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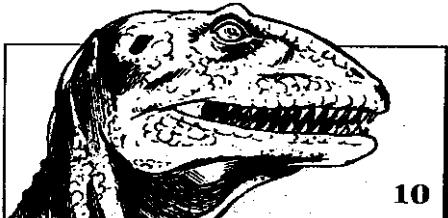
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COVER

This is probably the first cover painting we've ever published that owes its existence to a real-life experience. As Daniel Horne tells it, "On weekends some of my fellow SCA friends and I go into the countryside in costume. It was late afternoon and we stopped in an apple orchard for a rest. Then we started to sing the song that the dwarves had sung in *The Hobbit*. I looked to the sky and saw ragged scarlet clouds — one of them in the shape of a dragon! I went home and quickly did a sketch of it." Daniel told us the painting is untitled, and suggested we come up with a name for it if we wanted to. Well, "Easy Pickings" seems like an appropriate title, no matter which point of view you consider it from.

Letters

Death of an Arch-Mage's flaws

Kim:

Posted forthwith, a complete (I hope) list of things in "Death of an Arch-Mage" tissue #111) that were botched by me, you, and other responsible parties:

On the ground level map, there should be an opening in the south wall of the inner foyer to connect it to the entrance foyer. And, in the servants' foyer, there should be a door to the kitchen opposite the door in the west wall.

On the upper level map, that long void in the south part between the stairways is the Upper Gallery.

It should be noted on the tournament PCs' sheets that they are all human, and three of them are dual-classed. To be official, the strength scores of Kai Randar and Velton Sectal should each be raised to 15.

Colin Myrrh should also possess a ring of free action, and it should be noted that his armor class of 5 does not include his shield +2.

The two double-sided documents are the map and the list of guests. All other documents are one-sided, and can simply be photocopied.

Alambar must have a vial of acid in his possession before he can use it.

Fhaloch and Fleatis must go upstairs after 9:43 so that they can come downstairs at 9:50.

Otherwise, Kim, we got them all, with the exception of the three typographical errors which I'm certain you'll find.

Michael Selinker
Evanston, Ill.

Your diligence is appreciated, Michael. Considering the complexity and general weirdness of the module, I guess we should be happy that there weren't any mistakes more serious than these. And just for your information, I'm not going to worry a bit about the three typographical errors. (Where are they, you impudent snob? Speak up, or I'll borrow a vial of acid from my friend Alkus and slip it into your mouthwash! Oh, you don't use mouthwash? . . .) - KM

The case of the missing mimic

Dear Dragon,

Though it may seem rude to correct you, there were a few items in "The House in the Frozen Lands" tissue #110) which I feel need clarification.

Area 11 lists a lesser mimic as being one of the chairs surrounding the tables. Yet nowhere on the map are any tables or chairs. There is also no listing of the mimic's hit points.

In area 49, there is no listing of Oolay'ah's hit points. This could cause problems, as there is a possibility (slim but possible) that a DM could

roll 20 or less for her hit points, and the party could possibly dispatch her by slaying her homonculus. Also, the *Monster Manual* says that a homonculus cannot pass more than 48" (480 feet) away from its master. However, it is entirely possible, using the random encounters table for the labyrinth, for the characters to encounter the creature in area 43. *Shouldn't it be in the same area as Oolay'ah?*

Mike Sostre
Brooklyn, N.Y.

Obviously, we goofed in not showing the tables and chairs (and the mimic) on the map on page 53. However, this is simple enough to fix: Put a couple of square tables in room 11, put four chairs at each table, and pick one of the eight chairs to be the mimic — or let an eight-sided die decide for you. To determine the mimic's hit points, pick up that same eight-sided die and roll it seven more times, or just select a number between 7 and 56 that seems appropriate for the power of the party.

Oolay'ah's missing hit points can't just be rolled up the way the mimic's can be, for the reason that Mike has described. I think it's a good idea to simply give her maximum hit points, to make her as tough as possible. (That's what we would have done if we had noticed the omission in the manuscript before we published the module.)

The homonculus problem isn't a problem at all. According to my ruler, it is possible for Oolay'ah to be in area 49 when the homonculus is in area 43, and the two will still not be more than 480 feet apart as the homonculus dies. -KM

Turning up the volume

Dear Dragon,

I beg to differ with Paul Hancock's otherwise excellent article on "When rations run out" tissue #107). His note 9 says that "A cubic foot of water . . . is equivalent to one gallon."

Roughly, one cubic foot will hold about 7½ gallons. To carry this farther and out of context with his article, a *decanter* of endless water employing the geyser function will fill a 10' × 10' × 10' room in just about 25 turns (assuming none of the water is absorbed by the surrounding material or otherwise drains away).

You see, I now have a flooded dungeon with a runaway decanter. . . .

Richard E. Hutson
U.S. Marines in Germany

Right you are, Richard. We could have avoided this mistake by simply double-checking with a table of weights and measures . . . but we didn't. Incidentally, for those of you who use the British system, a cubic foot of water is equivalent to about 6.2 gallons. - KM

Half right at the best

If you take this job seriously, as I sometimes do in spite of myself, you can really get hung up on soul-searching. And it's even worse when you ask other people what to do, and they tell you, and you still end up searching your soul.

The article on page 8 of this issue is all about some of the things that you have *ordered* us to do as a result of our reader survey. "Deciding" to do those things was easy; as the quotation marks indicate, those weren't really decisions at all — at least, not decisions we had to make alone.

But you people didn't let us off the hook altogether. A lot of the questions we asked aren't being answered by 80% of you one way and by 20% of you the other way. Sometimes the split is more like 70-30, or 60-40 — and in a few cases, it's dangerously close to 50-50. I should have expected this (and I guess I did, if I think about it), but I still don't like it.

I'm tempted to do it, but I won't tell you — for now — what the 50-50 questions are. What I really want to do is gripe a little bit, and lay some advance groundwork for the time when we're going to have to release specific results from the survey and, in so doing, tell you that no matter what we do, approximately half of you aren't going to like it.

The problem is how, or whether, to make a change when half of you want one thing and half of you want the opposite. Unfortunately, we have no way of finding out (except at the expense of time we can't afford) whether we could keep most of you happy by changing "A" but not changing "B" even if you really wanted both "A" and "B" changed.

Would you continue to enjoy (and buy — let's face it; that's what this is all about) this magazine if we didn't change anything? We have to assume that the answer is no; that's why we published the survey, and that's why we are, at least, doing something to try to achieve that very elusive goal: the greatest good for the greatest number.

Even now, when we've just begun to take our survey results into account, you can assume that from your point of view, we're going to do something wrong in the issues to come, whether that mistake is the result of action or inaction — if we haven't done something wrong already. The best we and you can hope for is that we'll acquit ourselves in the long run and you'll be willing to keep spending your well-deserved money on our well-preserved magazine.



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;

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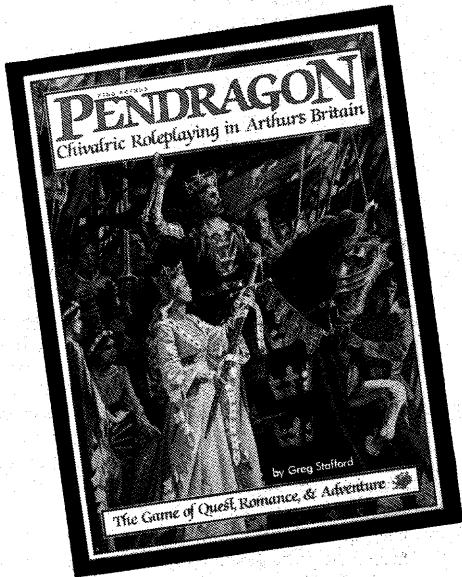
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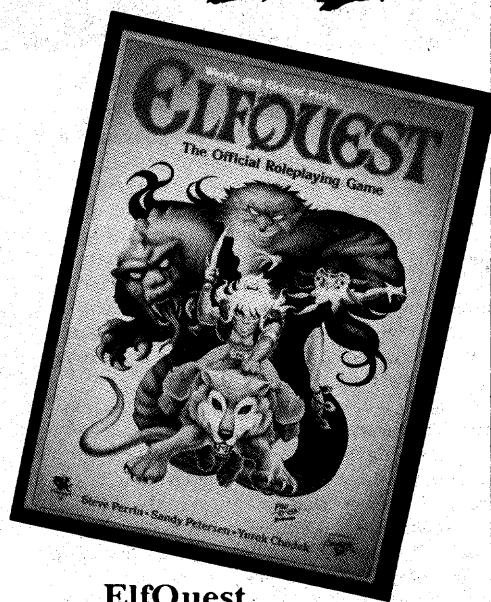
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The forum

"Giant-sized weapons" by Stephen Martin (issue #109) was an excellent piece of writing that goes a long way toward individualizing the many giant-sized, weapon-using humanoids in the AD&D® game. His division of these creatures into groups based on height, weight, and strength was a sound, logical approach to the question. The only minor quibble I have is that Mr. Martin, who was so thorough in differentiating between the various giant-sized humanoids, and even the demi-humans, seems to have overlooked the fact that humans also come in an enormous variety of shapes and sizes.

What Mr. Martin left out of his description of Brute the Barbarian were details such as Brute's height, weight, and strength. A normal-sized human might not be able to wield a stone giant's short sword, but what about one of those Conan clones who seem to inhabit most AD&D campaigns? In the game I am currently participating in, one of the other players has a character named Kraven the Bold, a 10th-level fighter who is 6' 7" tall, weighs 257 lbs., and has a strength of 18/00. When talking about such a mountain of a man as Kraven, I find it hard to agree with Mr. Martin's restriction against humans using any giant-sized weapon that weighs more than 250 gp. The stone giant's short sword weighs only 280 gp, which is only 30 gp more than a two-handed sword; and it shouldn't prove too much of a task to wield it for a character who has a +3,000 gp weight allowance bonus for strength.

What I suggest is that humans be divided into two groups:

Those in Group X are less than 6' 6" tall, or weigh less than 240 lbs., or have a strength of 18/75 at most. Such characters cannot use any weapon weighing more than 250 gp, as Mr. Martin specified for humans of all sorts.

Those in Group Y are more than 6' 6" tall, and weigh at least 240 lbs., and have a strength of at least 18/76. These characters can wield weapons weighing as much as 300 gp, and in addition they receive a +1 modifier to the penalty for using giant-sized weapons. This means that Group Y humans are only -1 (not counting any nonproficiency penalty) on "to hit" and damage rolls when using Group A giant-sized weapons, -2 for Group B, and so on. I base this modifier on the fact that the enormous size and strength of a character such as Kraven should count for something. He may not be able to equal even a gnoll in height or weight, but he is much larger than most humans and as strong as any ogre can be.

James A. Yates
Rockwood, Mich.

Over the years DRAGON® Magazine has published many adaptations of various pantheons, most recently the Nordic (#110). In *Legends & Lore*, the major pantheons of the world were adapted for use in the AD&D® game. It seems that, with the exception of demons and devils, only Judaism, Christianity, and Islam have not become sources for the supernatural milieu of the AD&D game.

This is understandable. Besides the very

pragmatic reasons for not converting the figures of these religions into sets of game statistics, I think it very likely that those connected with the development of the game are themselves adherents of these religions.

But the use of other pantheons to provide elements of the supernatural for the AD&D game is ill-considered. There are a fair number of Hindus, Buddhists, and Shintoists in this country. There are also Native Americans who adhere to the spiritual traditions of their ancestors. Celtic, Nordic, African and other pantheons also have their adherents in the United States, the United Kingdom, and Canada. Using the myths of these pantheons in the game is like claiming they are just stories, or, to put it more bluntly, that those deities don't exist and therefore those religions and traditions are false. The basic issue here is the lack of respect being shown to pagan religions. Whether or not any reader, writer, or editor subscribes to a religion is irrelevant. What is relevant is that the honestly held beliefs of minority religions should not be trivialized in the pursuit of entertainment.

This is not an abstract issue. Since TSR's products are so popular among children and young people, I think it especially important that these products not endorse or tolerate religious intolerance. There is also the point that if these products are going to be introduced into Japan, then now is the time to realize that Shintoism and Buddhism are majority religions there.

The only sure way to avoid insulting or offending anyone's religious sensibilities is to use no one's religion and use only fictional figures generated especially for the game.

Margaret M. Foy
Chicago, Ill.

I appreciate Daniel Thibault's interest in my article, "Agents and A-bombs." About the alpha particle — oops. But I think I was right about U-238. My details are supported by Virginia Brodine's "Radioactive Contamination." The common assumption that U-238 is not dangerous may have to do with the fact that it is almost always found in a dilute form. Mr. Thibault's supplementary information concerning thorium-232 is contradicted by data in "Radioactive Contamination" which assigns thorium an alpha factor of 4 and a gamma factor of 1. It places thorium's biological half-life at 200 years.

Good luck with all hot scenarios.

Thomas M. Kane
Farmington, Me.

After reading Kim Mohan's "Room for improvement" in issue #107, I finally got annoyed enough to write to you people. What annoys me is the "it's realistic" excuse for limiting strength for female characters. Someone needs to lay this excuse to rest once and for all, because there are major flaws in this conception of "reality," the reasoning behind it, and this touting of "realism" over both fairness and playability.

The argument — "it's realistic" — appears reasonable on its face; men are more physically

powerful than women. But the problem with this argument is that it does not encompass the whole of reality. It is a very selective "realism." The game incorporates greater male strength, fails to counterbalance this, so as far as personal attributes go, in "reality" males are superior to females. Any attribute that is favorably biased to the female is deemed too insignificant to bother with, and sexual dimorphism is reduced to a single attribute that greatly benefits the male.

Take Mr. Mohan's belief that women only have a very slight advantage in constitution. But reality does not bear out this contention. The advantage women have in their immune system not only helps them fight disease, it also gives them a significant advantage in resisting wounds by fighting infection. But this little bit of reality does not exist in the AD&D game world — even if a cleric does not immediately cure someone's wounds, such long-term complications do not exist. In fact, the game guarantees that females will die a whole lot quicker than males, by giving them fewer hit points or hit dice. Zero-level human females are especially pathetic when compared to their brothers.

I do not like Mr. Mohan's ideas for incorporating women's "slight" advantage in constitution into the game. Females already suffer worse from disease in the game because so many of them cause the loss of strength points. To allow a female character with an 18 constitution a +1 on the Occurrence and Severity Die Roll is hardly going to add fairness to the game. His suggestion that female magic-users be allowed to throw *permanency* spells without penalty is even worse. In the first place, this does absolutely nothing for the female demi-humans. In the second place, this does nothing for the female human magic-user who is less than 15th level. In the third place, if and when the female human magic-user reaches the necessary level, this ability to indiscriminately throw *permanency* spells could greatly unbalance the game. In the fourth place, the guy that is suffering from all this is the male human magic-user — who is stuck at a maximum of 18 strength just as she is. And in the fifth place, since the loss of the constitution point for throwing *permanency* spells has nothing to do with how good your constitution was to start with, this is not a very realistic way to deal with a good constitution — and I thought realism was supposed to be the point, right?

Another objection I have to the "it's realistic" argument is its application to the demi-human races. How Mr. Mohan concluded that it is realistic to apply the strength limitations to the female demi-humans as well as humans is beyond me. What ever happened to game logic? Aren't elves supposed to be an egalitarian race? How about halflings? Why do the males have an attribute that is superior to the females? If game logic tells us that there is a good deal of sexual dimorphism in dwarves and gnomes, does that make it realistic to make the male of the species superior to the female? These are imaginary races, so squeamishness at giving fair treatment at the expense of "realism" simply does not apply.

But it is not just the to hit bonuses or strength damage bonuses that females lose. They also lose out on ability. The game equates brute strength with fighting skill, so the best female fighter will be stuck at least one level below the best male. That extra level means a better chance to hit through skill, more hit points, one more swing at less than one hit die monsters, and sometimes another weapon proficiency,

(Turn to page 31)

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Dawn of a new age

What we've done and what's to come

by Kim Mohan

We asked for it, and we got it. You asked for it, and now you're going to start getting it.

In issue #107, we gave you a chance to give us your 22 cents' worth. As of this writing (early July), we've received somewhere around \$1,000 worth of advice, heartfelt desires, and insults from our reader survey. (The insults aren't worth as much as the other stuff, but everything counts.) The compilation of all the responses from the survey sheets is not finished, and may not be finished for quite a while; this is the main reason why we aren't putting out a list of statistics along with a bunch of definite pronouncements.

But we know enough from the early findings to take some definite steps that we *know* are in the right direction, and this issue of the magazine is our first real chance to demonstrate to you that the time and effort you spent to fill out and return the survey form was not wasted. Ironically, and perhaps also fittingly, this issue of the magazine contains some good examples of why we aren't always going to be able to give you what you want.

Before we get into the meat of the matter, a couple of definitions and clarifications. First, when we use the word "you," we aren't talking about you the person reading this copy of the magazine; we're talking about *all* of you who read what we print. If you don't like a change we've made, you can assume that you're in the minority; we're going to do things that most of you want, and it should come as no surprise that none of the questions on the survey were answered unanimously. Second, forgive the use of vague terms such as "some" and "most." Like it says above, we aren't ready to stop counting survey forms yet and we aren't going to announce any "hard" figures until that time comes.

SF scaled down

Okay, okay — you don't have to hit us over the head with a laser gun. The most often voiced, and most strongly voiced, opinion of all is that we've been spending too much space on coverage of superhero and science-fiction games. Accordingly, the ARES Section is now a thing of the past. Those of you who wanted us to get rid of

SF material altogether will have to be satisfied with the fact that we're substantially reducing our coverage, and we hope those of you who enjoy SF games will be satisfied with what we are able to do.

From here on out, we'll devote an average of eight pages per issue to science-fiction and superhero games; although those pages won't be set apart in a section of their own, the articles will be run in consecutive blocks of pages and they'll be somewhere in the back of the book (just as they were before). Please don't write in six months from now to inform us that we've only spent an average of 7.1 pages on these kinds of games, or that we've betrayed you by running an average of 9.2 pages per issue; the eight-page figure is a target, not a promise.

Obviously, we aren't going to be able to cover the same number of games with the same frequency in fewer pages. If the first thing you turn to in every issue is the latest MARVEL SUPER HEROESTM article (for instance), then there will be issues when you can turn pages forever and not find one. Our coverage of the SF and superhero games we usually deal with will be as fair and equal as the circumstances, and the quality of manuscript submissions, permit.

A new type of type

The ARES Section may be gone, but a part of its spirit lives on. Because we've always considered the pages in that section to be the most graphically attractive pages in the magazine, we've changed the type style of the rest of the magazine to conform to what was being done on the ARES pages. For typesetting trivia buffs, the name of the typeface is Zapf — and if you hadn't noticed a difference in our page layout before you got this far, you're obviously not a typesetting trivia buff.

In the months to come, we're going to try to put more pizzazz in our article layouts — staying within a consistent framework, but going for as much variety as we can within those boundaries. In addition to making these pages more interesting to read (more on that shortly), we want them to be interesting to *look at*.

Computer coverage

We opened this door a crack in issue #110, when we presented the first install-

ment of a new column devoted to discussions of computer gaming and in-depth reviews of game software that you're probably going to be interested in. You want us to get into coverage of subjects related to computers, and more than anything else you want reviews and information on commercial software. That's exactly what "The role of computers" is intended to provide, and, based on the reaction we've received to the first column, we seem to have done something right.

We're also going to renew and redouble our efforts to obtain other sorts of computer-oriented articles — theoretical articles on how to use the computer to streamline and enhance the playing of a role-playing game, plus listings of programs designed to make a DM's or GM's life a little easier. Our previous efforts in this direction haven't exactly produced marvelous results, to put it mildly — but the greater share of the "credit" for this failure lies with us, and not with the people who've showed us programs. We're going to take it from the top, and this time try to avoid plummeting to the bottom.

Subjects with more spice

You couldn't count on a beholder's eye-stalks the number of times we've sat down in the office and talked about the Big Question: What subjects have yet to be covered, and how do we go about getting articles on those subjects? (well, to be honest, some of those conversations have occurred between yours truly and yours truly — but, then again, I don't know an editor who doesn't talk to himself at least ten times a day.)

You think we're getting stale; you're sick of theoretical articles, "realism" articles, and articles that are nothing more than the trimming around a set of boring statistical tables. (If we ever print another article on falling damage, you're all invited to Lake Geneva to watch me throw myself off the top of the downtown condo.) You want more meat and less mashed potatoes. Okay, we're gonna give it our best shot.

Instead of being quite so particular about what we print, we're going to relax and not worry quite so much about whether an author really knows what he's talking about. We're going to print some

(Turn to page 31)

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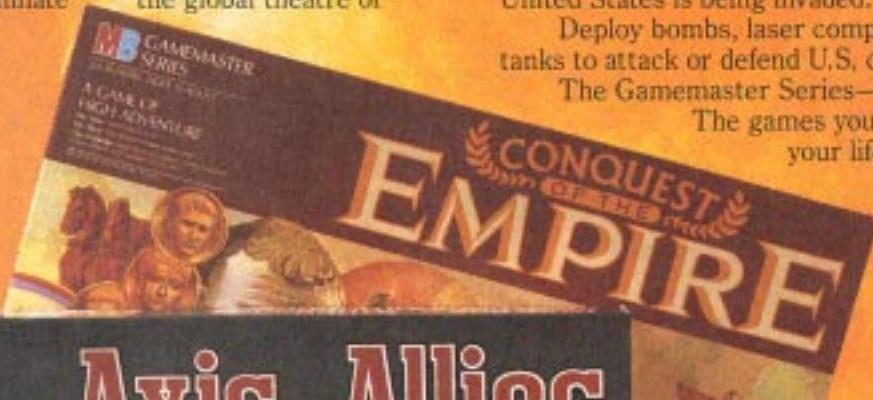
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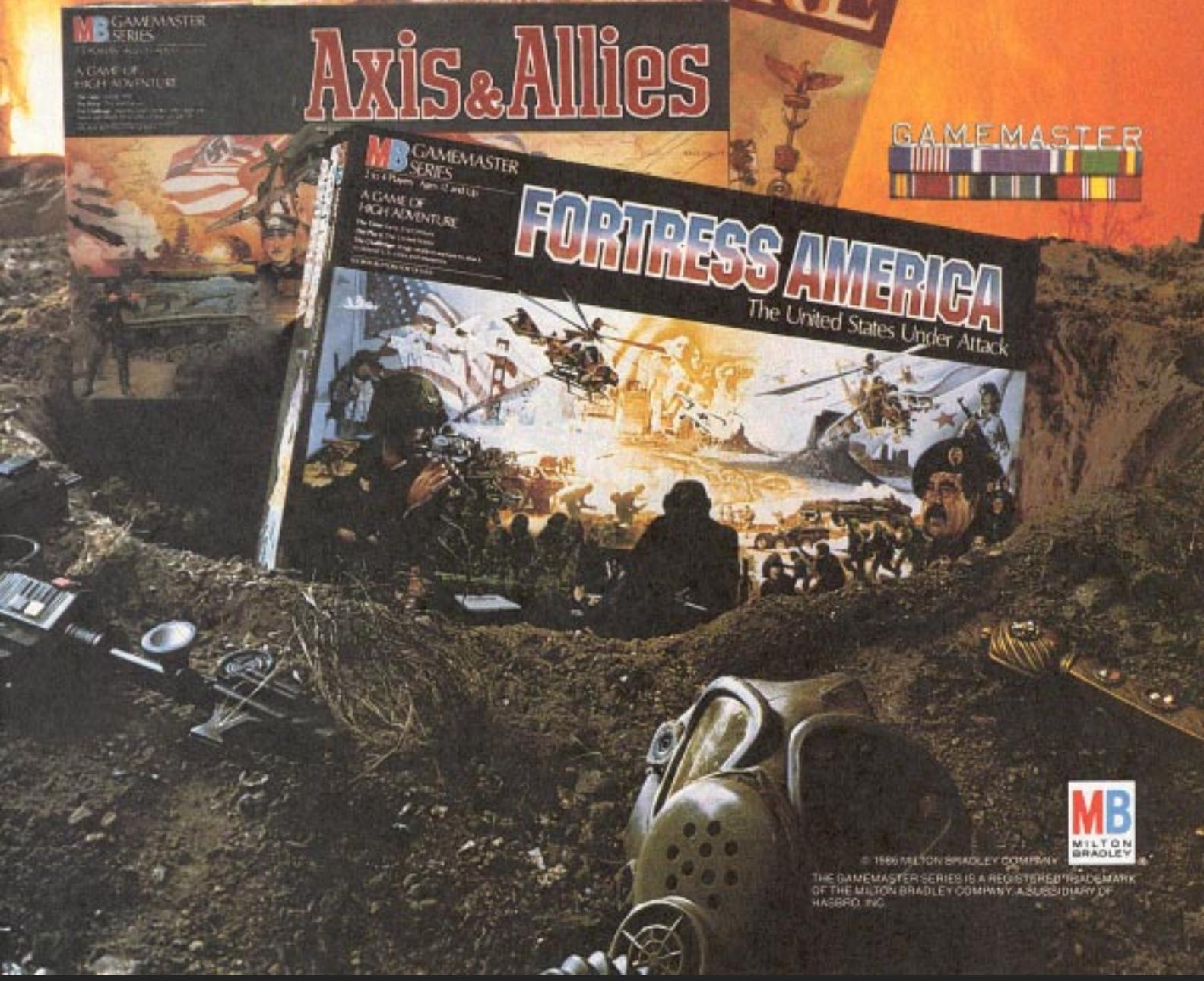
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DINOSAURS



Mesozoic monsters, from the mightiest to the meekest

by Stephen Inniss

The various and numerous beasts of the Mesozoic, "The Age of Dinosaurs," include some of the most spectacular animals that ever existed. It is not surprising, then, that they have been included in the AD&D® game, which thrives on the spectacular. More than a score of the better-known dinosaurs are included in official works, along with a fair selection of their contemporaries. This is far too many. It is also far too few.

This contradiction has its roots in the fact that while the number of different animals that are listed is high, the number of truly different forms is small. Brachiosaurs or brontosaurs, camarasaus or cetiosaurs — it's all very much the same from the point of view of the typical player, since they differ only in their hit dice and the amount of damage they can do. Nor do gorgosaurs, allosaurs, megalosaurs, and tyrannosaurs differ all that much in the nature of the challenge they present. Since they aren't really all that much different from one another, these monsters could be presented in a more compact manner. Already, they are described according to their genus names in official works (*Tyrannosaurus*, *Triceratops*, etc.). This is like calling all of the big cats (jaguars, lions, tigers, leopards, and the rest) *Panthera* or all dogs and wolves and jackals *Canis*. The same concept can be carried further, as it has been with other entries in the *Monster Manual*. The entries "elephant" and "mastodon" cover more than one genus apiece, for instance, while "shark" covers every sort of predatory shark that there is; the most extreme case, "herd animal," describes hundreds of different species at a single sweep. Mesozoic animals can be adequately described in a similar way.

If similar forms are ranked together, then the other problem — the lack of variety — becomes more obvious. Official works barely begin to explore the possibilities. After all, the Mesozoic lasted a long, long time. Even though only a fraction of Mesozoic life has been uncovered, and even though only a fraction of it is of interest to typical AD&D game players, that still leaves a great number of animals — hundreds of genera and perhaps thousands of species. Among the missing are most of the small and medium-sized dinosaurs, most of the plesiosaurs and their relatives, the majority of pterosaurs, and the mammal-like reptiles. A keynote of the AD&D game is variety (witness the hundreds of magical items and spells, the numerous combinations of character class and race, and three whole volumes of monsters), and additional creatures mean additional variety, particularly since some of these animal types have unique combinations of abilities and provide new challenges for player characters.

There are other reasons as well for taking a fresh look at Mesozoic animals in the AD&D game. For one thing, the view has grown over the past decade or so that dinosaurs were not just big reptiles. They were biologically comparable to birds or mammals, or at the very least belonged in a category by themselves, unlike other "reptiles." They may indeed have been warm-blooded, as is indicated by several lines of circumstantial evidence. This makes the animals themselves more useful and interesting and, more importantly, it makes them harder for player characters to tackle, since they now become faster and sometimes even smarter than equivalent giant lizards. With its inclusion of dinosaurs and other prehistoric animals, the AD&D game contains an element of science fiction, in that it uses the findings of the science of paleontology. In science fiction, it's always a good idea to be up to date, especially if the latest ideas make better stories than the older ones.

Another argument for redefining the Mesozoic monsters in AD&D gaming is that the old information is not only out of date but is occasionally inaccurate. For example, the description of *Tanytropheus* doesn't correspond that closely to the fossil animal, and neither does the animal listed as *Nothosaurus*. If the game is to include material from paleontology, why not get it right, if only for the sake of consistency? Then, too, there are inconsistencies within the context of the game. *Monoclonius* and *Styracosaurus* are the same size and they are the same sort of animal, but they differ in their hit dice (8 and 10, respectively). Again, *Elasmosaurus* and *Plesiosaurus* are quite similar in form and are given the same lengths (though the *Plesiosaurus* known to paleontologists is a lot smaller than *Elasmosaurus*), yet *Plesiosaurus* gets five more

hit dice. It would be better to keep things in proportion to one another.

Finally, a Mesozoic setting is like any other game setting in that it is more interesting and colorful if it is more complete, and the DM has more detail and background than is available from the game rules. While it is possible to glean material from various popular books, many of them are out of date and none of them were written with DMs in mind. The effort of finding the relevant facts may be greater than it is worth, since creatures from the Age of Dinosaurs can only be part of an ongoing campaign. It is therefore useful to have the information most relevant to an AD&D game campaign readily at hand.

For these reasons, a description and redescription of Mesozoic animals in AD&D game terms is offered here. While it is entirely unofficial and may contradict some official material concerning Mesozoic monsters, it is designed to fit comfortably into the game as a whole.

Categorizing dinosaurs

In describing animals from the Age of Dinosaurs, it is necessary to use large categories, for the reasons mentioned earlier. For the sake of convenience, it is best to use the names provided by scientists who classify these animals. Just which level of classification is used here is a matter of convenience and depends on how much a group of animals varies in its AD&D game characteristics. Typically, the names of orders, suborders, or infraorders of animals are used. This is something like putting elephants, mammoths, mastodons, and related animals under a single name (proboscidean) and including in the description a table that shows how the AD&D game characteristics of the animals vary with size. The space thus saved is used to give a more detailed description of the animals and their habits, and to describe a greater number of different groups.

Despite this space-saving technique, it is impractical to cover all the Mesozoic animals. For the sake of simplicity, aberrant members of a group are left out unless they were common and widespread, in which case they get a separate listing. Small differences within a group are simply glossed over. A great many small or otherwise inoffensive animals are left out, unless they belong to groups that include larger animals and can be conveniently listed under the same heading. Just as the *Monster Manual* doesn't describe rabbits or songbirds, these listings don't include animals that are unlikely to interact with typical AD&D game adventurers.

