . . . and painting and drawing and painting and drawing.

Jeanne Stanley, model for Alerelean (DRAGON® issue #94 cover) and RED SONJA® (AD&D® module RS-1), and an artist.



Some artists accidentally discover their latent talents for art at an early age. Clyde is no exception, but it was not an accident. This single-minded artist grew up to be exactly what he had planned to be. "Actually, I became an artist sort of by default," he says drawing out his words with the vestiges of his southern accent still apparent. "I couldn't do anything else! I was into music for awhile. I played the guitar for a local band. I also enjoyed writing both stories and songs. But drawing and painting were the easiest for me."

Clyde became interested in painting fantasy and science-fiction art in junior high school. "My biggest influences back then were the covers of the Edgar Rice Burroughs books. I wanted to paint pictures like those covers. My parents had always encouraged me in my artwork, but they didn't understand why I was painting science fiction. They wanted me to paint landscapes and still lifes." Nevertheless, Clyde persisted.

Clyde persisted through Gaston Community College, where he started his formal art education. He persisted through a fine-arts

degree from the University of North Carolina in Charlotte. And he persisted through a Masters of Fine Arts degree from the University of North Carolina at Greensboro. "I thought I might become a teacher, so I figured the masters degree was a good idea. When I started doing some fanzine work, that idea was shot."

After college, Clyde worked for a newspaper, the *Charlotte Observer*, as an illustrator. After that, he worked in an advertising agency as an illustrator and art director. He then decided to become a freelance artist. For seven years, Clyde worked on various freelance projects. One he is particularly proud of is a series of paintings based on the Barsoom novels, which he did for *Heavy Metal Magazine*.

During this time, Clyde did frequent work for DRAGON® Magazine, mostly in the form of covers for the publication. "I was offered a job three different times by TSR, Inc., when I was freelancing. Finally, the third time, I decided to come up to Wisconsin to meet the people I was working with long distance, whom I might eventually be working with face-to-face if I accepted the position. I really liked the company and the people, so I agreed that day to work for them." Back in North Carolina, preparing for his move, Clyde was teased by his family. "My going to Wisconsin was a joke. My parents thought it was funny that I was moving to a climate that was cold and snowy. After all, I had lived in North Carolina my whole life. I had no idea what I was in for in Wisconsin."

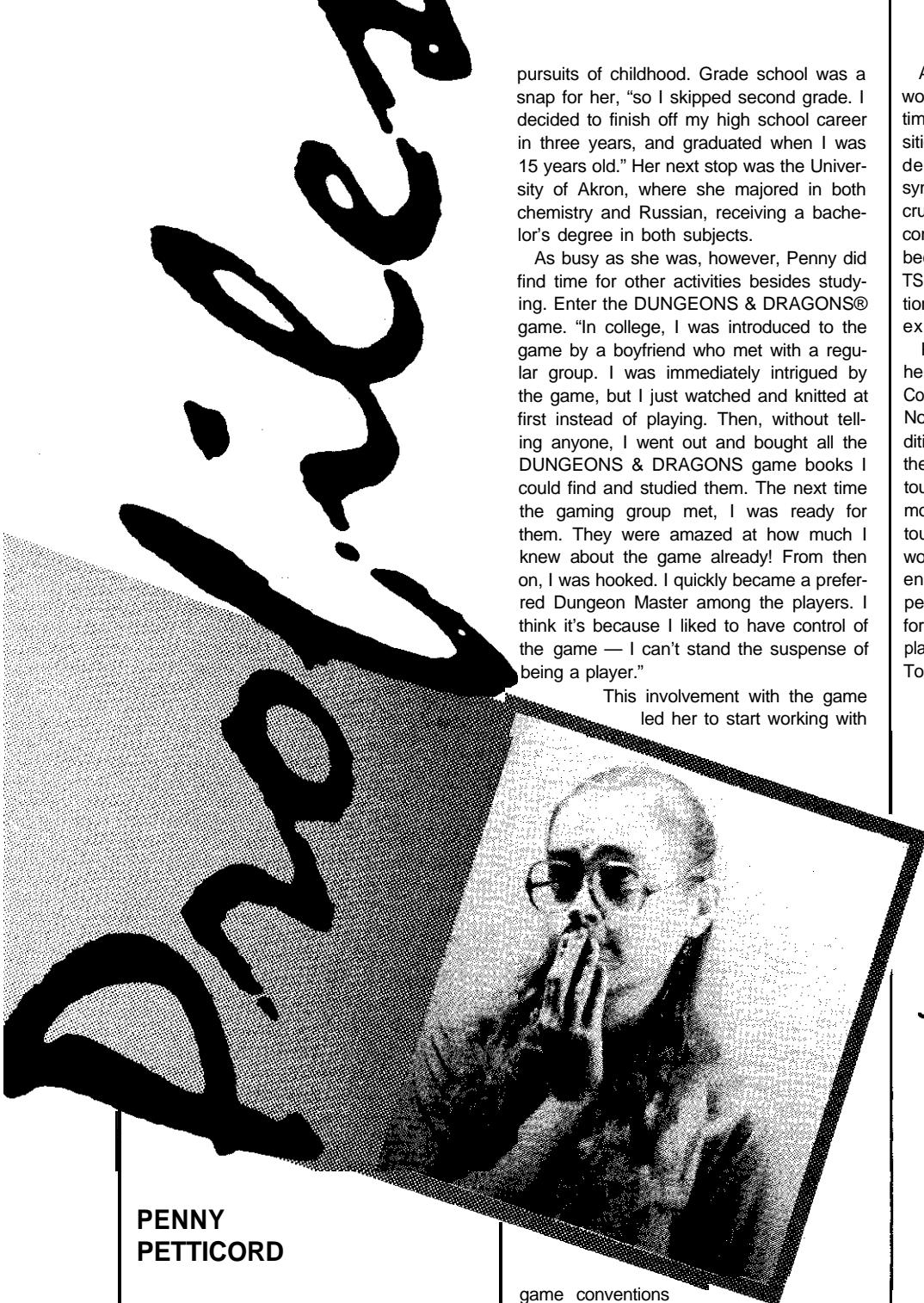
So, not surprisingly, we find Clyde once again painting and illustrating to earn his living. Clyde even does painting and illustrating in his free time. "OK, I also like to read, listen to music, and catch an occa-

sional movie, but I really do enjoy doing my artwork."

Clyde's most recent work includes the covers for the GREYHAWK™ Adventures novels, three paintings for the 1985 DRAGONLANCE® Calendar, three paintings for the 1986 AMAZING® Stories Calendar, plus the cover and three interior paintings for the newly-released 1987 DRAGONLANCE Legends Calendar. He also takes great pride in his DRAGONLANCE module covers. Rapidly becoming one of the top fantasy artists in the country, Clyde has also won numerous awards at several top conventions.

When asked if he had any advice for young artists, Clyde sat back and thought for a minute. "I hesitate to really encourage people to go into painting or illustrating as a profession. There's a lot of competition and hard work involved. I do get a lot of satisfaction from my work, though."

Exactly how he had planned it.



pursuits of childhood. Grade school was a snap for her, "so I skipped second grade. I decided to finish off my high school career in three years, and graduated when I was 15 years old." Her next stop was the University of Akron, where she majored in both chemistry and Russian, receiving a bachelor's degree in both subjects.

As busy as she was, however, Penny did find time for other activities besides studying. Enter the DUNGEONS & DRAGONS® game. "In college, I was introduced to the game by a boyfriend who met with a regular group. I was immediately intrigued by the game, but I just watched and knitted at first instead of playing. Then, without telling anyone, I went out and bought all the DUNGEONS & DRAGONS game books I could find and studied them. The next time the gaming group met, I was ready for them. They were amazed at how much I knew about the game already! From then on, I was hooked. I quickly became a preferred Dungeon Master among the players. I think it's because I liked to have control of the game — I can't stand the suspense of being a player."

This involvement with the game led her to start working with

After college, Penny had trouble finding work in her field. Industry in Ohio at the time was depressed, so she accepted a position at the University of Akron as a student assistant. Her job was to help synthesize a potential new rocket fuel for cruise missiles. During this time, Penny continued to work with conventions. And, because of suggestions by friends from TSR, Inc., "I applied again at TSR for a position that I did get — as a games questions expert."

Part of Penny's duties when she arrived here were to write a column called "Dispel Confusion" for POLYHEDRON™ Newszine. Now, she edits the whole magazine, in addition to her duties as the administrator of the RPGA Network. Penny also has tackled tournament programing, revamping it to be more useful for conventions requesting a tournament sanctioned by the RPGA Network. She also introduced a new experience-point system which establishes a permanent record of how well players perform in tournaments. With enough points, players can participate in the RPGA Masters Tournament.



Penny
Petticord

PENNY PETTICORD

With a grin of amusement, Penny Petticord began the task of getting through this interview. "I'm doing this under protest. I had to be ambushed and hog-tied. Will you let me go before it hurts too much?" After being assured that the interview was painless, despite being dragged from her office, Penny finally consented to reveal some facts about her life that have remained unknown even to those who work with her.