Animals that are incompletely known (say, from a couple of arm bones, jawbones, or teeth) are also left out, since a guess as to the animal's overall characteristics could turn out to be wrong whenever a more complete specimen is dug up. Besides, many such animals can plausibly be fitted into established groups. Minority groups are discriminated against here; if a type of animal doesn't have many representatives, then it is usually ignored. Finally, there are animals that are adequately described in official works and are not listed here, except in the encounter tables following the descriptions of the animals (Tables A1, A2, and A3). Despite the above omissions, just about any known Mesozoic land animal that grew bigger than a woodchuck can be found somewhere in the following descriptions.

Mesozoic animals have a number of features in common, summarized here in *Monster Manual* statistics.

% IN LAIR: 5% (pelagic marine animals = 0%)

TREASURE TYPE: Nil

ALIGNMENT: Neutral

MAGIC RESISTANCE: Standard

PSIONIC ABILITY: Nil

Some general comments apply to these and other standard characteristics.

FREQUENCY: The frequency given is for the animal in its most characteristic habitat; elsewhere, it may be rarer or entirely absent. Larger animals within a classification are usually less com-

mon, but no specific guideline is given since DMs usually choose a level of challenge according to the powers of the player characters encountering the animals.

NUMBER APPEARING: As stated in the *Monster Manual*, this is only a rough guide. This is even more so with extinct animals, though where possible the range given is based on fossil tracks or, failing that, on the behavior of similar modern animals.

ARMOR CLASS: Dinosaurs and mammal-like reptiles are given an armor class like that of a similar mammal or bird, where such comparisons are possible. Some dinosaurs have bony plates under the skin and are therefore better armored than might be expected. Most of the other animals are given the armor class of some equivalent reptilian creature from the *Monster Manual*. For the sake of simplicity, animals are not usually given different armor classes for different body parts, since this would complicate melee and other animals would logically require the same treatment. Again, for the sake of simplicity, armor class does not vary with size. Any advantage a creature gains by being bigger and thicker-skinned is considered to be cancelled by decreased mobility.

MOVE: As with armor classes, movement rates are based on those of comparable animals that have already been defined in AD&D game terms. Within a group, large land animals are often slower than their mid-sized relatives because, although they have a longer stride, their movements are proportionately slower, since a stumble is more serious for a larger animal. In the water, increased size is not so much of a problem, and larger individuals may be faster than smaller ones.

It should be noted that quadrupeds get a larger bonus for outdoor charging movement than humanlike creatures do (page 66, *Dungeon Masters Guide*). This means that a creature with a move of 12" can still catch up with a running human. Like elephants, the larger dinosaurs only *look* slow — a deceptive characteristic that can be used to advantage by the cunning DM. Bipedal dinosaurs should get the charging bonus for a quadrupedal animal, since they are not built like humans and therefore deserve separate consideration.

Terrestrial animals of all sorts swim at their land movement rates, to a maximum of 9", if a swimming rate is not given in the text. Finally, since many of the dinosaur groups became more efficient at moving themselves around over time, a DM may opt to reduce the movement rate of the earliest members of a group by 3" where the group spans the whole of the Mesozoic.

HIT DICE: Dinosaurs and mammal-like reptiles are given the hit dice of birds and mammals of equivalent weight and diet. The more reptilian animals are compared to crocodiles and giant lizards, which (to judge from examples in the *Monster Manual*) are to be granted fewer hit dice pound-for-pound than livelier animals get.

% IN LAIR: The lair varies with the kind of creature and the circumstances under which it is encountered. Marine animals that never come inshore (pelagic marine animals) have no lair. Amphibious forms encountered in the lair are at a hauling-out spot like a place where a seal, penguin, or crocodile spends its shore time. Eggs or very young animals may be found there in season. Terrestrial animals encountered in the lair may be at a daily or nightly resting place, a wallow, or a nest. Archosaurs (see below) and mammal-like reptiles tend nests and nestlings, while the remaining animals described here hide the eggs and leave the offspring to fend for themselves.

TREASURE TYPE: While none of the animals listed here gather treasure, they are not without monetary value in themselves. The hide, horns, feathers, fur, shell, or teeth may have market value. For instance, the tooth of a large carnivorous such as *Tyrannosaurus* might weigh up to 2 lbs., and sell for up to 12 gold pieces (DMG, page 27) even if its novelty value is ignored (and carnivores

have a lot of teeth!). Horn similar to cow horn might be gathered from the beak or horns of a ceratopsian such as *Triceratops*. Some small dinosaurs may have decorative plumes, while the fur of mammal-like reptiles might also be valuable. Hides of various sorts might also be saleable, and the rapacity of some player characters is such that they might explore other possibilities as well. DMs may wish to curb this looting by considering how the novelty of these materials might be a barrier to their sale.

NUMBER OF ATTACKS: The number of attacks is kept to a minimum where possible, though some account is taken of the tradition that grants AD&D game creatures an attack for each paw, hoof, horn, and tusk. Typically, horned animals are only allowed a single goring attack because the number of horns is quite variable within a group, and because two or three horns aren't demonstrably better than one in combat. Small animals may be given a single attack representing all or part of an attack routine, since rolling dice for tiny amounts of damage can get tedious.

SPECIAL ATTACKS: Large herbivores (those of size L weighing 300 lbs. or more) may trample size S or M creatures, as well as any size L creature of less than half their own weight. A roll "to hit" is made whether the trampling is intentional or accidental, and the damage done depends on the hit dice of the trampler: 2 HD = 1-4 points of damage; 3 HD = 1-6; 4-7 HD = 1-8; 8-11 HD = 2-16; 12-15 HD = 3-24; 16-19 HD = 4-32; and every additional 4 HD equates to an extra 1-8 points of damage.

Trampling can be avoided if the victim has a superior movement rate, but even this might prove impossible if the herbivores are advancing along a broad front. Once hit, a trampled individual may move no farther that round and takes trampling damage from any additional large creatures that pass over the spot and hit the victim (all rolls to hit are at +4, as the victim is considered to be knocked flat). Even the toughest fighter is well advised to stay away from a herd of panicky brontosaurs! Trampling may take place at the end of a charge and may be combined with butting or goring attacks, but not with kicks, bites, and other attack forms.

Some very large carnivores can swallow size S or M prey whole on a successful "to hit" roll of 18 or better. Those who survive the initial biting damage may attack from the inside, but the exposed portions of the innards are well protected (these beasts are adapted to swallowing things whole), and the position of the swallowed individual is distinctly awkward, so that the carnivore has the same effective armor class inside as it has outside. The situation gets worse as time goes on. There is a cumulative penalty of -1 "to hit" for each round spent inside.

In addition, all archosaurs (see below) nothosaurs, plesiosaurs, and pliosaurs have a gizzard, which serves to pulverize food before it enters the stomach. The gizzard is hard and muscular, and contains rocks, just like a bird's gizzard. It inflicts damage equal to a bite on each round following ingestion, with no "to hit" roll required. The swallowed individual dies in six rounds from suffocation regardless of other factors, but the body can be recovered (more or less whole) for 1-3 hours thereafter unless the carnivore has a gizzard. If the victim manages to inflict damage for more than one round in a row, the carnivore spits it back up again and can bite again at +4 "to hit" while the prey is still recovering from being regurgitated.

Any large creature may overturn water craft by rising up beneath them, attacking creatures in them, or thrashing about nearby. This applies to habitually aquatic creatures as well as to a tyrannosaur or brontosaur that happens to be taking a swim. The weight of boat and animal are estimated and compared, and the chance that the water craft capsizes is 10% for each 10% of the boat's weight the animal has. The chance is doubled if the water craft is a canoe without an outrigger. The chance of capsizing is checked each round as appropriate.

SPECIAL DEFENSES: Large animals may be unaffected by poisons, as indicated on page 81 of the DMG.

MAGIC RESISTANCE: Note that non-intelligent animals are particularly vulnerable to magical effects, as described on page 79 of the DMG.

INTELLIGENCE: Non-intelligent animals range in mental ability from the jellyfish, a colony of brainless polyps, all the way up to tropical fish, frogs, and lizards — a considerable range indeed. Animal intelligence covers everything from the brainiest reptilian animals (such as crocodiles) up to the ability of an herbivorous mammal or bird. Most non-intelligent animals *can* learn from experience, and all the ones described here can show complex behavior such as herding, cooperative hunting, and parental care, though they may be in trouble if they meet situations that don't fit their programmed repertoires. However, these instincts are likely to be quite adequate for dealing with tropical human and demihuman adventurers. Brontosaurs know very well that bothersome small animals should be stepped on or ignored, and if that doesn't work, the brontosaurs should run away. Creatures of animal intelligence are even cannier, and they may even learn to avoid such things as pits and deadfalls if they can detect them.

SIZE: The measure given here is usually the animal's head-to-tail length. Since this may include quite a length of neck and tail (especially in the case of a dinosaur), the animal may not be quite so big overall as might be guessed from the figures given. A 10'-long dinosaur might not weigh any more than a large man, and a 25'-long dinosaur might not be any heavier than a big rhinoceros. Bipedal dinosaurs stand about half as high as they are long, at least when they are on the move, because they lean forward when they walk and stick out the tail behind for balance. They can probably reach heights equal to about three-quarters of their total length. This may turn out to be significant if player characters seek refuge in trees.

Every tenth animal encountered is a juvenile, with 10% to 80%

of its adult hit dice and appropriately reduced attacks and altered movement rates. Smaller and younger individuals are usually nestlings with no effective attack, possibly under parental care, while individuals with over 80% growth are effectively adults.

LEVEL/X.P. VALUE: These figures are not included in the description. Calculating the experience point value of Mesozoic animals is not very time-consuming for the DM, since they have few special abilities. Additionally, a display of the experience-point value for each size and type of creature in the following descriptions would consume a great deal of space. As for the "level" of a Mesozoic monster, any figure derived from the tables in the DMG is likely to be deceptive, at least in the case of the larger animals. Since they are not particularly clever, dinosaurs and the like are not as dangerous as, say, demons or elementals that are worth the same number of experience points.

The program and the players

The Mesozoic era is divided into three periods. From earliest to latest, these periods are the Triassic, the Jurassic, and the Cretaceous, each one of which is tens of millions of years long.

Most of the prominent animals from the Mesozoic are archosaurs, which include the dinosaurs and the crocodilians. Birds are descended from archosaurs, and it has even been argued that they are archosaurs, albeit of an unusual type. From the middle of the Triassic right up to the end of the Mesozoic era, archosaurs of one sort and another were very common. Of the animals listed here, aetosaurs, phytosaurs, proterosuchians, and pseudosuchians form a group of archosaurs from the Triassic, while crocodilians and pterosaurs are separate groups on their own. The animals known as dinosaurs are from two different groups of archosaurs: the ornithischians (ankylosaurs, ceratopians, ornithopods, scelido-

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saurians, and stegosaurs) and the saurischians (carnosaurs, coelurosaurs, deinonychosuars, ornithomimosaurs, prosauropods, and sauropods). All archosaurs have a gizzard and a four-chambered heart that permits an active mammal-like or birdlike lifestyle. They lay hard-shelled eggs and which they tend and guard in nests. Like crocodiles or birds, they tend the young after hatching time as well, and may even nest in colonies. The eggs are as large as an ostrich egg in the largest species. Small, active, terrestrial archosaurs may have feathers for insulation. Large archosaurs, or those that spend much time in the water, have scaly or warty skin.

The mammal-like reptiles were prominent in the Triassic, and are represented here by cynodonts and dicynodonts. They include the ancestors of the mammals, and they resemble some of the more reptilian mammals such as the platypus and echidna. They suckle their young and may bear fur and whiskers, but they lay leathery eggs which they care for in a nest or carry about in a pouch. They are warm-blooded, if somewhat less active than a mammal or a dinosaur.

Except for the labyrinthodonts, which are amphibians, the rest of the animals described here are more typically reptilian. They are a mixed bag of generally unrelated types and are more fully described in their particular entries.

The animals listed under "Dinosaur" in the *Monster Manual* and its companion volume are shown in Table B with their classification under the new system proposed here. All are accounted for, except for creatures which are not from the Mesozoic and except for *Tanystropheus*. As explained in Table B, the *Tanystropheus* known to paleontologists is much smaller than the one described in *Monster Manual II* and has a somewhat different appearance. Because it is small, aberrant in form, and cannot be included in a larger group, it is not further described here.

In some cases, the suggested number of hit dice for a creature is different from the number given in official works. This is usually because of differing information concerning the size of the beast, but it may also be that the number differs slightly because the hit-dice estimate for the creature fits into a system and must be balanced against the numbers given to similar creatures.

Concerning accuracy

As well as the simplifications already mentioned, there are other alterations of the facts for the sake of clarity. Each period of the Mesozoic lasted a long, long time; saying that a set of creatures lived in the Cretaceous is like saying that humans, three-toed horses, and giant predatory birds all appeared "sometime after the dinosaurs." With such long spans of time, it is convenient to drop out fine details. If a small percentage of a group was present during a period, it is left out entirely, and if the group survived for only part of a period, it is left out as well. On the other hand, any animal that existed in fair numbers through a good part of the Cretaceous is included in the list of Cretaceous beasties, even if it didn't live at exactly the same time as the rest of them. The upper and lower size limits for the members of a group are yet another area of simplification, being less well defined and certain than the precise limits given would imply.

In addition to such simplifications, there are extensions and embellishments of the bare scientific facts. Evidence for such things as skin coverings and behavior patterns is hard to find, but such things may turn out to be important in an AD&D game adventure, so a number of plausible assumptions are passed off as fact. These are usually the speculations of paleontologists, with some basis in fossil evidence, but in some cases the only basis is comparison with animals alive today. Where there is more than one possible interpretation of the evidence, the one that makes the best AD&D game creatures is chosen. The result is not science but science fantasy.

Dinosaur descriptions

AETOSAUR

Aetosaurs are archosaurs from the Triassic. These inoffensive herbivores and omnivores resemble land-going crocodiles in overall form, but the head of each is small and terminates in a blunt, piglike, rooting snout. The back and belly are protected by a layer of armor plating, and there may also be projecting spines around the shoulder and neck. An aetosaur's best defense is to swing its heavy tail at attackers, though it can also bite. Aetosaurs may be treated as terrestrial crocodilians (see below) of up to 6 HD, though they have an armor class of 4 and a bite that does damage like that of a crocodilian two sizes smaller (that is, a 6 HD aetosaur bites for 2-8 points of damage).

ANKYLOSAUR

FREQUENCY: *Uncommon*

NO. APPEARING: 1-8

ARMOR CLASS: 2 or 3

MOVE: 6" or 9"

HIT DICE: $\frac{1}{2}$ to 11

NO. OF ATTACKS: 2 (tail)

DAMAGE/ATTACK: 1-2 to 2-20

SPECIAL ATTACKS: *Trample*

SPECIAL DEFENSES: *Nil*

INTELLIGENCE: *Animal*

SIZE: M to L (6' to 35' long)

Ankylosaurs are ornithischian dinosaurs from the Cretaceous and include such specimens as *Ankylosaurus* and *Paleoscincus*. These browsing herbivores are heavily armored with plates and spikes of bone and horn. They range from goat-sized to elephant-sized. If attacked, an ankylosaur strikes at its tormentors with its massive bony tail. Ankylosaurs vary as follows:

HD:	1/2	1	2	3	4-6	7-9	10-11
DAMAGE:	1-3	1-4	1-6	2-8	2-12	2-16	2-20
SIZE:	S(6-7)	M(8-9)	L(10-11)	L(12-13)	L(14-20)	L(21-25)	L(26-35)

There are two major types of ankylosaurs:

Nodosaurids have a solid shell over the back, and have relatively long legs, but their tails lack the mace-like knob found on other ankylosaurs. They move at 9", have an armor class of 2, and inflict damage as if they were one size class smaller ($\frac{1}{2}$ HD individuals inflict 1-2 points of damage). Nodosaurids typically have long, narrow heads and have long spikes at their sides to prevent carnivores from turning them over.

Ankylosaurids have armor arranged in bands and plates like that of a modern armadillo, and typically lack spines. The legs are short, the body and head low and broad. These beasts move at 6", and have armor class 3. However, the massive knob on the tail makes them very effective in combat.

CARNOSAUR

FREQUENCY: *Uncommon*

NO. APPEARING: 1-10 or 1-2

ARMOR CLASS: 5

MOVE: 22", to 15",

HIT DICE: 8 to 18

NO. OF ATTACKS: 3 (claw/claw/bite)

DAMAGE/ATTACK: 1-4/1-4/3-24 to 0/0/5-50

SPECIAL ATTACKS: *Swallow whole*

SPECIAL DEFENSES: *Nil*

INTELLIGENCE: *Animal*

SIZE: L (15' to 40' long)

Carnosaurs are saurischian dinosaurs and may be found in any period of the Mesozoic. Examples include *Tyrannosaurus* and

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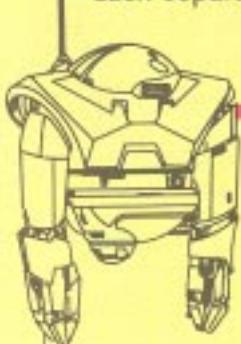
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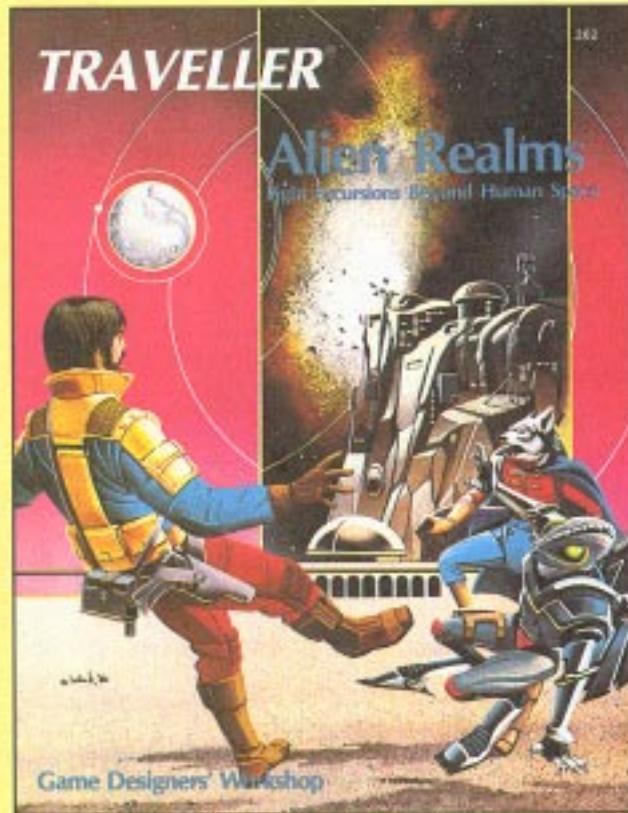
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Hivers

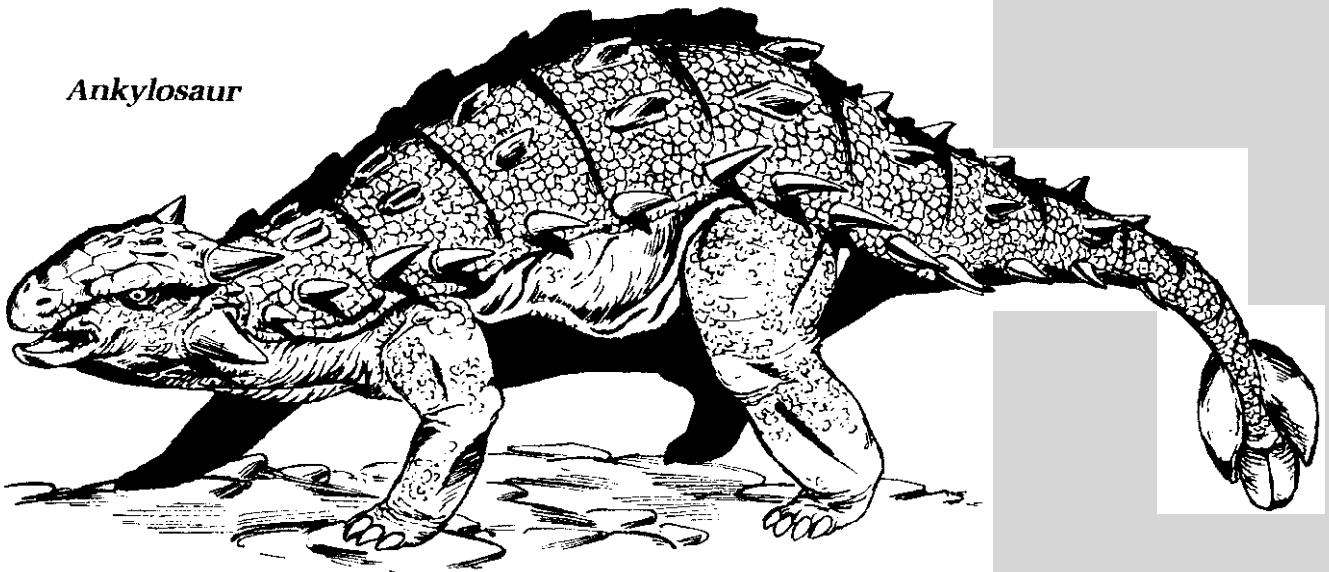
Hivers are aliens. They are a cooperative race, but they respect individualism. They live in nests, but can change to another nest any time they want. They abhor violence and war, but they won the only major war they have ever fought. They love their children, but let most of them die before they are a year old.



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Ankylosaur



Allosaurus. Carnosaurs may be as small as a grizzly bear or bigger than a bull elephant. They are bipedal, with a large head and a mouthful of sharp teeth, a short but flexible neck, a stout body, a long tail, and powerful hind legs. The arms and front claws are relatively small. Their senses are keen, and very little escapes their attention. Carnosaurs may wade into water in pursuit of prey. They often follow herds of herbivorous dinosaurs, but are always on the lookout for small edible items such as human-sized animals. Carnosaurs vary with size as follows:

MOVE:	15"	15"	12"	12"	12"
HIT DICE:	8-10	11-12	13-14	15-16	17-18
DAMAGE:	1-4/1-4/ 3-24	1-4/1-4/ 3-30	1-3/1-3/ 3-36	1-3/1-3/ 4-40	1-3/1-3/ 4-48
SIZE:	L(15-20)	L(21-25)	L(26-30)	L(31-35)	L(36-40)

The smaller carnosaurs under 13 HD are swifter and may be found in groups of 1-10, while the larger sorts hunt singly or in pairs. Any carnosaur with 15 HD or more can swallow size S or M prey whole in one bite. Some carnosaurs have bumps and crests on their heads, and one kind even has a sail-like fin running down its back (perhaps for temperature control), but none of these variations affect combat. A few carnosaurs (including *Tyrannosaurus*) have arms that are so small and poorly positioned as to be virtually useless, but these are provided with especially large mouths. These bite as if they were one size class larger (17 and 18 HD individuals bite for 5-50 points) but have no effective claw attack. They are called tyrannosaurids, after their most famous member.

CERATOPSIAN

FREQUENCY: Common
NO. APPEARING: 1-100
ARMOR CLASS: 6
MOVE: 12" to 18"
HIT DICE: 1 hp to 12 HD
NO. OF ATTACKS: 1 (gore or bite)
DAMAGE/ATTACK: Nil to 3-24
SPECIAL ATTACKS: Charge, trample
SPECIAL DEFENSES: Nil
INTELLIGENCE: Animal
SIZE: S to L (3' to 30' long)

Ceratopsians are ornithischian dinosaurs from the Cretaceous period, varying in size from as small as a sheep to as big as a mastodon. They crop vegetation with their horny beaks. Examples include *Triceratops* and *Styracosaurus*. A ceratopsian has a huge head, characterized by a bony frill which anchors the powerful neck and jaw muscles and which may only be visible on skulls.

The edges of the frill may be bumpy or spiked, and the head is commonly horned, with up to three different horns (one over each brow and/or one on the nose). Ceratopsians vary with size as follows:

MOVE:	12"	12"	12"	12"	15"
HIT DICE:	1 hp	½	½	1	2
DAMAGE:	Nil	1	1-2	1-4	1-6
SIZE:	S(to 3)	S(4)	M(5)	M(6)	M(7-8)

MOVE:	18"	18"	15"	15"	
HIT DICE:	3	4-6	7-9	10-12	
DAMAGE:	2-8	2-12	2-16	2-20	
SIZE:	L(9-10)	L(11-15)	L(16-20)	L(21-30)	

A ceratopsian attacks either with a bite from its massive, powerful beak or a thrust of its horns. In ordinary melee, either attack inflicts the same damage. Hornless ceratopsians can inflict damage equal to a bite on impact if they charge, while those with horns inflict double damage if they charge. Charging ceratopsians have the same armor class as ones in ordinary melee, unlike most other creatures. Ceratopsians vary a great deal in the size and shape of the head-frill and in the placement of the horns, but only the presence or absence of horns affects combat. About 90% of those species with under 3 HD and 10% of those with 3 HD or more are hornless.

CHELOIAN, MARINE

FREQUENCY: Common
NO. APPEARING: 1
ARMOR CLASS: 3
MOVE: 3"/18"
HIT DICE: 1 hp to 7HD
NO. OF ATTACKS: 1 (bite)
DAMAGE/ATTACK: Nil to 2-8
SPECIAL ATTACKS: Capsize boat
SPECIAL DEFENSES: Shell
INTELLIGENCE: Non-
SIZE: S to L, (2 to 12' long)

Aquatic chelonians, also known as sea turtles, may be found in Cretaceous settings as well as in modern ones, with the difference that Cretaceous forms may exceed 3 HD in size. Though large, they are inoffensive eaters of sea grasses and jellyfish. Modern leatherback and hawksbill turtles are typical, while *Archelon* is an extremely large Cretaceous form. If attacked, they usually flee; if this fails, they retaliate with a bite. Chelonians that are not attack-



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Revenge of the Nobodies

Peasants can have strength — in numbers!

by Joseph R. Ravitts

At the close of the classic fantasy novel *The Worm Ouroboros*, when the "Demons" (actually human and good-aligned, despite their name) have destroyed all the bad guys, they find themselves stricken with boredom. As a remedy, their gods bring all the villains back to life so that the heroes will have someone to fight. The author, however, gives no hint of how the common people of Demonland felt about this; I cannot imagine that they would be thrilled, especially since no offer was made for resurrection of the rank-and-file casualties on the side of good.

Many heroic fantasies display similar disregard for the welfare and feelings of the story-world's civilian population, and so do many fantasy campaigns. Even players trying in earnest to portray good-aligned characters may fail to extend their charity beyond the circle of other adventuring characters. The cleric cures every disease of members of his party, but never inquires whether the local village has any gravely ill children. A character owning a *spade of colossal excavation* uses it for military engineering purposes and unearthing buried treasure, but never digs a well or an irrigation ditch.

The common folk, of course, will never complain about this unless the DM wants them to, but if the DM knows enough real-world history, he knows that a large number of disgruntled peasants can create not only a one-time riot, but a lasting political force. Numbers, determination, and stealth can offset to some extent a lack of the conventional means to wage war or exert social pressure.

Below are offered some examples of political movements that could arise among the zero-level masses in a D&D® or AD&D® game campaign. I have not included explicitly religious movements, as these would normally have clerics to lead them. These examples could be initiated and maintained entirely by non-adventuring NPCs, their weapons including work stoppages, theft, and arson. Only if the real or alleged grievance is extreme or the opposition formidable should the DM allow the malcontents the aid of anyone with special powers; even then, it should be someone outside the establish-

ment of adventuring characters. (One faction member, for instance, could be a woodcutter who survived being bitten by a wereboar, lived to master his own ensuing lycanthropy, and now is available to fight for the cause in beast-form, his loyalty preserved by family ties.)

These rebel movements will sometimes be in the right, sometimes not. Either way, they should provide an interesting wild card amid the usual struggles of dynasties, aristocracies, and mighty spell-casters.

The Share-The-Health Movement

Some adventurers (especially in Monty Haul campaigns) enjoy such easy access to *cure* spells that they never have to experience a normal recuperation from wounds or disease. This privilege may even extend to a dozen successive *resurrections* or *regenerations* for a single frequently slain character. Since rank does have its privileges, commoners in a campaign may not resent the hero's favored treatment by clerics — particularly if any of his injuries, ailments, or deaths were incurred in the defense of the community. If, however, the adventurer always got hurt or killed while pursuing selfish gain, many noncombatants would come to think him unworthy of repeated attention, when constructive members of the community are left to take their chances with wounds and sickness.

A Share-the-Health Movement would begin with peaceful petitioning of the local clerics to adopt an egalitarian policy in the use of such spells as *cure disease*, *raise dead*, etc. At weekly intervals (more often if healing resources were plentiful in the area), there could be a random drawing of names of the ailing and the freshly deceased. A committee could also be formed to judge which persons were worthy of supernatural help, with at least one member of the Share-the-Health Movement sitting on the committee.

If no such reform were instituted (or if it was in use but deteriorated through bribery or favoritism), the protesters could try many forms of retaliation. They might kidnap the uncooperative clerics, if possible. Failing that, they might refuse to worship at these clerics' temples. The too-often *cured* adventurers could suffer social ostracism (if of low enough birth to be affected by this) or even mob assault. The best of all solutions, though, would be

for members of the movement to become clerics themselves, their training paid for by hundreds of donors in return for their oath to minister to the common people's needs without profiteering.

The Mines For Men Society

Any number of ethnic-resentment situations from real-world history can be reflected in this scenario. The premise here is that, somewhere in the game world, there is an area whose economy depends on mining. All the local residents are human, but for some reason the mine owners decide to hire dwarves from the nearest dwarf kingdom to work the mines.

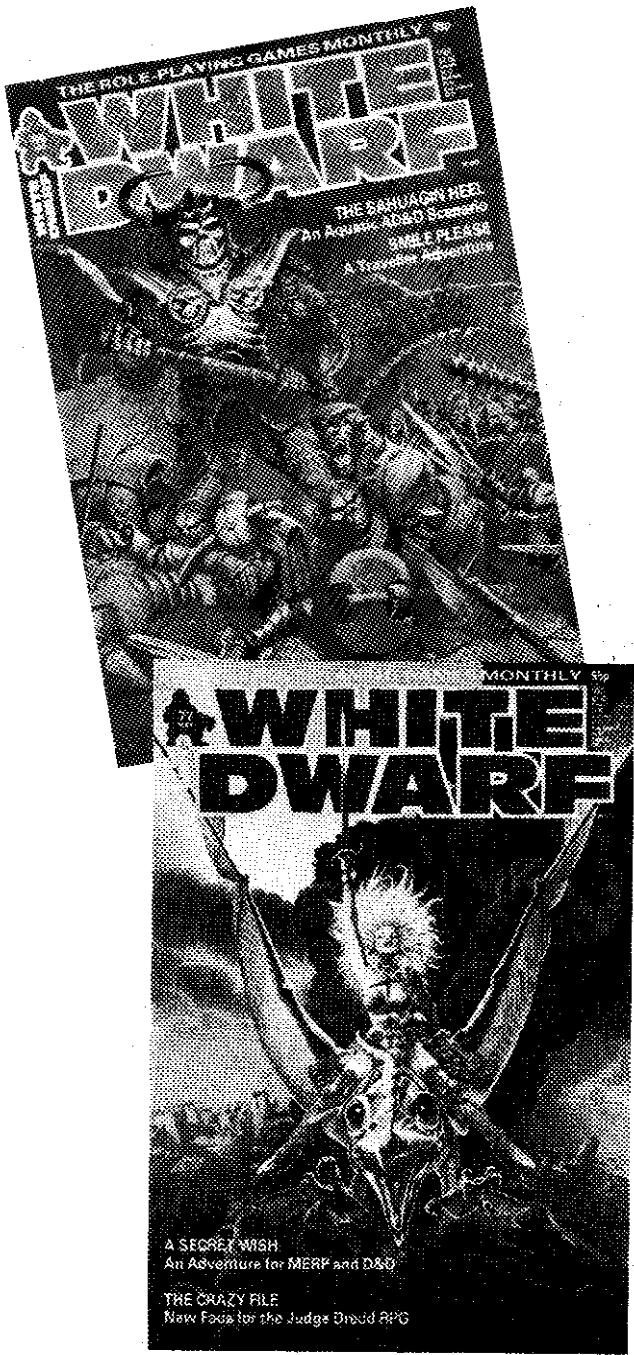
The reaction of the furious human miners would be nothing startlingly unusual — a thousand real-world labor crises could provide models — but the ripple effects of a Mines For Men Society, in a fantasy world, should be quite interesting. Suppose, for instance, that the protesters are so ignorant of non-human races that they attack some gnomes in the belief that they are dwarves, causing gnomes and dwarves to unite in self-defense. There might also be evildoers who add to the fray and confusion by murdering some dwarves, intending to have the blame fall on the Mines For Men Society.