On July 2, 1958, Akron, Ohio received a new resident. Essentially an only child (her brother and sister are much older), Penny did not waste much time with the trivial

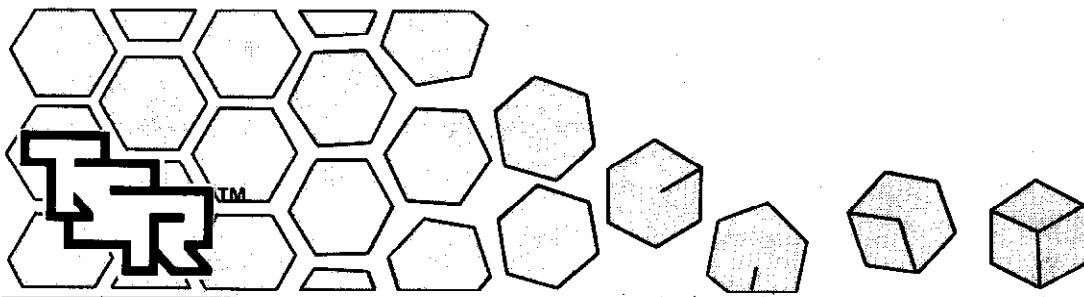
game conventions while she was still in college. Starting with the smaller conventions, she worked her way up to the larger ones. In 1982, TSR, Inc., was given the responsibility for the GEN CON® East II convention. Penny was there in an administrative position, helping to create a successful game convention. There, she also became acquainted with several people from TSR, Inc., and decided to apply for the position of RPGA™ Network coordinator. At the time, the person in charge of hiring didn't think she was the best candidate for the job. "I didn't get it," she says with a smile.

With this all-consuming schedule of work, Penny still has time for other activities. "I love birds. Right now I have a red-faced parrot named Shame." She enjoys knitting and needlework, and occasionally likes to swim. "Because of the conventions I've attended, I've been able to swim in the Atlantic and Pacific oceans, and the Gulf of Mexico — all in one year!"

It seems that Lake Geneva is no longer adequate for this convention-goer. Penny plans to attend several conventions in the coming year, and hopes to meet and talk with many more avid fans of the game.



Profiles



PREVIEWS

NEW PRODUCTS FOR FEBRUARY 1987

LAZER TAG™ Official Live Action Game Handbook

by James M. Ward

The hottest new toy item for 1986 and 1987 now has its own special book of games! Because of the incredible demand and interest in the unique new game that is sweeping America, TSR, Inc., has created whole new games and activities to use with the LAZER TAG™ equipment. The book includes games, safety rules and tips, and official club information.

**Suggested Retail Price: \$7.95
Product No.: 8050**

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X12 Skarda's Mirror D&D® Game Adventure by Aaron Allston

Marauding bandits have repeatedly raided the countryside, and a mage is gallantly pursuing them, only to accidentally stumble upon their hideout and a strange mirror the bandits have stashed there. An investigation is in order when both the bandit leader and the mage disappear into the mirror's unknown realms!

**Suggested Retail Price: \$8.00
Product No.: 9188**

OA3 Ochimo, The Spirit Warrior An AD&D® Oriental Adventures Module by Jeff Grubb

An unearthly spirit haunts a colony in Far Eastern lands. The heroes must find the spirit and defeat this dangerous warrior from battles past.

**Suggested Retail Price: \$8.00
Product No.: 9195**

CHEERS® Game Family Game Based on the Emmy Award-winning

CHEERS® television show! The famous Boston bar "where everybody knows your name" provides the setting for fans and would-be fans to play their favorite CHEERS® character and to engage in a game of zany notes and quotes. Can you meet the challenge of "Normie's Olympics?"

**Suggested Retail Price: \$19.95
Product No.: 1028**

CHEERS ® and ©1987 Paramount Pictures Corp.

GW7 Beta Principle GAMMA WORLD® Game Adventure by Bruce Nesmith

A visit to the remains of an old amusement park sets the stage for an exciting adventure to the legendary skywalking city of the ancients. This module continues the campaign series introduced in GW6 Alpha Factor.

**Suggested Retail Price: \$8.00
Product No.: 7510**

AMAZING® Science-Fiction Stories The Wonder Years: 1926-1935 Edited by Martin H. Greenberg

This illustrated collection of classic science fiction is the best from the 1926-1935 issues of AMAZING Stories and includes bizarre tales from such science-fiction greats as H.P. Lovecraft, John W. Campbell, Julian Huxley, and Edmond Hamilton.

**Suggested Retail Price: \$3.95
Product No.: 8115**

SNARFQUEST: The Book DRAGON® Magazine Special by Larry Elmore

A comic quest for wealth, power, and all that good stuff, this special magazine gathers three years of the popular fantasy cartoon strip which has appeared in the pages of DRAGON® Magazine. Created by one of the most noted fantasy artists in America.

**Suggested Retail Price: \$9.95
Product No.: 8118**

NEW PRODUCTS FOR MARCH 1987

IM2 The Wrath of Olympus D&D® Immortals Game Adventure by Bob Blake

The lords of Olympus are back! Deep in the mountains of the Broken Lands, these Immortals claim their power over humans. This unthinkable act has broken the unspoken law of the Immortals to not interfere with humanity. Who is responsible? Who can rid the world of this Immortal menace?

**Suggested Retail Price: \$8.00
Product No.: 9189**

I11 Needle AD&D® Game Adventure by Frank Mentzer

Deep in the depths of a dark and dangerous jungle, there stands a magical obelisk that the adventurers must retrieve. As if that wasn't enough, now they must go through the portal that has opened in the obelisk, and they find themselves in a strange, new world. . . .

**Suggested Retail Price: \$8.00
Product No.: 9187**

C6 The Official RPGA™ Tournament Handbook AD&D® Game Adventure Edited by Penny Petticord

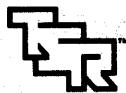
Penny Petticord, RPGA™ Network coordinator, and TSR, Inc., bring you this special product that includes two of the official RPGA™ Network tournaments and offers the official guidelines for writing tournaments and adventures. Scoring sheets are also included, so the players can create all the thrills and competition of tournament adventure.

**Suggested Retail Price: \$10.00
Product No.: 9206**

MA3 The Ultimate Powers Book MARVEL SUPER HEROES™ Game Accessory by David Martin

So, you want to liven up your game with a

P R E V I E W S



P R E V I E W S

few new powers for your super-powered heroes? How about almost 300 new super powers? This collection of new powers, a result of years of intensive comic-book research, can be used by all players. WHAT IF™ . . . Aunt May™ became an Energy Vampire with Serial Immortality? Would Galactus™ EVER be safe again?

**Suggested Retail Price: \$12.00
Product No.: 6876**

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CHASE™ Game Family Board Game

An award-winning game played with multiple dice, the CHASE™ game provides hours of fun for young and old alike. A privately printed edition of CHASE™ was listed in the OMNI™ TOP 10 GAMES and the GAMES 100 in GAMES™ magazine. Destined to become a classic!

**Suggested Retail Price: \$12.95
Product No.: 1030**

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Curse of the Werewolf AD&D® Adventure Gamebook #12 by Chris Martindale

Under the spell of a powerful wizard, the

young warrior Ferral seems doomed to spend the rest of his days as a wolf, unless a way can be found to reverse the terrible transformation that makes his body grow more and more wolflike.

**Suggested Retail Price: \$2.95
Product No.: 8962**

Dueltrack

**CAR WARS® Gamebook #3
by Scott Haring**

Against the glamorous background of Indianapolis high-speed racing, you must battle your way to victory. The competitors you can handle, the saboteurs you expect, but your experimental robot may turn out to be your worst enemy yet!

**Suggested Retail Price: \$2.95
Product No.: 8016**

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Leaves from the Inn of the Last Home The Complete DRAGONLANCE® Sourcebook by Tika and Caramon Majere, Proprietors edited by Margaret Weis and Tracy Hickman

This delightful sourcebook includes songs, recipes, timelines, scholarly essays on race and philosophy, and quotable quotes from the characters of Krynn. With special commentary by Tika and Caramon

Majere, proprietors of the inn. Welcome to the Inn of the Last Home!

**Suggested Retail Price: \$12.95
Product No. 8446**

Once Upon a Murder A WINDWALKER™ Book by Sharyn McCrumb

In this bizarre novel, a Chicago detective is gunned down in an alley, but wakes up with an arrow in his chest, in the midst of a medieval mystery plot! He must find who shot the arrow, or he may never be able to return to his own body, but be caught forever in a time filled with new dangers.

**Suggested Retail Price: \$2.95
Product No. 8720**

Bimbos of the Death Sun A WINDWALKER™ Book by Sharyn McCrumb

This murder mystery is set at a fantasy convention peopled by fanatic fans, where a brilliant but egotistical author is murdered. Discover how the killer is revealed by a novice game master in the ultimate role-playing finale!

**Suggested Retail Price: \$2.95
Product No.: 8721**

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Adventure Trivia: The Answers

The trivia questions themselves ark on page 26 of this issue.