The Plain Sight Patrol

Players may find it amusing to imagine their characters using *invisibility* to spy on ladies in their bedrooms — but the fathers and husbands of the women, to say nothing of the women themselves, could be pardoned for considering this behavior offensive. A movement against the abuse of *invisibility*, unlike the previous two examples, could easily gain the support of persons from the middle and upper social classes.

By the very nature of the problem, a Plain Sight Patrol would know the difficulty of identifying and prosecuting the offenders; it would consequently concentrate on defensive and deterrent measures (though some of these could lead to identification of an overconfident *invisible* prowler). Homes and other places guarded by the Patrol would be surrounded by scatterings of sand or sawdust, over which no one could walk without leaving conspicuous footprints. Sentry dogs would be trained to give an alarm whenever they

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smelled a body scent from a place where they could not see anyone. Human Patrol members would practice hurling paint and other liquids that would stick to an offender and render him visible.

The Supernatural Sanitation League

To the best of my knowledge, no one has speculated on the possibly unusual excretory functions of fantasy creatures. This distasteful subject is easy for players to avoid, but characters *within* the game world will surely be affected by it, especially in a campaign where adventurers frequently tame or subdue monsters.

If some high-level lord rides into town on the back of his pet copper dragon, will his acid-breathing steed leave behind corrosive droppings that eat foot-deep holes into the pavement? Or, if he has a rust monster on a leash, even if it is kept from eating the townsfolk's metal tools, will the rust monster's droppings destroy the shovel of a street-sweeper who cleans up after it? Could it be that blink dogs, as an instinctive defense against being tracked, can make their body wastes materialize some distance away? (If so, a tame blink dog walking down the street might cause a sudden mess inside a nearby house.)

A popular movement calling for the end of such monstrous contamination is very plausible in any city where captive monsters use public thoroughfares. Even if such special problems as suggested above are ruled out, there would still be unrest — if the monsters are allowed to fly over the city!

The Dumb Animals Controversy

Here is a case not of one united plebeian group revolting against the adventuring aristocracy, but of the plebeians being divided among themselves over whether they approve of one type of adventurers' activity: *speaking with animals*. Common people could find many reasons to react either way to having their domestic animals or nearby wild ones communicated with.

In C.S. Lewis's novel *The Magician's Nephew*, when a cab-horse is given the power of speech, his owner is fascinated but also has to deal with the horse's complaints about being made to work. It could easily be unsettling to receive back-talk from animals we use for our own benefit. Yet the knowledge that could be gained from communication with beasts would, for some, outweigh the uncomfortable psychological effects.

A community debate over letting adventurers converse with local animals would be enlivened if some of the animals themselves could give *their* views on the matter. (Of course, whoever used a *speak with animals* spell or spell-like ability to bring out these testimonies might be accused by some humans of passing on a false translation.) If nothing else came of the controversy, it would probably produce more

vegetarians, or at least abstainers from the flesh of the more intelligent beasts.

The Magic Materials Moratorium

Campaigns vary in the emphasis they place on material components for spell-casting, but in any campaign that does enforce the need for such components, magic-users and illusionists who lord it over the populace have a weak spot just waiting to be exploited. If the commoners learn about some of the objects needed for spell-casting (disregarding items too rare for peasants to possess or locate), a concerted effort could be made to steal, hoard, or destroy all such items, making some spells almost impossible to cast.

Naturally, this effort has the most chance of succeeding if the tyrannical spell-casters can be kept unaware of it for a long time. That may sound hopeless — but consider how often great wizards hold zero-level NPCs in contempt, assuming that the latter are too stupid even to know what materials are needed for spells. Although it would never be possible to shut off the supply of *all* spell materials, a determined and secret conspiracy, given time, could end up surprising the spell-casters with enough of a components embargo to cause serious difficulty in magic-use.

The mages and illusionists might still have enough intact resources to try breaking the embargo by force, but a divide-and-conquer effect could occur which would help the dissidents. That is, one or more spell-casters might decide to make allies of the material snatchers instead of attacking them. The spell-caster who thought of this quickly enough could secure a near-total monopoly on some spell components, and thus an advantage over rival spell-casters who hadn't seen the value of befriending the peasants.

The Halflings' Hygiene Backlash

Grass-roots unrest does not always arise because of cruelty or callousness from the powerful. It can also be set off by authorities whose actions are entirely benevolent in motive, but who are seen as unreasonable meddlers. One setting in which this unfortunate phenomenon could occur would be a community in which halflings coexisted with humans, the rulers belonging to the human race.

I have never seen a pronouncement on whether halflings in a game world are susceptible to ringworm infestation and other health problems associated with bare feet. Whether or not they are, human authorities would very likely assume them to be so. With the kindest of intentions, then, these authorities would attempt, by law or at least by persuasion, to make the halflings wear shoes.

The halflings, of course, would resent this. Since resentment easily bursts the barriers of rationality, they might attribute the most outlandishly wicked motives to the well-meaning rulers. Halflings with

any degree of thieving ability would see it as poetic justice to go about stealing as many shoes as possible from humans, making *them* go barefoot. There might even be a campaign of vandalism against cobblers' shops (for businessmen always make convenient scapegoats, and the angry halflings might suspect the shoe-makers of instigating the shoe-requirement policy for obvious reasons).

As in the case of the Mines For Men Society, this would be an ideal opportunity for malicious interference by beings hostile to both of the races principally concerned.

The Spirit of Lysistrata

Whether or not a campaign has any ties to the Greek mythos, it could easily accommodate a re-enactment of the Greek legend of Lysistrata, the woman who led a women's revolt to stop a war between rival city-states. The women refused to have anything to do with their men until all fighting stopped. A similar peace movement in a fantasy world might be encouraged by female beings such as sylphs and dryads.

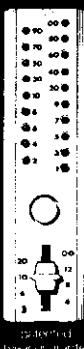
The result of a women's love-embargo would depend on the moral alignment of the nations whose conflict the women were protesting. If both nations were good-aligned, fighting over a mere misunderstanding, there would be a good chance of peace being achieved. If both



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sides were evil-aligned, they would simply force their women into submission — or, if the women had the means to prevent this, the fighters would ignore them and continue their war to a finish, reckoning that the winning side could help itself to the women from the losing side. If it were a good nation fighting an evil nation, their differing responses to the women's protest would result in an automatic, and possibly decisive, advantage for the evil nation. If the good nation managed to win anyway, there might follow a voluntary mass exodus of women from the evil country to the good one, and the women who had tried to browbeat the heroes into surrendering could find themselves out in the cold.

The Youth For All Movement

If, in the real world, people find it easier to allege an evil conspiracy than to accept unwelcome facts of life, all the easier to do so in a D&D world — where so many things are caused by evil conspiracies!

One of the least welcome facts of life is aging. A human community having periodic contact with such long-lived races as elves could scarcely help feeling envious. To envy, add the ignorance of the peasantry, and you can get a lot of people convincing themselves that the other race's longevity is an artificial accomplishment that could be shared with humanity if the other race were willing. Better-

educated humans trying to correct this error would be shouted down, accused of "selling out." If even one person in the vicinity were known to possess a *potion of longevity*, this would be viewed as the final proof that all superhuman lifespans were artificially produced.

The tactics of a Youth For All Movement might amount to no more than ordinary protesting and demonstrating, trying to shame or intimidate the elves or other long-lived beings into giving up the supposed secret of extended youth. A sufficient degree of delusion, though, could produce truly bizarre actions, e.g., someone with no real magical training experimenting to create his own youth potion. This would take a sinister turn if the self-styled alchemist got the idea that the blood of an elf was the missing ingredient for his formula. . . .

Summing it up

The use of these political movements in a game world will induce player characters, and the players behind them, to stop sailing along in an elitist atmosphere and give some thought to social responsibility. At the same time, if the protest movements are well handled by the DM, it will be seen that there is a self-righteousness of the lower classes as well as of the upper, and that evil may arise from either extreme.

Finally, thinking purely in game-playing terms, the existence of these malcontent factions will provide a potential source of biographical background for adventurers. Players often fail to decide what their characters were doing before they achieved the qualifications to be first-level adventurers. But, for some characters (especially fighters and thieves), it can be said that they first took up adventuring because their civilian life became dominated by involvement in a cause. This will produce allegiances and animosities that may follow a character throughout his or her career. This kind of personality development does every bit as much as new monsters and new spells to keep life in a fantasy campaign.

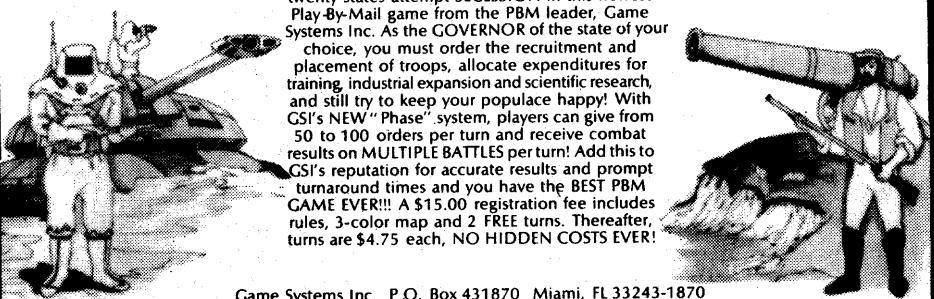
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The role of computers

Our new columnists return with *Rogue*

by Hartley and Pattie Lesser

Games have their origins in the distant past, so far from the present that the time of their beginnings can only be guessed at by experts. Board games have been played for about 5,000 years; this group includes such old favorites as the Royal Game of Ur (Iraq, circa 3000 B.C.), Chaturanga (the forerunner of chess, from 6th-century India), and Go (China, circa 2000 B.C.). These forms of entertainment spanned all continents, with varieties of similar games being played in even the most geographically isolated areas.

The purpose of gaming is to bring enjoyment to the participants. The forerunner of what we know today as Tic-Tac-Toe could well have been invented by two slaves hard at work in a temple in Kurna, Upper Egypt (circa 1350 B.C.). A set of crosshatched lines strongly resembling a Tic-Tac-Toe board was found etched into roofing tiles in the ruins of that temple. Perhaps a couple of construction workers had managed a brief respite and designed this game to break the tedium of their labors. No copyright laws existed at the time to protect their invention — otherwise, who knows what a fortune their descendants might have amassed. . . .

Computer games have a history as well, albeit not as elongated as that of other gaming forms. Of course, computers themselves are a quite new development in the history of man, and even within that much shorter span of time computer entertainment is a fairly new function for a central processing unit (CPU) to manage. Early computers were little more than gigantic calculators. The invention of the microprocessor, which compacts circuitry that used to occupy square feet into measurements of microns, made computing power available to the masses.

One reason that some adventure games were initially coded on mainframe computers was to see what a large computer might be able to manage beyond the functions of strict calculation and data processing. These games developed large followings, with players begging time on the system to engage in these machine-mastered fantasies. College campuses became the focus of such activity, with students and professors working in the late evening and early morning hours on gaming projects to avoid conflict with the normal daytime activities (such as class instruction and laboratory work) for which the computer was originally intended.

At this point in computer-game development, the power of the

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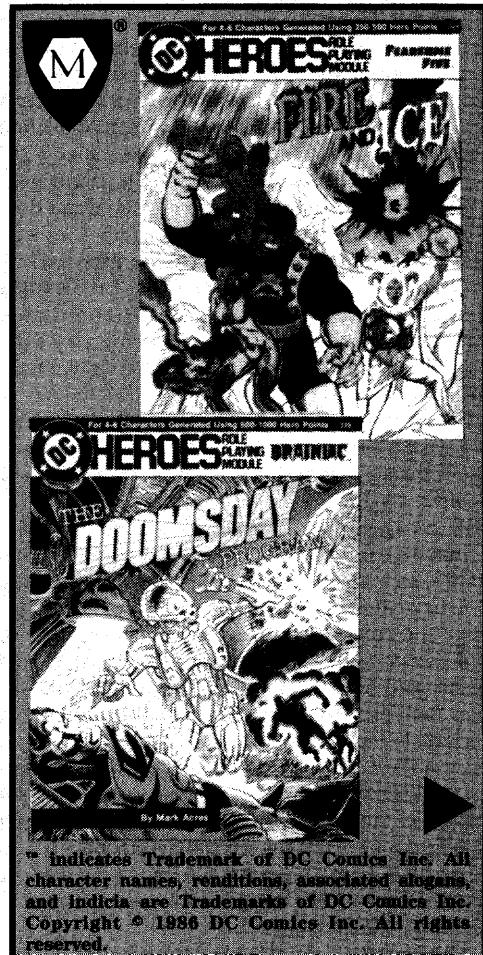
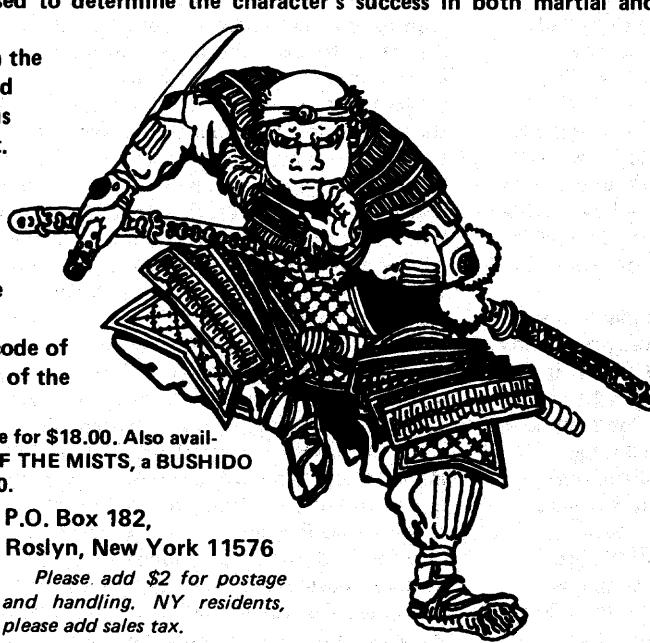
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mainframe computer was required to master the coding. Microcomputers were just making their appearance, and did not possess the speed or memory requirements necessary to allow for the transfer, or porting, of code from the mainframes to their smaller environments. But technology marched on, processing speed and memory capacity increased, and the first commercially successful microcomputers entered the marketplace. Two of the most well-known pioneers were the Apple II and the TRS-80 Model I.

The first microcomputer games were rudimentary, possessing little in the way of graphics, with parsers that could only accept a few words. But as time passed, memory capacity increased even more, and the customary storage medium changed from cassette tape to floppy disk, which stepped up the speed with which a computer could access the stored information. When these improvements had come to pass, programmers found an environment suitable for relatively complex adventure games. Early developers such as Ken and Roberta Williams of Sierra On-Line Systems, Scott Adams of Adventure International, and Robert Hardy of Synergistic Software, and early magazines such as *Soft-Side* (edited by Mark Pelczarski and Dave Albert) began to imbue the burgeoning number of computerphiles with a craving for micro adventure games. The early titles, such as *Beneath Apple Manor*, *Odyssey*, and *Pirate's Adventure*, all sold well and set the stage for further development of the science and art of adventure-game programming.

The memory and programming requirements for porting extensive mainframe code into the microcomputer seemed prohibitive. But programmers are a resourceful group, and code compression as well as other innovative techniques eventually made it possible for the mainframe environment to be simulated at the microcomputer level. The featured review in this column is devoted to one such game that made this transition: *Rogue*.

Rogue is not just "an adventure game" — it justifiably could be referred to as The adventure game. Epyx has managed to bring the time-sharing version of this game to the IBM PC, Apple II, and Macintosh computing environs with aplomb, and the translation is extremely well done. Originally, *Rogue* was written on a Unix mainframe system by authors Michael Toy and Kenneth Arnold. The game can also be found running on many VAX minicomputer systems. But it really comes into its own in the microcomputer environment, where the micro's ease of use and accessibility combine to make an interesting game even more attractive.

Why such strong praise for a game that "simply" sends one into a dungeon to be pitted against strange foes while searching for treasure? Such a scenario has been repeated hundreds of times in other software presentations. True, but in this case *Rogue* requires the player to participate with some modicum of thought. The game is certainly not *all* slay, slay, slay for pay, pay, pay! (Although without doing the former, an adventurer would have difficulty garnering the latter.)

Someone once said that experience is the best teacher. *Rogue* is certainly proof of the wisdom of those words. The player can only learn through experience, and learn he or she must do in order to achieve the ultimate goal of success. After all, learning how to deal with an aggravated orc in the best and most fortuitous manner is somewhat akin to learning how to cooperate with your peers. As in life, so in *Rogue*: it's the end result that counts!

Every game has a specific main goal. In *Rogue*, the player must seek and retrieve the Amulet of Yendor. Created by magicians long ago as a remembrance for mankind, the Amulet sparkles with a purity and beauty found nowhere else. Such dazzling radiance was not appreciated by one person, the Lord of the Dungeon, a malefic being who has stolen the Amulet and hidden it deep within the Dungeon of Doom. How apt a name for this underground labyrinth, for few players have ever successfully recaptured the Amulet of Yendor. All sorts of beasties have been brought into his realm by the evil Dungeon Lord, and the creatures have a single purpose: to thwart every player's quest by making him vacate the dungeon — or, if he chooses to stand and fight, by taking his life.

The Dungeon of Doom is composed of 26 levels, and it is highly



recommended that you completely conquer each level before proceeding down to the next deadly maze. Each level contains weapons, potions, treasure, food, armor, and spells that must be located and identified to learn how their use can help you complete the adventure. Cleaning out a level also requires the player to find and eliminate all of the hostile creatures inhabiting that maze. Success in combat increases a player's experience total, which enables him to withstand attacks from the tougher monsters to be found on the lower levels.

If you do succeed in locating the Amulet, things hardly get any easier. A new horde of monsters awaits on each level of the dungeon during your ascent back to the surface world, and you must reach the surface in order to return the Amulet to its rightful resting place and win the game.

Death can come swiftly within the dungeon, and perilous situations should be avoided at all costs. You can save a game in progress if your character is still alive, but if your adventurer dies you have to start over on level 1 — and to make matters worse, all of the knowledge and experience you acquired will be useless. The Dungeon of Doom changes in configuration every time the game is restarted from scratch, and the elements found in the labyrinth change location and function. A certain type of armor that protected you well in your previous game can be next to worthless in your next one; a potion that once filled your belly with food or imparted a bonus to your weapon now sends poison coursing through your body; a scroll that once detected the location of monsters now summons the evil beasties directly to your position. Your adventurer can continue to learn and grow as long as he survives, but an entirely different environment awaits each player that starts on level 1. This can be rather frustrating if you have worked to get an adventurer down to the 20th level before he expires, but the "different dungeon every time" feature also makes it possible to enjoy the game over and over again even if you do succeed in retrieving the Amulet.

Winning the game is difficult, but certainly not impossible. And the programmers have included some features designed to help a player cope with his environment. A map is revealed on the screen as your character explores the dungeon, displaying all the areas on a certain level that have been traversed. If you leave a level and return to it later, all the areas you previously explored will be redisplayed without your having to traipse through them again just to get the map back on screen.

This mapping feature is obviously of great assistance to the player, who does not have to spend valuable time pencilizing a map on graph paper. And time is indeed valuable; while a game is in progress, things continue to happen even though your character might not be doing anything. A stationary character, resting to catch his breath, can suddenly find himself under attack by a monster or a group of beasties. A player must pay constant attention to the screen display to keep his character alive.

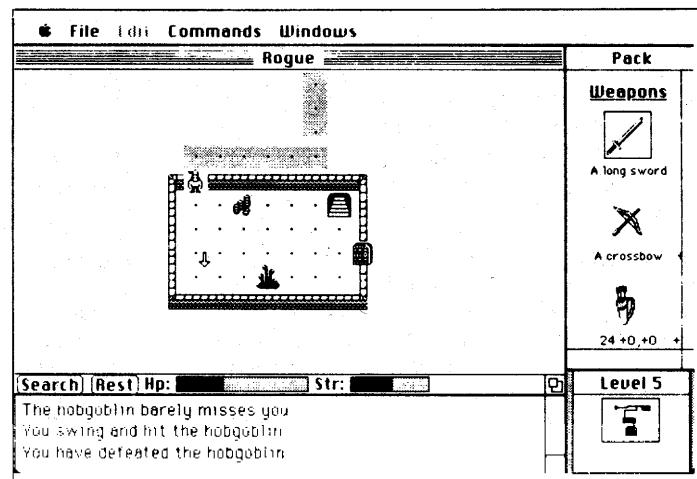
Room searches must be accomplished on each level not only to find the gold, weapons, potions, scrolls, food, armor, and other goodies necessary to survival, but also to locate secret passages and doors that could lead to additional bounties. And again, you must learn from experience during each game exactly what can and cannot be of aid to you. Certain scrolls, when used, can help

you locate food supplies. A wise adventurer amasses food before being weakened by hunger . . . but you must also be certain that the scroll you are using is the correct one for food identification. A tangle of words spoken from an incorrect scroll could leave one under the constant and hostile eye of an unseen entity!

In all versions of the game, an adventure in progress can be saved to a separate data disk, and the game plays basically the same no matter what computer is being used. However, there are some significant differences in the appearance of the game display on the various machines it is designed for.

The original version, translated from the mainframe game, is written for the IBM PC and compatible machines. This version presents a screen composed of text graphics, which are letters and symbols obtainable from the computer keyboard. The text graphics are color-keyed, as shown in the accompanying photograph of a screen from a game in progress. Rooms are bordered with yellow walls (shown with an orangish tint in this photograph); passageways linking the rooms are displayed in light blue (which appears here as a light gray). Hostile creatures are represented by letters of the alphabet. Notice that in the room in the lower right of the pictured screen, the letter "E" is evident. Since the adventurer (depicted by the yellow oval) is a mere three spaces to the left of the creature, a decision to either fight or run should be made in the near future. The yellow asterisk shown in the same room indicates that some amount of gold is here and may be retrieved by the character, either before or after taking care of the "E" monster.

Other features in this screen shot include what appears to be a blue "I" and a blue circle in the room to the immediate left of where the adventurer is; these symbols represent a potion and a magic ring, respectively. The room at the top center contains a green square, signifying armor of some kind. As for the other symbols . . . well, we have to leave something for you to find out for yourself. The line of text at the bottom of the screen is displayed at all times, giving the current dungeon level, the charac-



ter's state of health (current and maximum hit points), the character's strength (current/maximum), how much gold the adventurer has amassed, his current armor class, and his ranking.

The Macintosh version is the latest release of the game. It offers crisp graphics displays, detailed icons for the various sorts of objects and creatures found in the dungeon, plus four on-screen windows for information display. The accompanying printout of a screen display from a game in progress illustrates just how much information can be had on the screen at one time. A small map window in the lower right corner draws each dungeon level as the character explores it. To the immediate left of this window is a message display that gives the character's status (using a bar-graph representation instead of numbers) and offers information rele-



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OMNI Magazine,
December 1985

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GAME NEWS,
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Sid Sackson
GAMES Magazine,
July 1985

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vant to what has just happened (the value of treasure found, the outcome of combat, the nature of found objects, and so forth).

Directly above the information window is the Rogue window, a large display showing your character, the room he currently occupies, and all the features to be found in that room. Finally, the Pack window along the right side shows the items your character is carrying; in the illustration shown here, weapons are displayed, and the adventurer is currently armed with his long sword. To use an item in one's Pack, the player activates the desired item by double-clicking the mouse on that object, with the message display confirming the selection. To use a bow and arrow, for instance, you first double-click on the bow to establish that as the weapon your character is carrying. Next, the arrow icon is selected with a single click and dragged into the Rogue window. The cursor turns into a directional arrow, and when the arrow is moved to point directly at the intended target, you simply release the button on the mouse. The arrow flies toward the target and, depending on your character's ability and luck, strikes or misses the opponent. This interaction affords the player the feel of actually having to draw the bow to fire the arrow — a nice extra touch of the sort that isn't offered in most adventure games.

As of the writing of this column, *Rogue* is available for the Macintosh, IBM PC, and IBM PCjr computers. Versions for the Commodore Amiga and Atari 520ST were in development, according to the folks at Epyx, with a planned release date of June 1986 for both new versions.

As far as what's new in the software gaming world, there's good news for fantasy adventurers. Infocom has announced a new offering entitled *Trinity*, which is the first of the company's puzzle-oriented games to be written using their Interactive Fiction Plus development system. In *Trinity*, the player is part of an alternative universe where magic and physics coexist, a world where every atomic explosion that has occurred is somehow connected to all of the others. The program's parser understands a vocabulary of

2,000 words (compared to around 600 for most of Infocom's other text-adventure games), and the game universe contains nearly 600 objects and locations to be examined and explored. *Trinity* will be available for the Amiga, Apple II family, Atari ST, Commodore 128, IBM PC and compatibles, and Macintosh computers for \$39.95.

We have started really getting into a couple of games that were mentioned in our previous column. The first one is *The Wizard's Crown* from Strategic Simulations Inc. This game provides a total adventuring environment that is highly dependent on character development.

The second is *The Bard's Tale* (subtitled *Adventures of the Unknown*), from Electronic Arts. Certainly not for the weak-willed, this adventure game will probably take hundreds of hours to play all the way through. There is, in our opinion, too much emphasis on the kill, and impatient players probably won't stick around to build their characters for their final descents and ascents into dungeons and castles to finish the adventure. However, it seems that the more time one invests in the game, the better it gets; an experienced and accomplished party can expect to encounter horrific, spell-casting dragons as well as wizards, conjurers, and others of that ilk along the way.

Based on brief looks, we continue to be impressed with some other offerings that may get their share of the limelight in columns to come. These games include:

Alter Ego, Activision (Apple II, Commodore 64, Macintosh)
Ancient Art of War, Broderbund (IBM PC, Macintosh)
Balance of Power, Mindscape (IBM PC, Macintosh)
Phantasie II, Strategic Simulations (Apple II)
Strategic Conquest, PBI Software (Macintosh)

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Cloaked in magic

Garments that do more than keep the wind out

by Ed Greenwood

I've recently learned that my friend, Elminster the sage, was (and is) a mage of some power — perhaps even an archmage. So, when one of our conversations drifted around to the topic of magical garments, I was unusually interested. I pressed him for details of robes of imagery and the like, but he merely chuckled, and said, "Adventurers — and no doubt your readers — will probably be more interested in the things of magic that *all* can wear, be they farmer or king, fighter or cleric, orc or elf. In the Realms, there are cloaks, magical cloaks, that were once made in great numbers in the city of Silverymoon, long ago in the north. Like all the best garments o' magic, these cloaks alter instantly to fit whatever roughly man-sized creature dons them, and they are always of nondescript, weather-beaten brown or grey appearance."

Elminster refused to pass on the secrets of making such cloaks, but did detail what powers nine "types" of them have, "in case anyone who reads this runs across one and has need of the information."

Cloak of battle

This cloak will entangle any weapon parried by it (treat any unsuccessful "to hit" roll of an opponent upon the cloak wearer or wielder as a parry). Magical weapons must then make a saving throw of 20, with a bonus equal to their magical bonuses; those magical weapons without combat bonuses save on a 20, and all artifacts save at +5 on the die or at their own plus, whichever is greater. Failure to make the save binds the weapon fast to the cloak for 1-3 rounds. This entanglement prevents further attacks using that weapon, and a bend bars/lift gates strength roll is needed to pull the weapon free prematurely. If the attacking creature leaves or moves away to engage another opponent before the 1-3 rounds are up, it must part company with its weapon, which remains in the possession of the cloak-bearer.

The cloak has one other function; upon the speaking of a command word while the cloak is held (but not worn), the cloak will be transformed into a stout bar or cudgel for 5-8 rounds. The cudgel is largely composed of magical force, will not

be damaged by normal usage (*i.e.*, all except contact with magical weapons or spells), counts as magical for "to hit" purposes but has no bonuses, does 1-6/1-3 hp damage, and cannot be used to entangle other weapons as above. The cloak can be destroyed by parrying (in the above manner) eight blows from magical weapons while in this form, and it can be wielded by characters of any class without proficiency penalties.

Cloak of comfort

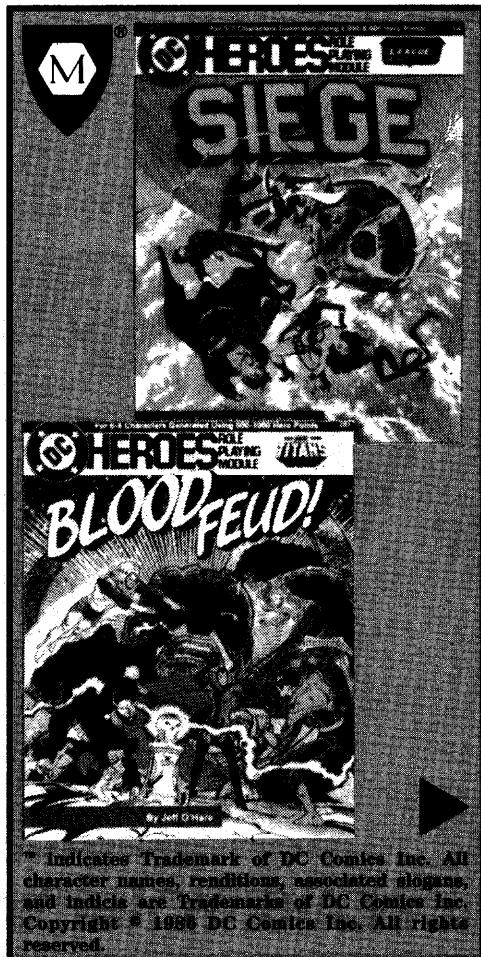
This cloak imparts (to the wearer only) equitable temperatures for comfortable studying, physical activity, sleep, and so on. It does this by alternatively exuding heat or cold that it has magically absorbed (including the heat of the sun, the chill of night breezes, and extremes of temperature common to deserts, glaciers, and other inhospitable regions). The cloak's outlines are always clearly visible to creatures having infravision. Notably, cold- and heat-based magical attacks are absorbed by the cloak harmlessly; thus, the wearer is immune to *cone of cold*, *heat metal*, and similar spells.

Note that most fire-based spells and magics such as *ice storm* do damage for other reasons than merely the temperature of their effects. The wearer of a *cloak of comfort* suffers -2 hp per die of damage from *ice storm* and fire-based magics of all sorts, although the cloak itself is immune to the effects of flame and freezing. Electrical and other energy attacks are unaffected by such a cloak. The capacity for absorption of such a cloak is not known — none is known to have ever "overloaded" nor, when destroyed, to have exploded or emitted any bursts of heat or cold. The wearer of such a cloak never suffers the effects of exposure to the wilderness, such as reduced constitution, dexterity, etc. Sunstroke (due to ultraviolet radiation) and water damage to accoutrements, etc., are still possible. Hypothermia and the fatal effects of frigid waters are not possible.

Cloak of fangs

This cloak can be worn as a normal, heavy-wear, all-weather cloak for an unlimited time, but when magically activated will serve only once. The word of activation for all such cloaks is "Feerond," the

name of their maker. When this is spoken, the cloak is dangerous to the wearer's friends and foes alike; it fires darts of pure force up to 3" distant in all directions, this spray of invisible missiles lasting for seven rounds regardless of the cloak wearer's intentions. The cloak wearer will never be struck by any of these missiles, nor do such missiles ricochet, but all creatures within 3" of the cloak-wearer (who may, of course, move and fight normally) suffer 6-24 hp damage per round; a save vs. spell means half (3-12) damage, and spells such as *shield*, *wall of force*, *anti-magic shell* and the like will offer complete protection against the missiles. The missiles also cannot penetrate other planes (*i.e.*, the ethereal) or extra-dimensional spaces (e.g., those created by a *portable hole* or *rope trick* spell), although if the cloak wearer



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enters such a space or plane by some means, the flurry of missiles will accompany him or her. The missiles do not hamper the movement rates of affected creatures, but do prevent spellcasting that involves somatic and material components. At the end of the seven-round flurry of missiles, the cloak vanishes forever.

Cloak of many colors

This rare garment can so shift its pigmentation that its wearer is immune to the effects of *color spray*, *prismatic spray*, and the like, and can pass through a *prismatic sphere* or *wall* (together with all items carried or worn within the cloak) as though the barrier did not exist. The wearer *only* (not companions) is so protected, and he is likewise solely protected from blindness due to *blur*, *pyrotechnics*, *hypnotic pattern*, *darkness*, blinding light of all sorts, and magical effects.

The cloak itself does not seem to an observer to alter its own colors, but will always seem to have a swirling and indistinct surface (aiding the success of a wearer hiding in shadows by +10%); more so when it is acting to shield its wearer's gaze from color effects cast at the wearer. The cloak cannot, however, deliberately be used to camouflage the wearer by blending with surroundings, nor does it have any powers to affect creatures other than the wearer, either by attack or by conferring protection.

Once every 12 turns, the wearer, by effort of will, can cause the cloak to glow (equivalent to a *light* spell, but *not* blinding) white, such glowing lasting for nine rounds, without any concentration required, or ceasing sooner if the wearer wills. Obviously the wearer cannot hide in shadows while the cloak is thus used.

Cloak of reflection

This cloak (*many* were made) confers a limited spell immunity upon any one, living creature wearing or covered by it. The following spells and spell-like magic-item functions — and *only* the following spells — are directed back at the caster/wielder as follows:

Magic missile — Reflected back at caster with full effect (no saving throw).

Shocking grasp — Discharge directed back instantly into caster and nullified; caster takes no damage, but spell is lost.

Forget — Spell distorted and thrown back at caster, who is *confused* (as per the 4th-level magic-user spell, *confusion*) for the following round (no saving throw); the *forget* spell is lost, and neither caster nor cloak wearer *forgets* anything.

Irritation — Reflected back at caster, who is affected normally unless save is made (negates effect).

Ray of enfeeblement — Reflected back at caster, who is affected normally unless save is made (negates effect).

Hold person/animal/monster (if cast at

cloak wearer) — Distorted by the cloak and reflected back at caster, who must save vs. spells (at par) or be *slowed* for two rounds.

Tasha's uncontrollable hideous laughter — Reflected back at caster, who is affected normally unless save is made (but the caster's saving throw is always at par, never at a minus due to intelligence).

Polymorph other — Reflected back at caster, who must save at +2 or be affected normally (system shock roll must be made, form received is as the caster intended).

Feeblemind — Reflected back at caster, who must save vs. spells at +2 or be affected normally.

Color spray — Reflected back at caster, who must save vs. spells or be struck unconscious for 1-2 rounds.

Entangle — Cloak wearer is unaffected by *entangle*, but the spell has normal effect on other creatures within area of effect; magic is *not* reflected back on the caster.

These cloaks were made to protect rangers and other traveling messengers in the service of the High Lady of Silvery-moon. The precise magical defenses against each spell are now unknown, the knowledge having died with the maker of the cloaks, the mage Irentalar. The caster or wielder can escape the cloak's reflective effects only by escaping into another plane (or extra-dimensional space). Momentary dislocations such as *blink*, *dimension door*,

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and *teleport* are not sufficient to escape, and distance is not a factor. Elminster does not know of any instance in which the wearer of such a cloak faced a creature having spell-like *natural* powers akin to the spells reflected by the cloak, but believes that such spell-like powers would be reflected as are spells and magic-item functions.

Cloak of stars

The inside of this cloak contains four stars around the neck and front hems, six-pointed shapes of silver cloth. These are enspelled and radiate magic. If a star is touched and the name of its maker spoken (Thalanta the Fair made most of these cloaks), the star will vanish and the spell stored within the star will be activated. The knowledge of the making of such stars is lost, and thus they cannot be replaced. Moreover, there is nothing to identify what spell is linked to what star, although a few sages know the secrets of the patterns in which the stars were placed, and can deduce what spell each star will trigger. Only one star may be activated per round; it will cause a spell to be cast as though by the cloak wearer or bearer (regardless of that being's class or level), and the spell will take effect as though cast by a magic-user of 20th level, for that is what Thalanta was.

The usual spells stored in a *cloak of stars* vary according to which of three types of

cloaks is found:

1. *Teleport, enchant an item, spirit-wrack, limited wish*
2. *Anti-magic shell, Repulsion, reverse gravity, imprisonment*
3. *Death spell, legend lore, statue, shape change*

Such cloaks are very rare, version #3 especially so. The patterns in which the stars were placed inside the cloaks vary as well. The three known variations (which do not necessarily correspond to the three types of cloaks as noted above) are: a three-star triangle inside the right front throat hem, one star in the center of the triangle; four stars in a square on the left front throat hem; and, two stars down the right front hem and two stars down the left front hem. Some speak of a fourth combination — four stars in a diagonal row by the right front throat hem — but what spells any of these patterns correspond to, only a few sages know or are able to discover. The stars can, of course, be activated without knowing what spell will occur; knowledge of the spell power will fill the star-activator's mind in time for the spell to be directed at an area or specific target (but *not* negated or saved for later).

Cloak of survival

While wearing this cloak, any being gains a +2 bonus on all saving throws vs. poison and has a -03% penalty to the

(Continued on 2nd page following)

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chances of contracting any disease or parasitic infestation. In addition, the cloak maintains a supply of pure, breathable air, enough for the wearer *only* to breathe for one turn, within itself, replenishing this supply constantly whenever the surrounding air is pure, and automatically envelops the cloak-wearer's head in it whenever breathable air is not present (i.e., if the cloak wearer is enveloped in choking smoke or plunged into water, he or she can see, breathe, and act normally for up to one turn).

Incidentally, the wearer of this cloak is immune to nausea and its effects, and to the person-affecting cantrips *belch*, *cough*, *sneeze*, and *yawn*. Note that poisonous vapors are protected against for one full turn, and only thereafter must the cloak wearer save (at +2) to avoid any effects.

Cloak of symbiotic protection

This type of cloak is very rare. It is im-

pregnated with an immobile, non-intelligent living substance of unknown identity and origins which cannot be isolated by alchemists and naturalists for study. The symbiote drains one hit point of vitality from the wearer every other time it is put on (or, if worn continuously, once every two days) and makes the wearer color blind while the cloak is worn.

In return, the cloak confers immunity to the effects of green slime, olive slime, obliviax, violet fungi, yellow musk creeper, yellow mold, and russet mold (but not brown mold). In addition, spore attacks of all other sorts (including those of the myconid, ascomoid, basidiomycete, and similar creatures) are saved against at +4. The symbiotic life form in the cloak seems to feed upon and neutralize spores and microscopic airborne life of all sorts; in many cases, this power will confer upon the cloak wearer a -06% penalty to the chances of contracting diseases.

Dawn of a new age

(From page 8)

stuff that will make you frown, or groan, or that just might make you sit up straight and say "Wow!" We're going to try to recapture whatever it was that the magazine had three or four years ago — the flavor and the outlook that got a lot of you reading in the first place, and which you have come to miss since then. Instead of worrying so much about crossing the i's and dotting the t's (See, we forgot already!), we're going to direct our efforts toward giving you interesting reading. Some of the articles may be a little rough, and not completely well thought out — but if they make you *think*, then we will have done what we set out to do.

The bad news

You're not going to get everything you want, at least not on an issue-by-issue basis. Some of you don't like extra-long articles, but we can't — and don't want to — avoid using occasional pieces such as the one that begins on page 10 of this issue. It's a good article, and if it happens to be 15,000 words long . . . well, you're going to have to take the bad with the good.

Some of you don't like the abundance of advertising we print, or the way we use ads among and between the pages of an article. I've addressed the former subject before, and won't belabor the point here; suffice it to say that, in this business, there is no such thing as too much advertising. As for the latter: If anyone out there knows how to get three two-page articles and five full-page ads into eleven pages without splitting up an article somewhere, every editor in the world would love to know how he does it.

Most of you hate having to turn from one part of the magazine to another just to read the last part of an article. (Boy, that's a question we never should have asked.) But sometimes it can't be helped; an article may simply be too long to run on a block of consecutive pages, or maybe there's an odd-shaped hole on a page somewhere that can't be filled without jumping an article to fill that space. We'll try only to jump an article when we absolutely have to, and at least nine times out of ten you'll be able to figure out why such a distasteful tactic had to be employed. The other one time out of ten, if you can't figure out a reason, you can assume that we did it just to aggravate you. We have to get some fun out of this job once in a while. . . .

Scrapping the strength limitations is more realistic than continuing to treat females as inferiors. I find it ironic that at the end of his article Mr. Mohan argues for playability over realism, but apparently does not think either concept should be employed for the fair treatment of females in the game.

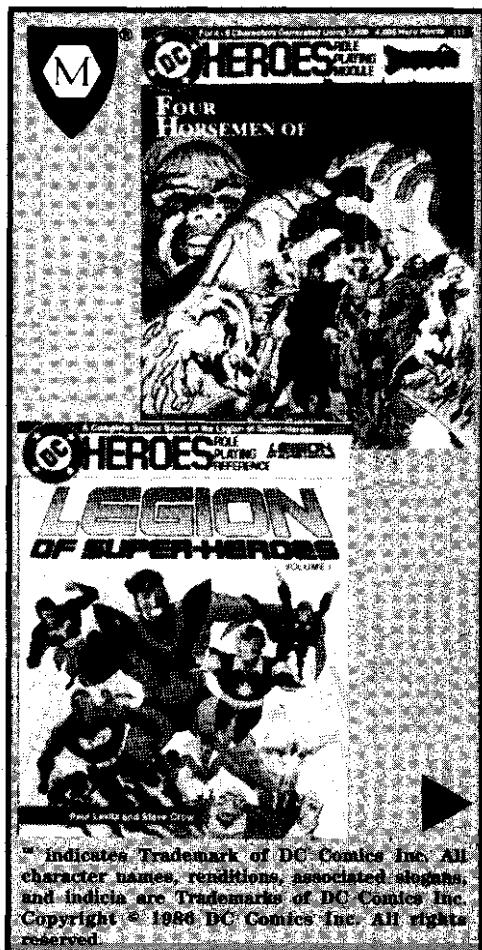
I enjoyed the AD&D game when I first began playing it. I had not read the rules closely and had assumed that it wasn't sexist. Had I known it was, I never would have tried it. With the amount of bigotry and sexism that is found in reality, who needs it in a game that is supposed to be fun?

Darcy Stratton
Eugene, Ore.

Cloak of the shield

The wearer of this cloak can project a shieldlike field of invisible force once every two turns, maintaining and moving this force field by conscious mental control. The field lasts up to three rounds, in the form of a square 10' × 10' across and four inches thick. The wearer can employ this shield without strain within 4' of himself as a shield, protecting himself or another single being, so that it acts as a *wall of force* (as per the magic-user spell), a weapon (striking as an invisible ramming force, doing 1-10 points of damage per blow, one blow per round, no saving throw), as a bridge or barrier (like a door), or as a "floating disc" (like Tenser's spell). The wearer can shift the force field to fulfill any or all of these functions in any order, but it may so serve only in one capacity per round. If not maintained by constant mental control (i.e., the wearer cannot be struck unconscious, stunned, charmed, confused, feebled, or psionically attacked, and cannot himself cast spells), it will cease to exist instantly.

Attacks upon the field of force do not affect the cloak. Elminster reports that some of these cloaks have lost their powers when used often — and therefore advances the hypothesis that such cloaks have a limited number of magical charges or uses before they are exhausted. The truth of this, it must be stressed, is presently unknown.



The forum

better saving throws, the chance to attract followers and build a stronghold, etc. The most ridiculous case is that of the elven ranger, where the male can gain up to three levels above the female on the basis of strength. How this brute strength allows him to be better at tracking and spell casting is not explained. Realism, huh? Female gnomes and halflings get no chance for 10% on earned experience, and female halflings are excluded from the thief-acrobat class (or hasn't anyone noticed this?).



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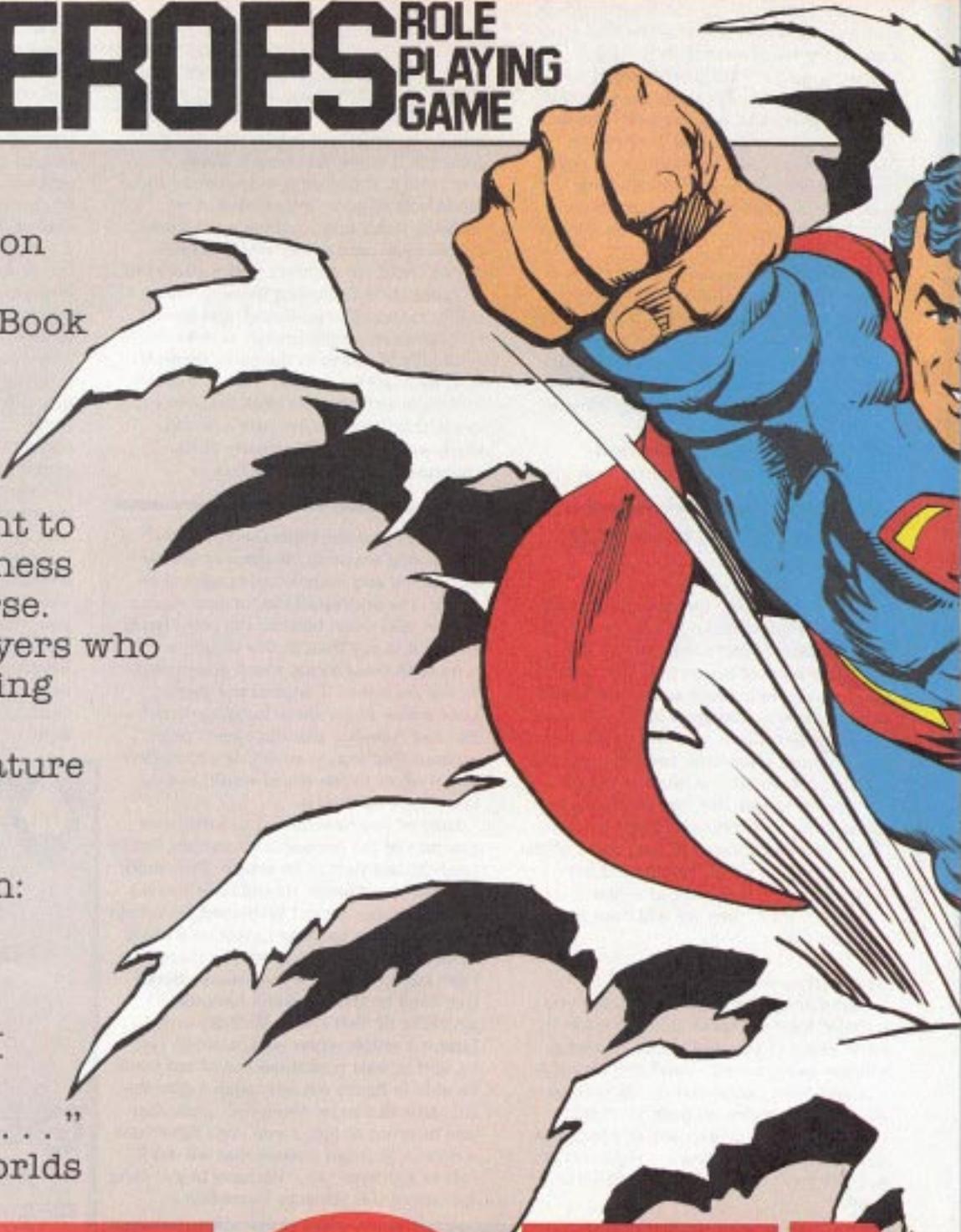
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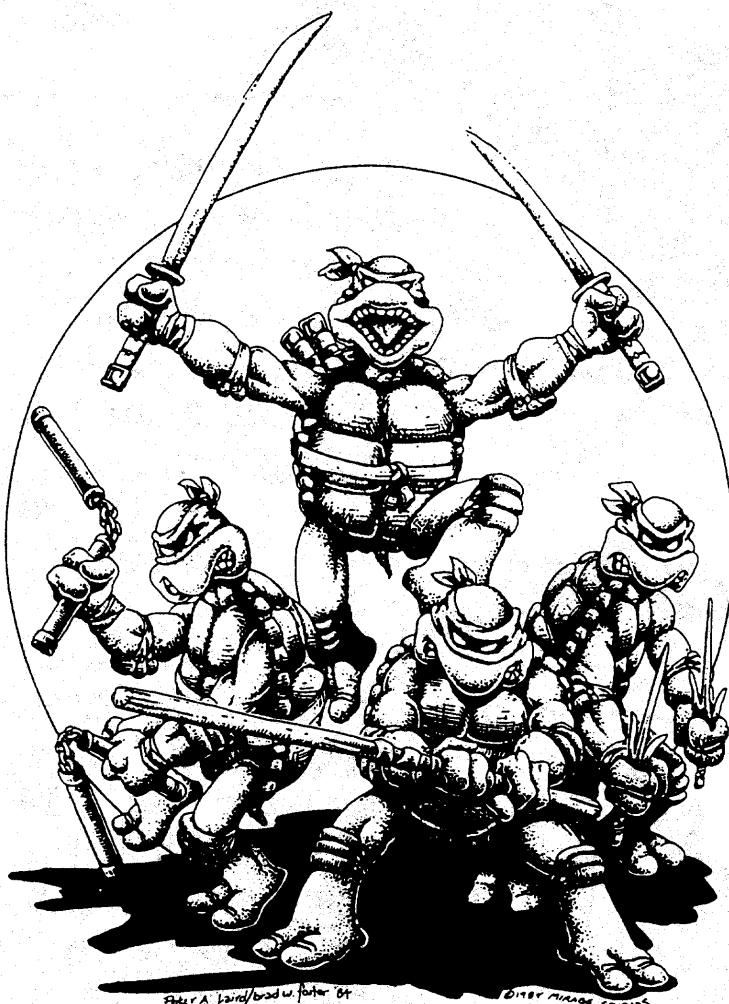
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Armor, piece by piece

Protection isn't an all-or-nothing proposition

by Matt Bandy

The *Oriental Adventures* AD&D® game book gives rules for partial armor, stating that each piece lowers the original armor class by a given amount. According to this system, a shin guard lowers armor class by one, offering as much protection as a shield. But would not a shin guard actually offer one's shin an armor class independent of that of the remainder of the body? To realistically present a partial armor system, a hit-location chart must be implemented, and partial-armor types must be described as to which areas of the body they protect and to what extent.

Hit location

Normal AD&D game combat consists of sparring with an opponent and striking whenever possible. When partial armor types are introduced to this scenario, however, it becomes implausible. The shin is not a tempting enough target (and would not be hit often enough) for a shin guard to contribute to the armor class of the whole opponent. The following table shows random hit location for a strike; independent of which hand the attacker uses.

Before rolling on this table, however, the defending player rolls a 20-sided die. A roll of 20 indicates that defender's shield catches the blow; if a large tower shield is used, a roll of 19 or 20 indicates this happens. For each magical "plus" of the shield, add a bonus to the roll. Thus, a *shield +5* protects the user on a roll of 15 or better, assuming a regular-sized shield is used.

Dice Location hit

01-10	Head
11-15	Neck
16-30	Chest
31-40	Abdomen
41-45	Thigh
46-48	Shin
49-50	Knee
51-60	Upper arm
61-70	Lower arm
71-75	Elbow
76-80	Foot
81-85	Hand
86-95	Shoulder
96-00	Groin

In melee, a right-handed combatant will always strike the left side of his opponent's body, and vice versa. In missile fire, there

is a 50% chance of either the left or right side of the body being struck.

Partial armor types

There exists a protective piece of equipment for nearly every region of the body. These guards are made of materials ranging from steel to leather, and provide protection in directly varying degrees. The following table lists partial armor types as to which areas of the body they protect and to what extent.

Areas protected AC

Armor type

Helmet, great	Head	1	
Helmet, small	Head	3	
Collar, leather	Neck	7	
Collar, steel	Neck	3	
Breastplate	Chest	2	
	Abdomen	3	
Mail tunic, leather	Chest	8	
	Abdomen	8	
	Groin	8	
	Shoulders	8	
Mail tunic, studded	Chest	7	
	Abdomen	7	
	Groin	8	
	Shoulders	7	
Mail tunic, ring	Upper arms	7	
	Chest	7	
	Abdomen	7	
	Groin	7	
	Shoulders	7	
	Thighs	9	
Mail tunic, scale	Chest	6	
	Abdomen	6	
	Groin	7	
	Shoulders	6	
Mail tunic, chain	Upper arms	8	
	Chest	5	
	Abdomen	5	
	Groin	5	
	Shoulders	5	
Mail tunic, splint	Upper arms	6	
	Thighs	6	
	Chest	4	
	Abdomen	4	
	Groin	5	
	Shoulders	5	
Mail tunic, banded	Upper arms	6	
	Thighs	6	
	Chest	4	
	Abdomen	4	
	Groin	4	
	Shoulders	4	
	Upper arms	6	
	Thighs	6	

Thigh guard, leather *	Thigh	7
Thigh guard, steel *	Thigh	3
Shin guard, leather *	Shin	6
Shin guard, steel *	Shin	2
Knee guard *	Knee	3
Bracer, leather *	Lower arm	6
Bracer, steel *	Lower arm	4
Mail shoes *	Feet	4
Boots, high hard*	Thigh	8
	Knee	9
	Shin	8
	Foot	8
Boots, high soft *	Thigh	9
	Knee	9
	Shin	9
	Foot	9

Boots, low hard* Shin 8
Boots, low soft* Shin 9
Foot Foot 9
Shoulder gd., leather * Shoulder 6
Shoulder gd., steel * Shoulder 3
Groin guard Groin 3
Gauntlet * Hand 3
Gloves, leather * Hand 9
* — These items are sold singly, and may be bought for either the right or left side of the body.

When two pieces of partial armor overlap, the armor class for that area of the body equals that of the more protective piece of armor.

Weight and cost for each piece of partial armor are shown on the following table; each figure is given in gold pieces.

Item	Cost	Weight
Collar, leather	1	10
Collar, steel	10	20
Breastplate	100	100
Mail tunic, leather	5	120
Mail tunic, studded	13	170
Mail tunic, ring	25	200
Mail tunic, scale	38	280
Mail tunic, chain	65	220
Mail tunic, splint	70	300
Mail tunic, banded	80	280
Thigh guard, leather	4	15
Thigh guard, steel	6	30
Shin guard, leather	3	15
Shin guard, steel	5	30
Knee guard	10	10
Bracer, leather	2	10
Bracer, steel	4	20
Shoulder gd., leather	5	15
Shoulder gd., steel	8	40
Groin guard	2	10

ARMOR CLASS BY ARMOR TYPE AND BODY PART COVERED

Body part	Leather	Padded	Studded	Ring	Scale	Chain	Splint	Banded	Plate Mail	Bronze	Field Plate	Full Plate
Head	10	10	10	10	10	6	6	6	3	4	2	2
Neck	10	7	3	7	7	5	5	5	5	5	3	2
Chest	8	8	6	7	6	5	4	4	3	4	1	0
Abdomen	8	8	7	7	6	5	4	4	3	4	2	1
Thigh	8	8	7	9	3	3	3	3	5	5	2	1
Shin	6	8	6	2	2	2	2	2	2	3	2	1
Knee	8	9	8	3	3	3	3	3	3	3	3	2
Upper arm	8	8	7	8	7	5	5	5	5	5	2	1
Lower arm	8	8	7	10	8	8	5	5	3	4	3	2
Elbow	8	8	8	8	8	8	5	4	4	4	3	2
Foot	10	10	10	10	4	4	4	4	4	4	3	2
Hand	10	8	10	8	10	9	5	4	4	4	3	2
Shoulder	8	8	7	7	6	5	5	5	3	4	2	1
Groin	8	8	7	7	7	5	5	5	5	5	3	2

Scavenging partial armor

In any melee, there is a 1% chance per man-sized human, demi-human, or humanoid slain that a character, given time, will be able to salvage one piece of partial armor that will fit him or her. Given one hundred corpses, there is a 100% chance of finding one piece, and a 1% chance per corpse over one hundred of finding another; it takes one round to search one body. For each item found, one roll is made on the following table. Note that the composition of a piece of armor (leather or steel) depends entirely upon the armor used by the warriors. All other potentially important factors that could influence the sort of armor found must be considered.

Dice

01-05	Helmet
06-10	Breastplate
11-34	Thigh guard
35-60	Shin guard
61-66	Knee guard
67-84	Bracer
85-00	Shoulder guard

For all items except helmets and breastplates, an even roll denotes that the item was made for the right side of the body, and an odd roll, the left. Thieves may only use partial armor types made of leather.

Suits of armor

Suits of armor may be fitted neatly into the partial armor system by determining

to what extent they protect certain areas of the body. The table at the top of this page gives these figures.

Combat procedure

Combat utilizing the partial armor system is conducted in this manner:

1. Initiative and surprise are determined.
2. The combatant with the first strike attacks, following this format: First, a roil is made on the hit location tables (making shield-hit rolls beforehand). Second, the combatant rolls to hit against the armor class of the body part indicated by the previous roil.
3. The combatant with the second strike attacks, following the same procedure. □

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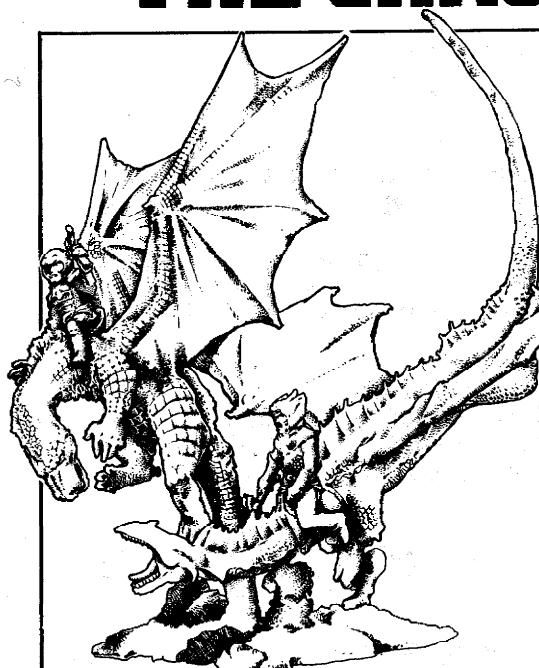
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This is a very special release, combining the talents of two of Ral Partha's most accomplished designers. Julie Guthrie has sculpted the dragon *Goldancer*, whose rider is *Leonaran Dragonmaster* from the *Warlords* set; and Bob Charrette has created *Blacktooth*, bound in service to be the mount of the evil *Blasavius Dragonlord*. These two dragons are as different from one another as are the two riders and the philosophies that guide their actions.

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10-212 **RÖCON the Balrog Dragon.** Sculpted by Tom Meier. Comes complete with assembly diagram, painting instructions and character stats. \$8.00

The destruction of Benden Woods.

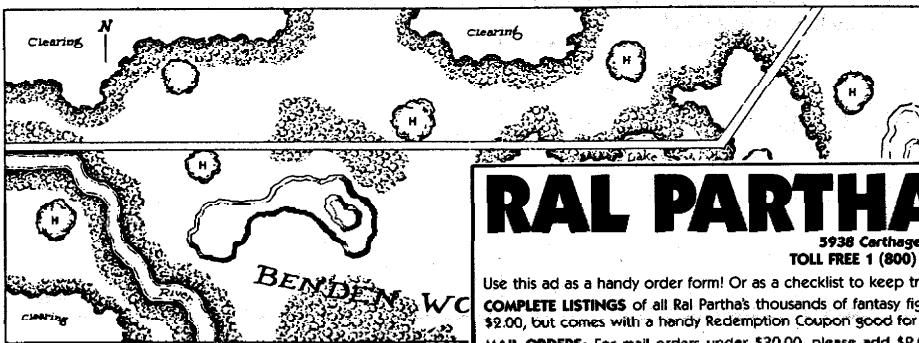
The first of Ral Partha's Chaos Wars™ convention scenarios has been published! You can see it being played at various conventions around the country, or you can ask your local hobby dealer for it and play it yourself. It continues the captivating story of the Chaos Wars™: the massive, sweeping conflict between Order and Chaos, Good and Evil, that cuts across time and place and dimension!