1. The small galley, though the large galley equals its speed when oared (*DMG*, page 54)
2. Poseidon (*LL*, page 58)
3. Cthulhu and Melnibonéan pantheons
4. 10 (*PH*, pages 10 and 118)
5. One minor discipline (*PH*, page 111)
6. (a) chickens (*PH*, pages 35-36)
7. (d) short sword (*PH*, page 38)
8. 10% (*PH*, page 28)
9. Senior Assassin (*PH*, page 30)
10. 21 (7 x 3) hit points (*PH*, pages 21 and 37)
11. 15 (*PH*, page 26)
12. 14 (*PH*, page 15)
13. Yes, with a *wish* (*PH*, page 12)
14. This may occur in certain special surprise and weapon speed factor situations (*DMG*, pages 62 and 66)
15. No (*DMG*, page 65)
16. MC: B (*DMG*, page 51)
17. AD&D game module S4, *The Lost Caverns of Tsojcanth*
18. 101 (*DMG*, page 140)
19. Four; a giant lizard can bite for double damage (2-16) on a roll of 20 (*MMI*, page 61)
20. Yes, but only a *staff of striking* (*PH*, page 26)
21. 6th level (*MMI*, page 30)
22. No (*MMI*, pages 16 and 19)
23. 78: 8 hp/level for hit dice, and 5/level for constitution (*PH*, pages 15, 22 and 30, and *LL*, page 7)
24. (e) small, old lung wang (*FF*, page 28)
25. 3 points/round, as for everyone else (*PH*, page 116)
26. 5th (*PH*, page 113)
27. Seven (*PH*, page 100)
28. None; *charms* do not affect wights (*MMI*, page 100)
29. A thin sheet of crystal, approximately 1" x 1" in size (*PH*, page 85)
30. 100 miles (*PH*, page 62)
31. Yes (*PH*, page 61)

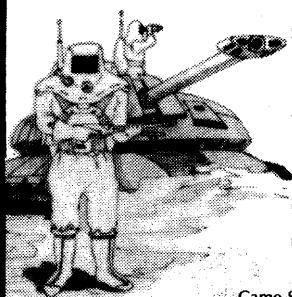
32. 3" game scale, or 30' (*PH*, page 50)
33. +3 (*PH*, page 44)
34. A pinch of dust (*PH*, page 43)
35. No; it is easier to hit the man with padded armor (*PH*, page 38)
36. 1-8/1-6 hp damage (*PH*, page 37)
37. None, as there are no female deep gnome characters (*UA*, page 11)
38. 9 (*UA*, page 10, and *PH*, page 15)
39. James Ward and Robert Kuntz
40. No; Druaga is a lesser god (*LL*, pages 9 and 23)
41. Skoraeus Stonebones (*LL*, pages 9.3 - 9.4)
42. (b) Sir Galahad (*LL*, page 19)
43. Sumerian (*LL*, page 110)
44. 17 (*LL*, page 116)
45. Immediately gain 2 points on your major ability (*DMG*, page 142)
46. 30" (*DMG*, page 140)
47. The *wand of polymorphing* (*DMG*, page 136)
48. 10 (*DMG*, pages 166-167)
49. None at all (*DMG*, page 109)
50. 60 lbs. (*DMG*, page 138)
51. *Potion of undead control* (*DMG*, page 121, and *UA*, page 84)
52. (c) lawful evil (*DMG*, page 37)
53. Five (*UA*, pages 87-88)
54. Demi-lich (AD&D module S1, *Tomb of Horrors*)
55. A powerful (and intelligent) magical trident
56. The (short, +6 defender) *Sword of Kas*
57. 14 (*DMG*, page 166)
58. No (*PH*, pages 26 and 42)
59. 12" (*UA*, page 11)
60. 1979 (August)
61. DRAGON® Magazine issue #49 (May, 1981)
62. 20; this also excludes monsters similar to dragons, such as dragonnes, dragon turtles, chimeras, dracolisks, fire lizards, etc.
63. Q1, *Queen of the Demonweb Pits*, recently re-released in GDQ 1-7, *Queen of the Spiders*

64. 200 (*PH*, page 35)
65. D2, *The Shrine of the Kuo-Toans*, recently re-released in GDQ 1-7, *Queen of the Spiders*
66. Yeenoghu and Baphomet are currently at war (*MMI*, page 36)
67. Permanency (*PH*, page 91, and *DMG*, page 46)
68. 9th (*UA*, page 20)
69. The victim becomes petrified (*UA*, page 67)
70. 6" (*UA*, page 75)
71. 500 gp (*UA*, page 79)
72. The viewer is held permanently and may die (*UA*, page 99)
73. 66 (*UA*, page 30)
74. 21 gp (*UA*, page 26)
75. Gray dwarves (*UA*, page 10)
76. 55 lbs. (*UA*, page 75)
77. 17" (*UA*, page 76)
78. 52 (*UA*, page 79)
79. Five (*UA*, page 80)
80. +7 (*PH*, page 91)
81. AC 6 (*PH*, page 36), but optionally AC 5 (*DMG*, page 28)
82. Tightrope walking, pole vaulting, jumping, and tumbling (*UA*, page 23)
83. Yes (*UA*, page 22)
84. No (*UA*, page 13)
85. 1% (*UA*, page 80)
86. A broad sword, "final word" type (*UA*, page 105)
87. Dwarves (*UA*, page 111, and *LL*, page 91)
88. (b) pole cleaver family (*UA*, pages 125-126)
89. Monadic (*MMI*, page 43)
90. No (*MMI*, page 44)
91. Carnivorous (*MMI*, page 55)
92. 11 (*MMI*, page 38)
93. D1, *Descent into the Depths of the Earth*, re-released in GDQ 1-7, *Queen of the Spiders*
94. Yes (*DMG*, page 177, and *MMI*, page 44)
95. 4th (*DMG*, pages 174 and 178)
96. It turns to powder (*DMG*, page 154)
97. Nine (*DMG*, page 150)
98. Cli Lyre (*DMG*, page 148)
99. 25% (*DMG*, page 144)
100. The flumph (*FF*, page 39)

Ω

STATE OF WAR

The year is 2000! They said it would never happen again. BUT IT HAS!!!
CIVIL WAR IN THE U.S. !!!



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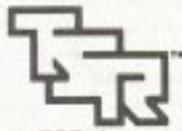
Label your letter

The address of DRAGON® Magazine is P.O. Box 110, Lake Geneva WI 53147, and that's all you need to make sure your letter gets here. But you can help us serve you more quickly by adding a line at the top of the address to tell us what department should receive your letter or package. Call it a "manuscript submission," "cartoon submission," "query letter," or any other short phrase that tells us what's inside, and it'll get exactly where it's supposed to go.

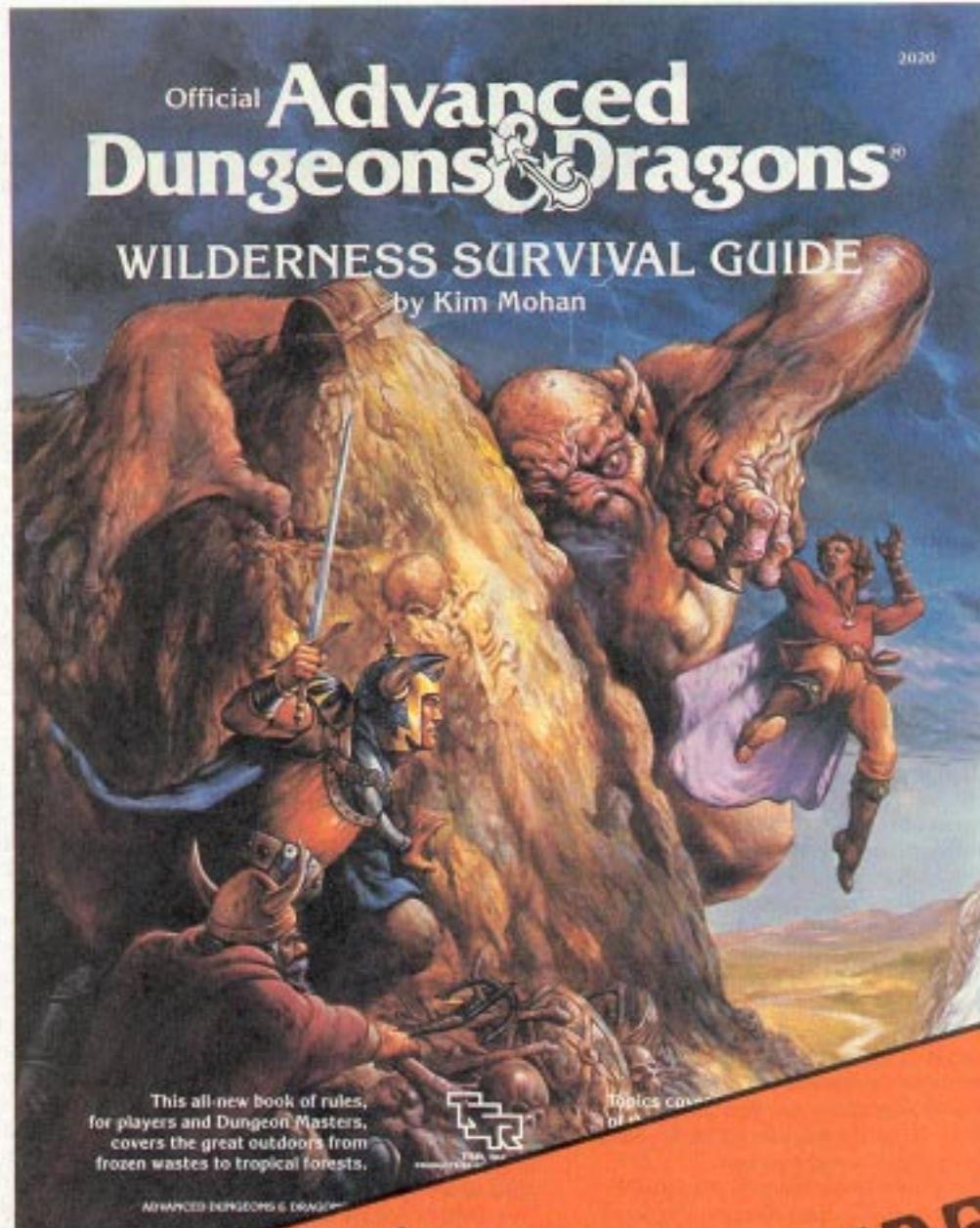
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Companion volume to the Dungeoneer's Survival Guide, the new AD&D® Wilderness Survival Guide is the complete reference work for the realms beneath the sun.

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THE GAME WIZARDS

*A new column from
the game designers*

News from Lake Geneva begone

It's been a quiet week in Lake Geneva, my home town. . . .

Actually, there's always a lot going on in the twisting corridors and catacombs of the TSR, Inc., building in sunny Lake Geneva, Wisconsin, and it's high time we started letting you in on some of it.

This semi-regular column will be written by members of the Games Department at TSR, Inc. The Games Department is one of the three "product-originating" departments in the Research & Development Division (the other two are Books and Magazines). These three departments, as well as Graphic Arts, Purchasing, Manufacturing, and Consumer Services (which consists of the RPGA™ Network, GEN CON® convention staff, and the TSR® Mail Order Hobby Shop), are headed by TSR Vice-President Mike Cook (who is also Publisher of this magazine).

The "TSR Profiles" feature that has been running for the past 15 months or so has introduced many of the leading lights of the R&D division — and there are more to come! We've been working hard to let you know who we are and what we do, so that if there's something you don't like (or better yet, something you do like), you can sound off to the right person.

The Games Department is responsible for creating all game products, including modules, new game systems, board games, accessories, and the like. There are three game designers (David "Zeb" Cook, Doug Niles, and Jeff Grubb), three game editor/developers (Steve Winter, Anne McCready, and Mike Breault), a game acquisitions coordinator (Bruce Heard, who buys games and modules from freelancers), and a freelance editing coordinator (Karen Martin, who supervises freelance editing, development, and reviews). The department head is Michael Dobson (that's me). I yell about deadlines, coordinate scheduling and new product planning, and do other management stuff.

In this column, various people in the department take turns telling you about their projects and plans, and ask you for feedback. We can't always answer the

letters we get, because we're usually too busy getting the games and modules written and edited. But we take the letters we get very seriously, and we read them carefully. If you like something one of us has done (or if you don't), write and tell us. We listen.

What goes around, comes around

We'll start off the "hard news" with a few personnel announcements.

Tracy Hickman and Margaret Weis, who left TSR, Inc., earlier this year to work with a computer games company, have returned to the fold! They rejoined the company in October, and are splitting their work between the Games and Books Departments. They will be working on 1987's DRAGONLANCE® products, which include editing a proposed anthology of short stories (with a novella by Margaret and Tracy), a proposed hardbound book, an art book of the DRAGONLANCE world, an atlas of Krynn, and lots more. They commandeered a double office, installed their Macintosh Plussses, and started to work immediately. In addition to their DRAGONLANCE work, Margaret and Tracy have started creating a new world; all details are currently classified; but it will be out in early 1988. Everyone was glad to see them back (what do you mean, you didn't even know they were gone?), and we're looking forward to great things.

Warren Spector, for many years Editor-in-Chief of Steve Jackson Games (also the developer of the TOON role-playing game) has accepted a job with us as a games editor. He'll be starting in January, and his first project will be editing the new TOP SECRET® game, which will be out for 1987. Welcome aboard, Warren!

Jaunty Jim Ward, designer of the GAMMA WORLD® game, who has also been doing freelance work for the TSR Book Department for the past few years, has rejoined our staff. Jim is wearing many different hats, working simultaneously for the Games Division on a super-secret licensed product (we'll tell you about it next month), writing and consulting for the Books Department, coordinat-

ing relations with our licensors, and lots more. I don't know how he gets it all down; maybe it's that huge sword that dangles over his desk, held only by a thin string.

Finally, Harold Johnson, previously head of R&D Games, has taken on new challenges as Director of Consumer Services, which encompasses a number of areas mentioned above. He's working hard on the 1988 GEN CON/ORIGINS games convention, the new On-Line Hobby Shop on CompuServe, and a lot of special projects.

Michael Dobson

The plane truth

As I write this (early November), I'm about three-quarters of the way through the rough draft of the *Manual of the Planes*, the premier AD&D® hardback release for 1987, due out in May. It should be finished by this Thanksgiving, if all goes well and the computer doesn't crash. That may seem like a long time between completion and publication, but during December a group of friends(?) and fellow AD&D game enthusiasts will take the manuscript apart, and I'll be rewriting in January by the time most folk read this.

The *Manual of the Planes* began as a simplification and codification of 10 years of planar material by a variety of talented and diverse hands. It has evolved into something more: a guidebook for survival and adventuring in the Ethereal, Astral, and Inner and Outer Planes, using much of the material that had been previously published in magazines, modules, sourcebooks, and hardbacks.

I've also been trying to maintain the "sense of wonder" that the planes should have and not to explain them to death. All of the various planes, with the exceptions of the demi-planes, are infinite, and there should be room for all manner of DM-created monsters, outposts of magical nations, and any pantheon the DM feels useful in his campaign. I feel that I am setting the stage for bigger things to come.

Here's a question. Would people out there be interested in a series of planar articles talking more about specific new monsters, spells, and magical items in the planes? This stuff would NOT appear in the *Manual of the Planes*, but would supplement it, appearing in DRAGON® Magazine. Let me know.

Jeff Grubb

Second sight

Okay, there is undoubtedly at least one person out there who is wondering: "Why is he called Zeb?" Well, you know something — I'm not going to tell you. Just why I am called Zeb is a mystery I prefer to keep. So there.

To kick the first installment of this column off, I suppose I'd best tell you what I'm doing. Actually, I've got a really minor project, hardly anything at all. It's just this little thing called "ADVANCED

DUNGEONS & DRAGONS® Game: The Second Edition." It's not like it's a lot of work or anything. Oh, no. It's only the first major reorganization, clean-up, and development of the AD&D game since it was introduced. It's time to make sure that the AD&D game stays up-to-date and fresh.

What I'm doing is coordinating most of the design efforts on the game. Just what does this mean? You'll have a chance to find out in this column in the months ahead, as soon as I figure it out myself. I could say that we are scrapping all the character classes, totally changing the combat system, creating a new magic system, eliminating experience points, and all sorts of other lies. But I wouldn't do that, would I? I don't know . . . and you won't know, unless you take the time and trouble to write to me and tell me your opinions! I'm probably not going to write back to you (if I answered all my letters, I'd never get the work done), but I am going to read my mail carefully. I'm just beginning the project that is going to bring

the AD&D game up to the state-of-the-art in adventure role-playing, and I need your help.

Besides working on the AD&D game revision, I've just finished an SPI™ wargame and have started work on a new *Oriental Adventures* module, due out next summer. And, there's the inevitable Secret Project or two, but I'll tell you about them just as soon as Michael will let me.

David "Zeb" Cook

Classified report

Agent Niles reporting: The new TOP SECRET game project is keeping me busy and entertained. The game system, while retaining the detail and accuracy of the original, is a new and fast-playing approach to espionage role-playing. Although those players who enjoy commando operations and other wahoo missions will not be disappointed, the new TOP SECRET game will offer a little more meat to the detective and investigative types of players. The game's environment is being expanded in all directions, and next summer you

should see the last word in state-of-the-art role-playing in the modern world.

Doug Niles

Secrets revealed!

Jim Ward here. TSR, Inc., has asked me to tell you a bit about the new

Official Handbook we are producing in January. Everyone knows

is sweeping the nation as the hottest new

Now, we are bringing to _____ and _____ an _____ handbook of

and _____ that _____ will want to buy and use for years. _____ are expected to be well over

and with a _____ any _____ game player can afford _____.

This _____ is just the beginning in a long line of _____ that is guaranteed to be _____ has become with the people who own _____.

Hope you like it!

Jim Ward

FORUM

(From page 9)

for about seven and a half years, mostly AD&D games until about five years ago. I got fed up with realism articles a long time ago as well. Fantasy role-playing is not a simulation of real life; it is a simulation of fantasy books and motion pictures. Reality and fantasy role-playing are, in my eyes at least, mutually exclusive concepts. Any game (or book or film or what have you) that operates on the postulate that magic actually works and that dragons are on the move, having a halfling or three for a mid-morning snack, should have no truck with reality. I play AD&D games and the other dozen or so role-playing games I own to get away from reality. I don't need my DM throwing a weather forecast at me and saying, "But, Pat, that's how it works in real life!" when I'm playing a half-orc assassin out to get a high-ranking elvish noblewoman. Anybody who has actually seen a dragon munching on halflings or a half-orc assassin after an elvish noblewoman should be referred to a competent psychiatrist.

On the fabled Second Edition AD&D game works: please hurry. The AD&D game, in its current form, is strangling itself; there are currently nine, soon to be ten [twelve — Editor] hardback rule books and literally hundreds of modules and accessories. As an article in issue #114 points out, character generation material alone is scattered to heck and gone between eight or nine places between three or four books (the author, Robert Kelk, insists five places in two books). So are the DM's information, the various pantheons of deities, and hundreds of monsters. Nobody really asked me for these, but here are my recommendations as to how the Second Edition books should be done. E. Gary Gygax put forth the plan on which this is modeled.

First, there should be a completely revamped *Player's Handbook*. All the player information from the original *Players Handbook*, *Unearthed Arcana*, *Oriental Adventures*, *Dungeoneer's Survival Guide*, and *Wilderness Survival Guide* should be taken out, reorganized, cleaned up, rewritten and re-edited where necessary, and then bound into a single volume. There should be height, weight, age, social class, order of birth, and circumstance of birth tables included herein. Similarly, there should be alternate systems for hand-to-hand combat. It should also have a lot of illustrations, since a lot of people who play the game have never seen what the deuce a ranseur looks like.