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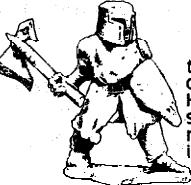


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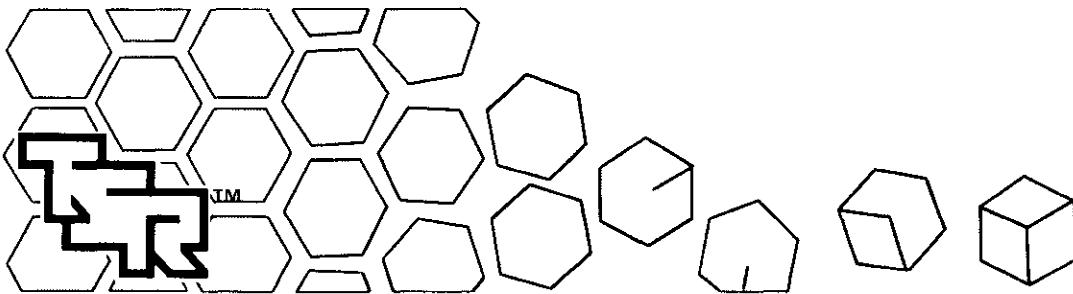
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P R E V I E W S

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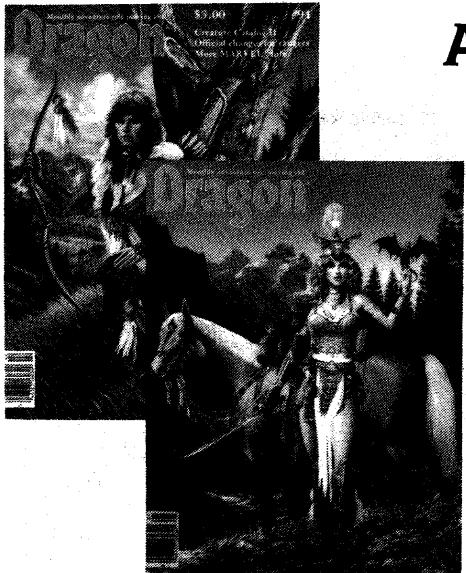
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The DRAGON® Magazine

Ultimate Article Index

Ten years of articles, advice, monsters, and magic

Compiled by Jean and Wally Black, edited by Kim Mohan

Welcome to the DRAGON® Magazine Ultimate Article Index. It isn't the first index we've ever published in DRAGON Magazine, but with any luck at all it will be the last.

No, that doesn't mean we're never going to index all our future issues. What it means is that, from now on, we expect to be able to simply update the Ultimate Article Index with yearly or year-and-a-halfly supplements. The information contained on these pages will be just as accurate in 1996 as it is in 1986, and the classification system is so comprehensive that we aren't going to consider messing with it — we're just going to keep adding pieces, so that you'll always be able to have a complete article index by holding onto these pages and collecting the supplements.

The Ultimate Article Index was designed and compiled by Jean Blashfield Black, who in real life is the head of TSR's book publishing division. She has professional experience in this sort of thing — and, believe it or not, she says she actually enjoys indexing. (well, at least she said that before she started on this one. . .) She and her husband Wally leafed through ten years' worth of magazines, typing out titles and coming up with categories until the wee hours of many a morning.

Then the index went into production, which is similar to the process of putting a steak through a meat grinder: What comes out is essentially the same as what went in, but it gets softened up a bit so that it can be manipulated to fit into a certain amount of space. In this case, we had roughly 25 pages of text that needed to be squeezed into 19 pages of space. By dropping a few of the more esoteric categories and consolidating some entries that could appear under the same heading instead of slightly different ones, we managed to make it fit into the space we could afford for it.

What's in here. . .

We made some fundamental decisions on the approach and content of the index before Jean and Wally went to work. We didn't intend to try to index *everything* that has ever been published; we knew right away that we couldn't afford to spend the number of pages that a completely complete index would take up.

What we tried to do was include any article, or part of an article, that has relevance to a game and that we expected someone would want to look up for reference or research purposes. If an article was determined to have lasting significance (admittedly a subjective judgment), we included it; if it didn't seem like the sort of thing someone would have any use for in this day and age, we reluctantly left it out.

The index contains two kinds of primary entries: article titles and topic headings. Titles are printed in boldface type, followed by the subtitle (if any), author's name, and issue number in regular type. Of course, titles do not include "A," "An" or "The" when one of those was the first word of the title; for instance, "The Role of Nature" (issue #108) is listed under "R" for "Role." Every article that qualified for inclusion is represented by at least a title entry, and often it also appears under one or more topic headings.

Topic headings are useful for two purposes. If you remember what an article was about, but don't recall the exact title, try looking for it under an appropriate topic heading. For instance, the article on the sentinel NPC appears in the "H" section because that's the first letter of the title. But we don't expect you to remember what it was called, so you can also find it under the topic headings "Sentinel NPC" and "Non-player character," both of which give the article's title and the issue number in which it appears. Then, if you want to check back to find out who wrote it, you can look up the title entry.

The second useful purpose is to find out how many articles have appeared on a certain subject. If you want to check out everything we've printed that is primarily concerned with elves, look under "Elf." Somewhere in the neighborhood, you'll also find every article title that begins with "Elf" or "Elves" or something like that. Sometimes an article will not be listed under an appropriate topic heading when it also appears listed by title in close proximity to that heading, which is one way we avoided redundancy and got the index cut down to a manageable size. Also, take note of the word "primarily" used a few lines back. The topic heading "Elf" does not mention every article in which the word "elf" appears, only those articles that deal mainly or exclusively with elves.

. . . And what's not

No index introduction would be complete without an apology for what we didn't include, so —

Here's what we didn't include: reviews of games, reviews of modern literature, fiction, humor, character descriptions taken from modern literature, and lots of other particular articles and features that we didn't expect anyone to have any use for (see the preceding section of text).

And here's the apology: Sorry, folks. If we had unlimited time to compile and produce the text, and unlimited space to print it, maybe we would have done more. But we didn't, so we didn't.

If you run across an error of omission that you think is significant, drop us a line and let us know about it. If we agree that it's an error, and not an intentional omission, we'll let everyone else know about it in a future issue. Also, if you have any suggestions for minor changes to the style and format of the index, our mailbox is always open. We aren't going to rip this index down to its foundation and start over, as we've done in the past, but we are open to ideas on how to make the updates easier to use in case there's something we've overlooked.

Some things never change

Finally, we have to say the same thing we've said every time we've published an index. Although this compilation goes all the way back to issue #1, you all should realize that around three-fourths of the issues we've published are out of print and not available for sale as back issues. Please don't write in to say that you just *have* to get a copy of issue #26, or a copy of an article from that issue. We can't honor requests like that, so all you're going to do is waste a stamp and make us feel guilty.

The back issues that are for sale through TSR's mail-order department are listed on the order blank in every issue of the magazine. If we don't have what you want, all is not necessarily lost. You might be able to find an out-of-print issue for sale (probably at much more than cover price) in a hobby shop. You might be able to locate the issue you need by putting an ad in your local newspaper — and dig up a new playing companion at the same time. Old issues are often for sale at auctions, especially at the larger game conventions. In short, there are ways to get your hands on an old issue, but it won't be easy and it probably won't come cheap.

Enjoy the index for the good it can do you, instead of getting frustrated over what it can't do. Even if you've only got three or four years' worth of magazines, you've probably spent a lot of time flipping pages to find an old article that you *know* is in the stack somewhere. If the Ultimate Article Index helps you find what you want faster than you could find it by flipping, then it will have fulfilled its purpose. From now on, all you have to remember is what issue the index is in.

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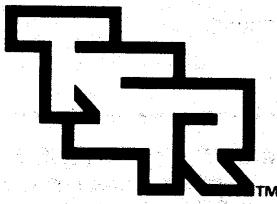
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TSR presents

GEN CON® '86

Game Fair - Aug. 14-17, 1986



TSR, Inc.

Sponsored

EVENT LISTING

**Featuring events conducted and sponsored
by TSR Staff**

Excuses, excuses . . .

Well, you see, it was like this:

This year, the folks in the R&D department swore up and down that they were going to get their GEN CON® events written up and turned in to the lovely and long-suffering Marti Hayes, the Game Fair Manager, in plenty of time to meet the deadline.

But, when Marti came around to announce that the Pre-Registration Brochure was closing in two weeks, she found only a handful of events had been set. "I'm sorry," she said, "but if your events aren't in, I'll have to close the book without you."

Blind panic set in as the creative staff realized that if they didn't get some events onto the schedule, they might have to work (*shudder!*) registration . . . or even (*gasp!*) run RPGA™ tournaments! "That's too much like work!" they said, and demanded action.

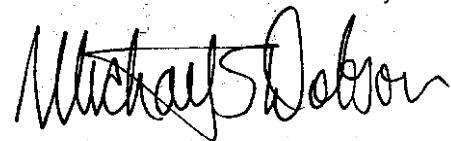
The solution was the Event Listing you now hold in your hands. All the TSR Staff-sponsored events are listed herein (even the few that made it into the original Pre-Registration Brochure), along with a schedule of who will be sitting in the TSR Profiles Booth (previously known as the Designers' Booth), eagerly awaiting your questions, complaints, and requests for autographs.

All TSR staff-sponsored events are FREE (mostly because

we're already getting paid just for being there — don't you wish you were?). But if you have the odd \$100 bill, or shares of blue-chip stocks you don't need any more, we'll gladly accept additional compensation. Unmarked bills only, please, and we don't take credit cards.

Because we're late getting our events together (see above), you CAN'T PRE-REGISTER for any of our events . . . except the few that made it into the Pre-Registration Brochure, for which you may pre-register. But, hey . . . when you get your event tickets, and find that your first 45 event choices were already filled, you'll be glad that these events are still available. Say, maybe being late is okay after all. . . .

See you at the con!



Michael Dobson
Director of Games Development

GENERAL SEMINARS

RPGA™ NETWORK MEMBERS MEETING

At this informal meeting, members can share their suggestions about everything from the Network to the individual games. Special Guest: Gary Gygax. MEMBERS ONLY. Network HQ/GM. 300 players.

Slot 12 SA at 1900 to 2245

100062 OPEN FORUM WITH GARY GYGAX

An open forum, a brief introduction and lively question and answer session ranging from D&D® gaming to role-playing world wide. Dave (Zeb) Cook and Frank Mentzer will also participate. Gary Gygax/GM.

Slot 10 SA at 1100 to 1445

100063 GREYHAWK™ ADVENTURES SEMINAR

The books . . . the world . . . An open forum by the creator himself. Gary Gygax/GM.

Slot 03 TH at 1500 to 1630

100064 THE FINE ART OF DMING Featuring some of TSR's top DM's in an open discussion of the do's and don'ts of DMing and guidance on how to improve your skills and satisfaction as a DM. TSR, Inc. Staff/GM.

Slot 08 FR at 1900 to 2030

100065 MARVEL QUESTIONS & ANSWERS

Questions answered and MARVEL SUPER HEROES" Advanced Set discussed by designer Jeff Grubb and the son of Uatu himself, Harold Johnson.

Slot 11A SA at 1500 to 1630

100107 TOP SECRETO PLANS AND SCHEMES

Shhhh! Don't tell anyone, but we're doing some pretty major revisions on the game. Put on your trenchcoat, make sure you're not followed, and come to this briefing by Special Agent Doug Niles.

Slot 3A TH at 1500 to 1630

100108 ORIENTAL ADVENTURES SEMINAR

Meet the designer and chief editor of the AD&D® ORIENTAL ADVENTURES handbook, learn how you can use that fell tome to set up an Oriental campaign, and integrate it with your current AD&D campaign. Also a Q&A session. Dave (Zeb) Cook and Steve Winter/GM.

Slot 3B TH at 1700 to 1830

100109 WORLD WAR II" SEMINAR

You've got questions about WORLD WAR II, and you need answers. General Douglas Niles and his adjutant, Ed Solters, will hold a briefing and informal discussion of the WORLD WAR II Game. Got that? Now move out!

Slot 4A TH at 1900 to 2030

100110 AD&D® 2nd EDITION SEMINAR

Your opportunity to listen, comment, and advise. Act now! This offer will not be repeated! Dave (Zeb) Cook, Frank Mentzer, Michael Dobson, Harold Johnson, and Surprise Guests.

Slot 6A FR at 1100 to 1230

100111 TELL TSR WHAT YOU WANT!

Talk back to TSR's game division about what you'd like to see in next year's product! Michael Dobson, Jeff Grubb, Dave (Zeb) Cook, Doug Niles, Bruce Heard, and others.

Slot 6B FR at 1300 to 1430

100112 SUPERHERO SEMINAR

Jeff Grubb and Roger Moore host a panel of luminaries from the world of superhero role-playing games. 'Nuff said!

Slot 7B FR at 1700 to 1830

100113 THE ORIENT FOR ROLE-PLAYERS

The designer of ORIENTAL ADVENTURES helps you translate Oriental culture and history into a new and different fantasy world. Copiously illustrated with slides from his summer vacation in Japan. Dave (Zeb) Cook/GM

Slot 9B SA at 0900 to 1030

100114 HOW TO FREELANCE FOR TSR

The people who decide if your game adventure is suitable for publication by TSR talk about the procedures of game design for fun and profit. Michael Dobson, Bruce Heard, Roger Moore/GM

Slot 10A SA at 1100 to 1230

100115 A CAREER IN GAMING From a past professional resume writer and employment consultant to the present TSR's Director of Games Development, Michael Dobson can tell you just how hard it is to start a career in gaming . . . and how you can maximize your chances for success.

Slot 5B FR at 0900 to 1030

100116 AD&D DUNGEONEER'S SURVIVAL GUIDE SEMINAR The latest AD&D hardcover book is all about the strange world of the Underdark. Learn how to integrate these new rules and options into your campaign. Doug Niles/GM.

Slot 11A SA at 1500 to 1630

100117 GAME DESIGN: IS IT ART, AND IF SO, WHY CAN'T YOU FRAME IT? The eternal argument continues, involving top designers from several companies.

Slot 14A SU at 1100 to 1230

100118 AD&D BATTLESYSTEM™ SEMINAR Mercenary commanders, valiant knights, evil hordes, and the forces of darkness . . . just a few of the possibilities that will be covered. All questions answered. Doug Niles, Michael Dobson, Bruce Heard.

Slot 14B SU at 1300 to 1430

100119 THE DRAGONLANCE® LEG-ENDS PLAY A stellar evening of fantasy, music, and theatre, featuring the DRAGONLANCE® creators and their talented friends. One of the favorite events of the last two GEN CON Conventions! Doug Niles/GM.

Slot 8A FR at 1900 to 2030
Slot 12A SA at 1900 to 2030

100120 TSR SLIDE SHOW Visit the innermost sanctuary of the TSR building. See game designers on coffee break! See the artists play darts! Marvel at Zeb Cook's giant robot collection! The weird, the fantastic, and the merely silly are on display in an exciting slide show hosted by TSR.

Slot 7A FR at 1500 to 1630

100125 DRAGON FORUM The DRAGON® Magazine staff discusses subjects concerning the publication of the magazine. This forum will cover a number of topics including the future of the magazine and policies regarding manuscript submissions. Kim Mohan, Roger Moore, and Robin Jenkins.

Slot 11B SA at 1700 to 1830

100126 SNIPER PATROL DEMO Man-to-man combat in the 20th century, up close and personal. Try out the new, revised, 2nd edition of these classic games before they hit the stores.

Slot 2A TH at 1100 to 1230
Slot 2B TH at 1300 to 1430
Slot 10A SA at 1100 to 1230
Slot 10B SA at 1300 to 1430

100127 MARVEL SUPERHEROES ADVANCED Jeff Grubb, designer of the Marvel Super Hero Advanced Set, hosts this design seminar and will take requests to design your favorite heroes for the Advanced Marvel Set.

Slot 10A SA at 1100 to 1230

BOARDGAMES

THE AWFUL GREEN THINGS FROM OUTER SPACE™ by TSR, Inc.
NOVICE

200108 AWFUL GREEN THINGS FROM OUTER SPACE TOURNAMENT The alien crew of the spaceship Znutar battles the Awful Green Things for control of the spaceship. Fast-moving, rollicking fun. Prizes awarded. No experience necessary.

Slot 13 SU at 0700 to 1045

SNIPER PATROL™ by TSR, Inc.
NOVICE

200086 SNIPER™ TOURNAMENT Man-to-man, house-to-house fighting between WWII era American and German patrols in a French village. Teams of 4 players, each with a fire team of four soldiers.

Steve Winter/GM.

Slot 5 FR at 0700 to 1045
Slot 7 FR at 1500 to 1845
Slot 9 SA at 0700 to 1045

MINIATURES GAMES

AD&D® BATTLESYSTEM™ Fantasy Combat Supplement by TSR, Inc.
NOVICE

100122 AD&D BATTLESYSTEM DEMONSTRATION If you're tired of ordinary adventures, and long for a change of pace (plus something new to do with all those miniatures you've been accumulating), learn to play BATTLESYSTEM.

Slot 2A TH at 1100 to 1230
Slot 2B TH at 1300 to 1430
Slot 3A TH at 1500 to 1630
Slot 3B TH at 1700 to 1830
Slot 5B FR at 0900 to 1030
Slot 7A FR at 1500 to 1630
Slot 7B FR at 1700 to 1830
Slot 13B SU at 0900 to 1030
Slot 14A SU at 1100 to 1230
Slot 14B SU at 1300 to 1430

AD&D® ROLE-PLAYING GAME INTERMEDIATE

400366 THE NIGHT OF SEVEN SWORDS A debt of honor sends you to the ruined castle of the Clan of Seven Swords to recover an ancient jade box, which will swing the balance of power of the Temple of the Turning Wheel to the side of Warlord Michimori. A preview of the OA2 module of the same name. TSR Staff/GM.

Slot 4 TH at 1900 to 2245

OTHER GAMES

TALIS™ Card Game by TSR, Inc.
NOVICE

800169 TALIS FATES TOURNEY Learn to play TALIS, the card game of the DRAGONLANCE saga (featured in DL12), and participate in the first tournament of FATES, a fast, fun, and frustrating version. First round winners challenge other TALIS champions in a final showdown to find who is most favored by Fate! Jeff Grubb/GM.

Slot 7 FR at 1500 to 1945

THE TSR PROFILES BOOTH

Come meet the TSR creative staff at our booth in the Exhibit Room. Questions answered, autographs signed, complaints cheerfully heard, and suggestions carefully considered.

This schedule is current at press time, but more people are expected.

	THURSDAY	FRIDAY	SATURDAY	SUNDAY
1000 to 1400	Doug Niles Jeff Grubb Karen Martin	Anne Gray McCready Patrick Price	Douglas Niles Bruce Heard	Steve Winter Harold Johnson Karen Martin
1400 to 1800	Michael Dobson Frank Mentzer Harold Johnson	Dave (Zeb) Cook Jean Black	Michael Dobson Bruce Heard	Karen Martin Ruth Hoyer Colleen O'Malley

The 6th Annual Miniatures Open

GEN CON® 19 Game Fair

Aug. 14-17, 1986, Milwaukee, Wis.

If you've painted a miniature figure that looks like a tiny petrified version of the real thing, or if you've constructed a diorama that looks like a slice out of the real world, you're invited to enter the 6th Annual Miniatures Open at this year's GEN CON® Convention. And if you want to see what the best miniature-figure painters can do, you're invited to view the entries during your stay at the convention.

Contestants should simply bring their figures or dioramas to the convention; you'll be able to register for the contest, free of charge, when you arrive on the site by asking for an entry form (or more than one; the limit is three entries per person) when you check in. Entries can be registered and dropped off with the contest organizers from 11 a.m. to 6 p.m. on Thursday, Aug. 14; 11 a.m. to 6 p.m. on Friday, Aug. 15; and 8 a.m. to noon on Saturday, Aug. 16. The figure-exhibit area will be open for public viewing during all these times as well. Entries will be placed in locked glass cabinets, and the area will be constantly supervised by convention staff members and security personnel.

Historical Units

Scale: Any under 40 mm.
Definition: Any recognizable military unit from any historical period.
Note: This is the *only* category that does not have to be mounted.
Prizes: \$30, \$20, \$10 credits.

Monster

Scale: Any
Definition: Any single monster.
Note: Monster is defined as any fantasy or science fiction creature not basically humanoid. Therefore dwarves, elves, etc. are *not* considered monsters.
Prizes: \$15, \$10, \$5 credits.

Fantasy, Diorama

Scale: Any under 40 mm.
Definition: Any fantasy setting. Diorama figures are fixed to one base, they are not gaming figures.
Prizes: \$30, \$20, \$10 credits.

General, Diorama

Scale: Any
Definition: Any non-fantasy setting, including historical, modern, science fiction, etc.
Prizes: \$30, \$20, \$10 credits.

Personality

Scale: Any-under 40 mm.
Definition: Any non-monster figure of any type. Although extra points may be gained for an original type of setting, it is not necessary.
Note: All figures must be mounted singularly.
Prizes: \$15, \$10, \$5 credits.

The entries will be judged from noon to 3:30 p.m. on Saturday, during which time the exhibit area will be closed to spectators and contestants alike. Awards will be handed out from 3:30 to 6 p.m. on Saturday, and the area will again be open to the public at that time.

All entries must be picked up from the exhibit area between 10 a.m. and 6 p.m. on Sunday, Aug. 17; anything left in the area when it closes on Sunday will probably not be able to be reclaimed.

Ribbons will be awarded to the top four finishers in each category. In addition, the top three finishers in each category will receive certificates that can be redeemed for credit on merchandise in the Exhibition Hall. Ribbons will also be awarded to Honorable Mention entries.

Below is a summary of the categories, the definitions of what sorts of entries qualify for each group, and the amount of the merchandise-credit prizes for each category. Bring your best work, and find out how it fares in the judging — you may be better than you think!

Masters single figure

Scale: Any
Definition: Any genre desired
Note: This category may only be entered by those who have been *officially* recognized as Masters in past GEN CON® Miniature Open Competitions.
Prizes: \$15, \$10, \$5 credits.

Masters diorama

Scale: Any
Definition: Any genre desired
Prizes: \$30, \$20, \$10 credits.

Junior single figure

Scale: Any
Definition: Any genre desired
Note: It must be specified by the entrant during registration that he/she is 14 years old or younger and wishes to compete only in the Junior class.
Prizes: \$15, \$10, \$5 credits.

Junior diorama

Scale: Any
Definition: Any genre desired
Note: It must be specified by the entrant during registration that he/she is 14 years old or younger and wishes to compete only in the Junior class.
Prizes: \$30, \$20, \$10 credits.

Best of show

This is awarded to a single party in recognition of all around excellence. The winner will be selected from any of the above classes.
Prize: \$20 credit.

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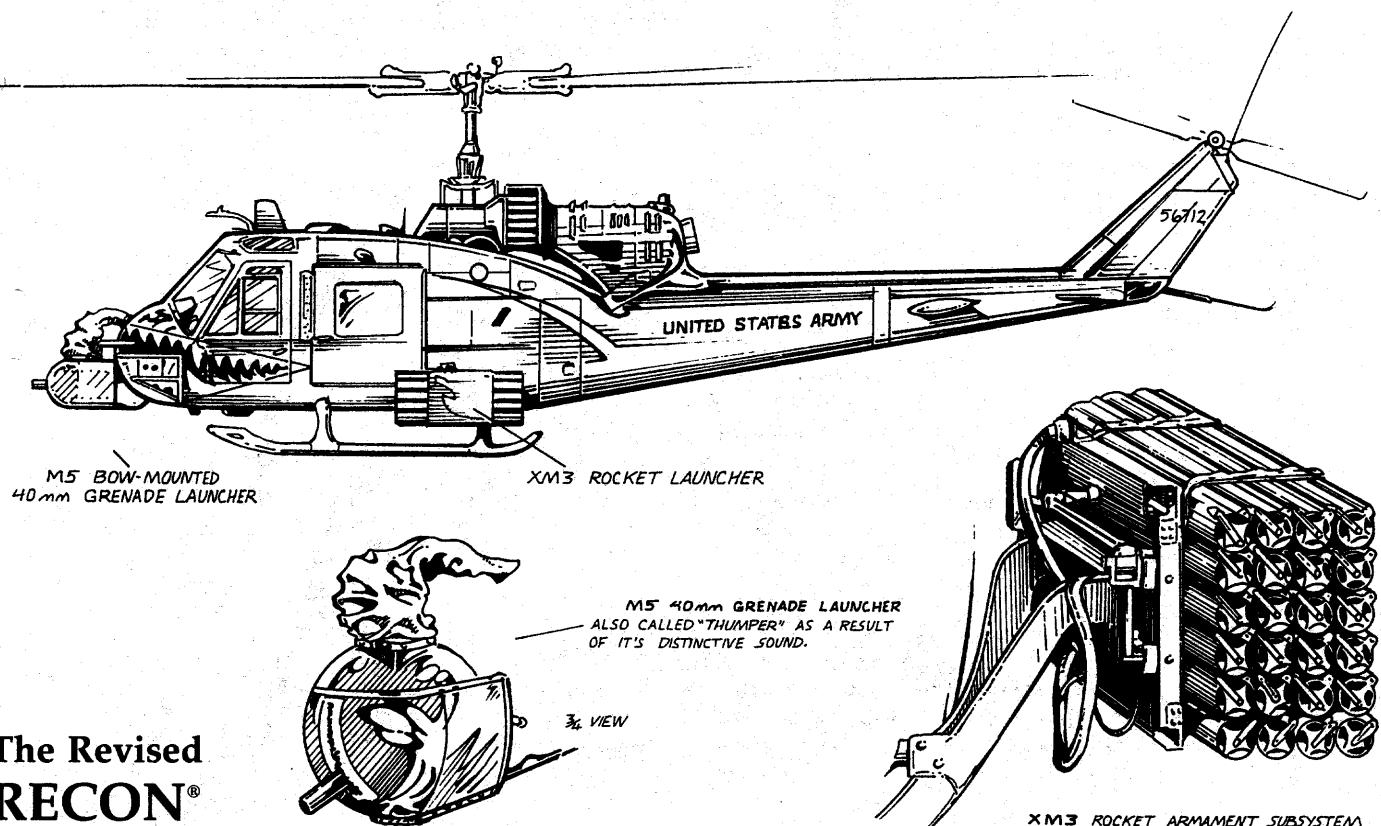
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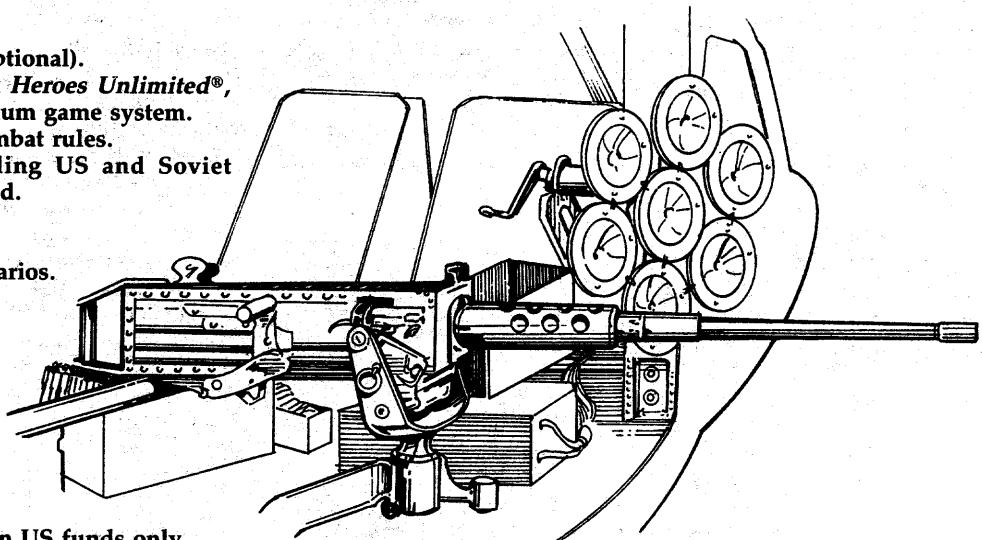
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ing or swimming have an armor class of 2. They vary with size as shown below:

HD:	to 1/4	1/2	1	2	3	4-5	6-7
DAMAGE:	Nil	1	1-2	1-3	1-4	1-6	2-8
SIZE:	S(2-3)	M(4)	L(5)	L(6)	L(7)	L(8-10)	L(11-12)

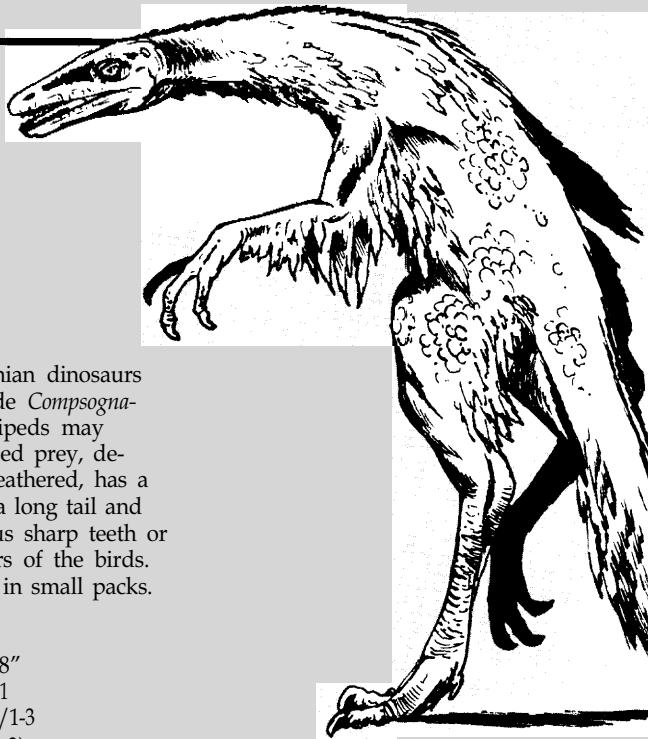
COELUROSAUR

FREQUENCY: Common
NO. APPEARING: 1 or 1-20
ARMOR CLASS: 6
MOVE: 15" to 21"
HIT DICE: 1 hp to 6 HD
NO. OF ATTACKS: 3 (claw/claw/bite)
DAMAGE/ATTACK: Nil to 1-4/1-4/2-8
SPECIAL ATTACKS: Rear claws
SPECIAL DEFENSES: Nil
INTELLIGENCE: Animal
SIZE: S to L (2' to 13' long)

Coelurosaurs are small to medium-sized saurischian dinosaurs from all periods of the Mesozoic. Examples include *Compsognathus* and *Ornitholestes*. These quick, lightly built bipeds may tackle anything from insects and lizards to man-sized prey, depending on their size. The typical coelurosaur is feathered, has a light wedge-shaped head and a long flexible neck, a long tail and long legs, bird-like feet, claws, and either numerous sharp teeth or a shearing beak. Coelurosaurs include the ancestors of the birds. Depending on the variety they are found singly or in small packs. Coelurosaurs vary with size as follows:

MOVE:	15"	15"	15"	18"
HIT DICE:	1 hp	1/4	1/2	1
DAMAGE:	Nil	1	1-3	1-2/1-3
SIZE:	S(to 3)	S(4)	S(5)	(1-3) S(6)
MOVE:	18"	21"	18"	
HIT DICE:	2	3-4	5-6	
DAMAGE:	1-2/1-2/1-4	1-3/1-3/2-5	1-4/1-4/2-8	
	(1-3/1-3)	(1-4/1-4)	(2-7/2-7)	
SIZE:	M(7)	M(8-9)	M(10-13)	

Attacking coelurosaurs bite, scratch with the front claws, and kick with the clawed hind feet. All front claw attacks must hit if the hind claws are to be brought into play, and damage for the kick is listed in brackets for that reason. Some coelurosaurs are given a damage range which represents all or part of the attack routine. Those with 1/4 and 1/2 HD inflict 1 and 1-3 points of damage respectively, while 1 HD coelurosaurs attack with the front claws for 1-2 points overall and with the rear claws for 1-3 points overall.