Similarly, the *Dungeon Masters Guide* should be reworked. Dungeon Master information found in all of the above volumes, as well as the *DMG*, should have similar work done to it. The character generation information should be represented here in a concise format, such as found in the cover sheet to REF1, the DM's screen (which, by the way, was outdated the day *Unearthed Arcana* came out). Some of the interesting NPC classes should be presented here or in the revised *Monster Manual* (more on that momentarily). Among these are the sentinel, the mariner, and my favorite, the witch. Alternate character generation methods, revised experience value tables (to include all new monsters), revised treasure listings, and revised combat matrices should be included in a nice, neat, organized fashion. Psionics, in my opinion, ought to be ditched. This discipline doesn't fit well within a fantasy setting. Put psionics in an SF game and you're okay. Psionics tends to make characters who are potentially powerful magicians into potentially deadly walking tanks.

The new *Monster Manual* should have all the creatures found in the *Monster Manual*, *Monster Manual II*, FIEND FOLIO* Tome, and *Oriental Adventures*, placing them in a revised, consistent, updated format. Everything and everybody should be reshuffled to proper categories again (all of the dragons should be together in alphabetical order, regardless of Occidental or Oriental origin; the same goes

for the demons and devils). There should be revised encounter tables and an occasional new illustration. This would also be a likely place for the more popular of the many NPC classes.

Finally, the new *Legends and Lore*: it should have all the deity information from any and all of the above sources in a recompiled and updated format. There are new pantheons you can add as well — for instance, the Suel pantheon. Expanded non-human deity coverage could help as well.

Patrick Goodman
Webster, TX

LETTERS

(From page 3)

PC profiles

Dear Dragon:

I have just finished reading most of the latest issue (#115) and would like to congratulate both you and Kim Mohan.

In your editorial, you said that if anyone had any new ideas that this would be the time to present them. Well, as I was reading the special section on thieves, I came up with an idea for a new section similar to "The Role of Books" and the "The Role of Computers" columns. It would feature one character a month, supplied by the readers. The reader would write down basic stats and general information about the character, who could conceivably be from any role-playing game. It would take up approximately one page or more. The player could send along a brief review of the events of a favorite adventure or the weirdest thing ever to happen to the character.

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This would give DMs a chance to see new items and some NPCs for future use in a campaign. Perhaps to accompany this you could have the player send along a description for an artist's rendering or, if they already have a picture, the picture itself.

I sort of like this idea and I hope you use it. I know you can't use all of the ideas you receive, but please give this one some consideration.

Pat Lieberg
Rogers, MN

This idea is a good one, but POLYHEDRON™ Newszine is currently running a similar feature ("The New Rogues Gallery"). We would rather

not have our subject matter overlap that of the newszine. Interested writers should contact the POLYHEDRON Newszine, P.O. Box 509, Lake Geneva, WI 53147 for more information on this column. — RM

Canadian customers

Dear Dragon:

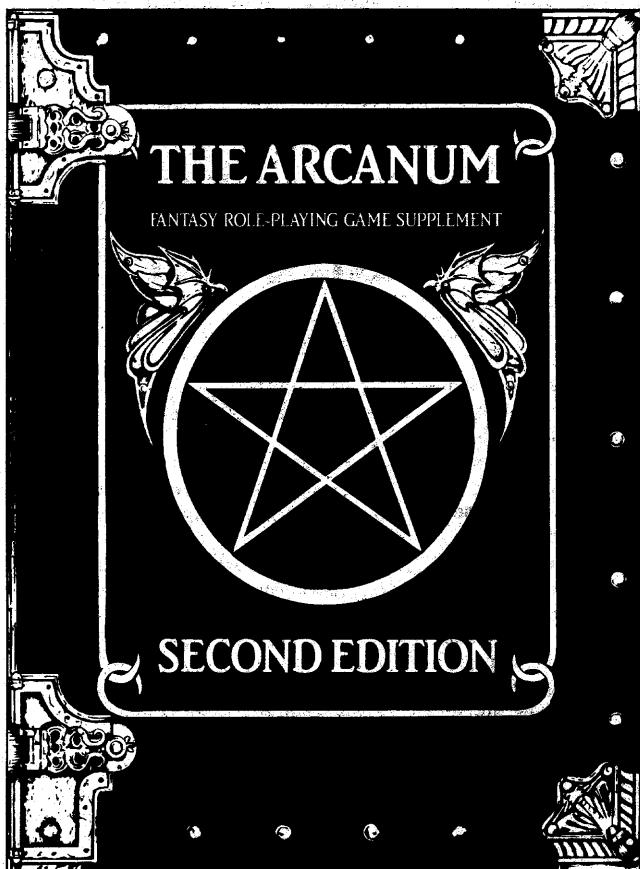
My question concerns the ad on page 33 of issue #114, from Tharla Enterprises. They are offering five posters on AD&D® gaming themes, but at the bottom of the ad, it says, "Offer good only in U.S." Is there any way to order them if you live in Canada? If not, is there any company that offers AD&D game posters to Canadian customers?

About Thomas Kane's article, "Guilty as Charged," I found one thing that is wrong. I don't know too much about U.S. law, but I do know that in Canada a life sentence is only 25 years. Therefore, it is better to commit a felony with a rating of 10 than one of 7 or 9.

Randolph N. L. Mitson
Simcoe, Ontario

Write on!

Got a question about an article? A subject you'd like us to cover — or not cover? What do you think of the magazine you're reading? Drop us a line at "Letters," P.O. Box 110, Lake Geneva WI 53147. We'll read every letter we get, and we'll select certain letters of general interest for publication — maybe even yours!



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CONVENTION CALENDAR

HAVOC III, Jan. 17-18

Battlegroup Boston will sponsor the third annual convention, which is being held at the Central Middle School, 51 School St., in Waltham MA. Planned events include SCA, Space Marines, Modern Micro Armor, WWI Naval, British Colonial, and a variety of other simulations. To receive information, send name and address to: HAVOC III, P.O. Box 70, Alston MA 02134, or call (617) 893-6229 (days) or (617) 893-3677.

PANDEMONIUM IV, Jan. 17

This gaming convention will be located in the Hub Cafeteria, Ryerson Polytechnical Institute, 350 Victoria Street, Toronto, Ontario. Events include fantasy role-playing tournaments, board games, miniature contests, auctions, dealers, and more. Registration is \$7 before the convention and \$8 at the door. For more information, write to: The General Staff, P.O. Box 425, Station A, Downsview, Ontario, CANADA, M3M 3A8.

GRIFO CON, Jan. 23-25

Sponsored by "I Giochi dei Grandi" game shop in Verona, this convention will be held at the Hotel Mediterraneo in Marina di Grosseto, Grosseto, Italy. Featured events include a 3-round AD&D® tournament, BATTLESYSTEM™ and Warhammer game miniatures battles, and other role-playing and fantasy board games. For more details, contact: Robert Di Meglio, Via Mameli 50, CAP 58100, Grosseto, ITALY.

CALCON II, Jan. 30-Feb. 1

This gaming convention will be held at the University of Calgary in Alberta. W. Backhaus (co-creator of *Chivalry and Sorcery*) is the Guest of Honor. Special events include an AD&D tournament with a guaranteed first prize of 50% of the tournament fee (tournament entry fees are \$5 per person). Other events include a variety of role-playing, board, and miniatures games. Registration is \$3 until Dec. 1, 1986, \$5 until January 15, 1987, and \$6 at the door. For further information, write to: Calcon II, P.O. Box 762K, 2500 University Drive N.W., Calgary, Alberta, CANADA T2N 1N4.

CABIN FEVER CON, Jan. 31

The Kobold Gaming Society will host this convention from 10 a.m. to 10 p.m. on Saturday, January 31. This gaming convention will be held at the Northern Hills U. M. Church at 6700 Winton Road in Cincinnati, OH. Admission for the entire day is \$2.50 at the door. Events include role-playing games, miniatures competitions, board games, and a miniature painting contest. For more information, send a SASE to: Kobold Gaming Society, 2490 Queen City Avenue #6, Cincinnati OH 45238 or call Tusk Stevens at (513) 661-3319.

WARCON 87, Feb. 6-8

WARCON 87 will be held at the Texas A&M University. Events include role-playing camps, boardgames, a miniatures contest, guest speakers, and a schedule of movies. Interested persons are invited to contact: WARCON 87, c/o

MSC NOVA, Texas A&M University, College Station TX 77841, or call (409) 845-1515.

DUNDRACON XI, Feb. 13-16

The oldest gaming convention on the West coast, DunDraCon XI will be held at the Oakland Airport Hyatt Hotel. Events will include open gaming, con-sponsored games, a dealers' room, seminars, SCA demonstrations, a flea market, and a figure painting contest. Memberships are \$15 through Feb. 1, \$20 at the door, and \$10 for one-day registrations. For more details, write: DunDraCon XI, 386 Alcatraz Ave., Oakland CA 94618.

ORCCON '87, Feb. 13-16

The 10th running of this gaming convention will take place at the LAX Hyatt Hotel. Featured events will include role-playing, wargaming, miniatures, computer, and family game tournaments. Other events will include seminars, demonstrations, auctions, flea markets, and an exhibitor's area. Registration is \$16 in advance and \$20 at the door. For more information, contact: ORCCON '87, c/o DTI, P.O. Box 8399, Long Beach CA 90808, or call (213) 420-3675.

FOLIE-CON '87, Feb. 27-March 1

This bilingual gaming convention will be held at the Ramada Inn in Montreal, Quebec. Featured events will include AD&D tournaments, a variety of role-playing games, micro-armor and miniature events, 24 hour videos, wargames, and BASTON. There will be lots of prizes awarded to tournament winners. Registration fees for the weekend are \$10. For more details, contact: Folie-Con '87, 4651 Berri, Montreal, Quebec, CANADA H2J 2R6, or call (514) 526-1174.

UN-CON '87, Feb 28-March 1

Sponsored by Wargames Unlimited, this gaming convention will be held in the Keene Johnson Building on the Eastern Kentucky University in Richmond, KY. The convention will feature an AD&D® tournament, an open CHAMPIONS™ tournament, and a RISK® tournament. AD&D Tournament players must pre-register; other tournament players are also encouraged to do so. A dealers' room will be made available, and open gaming is encouraged. The convention will open at 9 a.m. each day, with most events beginning at 10 a.m. Pre-registration is \$4 per day or \$5.50 for the weekend; at-the-door registrations are slightly higher. For more information, contact: Wargames Unlimited, c/o Robert McCool, 135 Brockton, EKU, Richmond KY 40475 or phone (606) 622-2467.

NOVAG II, March 7-8

The Northern Virginia Adventure Gamers announce their second annual adventure gaming convention. This event will be held at the Tyson's Westpark Hotel in McLean, Va. Sponsored activities include AD&D®, TRAVELLER®, I.C.E., and other role-playing adventures, board-games, miniatures, and historical competitions. For further details, contact: NOVAG, 101 East Holly Avenue, Suite 16, Sterling VA 22170.

KING KON 7, March 13-15

Celebrating its seventh year of success, King Kon 7 will be held this year at the Embassy Suites at 7290 Commerce Center Drive in Colorado Springs, CO. Robert Vardeman will be the Guest of Honor, along with Somtow Sucharitkul as Toastmaster and Don C. Thompson as Fan Guest of Honor. This science fiction convention will feature author's readings, panel discussions, lectures, an art show and auction movies, a 22 hour con suite, a masquerade contest, and much more. Memberships are \$15 until January 1, 1987, \$17 until Feb. 1st and \$20 at the door. For more details, send a SASE to: King Kon 7, P.O. Box 16597, Colorado Springs CO 80935, or call (303) 520-1241.

TOTAL CONFUSION, March 13-15

This first run role-playing and wargaming convention will be held at the Yankee Drummer Inn in Auburn, Mass., and will be sponsored by That's Entertainment of Worcester, Mass. Events will include AD&D®, TWILIGHT 2000™, CALL OF CTHULHU®, Star Fleet Battles, and CHAMPIONS™ tournaments, in addition to many others. There will be a dealers' room available as well. Pre-registration is \$5 per day if paid before Feb. 20; after that, all registrations are \$6 per day. For further information, contact: That's Entertainment, 151 Chandler Street, Worcester MA 01609; telephone (617) 755-4207. Gamemasters interested in running events will receive part of the table fees as well as a discount on registration. Interested parties should inquire no later than Jan. 1, 1987.

HOUSTON FANTASY FAIR, March 20-22

Sponsored by Bulldog Productions, this comic book, science fiction, and film supershow will take place at the Houston Marriott Astrodome, 2100 S. Bracewood. This event will include appearances by dozens of comic book artists, writers editors, and publishers, as well as a number of film personalities. Other features include a huge dealers room, a professional art show, an art contest, an art auction, video rooms, a masquerade, numerous workshops, previews of upcoming motion pictures, and a variety of gaming events and open gaming competition. Tickets for this three-day event are \$20 through March 1 and \$25 thereafter. For more information contact: Bulldog Productions, PO. Box 820488, Dallas TX 75382 or call (214) 349-3367.

SIMCON IX, March 20-22

This convention will once again be held at the University of Rochester's River Campus. Events will include role-playing tournaments, Star Fleet Battles, miniatures events, demonstrations, movies, and a dealers' room. There will also be a costume party. Registration fees are \$7 before March 5, 1987, and \$10 at the door. For more information, write to: SimCon IX, P.O. Box 29142, River Station, Rochester NY 14627.

UMF-CON, March 21

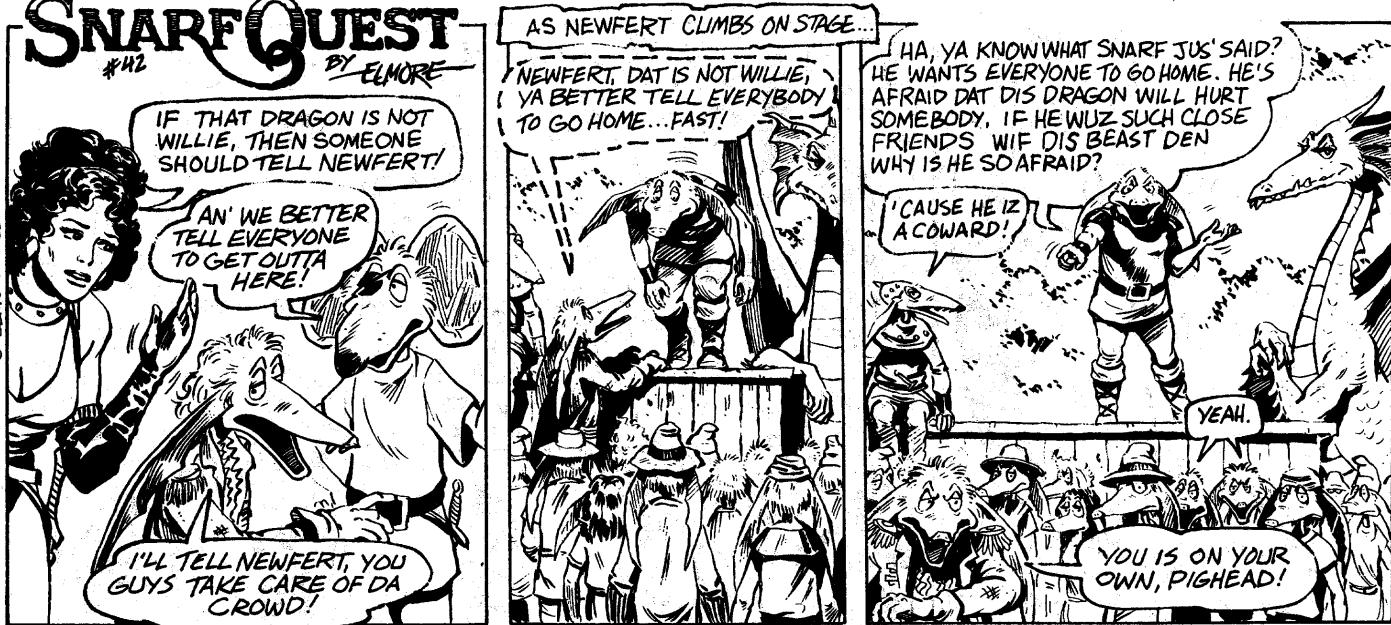
This one-day convention will take place at the Student Center of the University of Maine in Farmington. Offered events include AD&D®, TOP SECRET®, RISK®, and MONOPOLY® competitions, as well as a variety of other role-playing and board games. Registration for the convention is \$5; each game has a \$2 entry fee. For more information, write to: Becky Parker, Secretary Table Gaming Club, c/o Student Life Office, Student Center, South Street, Farmington ME 04938.

SNARF QUEST

#42

BY ELMORE

© ELMORE 1986



AS NEWFERT CLIMBS ON STAGE...

NEWFERT, DAT IS NOT WILLIE, YA BETTER TELL EVERYBODY TO GO HOME...FAST!

HA, YA KNOW WHAT SNARF JUS' SAID? HE WANTS EVERYONE TO GO HOME. HE'S AFRAID DAT DIS DRAGON WILL HURT SOMEBODY. IF HE WUZ SUCH CLOSE FRIENDS WIF DIS BEAST DEN WHY IS HE SO AFRAID?

'CAUSE HE IZ A COWARD!

YEAH.

YOU IS ON YOUR OWN, PIGHEAD!



NOW, I WILL SHOW YA HOW GREAT AN' BRAVE I AM. I HAVE FULL CONTROL OVER DIS DRAGON...

WONDER IF HE CAN CONTROL HIS BLADDER IN ABOUT TWO MINUTES?