Coelurosaur

CROCODILIAN

FREQUENCY: Common
NO. APPEARING: 1 or 3-24
ARMOR CLASS: 5
MOVE: 6 "/15" (and see below)
HIT DICE: 1 hp to 14 HD
NO. OF ATTACKS: 3 (bite)
DAMAGE/ATTACK: Nil to 3-36
SPECIAL ATTACKS: Tail sweep
SPECIAL DEFENSES: Nil
INTELLIGENCE: Animal
SIZE: S to L (2' to 55' long)

Crocodilians are archosaurs, and they are common in Jurassic and Cretaceous times as well as in modern settings. They include crocodiles, alligators, caimans, and gavials. The typical crocodilian is a semiaquatic predator with a sprawling gait and a skin studded

with plates of bone and horn. Some Cretaceous and Jurassic species reach astounding sizes, though modern crocodilians seldom if ever exceed 25' in length (8 HD). These predators eat anything they can catch. Though they are not particularly sociable, large numbers of crocodilians may be found together at some favored

sunning spot. Those encountered in groups are of similar sizes, for obvious reasons. They vary with size as shown below:

HIT DICE:	1 hp	1/4	1/2	1	2	3
DAMAGE:	Nil	1	1-2	1-4	2-5	2-8
SIZE:	S(to 3)	S(4)	S(5)	M(6)	M(7)	L(8-9)
HIT DICE:	4	5-6	7-8	9-10	11-12	13-14
DAMAGE:	2-12	2-16	2-20	3-24	3-30	3-36
SIZE:	L(10-11)	L(12-15)	L(16-25)	L(26-35)	L(36-45)	L(46-55)

On land (but *not* in the water) crocodiles may swing a tail against those who stray too near their hindquarters. The heavy, bony tail inflicts damage equal to the bite of a crocodilian one size class smaller (that is, a 2 HD crocodile can inflict 1-4 hit points of damage in this way). Also, crocodiles that bite for 3-24 points of damage or more can swallow man-sized prey whole. Crocodilians may be specialized in a number of different ways that affect combat ability and movement rate.

Some crocodilians are adapted to a specialized diet, either of small fishes (in which case the snout is slender and the teeth thin but sharp) or of shelled creatures such as sea turtles and mollusks (in which case the teeth are relatively blunt and are adapted to crushing). Gavials are examples of the former sort of specialization. In either case, the crocodilian's bite is less effective against other sorts of prey, and biting damage is reduced by one size class. Such specialized crocodilians may be of any size, and are found in all parts of the Mesozoic.

Though many crocodilians may venture out into the open sea, a few are heavily modified for a marine existence, with reduced body armor, paddles in place of feet, and sharklike tails. These specialized crocodiles may be adapted to fish-eating as described above. They are found only in Jurassic settings. The armor class is

reduced to 7, and the movement rate is 3 "/18". Crocodilians of this sort may have up to 6 HD.

In the other direction, some crocodilians are adapted to a more terrestrial life, with legs that are longer and placed more directly beneath the body. These may be found in Jurassic and Cretaceous times. They move at 9"/12" and have no more than 7 HD. All are generalized predators.

CYNODONT

FREQUENCY: *Uncommon*
NO. APPEARING: 1 or 2-20
ARMOR CLASS: 7
MOVE: 12"
HIT DICE: 1 hp to 4 HD
NO. OF ATTACKS: 1 (bite)
DAMAGE/ATTACK: Nil to 2-8
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
INTELLIGENCE: *Animal*
SIZE: S to M (up to 6' long)

Cynodonts are mammal-like reptiles from Triassic times. They range from mouse-sized up to the size of a large sheep or small bear, and include both carnivores and herbivores. They have a number of mammalian traits, but their front legs retain a sprawling reptilian gait, and they have low flat lizard-like heads and thick reptilian tails. Both carnivores and herbivores have prominent canine teeth. They have nails, but not hooves or sharp claws. They may be found singly or in small groups. Though the herbivores seek to avoid encounters, the carnivores may stalk and track prey and even work in groups. Cynodonts vary as shown below:

HD:	1 hp						
DAMAGE:	Nil	1	1-2	1-4	2-5	2-7	2-8
SIZE:	S(1/2)	S(2 1/2)	S(3)				

Herbivore cynodonts of a given size are treated as if they were one size class smaller for hit dice and damage (*i.e.*, a 6'-long herbivore has 3 HD).

DEINONYCHUSAUR

FREQUENCY: *Uncommon*
NO. APPEARING: 1 or 1-20
ARMOR CLASS: 6
MOVE: 18" to 21"
HIT DICE: 1 to 7
NO. OF ATTACKS: 3 (claw/claw/bite)
DAMAGE/ATTACK: up to 1-4/14/2-12
SPECIAL ATTACKS: Rear claws
SPECIAL DEFENSES: Nil
INTELLIGENCE: *Animal*
SIZE: S to L (6 to 13' long)

Deinonychosaurus are saurischian dinosaurs from the Cretaceous. They are close relatives of coelurosaurs but are more heavily built.



ily built, with a shorter neck, a larger and more powerful mouth, and a huge sharp claw on the second toe that serves as a sort of switchblade for slicing and stabbing prey. Deinonychosaurs may be found singly or in packs. All but the smallest deinonychosaurs are prone to attack man-sized creatures that they encounter. These swift predators vary with size as follows:

MOVE:	18"	18"	21"	21"	21"	21"
HD:	1	2	3	4	5	6-7
DAMAGE:	1-3/1-3	1-2/1-2/	1-3/1-3/	1-3/1-3/	1-4/1-4/	1-4/1-4/
	1-4	1-6	1-8	1-10	2-12	
	(1-4)	(1-4/1-4)	(2-5/2-5)	(2-7/2-7)	(2-8/2-8)	(2-12/2-12)
SIZE:	S(6)	M(7)	M(8)	M(9)	M(10)	L(11-13)

The rear-claw attacks are listed in brackets, since they only take place if all front-claw attacks hit. The smallest sort of deinonychosaur is given a single attack representing the front claws and another representing the rear claws.

DICYNODONT

FREQUENCY: *Common*

NO. APPEARING: 2-40

ARMOR CLASS: 7

MOVE: 12"

HIT DICE: 1 hp to 6HD

NO. OF ATTACKS: 1 (*bite*)

DAMAGE/ATTACK: Nil to 2-8

SPECIAL ATTACKS: *Trample*

SPECIAL DEFENSES: Nil

INTELLIGENCE: *Animal*

SIZE: S to L (up to 9' long)

Dicynodonts are mammal-like reptiles from the Triassic. They are herbivores and vary in size from that of a woodchuck to that of a small rhinoceros. These bizarre creatures are bulky, with short, stout limbs, a thick tail, and a barrel-shaped torso. The limbs sprawl out towards the sides rather than being fully tucked under the body, as they are in mammals or dinosaurs. Dicynodonts have few teeth, or may even be toothless with the exception of a pair of tusks in the upper jaw. The teeth are largely replaced by a horny beak resembling that of a parrot or turtle. The snout is short, and the large eyes face forward. There are no hooves, only large flat claws and stubby toes.

Though small dicynodonts may use their claws to dig, and large ones may rear up and use them to pull down foliage, dicynodonts are not dexterous enough to use their claws in self-defense. Some common sorts of dicynodonts are semiaquatic herbivores, like

hippopotami. The shape of the beak varies with the diet, which may include any sort of vegetable matter. Dicynodonts vary with size as follows:

HIT DICE:	to 1/4	1/2	1	2	3	4-6
DAMAGE:	Nil	1-2	1-4	2-5	2-8	2-12
SIZE:	S(to 2)	M(3)	M(4)	M(5)	L(6)	L(7-9)

Dicynodonts that have tusks do no more damage than those lacking them, since the primary weapon used in biting is the beak.

ICHTHYOSAUR

FREQUENCY: *Common*

NO. APPEARING: 1-20

ARMOR CLASS: 6

MOVE: 0"/18" to 0"/24"

HIT DICE: 1/2 to 10

NO. OF ATTACKS: 1 (*bite*)

DAMAGE/ATTACK: 1-4 to 5-20

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

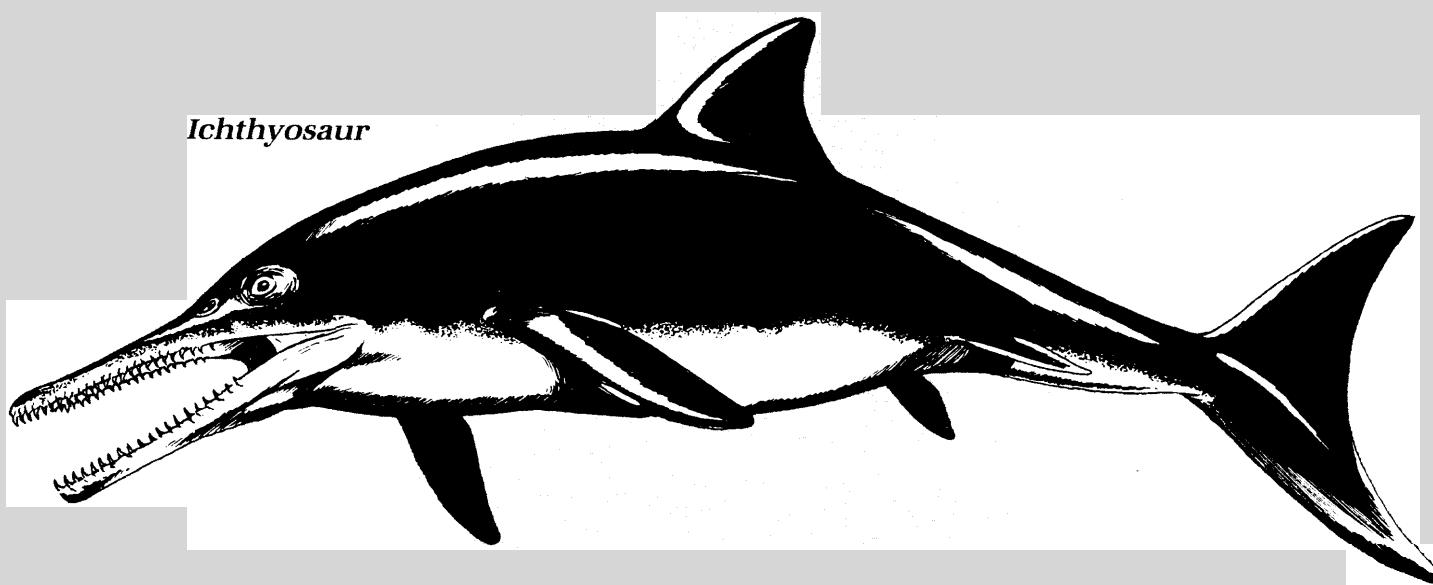
INTELLIGENCE: *Non-*

SIZE: S to L (3' to 30' long)

Ichthyosaurs are seagoing reptiles found in all Mesozoic settings. An ichthyosaur might be mistaken for a shark, though it breathes air, or it might be mistaken for a dolphin, although its tail moves from side to side rather than up and down. Triassic ichthyosaurs are more obviously reptilian than their descendants. Ichthyosaurs do not lay eggs but bear their young live. The larger and more predatory ichthyosaurs won't hesitate to attack humans or man-like creatures they find in the water. Ichthyosaurs vary with size as follows:

MOVE:	18"	18"	21"	21"	24"	24"
HIT DICE:	1/2	1-2	3-4	5-6	7-8	9-10
DAMAGE:	1-4	2-5	2-8	3-12	4-16	5-20
SIZE:	S(3-4)	M(5-7)	L(8-10)	L(11-15)	L(16-20)	L(25-30)

In any period of the Mesozoic, there are some ichthyosaurs adapted to eating small mollusks and fish or to eating shellfish. These inflict damage as if they were one size class smaller, the smallest of them inflicting 1-3 points of damage. A few Jurassic and Cretaceous ichthyosaurs are toothless and 3" faster than normal, resembling swordfish. These do not exceed 8 HD in size. Unlike whales, ichthyosaurs cannot strike at creatures that are on the surface with their tails, since the tail does not move up and down.



LABYRINTHODONT

FREQUENCY: Common
NO. APPEARING: 1 or 3-24
ARMOR CLASS: 7
MOVE: 3"/22"
HIT DICE: 1 hp to 8 HD
NO. OF ATTACKS: 3 (bite)
DAMAGE/ATTACK: Nil to 2-20
SPECIAL ATTACKS: *Swallow whole*
SPECIAL DEFENSES: Nil
INTELLIGENCE: Non-
SIZE: S to L (up to 15' long)

Labyrinthodonts are amphibians, and flourish in Triassic settings. They resemble crocodilians in overall form, but the typical labyrinthodont has a flattened head with upward-staring eyes, a flat broad body, and feeble legs. The mouth is huge, and full of sharp teeth. The hatchlings and very young individuals have feathery external gills, like a modern salamander larva. Labyrinthodonts include the largest amphibians ever to exist; fortunately, they never stay far from water. A labyrinthodont typically lies below the water's surface, hoping to surprise whatever edible morsel may pass by. Individuals with 7 HD or more can swallow man-sized prey whole. Labyrinthodonts vary with size as follows:

HIT DICE:	1 hp	1/4	1/2	1	2
DAMAGE:	Nil	1	1-2	1-4	2-5
SIZE:	S(2)	S(3)	S(4)	M(5)	M(6)
HIT DICE:	3	4	5-6	7-8	
DAMAGE:	2-8	2-12	2-16	2-20	
SIZE:	M(7)	L(8-9)	L(10-11)	L(12-15)	

MOSASAUR

Mosasaur are huge, seagoing lizards from the Cretaceous. They are related to modern monitor lizards, but have flippers in place of feet. They can open their mouths to a huge gape, so that any adult mosasaur can swallow human-sized prey whole. Mosasaur may be treated as non-intelligent crocodilians, some of them being adapted to shell-crushing and all of them adapted to an aquatic existence. They have from 7 to 13 HD.

NOTHOSAUR

Nothosaurs are Triassic reptiles related to plesiosaurs and pliosaurs. They are amphibious and prey on fish with the aid of a long neck and toothy jaws. The tail is relatively short, and the flippers are seal-like and bear claws, allowing movement on land. Nothosaurs may be treated as crocodilians with fish-eating adaptations and having an armor class of 7. They may have up to 4 HD and are non-intelligent.

ORNITHOMIMOSAUR

FREQUENCY: Common
NO. APPEARING: 1-20
ARMOR CLASS: 6
MOVE: 18" to 24"
HIT DICE: 1/2 to 4
NO. OF ATTACKS: 2 (kick/peck)
DAMAGE/ATTACK: 1-2 to 2-8/1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
INTELLIGENCE: Animal
SIZE: S to L (6' to 13' long)

Ornithomimosaurs are saurischian dinosaurs related to the coelurosaurs, and are found in Cretaceous landscapes. They are like coelurosaurs in many respects, but the head is light and toothless, the arms are long and slim and have grasping hands, and the legs are long and powerful. The eyes are huge, and the beak is ostrichlike. These dinosaurs strongly resemble flightless birds

such as the ostrich and emu, and are omnivores. An example of the type is *Struthiomimus*. Large individuals may show gustatory interest in helpless creatures of man-size or smaller. Ornithomimosaurs vary with size as shown below:

MOVE:	18"	21"	21"	24"
HIT DICE:	1/2	1	2	3-4
DAMAGE:	1-2	1-4/1	1-6/1-2	2-8/1-4
SIZE:	S(6)	S(7-8)	M(9-10)	L(11-13)

ORMTHOPOD

FREQUENCY: Common
NO. APPEARING: 2-40
ARMOR CLASS: 6
MOVE: 12" to 18"
HIT DICE: 1 hp to 13 HD
NO. OF ATTACKS: 1 (kick or bite)
DAMAGE/ATTACK: Nil to 2-16
SPECIAL ATTACKS: Trample
SPECIAL DEFENSES: Nil
INTELLIGENCE: Animal
SIZE: S to L (up to 45' long)

Ornithopods are a diverse group of ornithischian dinosaurs. They may be found in Triassic, Jurassic, and Cretaceous landscapes and may range from rabbit- or chicken-sized to mammoth-sized, although the largest forms are found in the Cretaceous. All are herbivorous and bipedal, though some may be partly omnivorous and most go down on all fours at times. Most also have a beak used to crop vegetation. The ornithopods are inoffensive and usually seek to escape if attacked, unless they are defending their young and eggs. If they retaliate, they use either a bite (some of the smaller forms do this) or a powerful and well-aimed kick. They vary with size as shown below:

MOVE:	12"	12"	15"	18"	15"	12"
HIT DICE:	to 1/4	1/2	1	2	5-8	9-13
DAMAGE:	Nil	1-2	1-4	1-6	2-12	2-16
SIZE:	S(to 5)	M(6)	M(7-8)	M(9-10)	L(16-25)	L(26-45)

Triassic ornithopods do not exceed 1/4 HD, while Jurassic ornithopods do not exceed 8 HD. The ornithopods include creatures with thick helmetlike skulls that allow them to rush heedlessly through the forest without getting brain damage from hitting trees. They also include types that have spikes on their thumbs (*Iguanodon* is an example), weapons which are not effective against smaller foes like humans. Most prominent is a Cretaceous group that includes the largest members and which is characterized by various bizarre crests and bumps on the head. These last include *Lambeosaurus* and *Anatosaurus*, the latter also being known as *Hadrosaurus* and *Trachodon*, the best known of all the so-called "duck-billed" dinosaurs).

PHYTOSAUR

Phytosaurs are archosaurs from the Triassic, rivals of the crocodilians' ancestors. They resemble crocodilians, but the nostrils are set on a volcano-shaped bump between the eyes rather than on the end of the snout. Phytosaurs may be treated as crocodilians; many are specialized fish-eaters, but they lack the other crocodilian subtropes and they never exceed 7 HD.

PLACODONT

Placodonts are Triassic reptiles that live in and near the sea and eat molluscs. Some forms are encased in bony armor and may be treated as marine chelonians. Others are more lizardlike in form, having a long broad tail and limbs that are less flipper-like. These may also be treated as chelonians, except that they are 3" faster on land, have an armor class of 5, and are 50% longer. Either form may have up to 4 HD.

PLESIOSAUR

FREQUENCY: Common
NO. APPEARING: 1-6
ARMOR CLASS: 7
MOVE: 3"/15"
HIT DICE: 2 to 10
NO. OF ATTACKS: 1 (bite)
DAMAGE/ATTACKS: 1-4 to 2-16
SPECIAL ATTACKS: *Capsize boat*
SPECIAL DEFENSES: Nil
INTELLIGENCE: Non-
SIZE: M to L (10' to 45' long)

Plesiosaurs are marine reptiles related to nothosaurs, yet more closely related to pliosaurs. They are common in Jurassic and Cretaceous settings. A plesiosaur resembles a marine turtle lacking a shell, and possesses a long, snakelike neck. The relatively small mouth is full of needle-sharp teeth. Plesiosaurs swim near the surface, catching any prey above or below water with sudden movements of the serpentine neck. Examples of plesiosaurs include *Elasmosaurus* and *Plesiosaurus*. They vary with size as shown below:

HIT DICE:	2-3	4-5	6-7	8-9	10
DAMAGE:	1-4	2-5	2-8	2-12	2-16
SIZE:	M(7-10)	L(11-15)	L(16-25)	L(26-40)	L(41-50)

PLIOSAUR

Pliosaurs are marine reptiles related to plesiosaurs. Like plesiosaurs, they row about the Jurassic and Cretaceous oceans with their paddlelike fins. Unlike plesiosaurs, they have short necks and long jaws. Though their mode of locomotion differs, they may be treated as crocodilians of 5 HD or more, all adapted to aquatic conditions and some adapted to shell-crushing. They are non-intelligent.

PROSAUROPOD

FREQUENCY: Common
NO. APPEARING: 1-20
ARMOR CLASS: 6
MOVE: 12" to 15"
HIT DICE: 1/4 to 11
NO. OF ATTACKS: 2 (kick/kick)
DAMAGE/ATTACK: Nil to 2-12/2-12
SPECIAL ATTACKS: *Trample, tail-swiipe*
SPECIAL DEFENSES: Nil
INTELLIGENCE: Non-
SIZE: S to L (5' to 40' long)

Prosauropods are saurischian dinosaurs from the Triassic, and resemble sauropods. They may be smaller than a man or as large as an elephant. A prosauropod has a long neck topped with a small head, a corpulent body, and a long tail. The hind legs are larger and stronger than the front legs, and prosauropods are apt to move bipedally when they are in a hurry. There is a long claw on the thumb of each forefoot. Prosauropods are primarily herbivorous, though they snap up very small animals they encounter. They flee if attacked. Prosauropods vary with size as shown below:

MOVE:	12"	12"	15"	15"	15"	12"	12"
HD:	1/4	1/2	1	2	3-4	5-8	9-11
DAMAGE:	Nil	1/1	1-2/1-2	1-4/1-4	1-6/1-6	2-8/2-8	2-12/2-12
SIZE:	S(to 5)	M(6-7)	M(8-9)	M(10-12)	L(13-15)	L(16-25)	L(26-40)

A prosauropod may swing its tail at attackers who approach from the rear or the rear flank. The damage from a sweep of the tail is equal to that from a single kick.

PROTEROSUCHIAN, PSEUDOSUCHIAN

Proterosuchians and pseudosuchians are archosaurs from the Triassic. They are crocodilelike in appearance, although they have a more erect gait and occasionally rise up on their hind legs. They are treated as crocodilians of terrestrial form with a 12" move on land. They have up to 6 HD.

PTEROSAUR

FREQUENCY: Common
NO. APPEARING: 1-20
ARMOR CLASS: 10
MOVE: 3"/24"
HIT DICE: 1 hp to 4 HD
NO. OF ATTACKS: 1 (bite)
DAMAGE/ATTACK: Nil to 2-12
SPECIAL ATTACKS: *Dive*
SPECIAL DEFENSES: Nil
INTELLIGENCE: Animal
SIZE: S to M (up to 40' wingspan)

Pterosaurs are flying archosaurs, the first group to take to the air (the second set were the ancestors of the birds). They may be found in Jurassic and Cretaceous settings, filling many of the roles that birds do in modern settings. Pterosaurs have membranous wings, like those of bats, though the outer parts of the wing are supported by a single finger along its leading edge rather than by a spray of fingers. Also like bats, pterosaurs have a hairy covering, though pterosaurs have insulation on the wing as well as the body, so that the wings don't appear bare. Like birds, pterosaurs have good vision and are most active by day. Like albatrosses or swifts, pterosaurs spend most of their time in the air, since they are clumsy afoot and may have difficulty taking off again. Since their wing membranes are quite vulnerable to injury, they won't usually risk an encounter that might end in a grounding, which would almost certainly be fatal. If disturbed near their nesting grounds, though, they dive at the intruders, gaining surprise on a 1-4, and retreat to the skies after a single strike. Pterosaurs vary with size as follows:

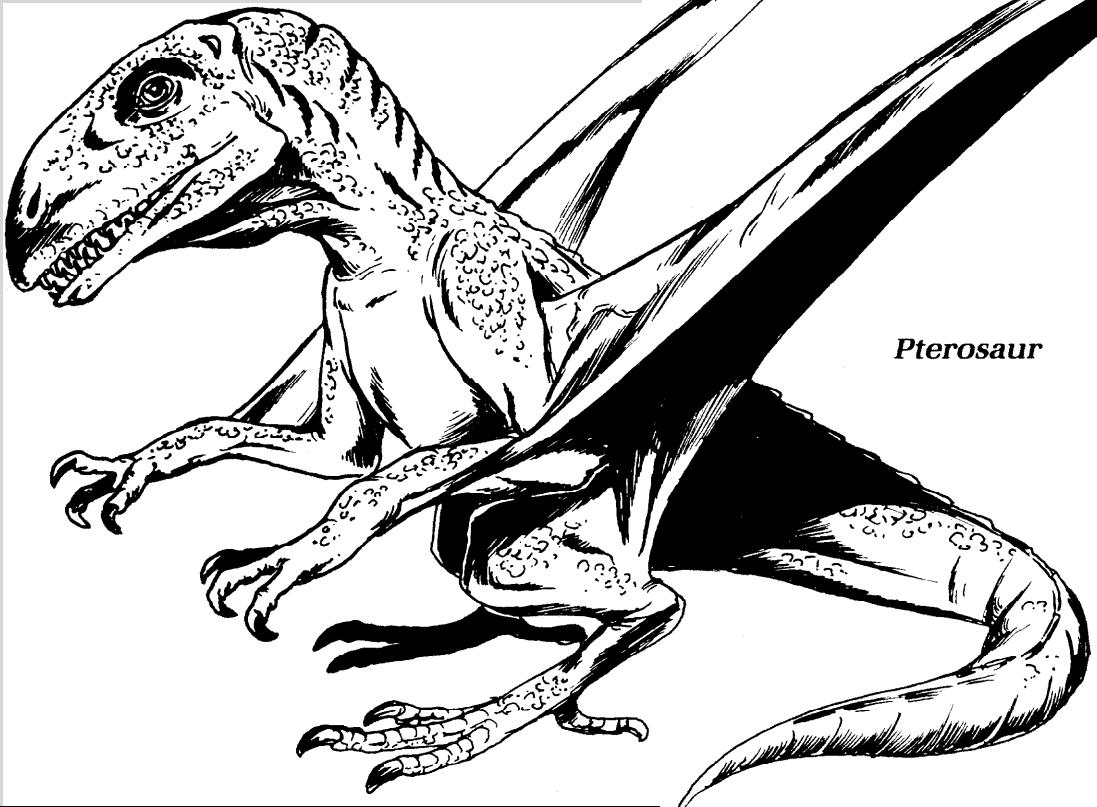
HIT DICE:	1 hp	1/4	1/2	1
DAMAGE:	Nil	1	1-2	1-4
SIZE:	S(to 10)	S(11-15)	S(16-20)	S(21-25)

HIT DICE:	2	3	4
DAMAGE:	1-6	2-8	2-12
SIZE:	M(26-30)	M(31-35)	M(36-40)

A pterosaur's size, based upon wingspan, is deceptive; even those with huge spans are not very massive. Pterosaurs can carry up to half their own weight over very short distances. The 4 ND pterosaurs may carry 700 gp, 3 HD ones may carry 500 gp, 2 HD ones may carry 300 gp, 1 HD individuals may carry 200 gp, and 1/2 HD pterosaurs may carry 100 gp weight. If a carried item is near the weight limit or if it struggles, the pterosaur may drop it and then return to see the result. Pterosaurs with but a single hit point are class B fliers; those with 1 HD or less are class C fliers, and those with 2 HD or more are class D fliers. There are two sub-types of pterosaur:

Rhamphorhynchoids are Jurassic pterosaurs, all being small and having no more than a single hit point. They have long tails and short necks, and their mouths are full of needle-shaped teeth. They prey on small animals and fish.

Pterodactyloids are from the Jurassic and Cretaceous, though those with more than 1/4 HD are unique to Cretaceous settings. They include large scavengers. A pterosaur has a long neck and practically no tail, and the teeth are reduced or absent, being replaced by a beak. *Pteranodon*, a fish-eating variety, is an example of one of the larger forms.



Pterosaur

RHYNCHOSAUR

FREQUENCY: Common
NO. APPEARING: 1-20
ARMOR CLASS: 6
MOVE: 9"
HIT DICE: 1 hp to 2 HD
NO. OF ATTACKS: 1 (bite)
DAMAGE/ATTACK: Nil to 1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
INTELLIGENCE: Non-
SIZE: S to M (up to 3' long)

Rhynchosaurus are lizardlike reptiles from the Triassic, where they may be extremely abundant in places. They are herbivores, some up to the size of a pig. With its large body, sprawling legs, and beaked head, a rhynchosaur may be envisioned as a large, barrel-shaped iguana with a parrotlike beak. Rhynchosaurus eat seeds and fruits, but they bite if molested. They vary with size as follows:

HIT DICE:	to 1/4	1/2	1	2
DAMAGE:	Nil	1	1-2	1-4
SIZE:	S(2-3)	M(4)	M(5)	M(6)

SAUROPOD

FREQUENCY: Common
NO. APPEARING: 1-20
ARMOR CLASS: 6
MOVE: 9" to 12"
HIT DICE: 9 to 36
NO. OF ATTACKS: 2 (kick/kick)
DAMAGE/ATTACK: 2-12/1-12 to 3-36/3-36
SPECIAL ATTACKS: Trample, tail-swing
SPECIAL DEFENSES: Nil
INTELLIGENCE: Non-
SIZE: L (30' to 40' long)

Sauropods are saurischian dinosaurs from the Jurassic, resembling prosauropods. They include the largest of the dinosaurs. Unlike prosauropods, they never move about on their hind legs, though they may rear up to reach high vegetation. The smallest sauropods are comparable to elephants in size, while the largest rival whales. They are exclusively herbivorous. The construction of their feet is such that they do not bog down in the mud despite their size, and they are comfortable in and around water. Though they are peaceful enough under ordinary circumstances, they do protect their young, and they can inflict terrible damage if they are molested. Sauropods vary with size as follows:

MOVE:	12"	12"	9"	9"	9"	9"
HD:	9-12	13-16	17-20	21-24	25-30	31-36
DAMAGE:	2-12/2-12	2-16/2-16	2-20/2-20	3-24/3-24	3-30/3-30	3-36/3-36
SIZE:	L(30-45)	L(46-55)	L(56-65)	L(66-75)	L(76-90)	L(91-105)

A sauropod defends itself with its massive front feet. As with prosauropods, the thumb supports an elongated nail. A sauropod can also swing its tail at enemies who are near its hindquarters, inflicting damage equal to a kick. The lengths given above are for a "normal" sauropod. In actuality, there is considerable variation in build. Sauropods that do not conform to the general type are as follows:

Brachiosaurids are the giants of the group, having no fewer than 13 HD. The largest varieties, found in Jurassic settings, may reach the 31 to 36 HD range — the only sauropods known to do so. Brachiosaurids are also unusual in that their front legs are longer than their hind legs, rather than the other way around, and in that the tail is short and thick. A brachiosaurid with any given number of hit dice has the length of a sauropod one size-class smaller (i.e., a 21 HD individual has a length of 90' or less).

Diplodocids include such beasts as *Apatosaurus* (a.k.a. *Brontosaurus*) and *Diplodocus*. They are from the Jurassic and the Cretaceous, and the Jurassic forms include the longest sauropods. Because they are so long and thin, diplodocids have the length of a sauropod one size class larger. They may have up to 26 HD.

Titanosaurids are 9-22 HD sauropods of normal build, found in the Cretaceous. They differ from other sauropods in having bony plates and nodules in their skin, which confer an armor class of 5.

SCELIDOSAUR

Scelidosaurs are Jurassic ornithischian dinosaurs. They resemble ankylosaurs, although they are not as heavily armored. They may be treated as nodosaurid ankylosaurs (*q.v.*) with an armor class of 4 and up to 4 HD.