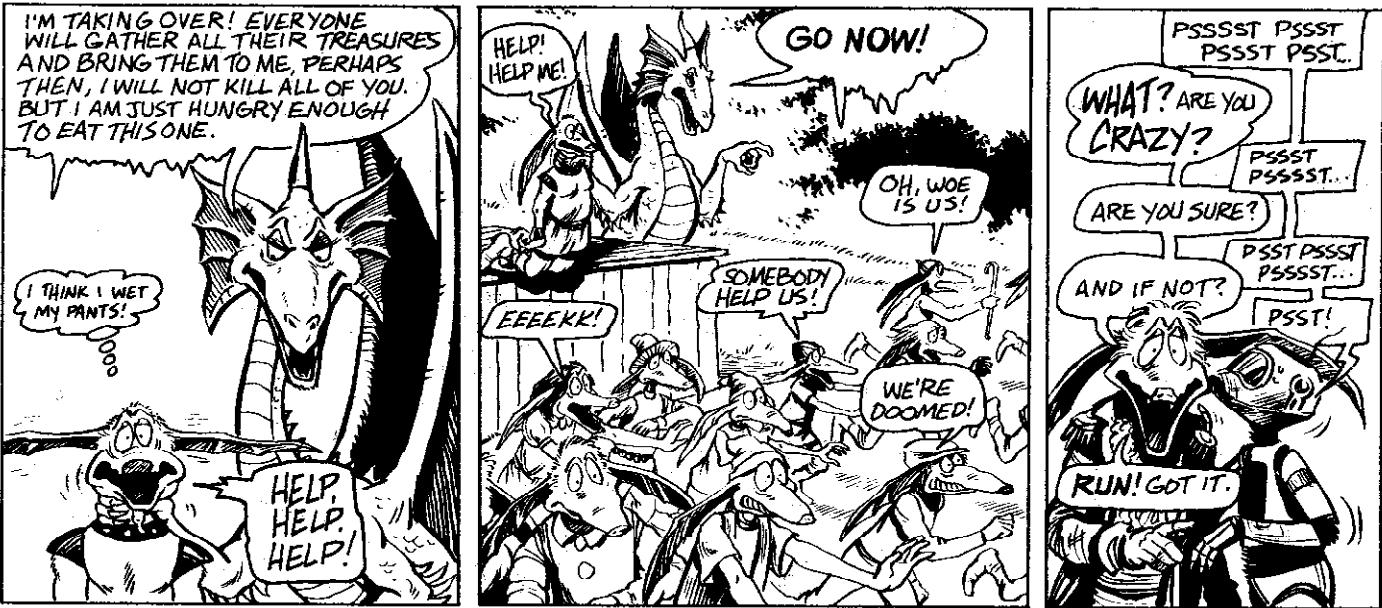
JUS' WATCH, I WILL BRAVELY CONTROL DIS BEAST WHILE SNEEVE PUTS HIS HEAD IN ITS MOUTH.

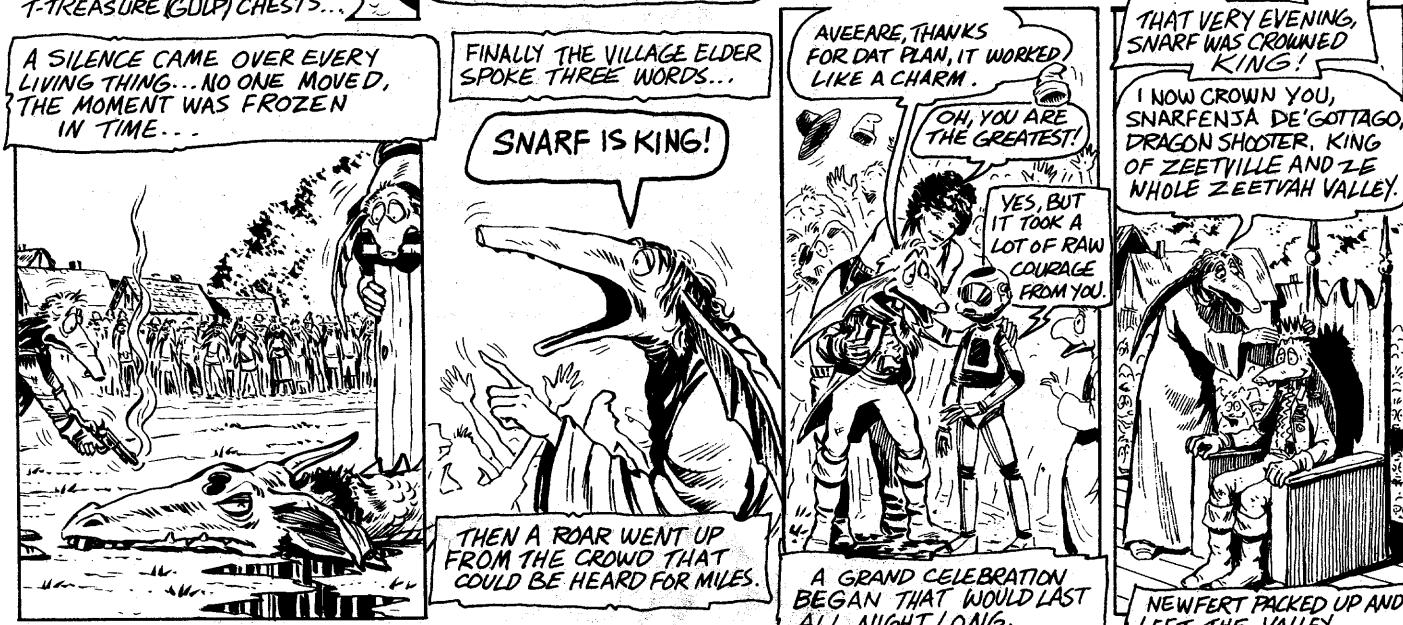
YOU KIDDIN'?

DO IT.

AM I DREAMIN'? THIS IS JUST TOO GOOD.





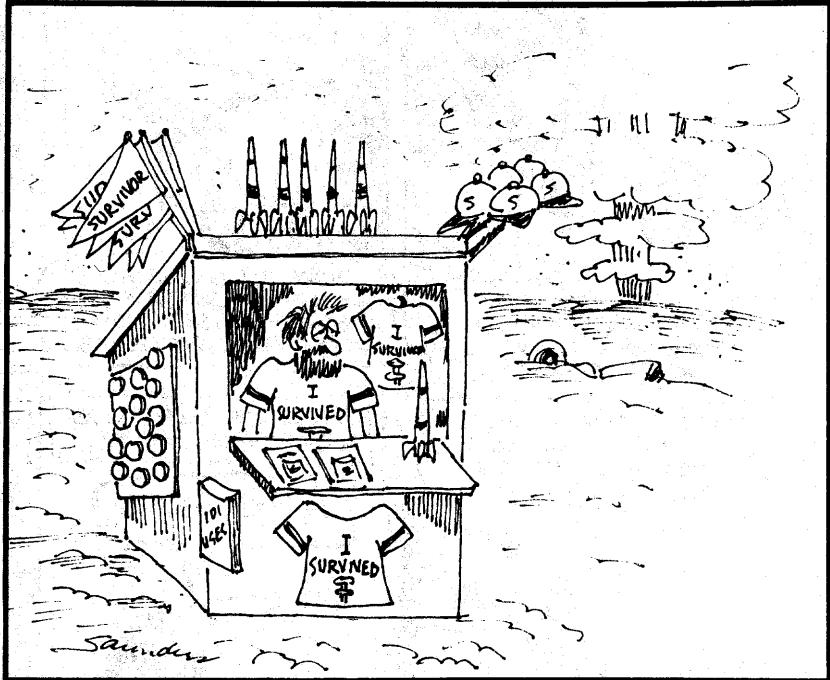


DRAGONMIRTH

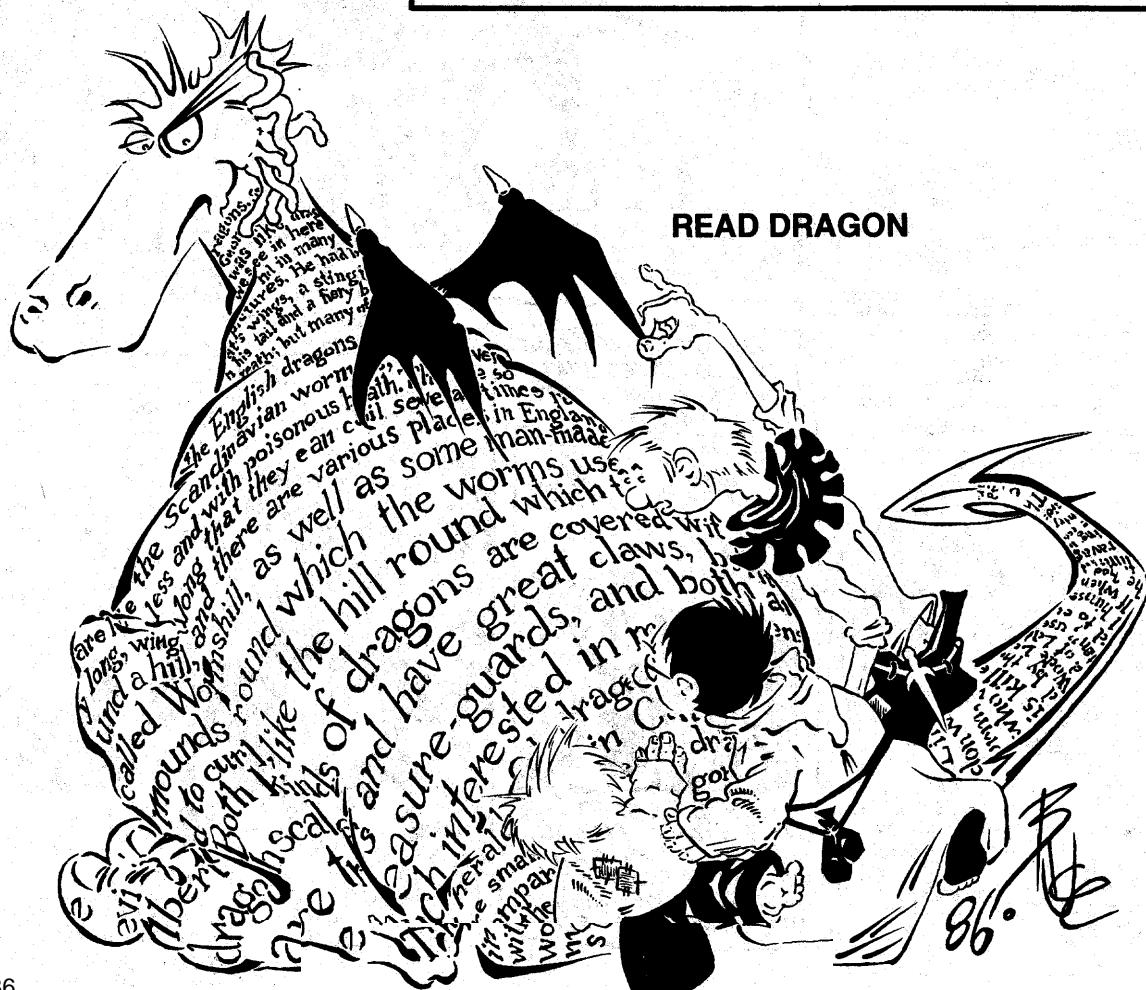
"SURE, MOOSE. YOU CAN HAVE A
THIRD-LEVEL NINJA/SUPERCHANGER
WITH A 24 STRENGTH AND
22 CHARISMA."