STEGOSAUR

FREQUENCY: *Uncommon*

NO. APPEARING: 1-8

ARMOR CLASS: 6

MOVE: 12"

HIT DICE: 1 to 10

NO. OF ATTACKS: 1 (*tail*)

DAMAGE/ATTACK: 1-4 to 2-20

SPECIAL ATTACKS: *Trample*

SPECIAL DEFENSES: *Nil*

INTELLIGENCE: *Non-*

SIZE: M to L (10' to 30' long)

Stegosaurs are ornithischian dinosaurs from the Jurassic. They have long hind legs and short front legs, and are longer and thinner than their ankylosaur relatives. A double row of spines or plates runs along the back, and though this provides some protection against carnosaur bites (AC 4), it does not otherwise affect armor class. A stegosaur has a small head, weak small teeth, and a beak. If molested, it lashes out with its spiked tail. Stegosaurs vary with size as follows:

HIT DICE:	1	2	3	4-6	7-9	10
DAMAGE:	1-4	1-6	2-8	2-12	2-16	2-20
SIZE:	M(8-9)	L(10-11)	L(12-13)	L(14-20)	L(21-25)	L(26-30)

experiment with the idea of poisonous cloud-banks, which aren't out of the question in a fantasy world. Whatever barrier is used, though, it's hard to see how it could hold back a pterosaur, which can sail along for days at high altitude with hardly a flap of the wings. The large aquatic animals so conveniently placed around an undiscovered island are similarly hard to explain, though deep waters and cold currents might just possibly do the trick. The whole lost-world concept seems to be based on the questionable idea that Mesozoic animals couldn't survive in a world full of modern fauna, and that they therefore need protection.

Another approach, one implied in the encounter tables at the back of *Monster Manual II*, is that Mesozoic animals might be a normal part of the campaign world wherever the weather is warm enough. Certainly this doesn't have any of the problems of a lost-world scenario, since there's plenty of room and no need to worry about barriers. Most of the Mesozoic fauna retain an exotic flavor with such an arrangement, since most campaigns are set in a cool temperate area, and most Mesozoic animals won't stray that far north. They wouldn't be all that far away, though. If Mesozoic fauna were loose in the real modern world, they would probably thrive as far north as the Gulf Coast states or California.

In any case, the larger and more spectacular Mesozoic animals are likely to be restricted to wilderness areas, just like the larger members of the modern fauna, since civilizations are hard on large animals. Small and medium-sized Mesozoic animals might well turn out to be significant even in the more heavily settled areas, though. In warm and mild areas, the presence of such animals as large sauropods could help explain how dragons get by when the supply of human meat runs low.

An idea worth exploring is that the dinosaurs might visit the adventurers, rather than the other way around. Mesozoic creatures were often spectacularly successful in their own times, and they might be all to successful in modern settings as well. Imagine the damage a few carnosaus might do to the local livestock, or the havoc a small herd of sauropods could wreak in local forests! (The wreckage of torn turf and toppled trees that elephants leave behind only begins to approximate what a hungry sauropod might do.) Smaller dinosaurs and their Mesozoic allies and rivals might be an even bigger problem, since they could be harder to find and catch. Imagine ornithomimosaurs gobbling down the year's crop of grain, or deinonychosaurus ambushing travelers in the woods. Some of these animals could prove to be prolific, aggravating the problem. As for the aquatic animals, imagine their effect on local shipping: what sailor would go out on waters where a snaky head might pop up and snatch him off the deck at any moment? In cool climates, cowardly player characters might simply wait for winter (though in the meantime locals might be eaten, or might starve to death), but this won't work in tropical or subtropical areas, and in any case some Mesozoic animals might possess the instincts for seasonal migration, in which case they could be back next year!

These scenarios allow for a number of possibilities, including freelance bounty-hunting and trouble-shooting on the part of player characters or organized crusades to eliminate the monsters. They work best of all, of course, if the player characters have acquired holdings or responsibilities in an area. An invasion of dinosaurs and their contemporaries could be as costly and troublesome as an invasion from the neighboring kingdoms. In fact, the two might be combined if the neighbors detect a weakness caused by the first invasion, or if they blame player characters for the appearance of the monsters.

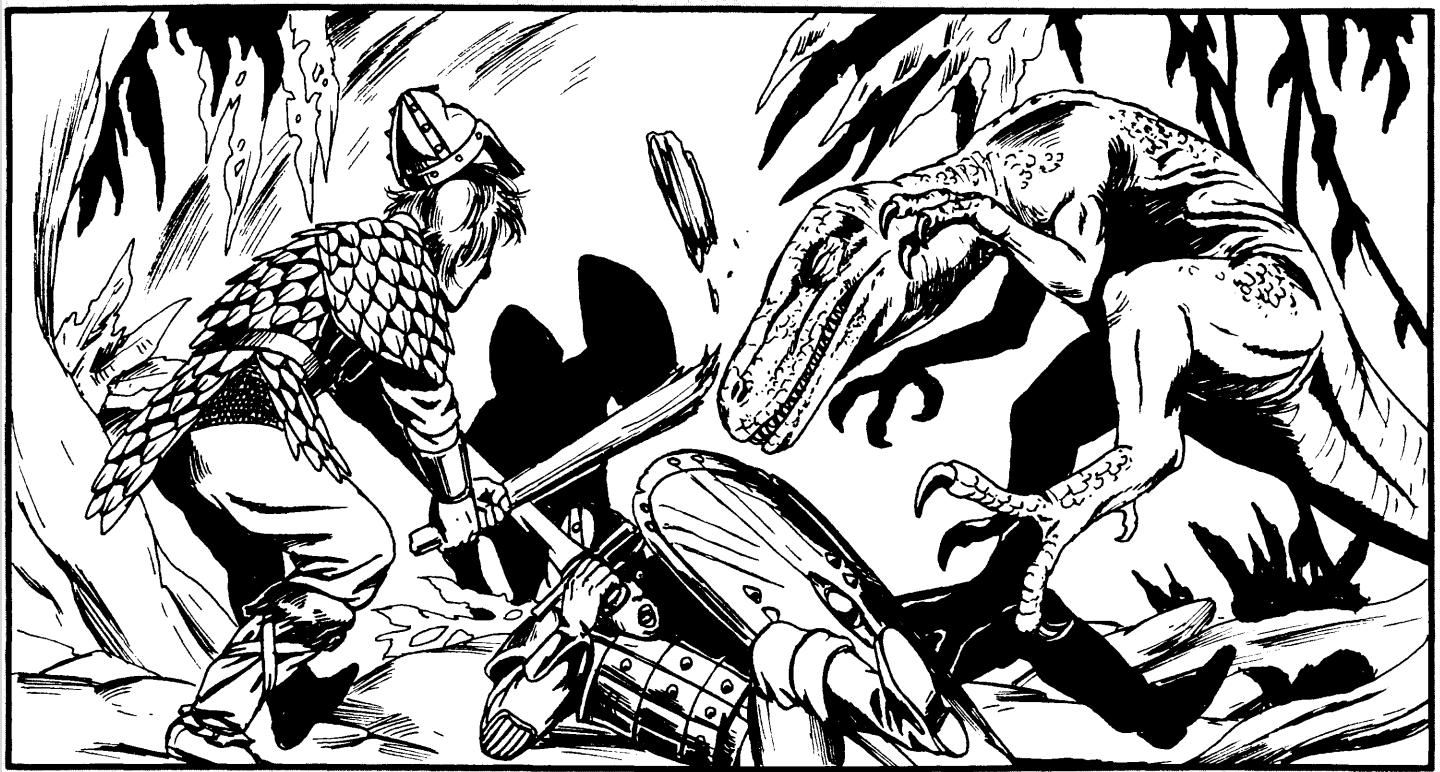
Now that time elementals and a Plane of Time have been introduced into the AD&D game (in *Monster Manual II*), there is yet another opportunity for Mesozoic madness: time travel. (This might explain the abovementioned invasion of Mesozoic monsters — a hostile time elemental? an uncontrolled time-gate?) While short-range travel would have to be ruled out because of the confusion caused by time paradoxes and the like, long-range journeys needn't present such problems. Player characters might visit the distant past through the agency of cursed scrolls, deities (hostile, friendly, or just bored), gate effects (one-way or otherwise), the functioning or malfunctioning of new magical items, or the machinations of artifacts and relics. (Perhaps some of the "relics"

Meeting Mesozoic monsters

Of the various ways in which Mesozoic animals may be introduced into a campaign, the "lost world" theme is perhaps the best known, since it has become something of a tradition in fantasy: an island, valley, or (as in Arthur Conan Doyle's original) a plateau cut off from the rest of the world. This is a useful approach, if a somewhat limited one. It has the advantage that the Mesozoic animals can be used as a unit, as a single episode in the careers of the PC adventurers.

The DM designing such a scenario must decide whether the lost world contains animals from just one period of the Mesozoic or from more than one, and whether or not there are any non-Mesozoic inhabitants such as cavemen, mammoths, modern creatures, or fantastic creatures. It is also advisable to apply some thought to the question of how big the area is. This is not a trivial question for those who worry about plausibility, since it takes a large chunk of real estate to support a few sauropods, and a large number of sauropods to support a breeding population of carnosaus. The greater the number and variety of animals in the lost world, the bigger it must be. It may be best to think in terms of thousands of square miles in setting up the enclave.

Finally, some thought might be devoted to the question of how all of these animals are penned in and how other animals are excluded. Most large animals can be kept in by steep terrain, and even small ones can be stopped by extremely hostile land such as sand desert or permanent ice. The designer may also wish to



in a campaign world were crafted so long ago that they add a whole new meaning to the word "artifact"; perhaps they'd like to go "home.") However they get there, player characters in Mesozoic settings must face an alien and sometimes hostile landscape in addition to the animals that inhabit it. They may also be worried about how they might return home as something other than fossils, though this varies according to the circumstances of their arrival. In many ways, the challenge is comparable to that of visiting another plane, an alternate world, or an alien planet. Clerics are cut off from their not-yet-in-existence deities (since AD&D game deities are merely immortal, not eternal), thieves are out of contact with their familiar cities and victims, fighters are far from the nearest weaponsmiths, and magic-users are cut off from the magic that permeates most campaign worlds. Finding food, shelter, and material components for spells is a whole new exercise.

In designing and refereeing adventures in "unearthly," environments such as this, it is well for the DM to have relevant information ready at hand, concerning the various things adventurers might notice about their prehistoric surroundings. This sort of local color can be applied to any of the above concepts, though it works best with the time-travel scenario.

Period pieces

Information on the climate, terrain, plant life, and minor animal life not only adds color to the adventure, but also indicates some of the challenges that player characters must face if their stay in a Mesozoic setting is prolonged — most particularly the problems of supply and shelter. The surroundings, at the same time alien and hauntingly familiar, may prove as difficult as the large animals themselves.

The creator of a Mesozoic setting should remember that each period of the Mesozoic not only spans a great deal of time, but also that each era within the Mesozoic offers its own new world. The Mesozoic had its deserts, deep seas, high mountains, arid plains, and chilly northern forests, as well as the better known rain forests, swamps, and warm shallow seas. Only a polar icecap is implausible, and even that wouldn't be entirely out of place in some Triassic settings.

That said, it is noteworthy that Mesozoic climates were milder than those of earlier and later eras. Tropical and subtropical con-

ditions extended far north and south of the equator, and warm temperate climes sometimes reached to the poles. Adventurers might be treated to the sight of the midnight sun in a land of palm trees and tropical reefs, or the winter darkness in a forest far north of the arctic circle. For most of the Mesozoic, the oceans reached farther onto the continents, leaving shallow seas over the low-lying parts and giving most places a mild coastal climate. This doesn't rule out deserts, though. Some of the most notable deserts of today extend right down to the water. Rain was seasonal in many Mesozoic climates, so droughts and forest fires are not at all out of the question. Imagine trying to evade a forest fire and herds of fleeing dinosaurs at the same time!

The plant life and minor animal life are sketched in below for each Mesozoic period. It would be impossible to cover everything, so the emphasis is on what might be immediately relevant or noticeable to AD&D game adventurers. The information has been simplified and padded out, since accurate data on plants and small animals is hard to find. Their fossil records are poor, and such data isn't often featured in popular books. The DM can decide on the basis of the material here what components are available for spells (especially druidic ones) and which of the giant animals in the *Monster Manual* might be added to the scene if a larger cast of creatures is required.

Triassic: The earliest part of the Mesozoic is the most alien to the eyes of player characters. Conifers are numerous, and yew trees are present, too, along with cycads (which look like palm trees but bear cones), tree ferns, and common ferns. Other common plants are less familiar: trees with plum-like fruit and fan-shaped leaves, plants that look like cycads but bear flowers on their trunks, and plants that look like ferns but bear seeds and grow to tree size. In swampy areas, there are giant lycopods, which look like a cross between a palm tree and a giant moss. Large horsetails replace the reeds and rushes of modern times. None of the modern flowering plants — hardwood trees, wild flowers, or grasses — are present.

There are animals that look like lizards, rodents, and salamanders, but the "rodents" are mammal-like reptiles, the "lizards" are unrelated to modern ones, and the "salamanders" are small labyrinthodonts. No true frogs and toads exist. The turtles bear teeth and won't be able to pull into their shells, and no sea turtles and tortoises exist. Among insects, the ants, bees, wasps, butterflies,

bloodsucking lice (unless a half-orc unwittingly imports some), and a great many sorts of flies are absent. The rest of the arthropod world is out in force, however, so spells like *creeping doom* and *summon insects* should work quite well. Missing from the land are birds, snakes, land snails, and slugs.

Many seashore animals look familiar, but there are no crabs scuttling about. (Incidentally, trilobites are from a much earlier time and are not present.) The coral reefs look familiar, even if some of their inhabitants are strange. Sea lilies may be found which are dozens of feet long from "stem" to "petals." Ammonoids and nautiloids, looking like octopi in spiral shells, are numerous, and other cephalopods exist that resemble squids, though true squids and octopi are absent.

Many fishes resemble modern types, but most are covered in thick scales like those of a modern gar. Numerous lungfishes and coelacanths are found in fair numbers almost everywhere, as are eel-like freshwater and marine sharks, but no skates or rays are present.

Jurassic: In many ways, Jurassic scenes are like Triassic ones. The large lycopods and seed ferns are gone, but little else in the plant world is changed. Turtles are fully toothless, the rodentlike animals may be called true mammals, and the lizards and salamanders are like modern ones. True frogs and toads hop about the landscape. To the hordes of insects are added ants and wasps. Birds, hardly to be distinguished from small coelurosaurs, are

found in and around the trees. There are numerous small rhamphorhynchoid pterosaurs. Slugs and land snails have put in an appearance. There are crabs at the seaside (looking somewhat lobsterlike), and squids have joined the other cephalopods. There are fewer lungfish and coelacanths, but more sharks.

Cretaceous: The Cretaceous plant world is very different from that of the rest of the Mesozoic. Conifers continue and the rest of the Jurassic plants are present, but the flowering plants have arrived: magnolia, walnut, poplar, and willow, beech and maple, and many more, along with palms, ivy and poison ivy, grapevines, elderberries, water lilies, cattails, and others. The druid's oak, mistletoe, and holly are present, though not exactly the sorts one is used to seeing. Only the grasses are missing.

Small land animals bear a familiar aspect. Modern types of lizards may be recognized, and the small mammals include opossums and shrewlike forms. The only insects missing are horseflies, deerflies, and other types that attack large mammals. There are birds in abundance: many modern types, as well as other less familiar birds that bear teeth. Still missing are songbirds (including ravens and crows), hummingbirds, and modern birds of prey. There are snakes, but only large constrictors and small burrowers without poison. The reefs include large bivalve molluscs the size and shape of drinking horns. Octopi join the other cephalopods.

The older, heavy-scaled fishes have been partly replaced by modern types, including recognizable relatives of the tarpon, eel,

TABLE A1: Triassic Encounters

(animals by terrain and frequency on that terrain)

Mountains	Desert	Swamps	Salt water, surface
<i>Common</i>	<i>Common</i>	<i>Common</i>	<i>Common</i>
Pseudosuchian	Pseudosuchian	Aetosaur	Ichthyosaur
<i>Uncommon</i>	<i>Uncommon</i>	Dicynodont	Nothosaur
Cynodont, carnivore	Cynodont, carnivore	Phytosaur	Placodont
Cynodont, herbivore	Cynodont, herbivore	Prosauropod	<i>Uncommon</i>
Dicynodont	Prosauropod	Pseudosuchian	Portuguese man-o-war
Prosauropod	Rare	Rhynchosaur	Shark
<i>Rare</i>	Carnosaur ¹	<i>Uncommon</i>	<i>Rare</i>
Aetosaur	Dicynodont	Carnosaur ¹	"Barracuda" ³
Carnosaur ¹	Proterosuchian	Cynodont, carnivore	Salt water, depths
Proterosuchian	Rhynchosaur	Cynodont, herbivore	<i>Common</i>
Rhynchosaur	<i>Very Rare</i>	Labyrinthodont	Ichthyosaur
	Aetosaur	Proterosuchian	Placodont
Hills	Fresh water, surface	Plains	Uncommon
<i>Common</i>	<i>Common</i>	<i>Common</i>	"Barracuda" ³
Dicynodont	Labyrinthodont	Dicynodont	Nothosaur
Prosauropod	Nothosaur	Prosauropod	Shark
Pseudosuchian	<i>Uncommon</i>	Pseudosuchian	
Rhynchosaur	Dicynodont ¹	<i>Uncommon</i>	
<i>Uncommon</i>	Phytosaur	Carnosaur ¹	
Aetosaur	<i>Rare</i>	Cynodont, carnivore	
Carnosaur ¹	Carnosaur ¹	Cynodont, herbivore	
Cynodont, carnivore	Proterosuchian	Proterosuchian	
Cynodont, herbivore	Shark ⁴	Rhynchosaur	
Proterosuchian		<i>Rare</i>	
Forest	Fresh water, depths	Aetosaur	
<i>Common</i>	<i>Common</i>		
Aetosaur	Labyrinthodont		
Dicynodont	Nothosaur		
Prosauropod	<i>Uncommon</i>		
Pseudosuchian	Dicynodont ¹		
Rhynchosaur	Phytosaur		
<i>Uncommon</i>	Shark ⁴		
Carnosaur ¹	<i>Very Rare</i>		
Cynodont, carnivore	Carnosaur ¹		
Cynodont, herbivore			
Proterosuchian			

1: Triassic carnosaurs do not exceed 10 HD.

2: Semiaquatic form.

3: Similar but unrelated form, 3" slower.

4: Triassic fresh-water sharks do not exceed 4 HD.

herring, and cod. Still missing are the spiny-finned fishes and their relatives such as swordfish, perch, flounder, and sea horses. Gar and sturgeon may be recognized. The coelacanths and lungfish are rare. Sharks flourish, and the rays have appeared.

Tables Al, AZ, and A3 provide lists of the larger fauna for each Mesozoic period in the style of the *Monster Manual II* encounter tables. Animals with less than $\frac{1}{2}$ HD are not included, since they are not usually significant to adventurers. If needed, lists can be compiled from the animals described above and from the smaller representatives listed in the "A" tables, and the DM should allow two encounter checks for every one with larger animals. Otherwise, the lesser fauna can just be used to set the scene. In creating encounter tables from these lists, the DM should choose a particular subtype and hit die size for each entry (for example "ankylosaur, nodosaurid, 5 HD" or "ornithopod, 12 HD"). This saves time when the animals are encountered randomly. Some terrain types have no listing for rare or very rare animals. These slots can be filled with the less-common members of the larger groupings. For instance, large carnivores are less common than smaller ones.

Additional encounters

There are a number of other creatures from the *Monster Manual* and related works that wouldn't be out of place in Mesozoic settings. The most appropriate of these are merely larger versions of animal types present in the Mesozoic. Giant eels, giant octopi, giant sea turtles, giant "rats" (to represent the small mammals), giant constricting snakes, giant lampreys, and a number of others could merely be larger versions of animals found in one or another of the periods of the Mesozoic. The feel of a particular Mesozoic period can still be retained even if more fantastic creatures such as giant insects, crabs, spiders, and centipedes are added.

(each in the appropriate period). Giant frogs and toads and other magically supported or altered creatures might also be added. However, the Mesozoic has an abundance of animal types already. The more interesting additions are the intelligent creatures.

The field of candidates for intelligent Mesozoic races is large, but it can be narrowed considerably if all those that partake heavily of human characteristics, or are mammals, or are common and widespread in the campaign world are eliminated from the onset. After all, the Mesozoic is billed as the Age of Reptiles, and there are plenty of the more manlike species at home in the adventurers' native settings. Of the remaining creatures, there are two main groups, though they overlap a bit: those that can be represented as relatives of real Mesozoic animals, and those that could be immigrants from other times, assuming the possibility of some means of time travel.

Of the first group, lizard men are the prime candidates. With some minor modifications in their depiction, they could be passed off as the descendants of semiaquatic coelurosaurs. With a world to themselves, the lizard men might be more diverse. There could be exceptional individuals with magic-user abilities. There could be cities, towns, and nations. There could be groups of different alignments. There might even be different species — lighter, swifter types, for instance, farther inland, or aquatic varieties farther out at sea. In part, the diversity depends on how many other intelligent species exist with which the lizard men share their world. For instance, troglodytes might be included and given the same sort of ancestry. The kuo-toa or the locathah might be depicted as bizarre descendants of labyrinthodonts or lobe-finned fishes, though there is more science fantasy and less science fiction involved here. Perhaps the kuo-toa would still be surface dwellers in a Mesozoic world. Further toward the fantastic, the ixitzachitl might be included in Cretaceous settings, since they seem to be a sort of ray.

Other than the natives, there might be a number of other intelli-

TABLE A2: Jurassic Encounters (animals by terrain and frequency on that terrain)

Mountains	Fresh water, surface	Plains	Salt water, surface
<i>Common</i>	<i>Common</i>	<i>Common</i>	<i>Common</i>
Coelurosaur	Crocodilian	Coelurosaur	Crocodilian, marine
<i>Uncommon</i>	<i>Uncommon</i>	Ornithopod ¹	Ichthyosaur
Ornithopod ¹	Plesiosaur	Carnosaur	Plesiosaur
<i>Rare</i>	Sauropod	Scelidosaur	Shark
Carnosaur	<i>Rare</i>	Stegosaur	<i>Uncommon</i>
Scelidosaur	Carnosaur	Sauropod	Crocodilian
Stegosaur			Pliosaur
 Hills	 Fresh water, depths	 Desert	 Portuguese man-o-war
<i>Common</i>	<i>Common</i>	<i>Common</i>	<i>Rare</i>
Coelurosaur	Crocodilian	Coelurosaur	"Barracuda" ²
Ornithopod ¹	<i>Uncommon</i>	Ornithopod ¹	Shark, giant
<i>Uncommon</i>	Plesiosaur		
Carnosaur	<i>Rare</i>		
Sauropod	Sauropod		
Scelidosaur	<i>Very Rare</i>		
Stegosaur	Carnosaur		
 Forest	 Swamps	 Salt water, depths	
<i>Common</i>	<i>Common</i>	<i>Common</i>	
Coelurosaur	Coelurosaur	Crocodilian, marine	
Ornithopod ¹	Crocodilian	Ichthyosaur	
Sauropod	Ornithopod,	Shark	
<i>Uncommon</i>	Sauropod	<i>Uncommon</i>	"Barracuda" ²
Carnosaur	<i>Uncommon</i>	Plesiosaur	
Scelidosaur	Carnosaur	Pliosaur	
Stegosaur	Scelidosaur	<i>Rare</i>	
	Stegosaur	Crocodilian	
		Shark, giant	

1: Jurassic ornithopods do not exceed 8 HP.

1. Jurassic ornithopods do not exceed 8 ft.
2. Similar but unrelated form; 3" slower.

gent non-mammalian creatures that have somehow arrived and flourished in a Mesozoic setting: dragons, bullywugs, gripli, krakens, ophidians, and yuan-ti, to name only a few. Since they have access to the Plane of Time via *probability travel*, the illithids (mind flayers) might also be included in a Mesozoic setting, particularly if there are intelligent races on which they may prey. In such a setting, they might be merely nocturnal rather than subterranean in nature.

Suppose that after they have traveled back in time to the Mesozoic, some particularly adventurous player characters choose to explore the Inner or Outer Planes. It is a fair bet they won't find genies, demons, and devils of manlike form in the distant past, not if the DM is an imaginative one. Perhaps the residents of the other planes are modeled on whatever intelligent creature dominates the Mesozoic Prime Material Plane (as per the nonhuman deities of *Legends & Lore*), or perhaps the Inner or Outer Planes are uninhabited or even nonexistent. If player characters spend a significant amount of time exploring the Mesozoic, the DM will have to give at least some attention to the problem. For instance, what happens when elementals are summoned, or when various spells that contrast or conjure up creatures from the Outer Planes are used? The safest course is to rule that these spells simply fail,

but brave and imaginative DMs may wish to try out a few interesting ideas of their own.

Mesozoic melee

Even if Mesozoic animals are granted the greater intelligence and speed suggested here, smaller animals are added to the mix, and they are placed in a larger context with environmental challenges, and even if a few appropriate intelligent creatures are included in the scenario, there is still a problem that crops up sooner or later: big-game hunting. While it may be exciting the first time some dull-witted fighter slugs it out toe-to-toe with a triceratops, it can hardly be interesting the second time. The sheer number of hit points and melee rounds involved make repeated combats with large creatures tedious, since there aren't many possibilities in the situation. The largest creatures to walk the earth, even the imaginary earth the player characters live on, become boring. Some further considerations may prevent this, however, if the DM takes them into account.

One problem with Mesozoic animals in the game, or for that matter with any animals in the AD&D game, is that the DM may

TABLE A3: Cretaceous Encounters

(animals by terrain and frequency on that terrain)

Mountains	Desert	Swamps	Salt water, surface
<i>Common</i>	<i>Common</i>	<i>Common</i>	<i>Common</i>
Coelurosaur	Coelurosaur	Coelurosaur	Chelonian, marine
<i>Uncommon</i>	Ornithomimosaur	Crocodilian	Ichthyosaur
Ceratopsian	Pterosaur	Ornithopod	Mosasaur
Ornithomimosaur	<i>Uncommon</i>	Pterosaur	Plesiosaur
Ornithopod	Ceratopsian	Ankylosaur	Pterosaur
Pterosaur	Deinonychosaur	Carnosaur	Shark
Snake, constrictor	Ornithopod	Crocodilian, terrestrial	<i>Uncommon</i>
<i>Rare</i>	<i>Rare</i>	Sauropod ¹	Crocodilian
Ankylosaur	Ankylosaur	Snake, constrictor	Pliosaur
Carnosaur	Carnosaur	Deinonychosaur	Portuguese man-o-war
Deinonychosaur		Ornithomimosaur	"Swordfish" ²
 Hills	 Fresh water, surface	 Rare	 "Barracuda" ²
<i>Common</i>	<i>Common</i>	<i>Common</i>	Ray, manta ²
Ceratopsian	Crocodilian	Ceratopsian	Shark, giant
Coelurosaur	Pterosaur	Ornithopod	 Salt water, depths
Ornithomimosaur	<i>Uncommon</i>	Ornithopod ¹	<i>Common</i>
Ornithopod	Plesiosaur	Pterosaur	Chelonian, marine
<i>Uncommon</i>		Uncommon	Ichthyosaur
Ankylosaur	<i>Rare</i>	Ankylosaur	Mosasaur
Carnosaur	Carnosaur	Carnosaur	Ray, sting
Deinonychosaur	Crocodilian, terrestrial	Deinonychosaur	Shark
Pterosaur	Sauropod ¹	Rare	<i>Uncommon</i>
Snake, constrictor	Snake, constrictor	Crocodilian, terrestrial	"Barracuda" ²
<i>Rare</i>		Very Rare	Plesiosaur
Sauropod ¹		Sauropod ¹	Pliosaur
 Forest	 fresh water, depths		Ray, manta ³
<i>Common</i>	<i>Common</i>		"Swordfish" ²
Ceratopsian	Crocodilian		 Rare
Coelurosaur	<i>Uncommon</i>		Crocodilian
Ornithomimosaur	Plesiosaur		Shark, giant
Ornithopod	<i>Rare</i>		
<i>Uncommon</i>	Ornithopod ⁴		
Ankylosaur	Snake, constrictor		
Carnosaur	<i>Very Rare</i>		
Deinonychosaur	Carnosaur		
Sauropod ¹	Crocodilian, terrestrial		
Snake, constrictor	Sauropod ¹		
<i>Rare</i>			
Crocodilian, terrestrial			
Pterosaur			

1: Cretaceous sauropods do not exceed 24 HD.

2: Similar but unrelated form, 3" slower.

3: Harmless non-fantastic form (plankton eater); no effective bite.

4: Semiaquatic "duck-billed" dinosaur.

forget to take the surroundings into account. These beasts are well adapted to their native haunts, and have a "home advantage." What is more, interactions with other animals may turn out to be important. Large sauropods are a good example of this. On the face of it, they shouldn't be any great challenge to intelligent players, since the characters are more mobile and have distance weapons (if nothing else, they can simply shoot their victim to death if they have enough arrows). Sauropods are most likely to be found in marshes and forests, though — hardly the best places for a running horse or even for a running man. While the sauropods won't be greatly inconvenienced (they belong there), humans or horses are slowed by undergrowth (which the sauropods ignore), fallen trees (which the sauropods step over), and boggy ground (which sauropods simply wade through). Though the rulebooks provide no specific guidelines on this point, it is clear enough that the sauropods have the advantage of mobility, not the player characters. If they decide to trample their small foes, they can probably do it. If they choose to flee, they can probably get away. Sauropods might be seen, heard, and even smelled from a considerable distance, but it could prove impossible to keep up with them. Then, too, any herd of sauropods is likely to have a few predators and scavengers in attendance, waiting for an easy meal. The weakened or preoccupied hunter might be the victim of carnivores or coelurosaurs.

The sauropods are just one example. Similar considerations apply in other environments, particularly aquatic ones. Player characters may find that it is unwise to attack a large animal from a small boat (that is, if they want to keep the boat), and that melee almost invariably attracts predators. Even fairly small aquatic animals might simply hold swimmers under until the swimmers drown. Such considerations may force players to give more thought to the actions and strategies of the characters they play.

Another aspect of large animals is that they have a unique place in the game system from the DM's point of view. The more hit dice a creature has, the more special abilities it tends to have, so that monsters with a lot of hit points tend to have intelligence and talents that make them more dangerous than they would other-

wise be. Large animals are an exception to the general rule; despite their impressive hit-point totals and the large amounts of damage they can inflict, they have few special abilities and limited intelligence. The incautious DM may be fooled into thinking that they may be compared to demons or dragons that are in the same hit-dice range, with the result that Mesozoic monsters enter the campaign too late, when the characters have already reached high experience levels.

A large animal presents little challenge to characters of high level, not so much because these characters have good armor-class ratings and high hit-point totals, but because they tend to be highly mobile and have a large number of powerful distance weapons. It is better to introduce these animals when the characters are at a lower level of experience, when there is less temptation to depend on sheer power and more incentive to use clever strategies. Large animals are a good introduction to the idea of using brain rather than brawn, using indirect and perhaps nonlethal approaches rather than frontal and violent attacks. The rewards are high, in the form of experience points gained, and the price of foolishness is also high, since a direct confrontation is likely to result in the destruction of the player characters.