ZRR



survived

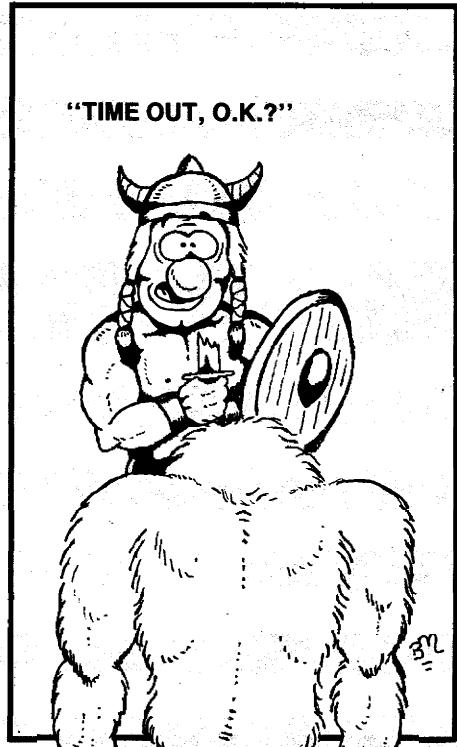


READ DRAGON

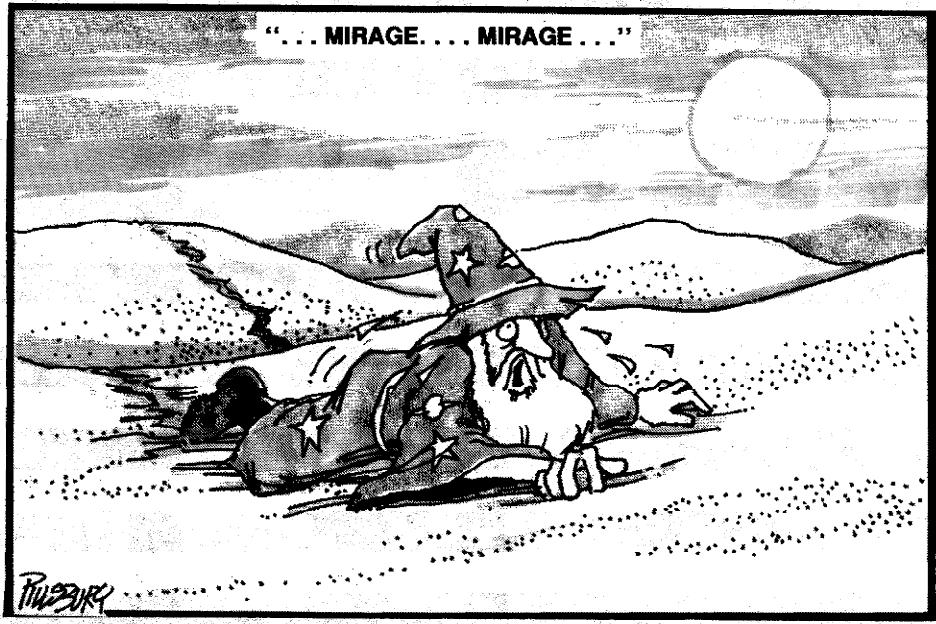


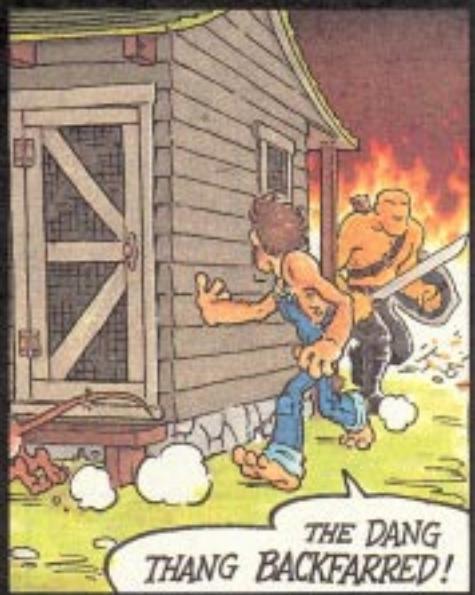
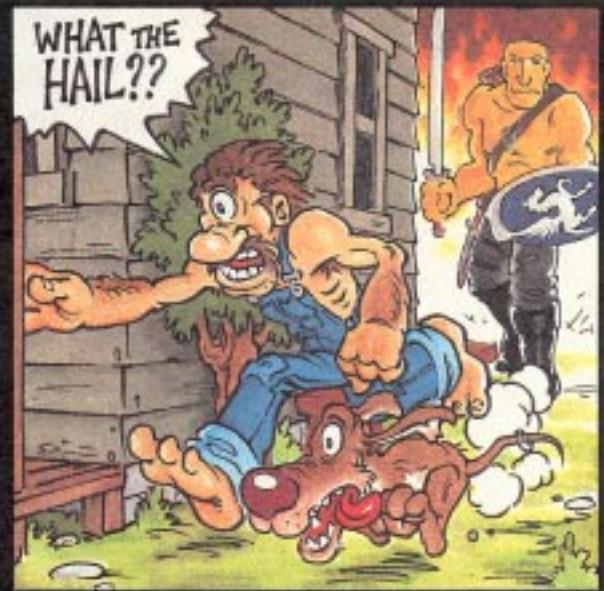
"SNOW WHITE IS STILL THE FAIREST IN THE LAND . . .
YOU SCORE WELL IN THE TALENT SEGMENT, BUT
SHE OUT-POINTS YOU HEAVILY IN THE
SWIMSUIT COMPETITION."

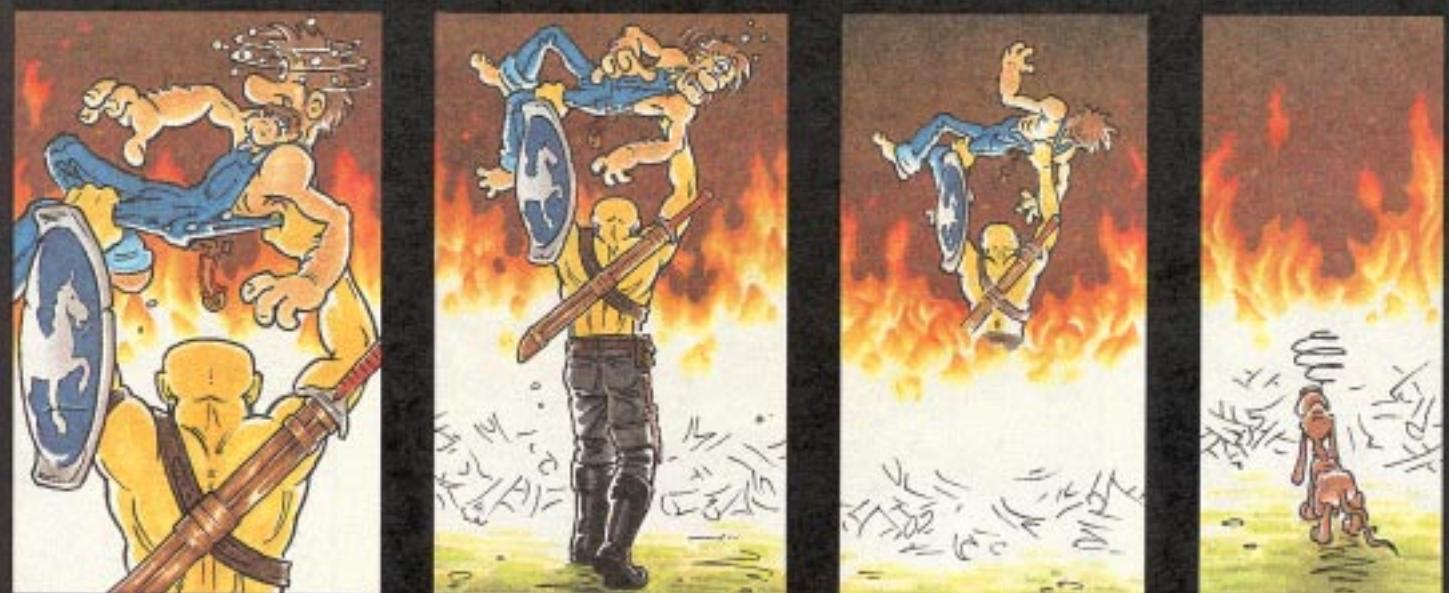
"TIME OUT, O.K.?"



"... MIRAGE . . . MIRAGE . . ."









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