Sources

Numerous books have been written on the dinosaurs and their contemporaries. The DM in search of material that might be used to color descriptions may find an abundance of information at any library. Of the various popular books on Mesozoic life, John C. McLoughlin's *Archosauria* and *Synapsida* both provide colorful commentary and an abundance of excellent illustrations. David Lambert's *A Field Guide to Dinosaurs* is also recommended. In looking through a collection of books on prehistoric animals, it is well to remember that personal bias can play a big part in popular presentations. It is also a good idea to take a look at the copyright dates on some of the more tattered tomes — the book itself may be a fossil.

TABLE B: "Dinosaurs" from the Monster Manual volumes redescribed

Species	New classification	HD*	Species	New classification	HD*
Anatosaurus	ornithopod	10-11	Megalosaurus	carnosaur	13-14
Ankisaurus	prosauropod	½	Monoclonius	ceratopsian (horned)	8
Ankylosaurus	ankylosaur, ankylosaurid	11	Mosasaurus	mosasaur	12
Antrodemus	carnosaur	14-16	Nothosaurus	nothosaur	2-4
Apatosaurus	sauropod, diplodocid	21-22	Ornitholestes	coelurosaur	5
Archelon	chelonian, marine	7	Paleoscincus	ankylosaur, nodosaurid	9
Brachiosaurus	sauropod, brachiosaurid	31-36	Pentaceratops	ceratopsian (horned)	9
Camarasaurus	sauropod	19-20	Phororhacos	Not Mesozoic; flightless bird from Miocene	
Camptosaurus	ornithopod	to 7	Plateosaurus	prosauropod	8
Ceratosaurus	carnosaur	8-10	Plesiosaurus	plesiosaur	4-5
Cetiosaurus	sauropod	13-18	Podokesaurus	coelurosaur	5
Compsognathus	coelurosaur	1 hp	Pteranodon	pterosaur, pterodactyloid	2
Dacentrurus	stegosaur	5	Pterosaur, giant	pterosaur, pterodactyloid	4
Deinonychus	deinonychosaur	3-7	Stegosaurus	stegosaur	10
Dilophosaurus	carnosaur	10	Struthiomimus	ornithomimosaur	3
Dimetrodon	Not Mesozoic; synapsid reptile from Permian		Styracosaurus	ceratopsian (horned)	8
Dinichthys	Not Mesozoic; placoderm fish from Devonian		Xmystropheus	Lizardlike animal from Triassic with long tail, long stiff neck, and small head: 13' in all, with a 2'-long body; no effective attack.	
Diplodocus	sauropod, diplodocid	23-24	Tennodontosaurus	ichthyosaur	10
Elasmosaurus	plesiosaur	10	Teratosaurus	carnosaur	10
Euparkeria	pseudosuchian	1 hp	Triceratops	ceratopsian (horned)	12
Gorgosaurus	carnosaur, tyrannosaurid	15-16	Tyrannosaurus	carnosaur, tyrannosaurid	18
Iguanodon	ornithopod	10			
Kentrosaurus	stegosaur	5			
Lambeosaurus	ornithopod	12-13			
Mamenchisaurus	sauropod, diplodocid	21-22			
Massoppondylus	prosauropod	3-4			

* — Hit dice may differ from official number either because of this new system or because of newly discovered information.

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Dire Invasion

Rom™ and the Spaceknights™ of Galador

by William Tracy

In another area of the Milky Way galaxy, far from Earth, flourished the civilization of Galador. The inhabitants of Galador were a highly advanced and peaceful race, and spread their philosophy across the stars. About 200 Terran years ago, the Galadorian exploration fleet entered an area known as the Dark Nebula and encountered the nebula's inhabitants, an alien race known as the Dire Wraiths™. These hostile shape-changers were experts in technology and sorcery. Summoning a birdlike monster known as Deathwing, the Dire Wraiths ambushed and destroyed the Galadorian space fleet.

The Prime Director of Galador, after receiving the last message from the doomed fleet, asked for volunteers from the populace to participate in a special program. The volunteers' bodies would be placed in suspended animation while their brains and nervous systems would be grafted into a special suit of cybernetic armor. The mission of these volunteers, who were known as Spaceknights, was to defeat the Dire Wraiths before their evil could reach other civilizations. Rom™ was the first volunteer for this program.

The Spaceknights were provided with special weapons, space flight capability, and superhuman strength. Though the Spaceknights destroyed most of the Dire Wraith space fleet and the demon Deathwing, many Dire Wraiths escaped, and their forts were believed to exist in other sections of the galaxy. The location of the Wraith homeworld was unknown as well. The Spaceknights

swore to battle the Dire Wraiths anywhere in the galaxy until the last of them had been hurled into Limbo with the neutralizer guns of the Galadorians.

A special Galadorian space probe eventually detected Wraith activity on Earth and relayed the information back to Galador. Rom volunteered to go to Earth, and upon his arrival he learned that Earth's society had already been infiltrated by the shape-changing aliens. The Wraiths usually took over a world by killing and assuming the identities of their victims, who were often important members of society.

At first, Rom was hunted by the legal authorities for murder. When Rom used his neutralizer on the disguised Dire Wraiths to cast them into Limbo, it looked like he was killing human beings. Eventually, the population of Clairton, West Virginia, discovered that Rom's story was true after being shown the powers of the Dire Wraiths. Clairton then aided Rom whenever possible, even protecting him from federal authorities after he used his neutralizer on some high officials of the Pentagon who were actually Dire Wraiths.

While in Clairton, Rom met and fell in love with a human woman named Brandy Clark™, who in turn fell in love with the dedicated alien. Rom was soon joined by a fellow Spaceknight, his Galadorian fiance Starshine™. When Starshine was killed by the Dire Wraiths and removed from her armor, Brandy Clark was placed in Starshine's armor by magical means as part of a scheme to destroy Rom. The plot failed and Brandy fought alongside Rom in Starshine armor. Much later, Brandy was removed from the



armor by the evil sorcery of Hybrid™, the offspring of a human and a Dire Wraith.

When Rom was away from Clairton, it was protected by Brock Jones, the Torpedo™. Brock had come upon the original builder and wearer of the Torpedo armor suit, who had been critically injured in an unplanned battle with Daredevil™. The man told Brock that his name was Michael Stivak. Before Michael died, he told Brock about his suit and background. Michael was a Yugoslavian scientist who had been brought to America by his uncle, Senator Eugene Stivak. The Senator hired Michael to build and design a battle-suit for the American government, but Michael later found out that his uncle was working for some unknown and unfriendly organization.

Michael was trying to destroy the plans for the battle-suit when he had his accidental fight with Daredevil. Before Michael died, he made Brock promise to destroy the plans; Brock donned the suit and quickly did so. For the next few months, he acted as a part-time super hero, fighting a group called the Rocketeers™ several times. These men, hired by Senator Stivak, wore weaker prototypes of Torpedo's battle-suit.

The Rocketeers soon discovered Brock's secret identity, forcing him to move his family to another city, which happened to be Clairton. There he met Rom and became his ally. Later they found that Torpedo's battle-suit had actually been financed by the Dire Wraiths, who had been looking for a new weapon to use against Rom. Rom made Torpedo a special pair of goggles that enabled him to see Dire Wraiths, no matter what form they were in.

Meanwhile, a shake-up in the Dire Wraith chain of command had occurred. So far, the Dire Wraiths on Earth had consisted of the males, who were experts in technology. The female Wraiths were experts in sorcery and were the leaders of the race. The females decided that the males weren't doing a very good job of world-conquering, so they took over all Earth operations and killed all the males present.

Then, while Rom was away from Clairton, the female Wraiths took over the town while magically clouding Torpedo's mind so that he wouldn't notice anything. Eventually, everybody in Clairton was dead and had been replaced by Wraiths. Torpedo died fighting Wraiths in his burning house. The Torpedo battle-suit was apparently destroyed in the fire. Rom and Starshine II swore to avenge the people of Clairton and the courageous Torpedo.

By this time, the government had discovered that Rom was not a homicidal alien, but a benevolent being trying to save Earth from the Dire Wraiths. The government placed S.H.I.E.L.D.™ and its psionic division in control of Wraith-destroying missions and enlisted the help of various super heroes, including the X-Men™ and Alpha Flight™. Eventually, a special branch of S.H.I.E.L.D. known as the Wraith-Hunter Rangers was formed to deal with the problem.

Rom soon gained two new allies: Rick Jones™ and a little girl named Cindy Adams™. Rick Jones, who has been involved with many super heroes, became one of Rom's closest friends and allies even though he was in love with Brandy Clark. Rick discovered that he was dying of an incurable form of cancer, the same cancer that killed Captain Marvel™ some time before. Cindy Adams was a normal child until she was attacked by a Dire Wraith. The Wraith was killed just as it had begun to absorb her memories. Because of this, a part of the Wraith's consciousness was lodged in her mind, and at times Cindy could guess what the Wraiths were planning.

Unfortunately, a government agent named Peter Gyrich™ was assigned to the Dire Wraith branch. Gyrich, who had worked with super heroes before, was apparently paranoid when it came to super beings. He caused many problems for Rom and his newest ally, the mutant known as Forge™.

After fighting a losing battle on Earth, the Wraiths decided on one final plan. They prepared to use their magic to teleport their homeworld to Earth's solar system, destroying the Earth and putting the homeworld in the Earth's orbit. Luckily, Forge was able to build a larger prototype of Rom's neutralizer and have it placed in orbit around the Earth. Powered by Rom's neutralizer, it was aimed and fired at the Wraithworld, destroying the planet

and a great portion of the Wraiths' power, since it was the source of their sorcerous energy. With the power of the Wraiths broken, mopping-up operations finished off the remainder of the alien invaders.

In time, Rom left Earth to return to Galador, accompanied by several of his fellow Spaceknights. They discovered that Galador, which had been transferred to a new galaxy by Galactus™, had been ravaged by second-generation Spaceknights who were to have defended the world. All the Galadorians were soon slain by the rogue Spaceknights, who were in turn defeated by Rom and his allies. Brandy Clark, who had been sent to Galador by the Beyonder™, helped the remaining Spaceknights find the means to turn Rom back into his original human form. His mission completed, Rom retired with Brandy to spend their days on Galador and rebuild its civilization, protected by the surviving Spaceknights.

Several characters described in the Rom saga have already appeared in modules and supplements published by TSR, Inc. The Torpedo armor was described in MHAC-8, Weapons Locker, and Peter Gyrich and Forge were described in MHAC-5, Project: Wideawake™. S.H.I.E.L.D. appeared in MHAC-2, Avengers™ Assembled!, as did Rick Jones™. The other important heroes and villains of this saga are given below.

ROM™

Spaceknight of Galador (Inactive)

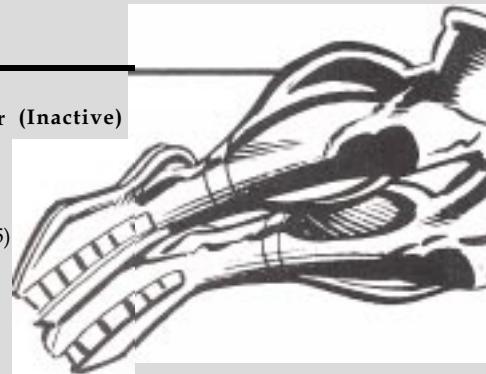
Fighting: INCREDIBLE (40)
Agility: EXCELLENT (20)
Strength: INCREDIBLE (40)
Endurance: MONSTROUS (75)
Reason: EXCELLENT (20)
Intuition: EXCELLENT (20)
Psyche: GOOD (10)

Health: 175

Karma: 50

Resources: Amazing (government backed)

Popularity: 20



Talents: Rom had no special talents.

Known Powers:

FLIGHT. Rom's armor was provided with twin rocket pods (electrically powered, low-density plasma engines) which enabled him to fly at Unearthly speed in the vacuum of space or at Monstrous speeds in an atmosphere. Rom also possessed special sensors that enable him to locate space warps with Monstrous ability and range, allowing "shortcuts" through space with Class 1000 range.

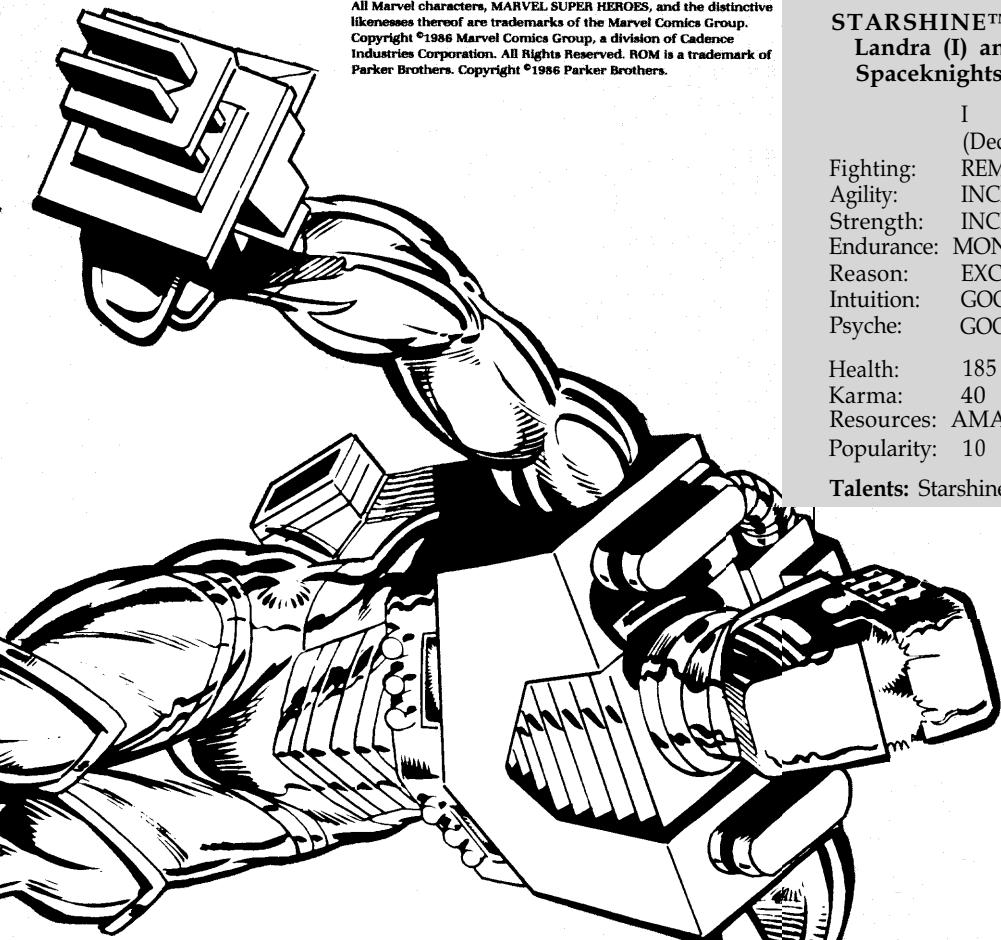
BODY ARMOR. Rom's suit of armor provided him with Incredible protection against all physical, radiation, heat-based, and cold-based attacks. He could survive in deep space indefinitely.

REGENERATION. Rom's armor had built-in microfactories able to repair damaged circuitry, providing him with Good regeneration.

Equipment Weapons: The following equipment was kept in a fold in hyperspace and could be mentally summoned and used in one turn.

ENERGY ANALYZER. This item's main function was to emit ultra-high frequency waves that scanned a being's molecular structure. The waves caused certain rare earth elements in the Dire Wraiths' bodies to emit special radio waves which were visible to Rom's visor sensors, enabling him to see the Dire Wraiths as they truly were, no matter what form they took. The analyzer could also scan other items and beings, and inform Rom of the object's or being's power potential. The analyzer could trace the energy trails of powerful beings or objects. The analyzer had no attack abilities, though it bathed the subject in a red energy field that could frighten the victim.

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TRANSLATOR. This special micro-computer was able to translate any language it heard for at least six consecutive turns. It then fed the information into Rom's memory banks, enabling him to speak that language at will.

NEUTRALIZER. This was Rom's only actual weapon. Its main function was to neutralize any energy fields it encountered. When fired at a Dire Wraith, it neutralized the energy field surrounding the alien, causing a rift between the dimension of Limbo and this dimension. The rift hurled the Dire Wraith into Limbo without killing it. The neutralizer could kill a person when fired at full power, but Rom would have lost all Karma points for killing anyone, even Dire Wraiths. Rom could automatically determine the power level of the weapon. Dire Wraiths taken to Limbo were unable to escape from it.

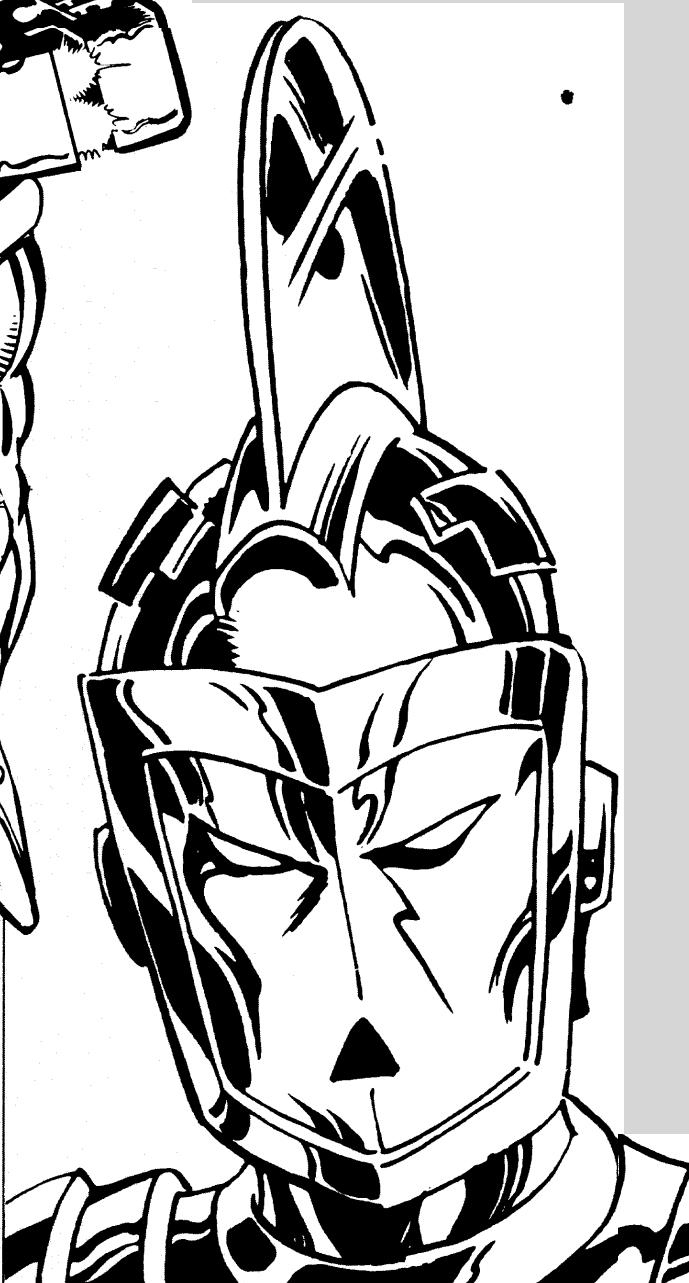
At its lowest setting, the neutralizer could neutralize radiation poisoning in organic beings. At its highest setting, it neutralized the life-force of a being, killing it instantly. A human could not be transported into Limbo because a human could not survive the trip or a direct hit from the neutralizer set at that power level.

Anyone trying to use the neutralizer, except Rom, took Monstrous damage; no damage was taken by just touching the weapon. Brandy Clark, in human form, once used the neutralizer without dying, though she was badly injured. At the time, she was psionically protected by Charles Xavier™.

STARSHINE™ I and II Landra (I) and Brandy Clark (II) Spaceknights of Galador

	I	II
	(Deceased)	(Inactive)
Fighting:	REMARKABLE (30)	EXCELLENT (20)
Agility:	INCREDIBLE (40)	INCREDIBLE (40)
Strength:	INCREDIBLE (40)	INCREDIBLE (40)
Endurance:	MONSTROUS (75)	MONSTROUS (75)
Reason:	EXCELLENT (20)	TYPICAL (6)
Intuition:	GOOD (10)	TYPICAL (6)
Psyche:	GOOD (10)	TYPICAL (6)
Health:	185	175
Karma:	40	18
Resources:	AMAZING	AMAZING
Popularity:	10	10

Talents: Starshine (II or II) had no special talents.



Known Powers:

FLIGHT. Starshine, like Rom, had Unearthly flight ability.

BODY ARMOR. Starshine had Rom's Incredible body armor and could survive in deep space indefinitely.

REGENERATION. Starshine had Good regeneration abilities.

LIGHT POWERS. Starshine used a form of energy known as the "living light" of Galador. She could project beams of this light from her eyes, doing concussive damage of up to Unearthly levels, and she can control the power level to do less damage as well. She was also able to use this power to emit normal light.

CINDY ADAMS™

Orphan

Fighting: POOR (4)
Agility: TYPICAL (6)
Strength: FEEBLE (2)
Endurance: POOR (4)
Reason: TYPICAL (6)
Intuition: GOOD (10)
Psyche: REMARKABLE (30)

Health: 16

Karma: 46

Known Powers:

SPECIAL INTUITION. A Dire Wraith was killed while it was draining Cindy's memories, leaving a residue of the Wraith's consciousness in her mind. If she could make a successful Yellow Psyche FEAT roll, she could guess what the Dire Wraiths are up to if she had enough clues. The referee should decide how much she is able to guess.

DIRE WRAITHS™

Fighting: GOOD (10)
Agility: POOR (4)
Strength: REMARKABLE (30)
Endurance: REMARKABLE (30)
Reason: REMARKABLE (30)
Intuition: TYPICAL (6)
Psyche: GOOD (10)

Health: 74

Karma: 46

Resources : AMAZING

Known Powers:

SHAPE-SHIFTING. The Dire Wraiths most important power was their uncanny shape-shifting abilities. When faced with physical combat, the Dire Wraiths could change into the form of some alien beast more suitable for combat. The Dire Wraiths often took the form of the Deathwing:

F	A	S	E	R	I	P
Go	Ex	Ty	Re	Re	Ty	Go

Health: 66 Karma: 46

In Deathwing form, a Dire Wraith could fly at Typical speed and breathe fire one per turn for Incredible damage with Typical range.

SPECIAL ATTACK. The Dire Wraith's most insidious form of attack was its barbed tongue, which also secreted a powerful acid. The tongue instantly penetrated an unprotected human skull. If the skull was armored, the acid secretion and barbs of the tongue did Excellent damage to the armor each turn. Any item made of Monstrous material or better could not be pierced by the tongue.

The Beyonder removed all traces of Dire Wraith influence on Cindy's mind at the end of the Rom saga and resurrected her parents as well. Cindy's statistics may be used for a child in a similar predicament if desired.

ROCKETEERS™

Real names unknown

Fighting: EXCELLENT (20)
Agility: GOOD (10)
Strength: GOOD (10)
Endurance: GOOD (10)
Reason: TYPICAL (6)
Intuition: TYPICAL (6)
Psyche: TYPICAL (6)

Health: 50

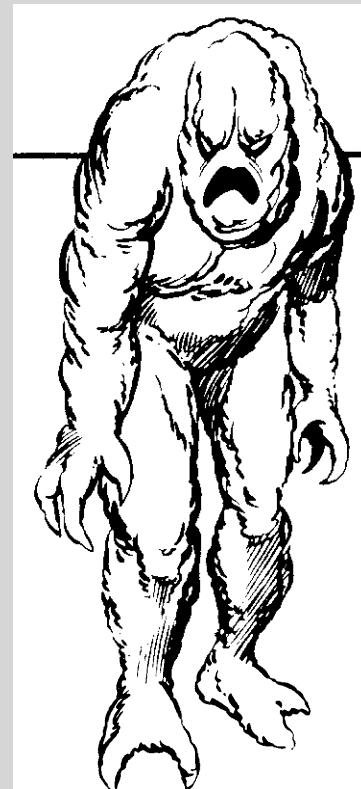
Karma: 18

Known Powers:

BATTLE-SUIT. The Rocketeers wore special battle-suits which had rocket backpacks, enabling them to fly at Good speed and providing them with Good protection against physical attacks.

RANGED WEAPON. The Rocketeers carried special portable rocket launchers which had a four-area range and did Incredible damage. They each carried a maximum of five rockets at a time.

Special note: The original Rocketeers were human (from which the statistics above are derived). Later on, the Rocketeers were replaced by Dire Wraiths in human form.



The tongue had range of one area. To successfully use the tongue, a Dire Wraith had to completely surprise a victim from behind or grapple an opponent and roll a hold result, indicating that the Wraith held the victim in front of itself.

The referee should allow a victim a dodge roll or escape roll before the Wraith's attack, because a successful hit indicates instant death to the victim. Right after the tongue hits, the victim's body turns into dust. The Wraith gains all the knowledge and memories of the victim, and the Wraith is now able to become a

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perfect duplicate of the victim, down to the victim's voice. After taking a new form, the Wraith's physical abilities become those of the form taken. The Wraith loses all normal abilities and vulnerabilities except for its shape-changing power. If more damage is taken than its new form can withstand, it is forced to return to its true shape, and the previously taken damage is retained.

HEAT RESISTANCE. The Wraiths originated from a planet with a great deal of volcanic activity. They took half damage from fire- and heat-based attacks. At the same time, they took double damage from cold-based attacks.

MAGIC. The Dire Wraith species consisted of two branches: the males, who were experts in advanced technology, and the females, who were spell-casters. Female Wraiths had Monstrous Psyches and Good Reason scores (see pages 10 and 32 of the Campaign Book for rules concerning magic).

HELL HOUNDS™

Fighting: EXCELLENT (20)
 Agility: EXCELLENT (20)
 Strength: GOOD (10)
 Endurance: REMARKABLE (30)
 Reason: FEEBLE (2)
 Intuition: GOOD (10)
 Psyche: POOR (4)

Health: 80
 Karma: 16

Known Powers:

PHASING. The Hellhounds had a phasing power similar to that of Shadowcat™. Any machinery a Hellhound phases through must make an Endurance FEAT roll or be scrambled and inoperative. Machinery without an Endurance score is scrambled automatically. Mechanical beings take Incredible damage, while battle suits and other machinery is made inoperative for 10 turns.

The Hellhounds attack with their phasing ability, using a Fighting FEAT roll to determine success. A success roll indicates that the Hellhound has phased through the person, causing Remarkable damage. Also, the victim must make a yellow Endurance FEAT roll or fall unconscious for 1-10 turns.

Background: When the Dire Wraiths first arrived on Earth, they used their advanced technology to mutate ordinary dogs into these powerful creatures.

HYBRID™

Fighting: GOOD (10)
 Agility: EXCELLENT (20)
 Strength: GOOD (10)
 Endurance: MONSTROUS (75)
 Reason: EXCELLENT (20)
 Intuition: EXCELLENT (20)
 Psyche: UNEARTHLY (100)

Health: 115
 Karma: 140

Known Powers:

FLIGHT. Hybrid was able to fly at Typical speeds using his mental abilities.

MENTAL ATTACK. Hybrid was able to project mental blasts which could do up to Unearthly damage.

MENTAL POWERS. Hybrid had the powers of telepathy, image generation, telekinesis, and mind control at Unearthly levels.

BODY ARMOR. Hybrid's skin provided him with Excellent protection against all physical attacks.

SHAPE-SHIFTING. Hybrid had a Monstrous shape-shifting ability.

MAGIC. Hybrid had powerful magical abilities, using Personal and Universal energies with Remarkable skill.

Background: Hybrid was the first offspring of a human and a Dire Wraith, and was a sworn enemy of Rom.

Spaceknight character generation

Though most players may want to play Rom or Starshine in a MARVEL SUPER HEROES campaign, some players might want to create their own Spaceknight characters. This section helps players do this. First of all, the procedure for rolling a hero's abilities is changed as follows:

Fighting. Roll on the following table:

Die roll	Fighting score
01-60	Excellent
61-80	Remarkable
81-96	Incredible
97-99	Amazing
00	Monstrous

Agility and Strength. Roll on the following table:

Die roll	Ability score
01-10	Excellent
11-30	Remarkable
31-70	Incredible
71-90	Amazing
91-00	Monstrous

Endurance. Roll on the following table:

Die roll	Endurance score
01-30	Amazing
31-90	Monstrous
91-00	Unearthly

Note that Endurance scores refer only to the need for rest, as Spaceknights could withstand exposure to deep space indefinitely.

Reason and Intuition. Roll as per the rules in the Campaign Book, but shift the results two ranks to the right, to represent the fact that the characters come from an advanced race. The characters have been fighting the Wraiths for a long time, too, which would increase their scores in general.

Psyche. Roll as per the normal Campaign Book rules.

All Spaceknight characters have the same flight, body armor, and regeneration abilities possessed by Rom and Starshine. In addition, each Spaceknight character may roll randomly for 1-2 extra powers using the hero-creation section in the Campaign Book. Some variations should be made to the powers, as noted below.

Resistances and Senses: Protected Senses, Extraordinary Senses, and Infravision are possible.

Movement: Lightning Speed and Teleportation are possible.

Nature Control: Not possible.

Energy Control: All powers are possible.

Body Control: All powers are possible except Plasticity, Shape-shifting, and Body Transformation.

Distance Attacks: All are possible.

Mental Powers: All are possible.

Body Alteration (offensive): All are possible.

Body Alteration (Defensive): All are possible.

Weapons: Only Unique Weapon are possible.

Keep in mind that these super powers are produced and made possible by the Spaceknights' advanced battle suits. The power ranks of their powers, after being randomly rolled, should be shifted to the right one column to indicate they have been created by an advanced technology. A power's rank should have a maximum of Monstrous.

For a Fistful of Credits

Editor's introduction — We've received a lot of requests for more equipment that can be used on star-faring expeditions, and this article will hopefully fill in some of the gaps. The following material was produced before SFAC 3, *Zebulon's Guide to Frontier Space*, was released. It fits in with the original STAR FRONTIERS® game system, and it may be used by gamers who do not have access to the former product. Some modifications will be required if the *Zebulon's Guide* revisions are being employed in a campaign.

Gyrojet ammunition

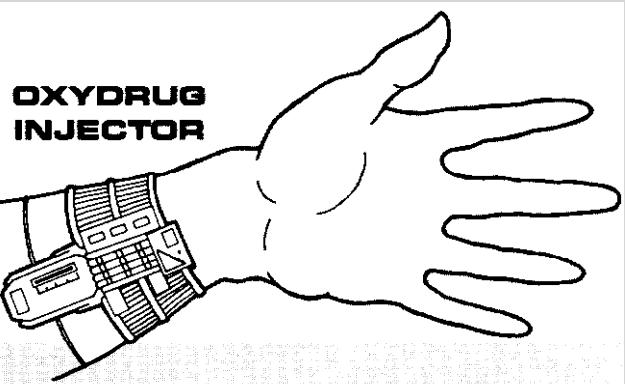
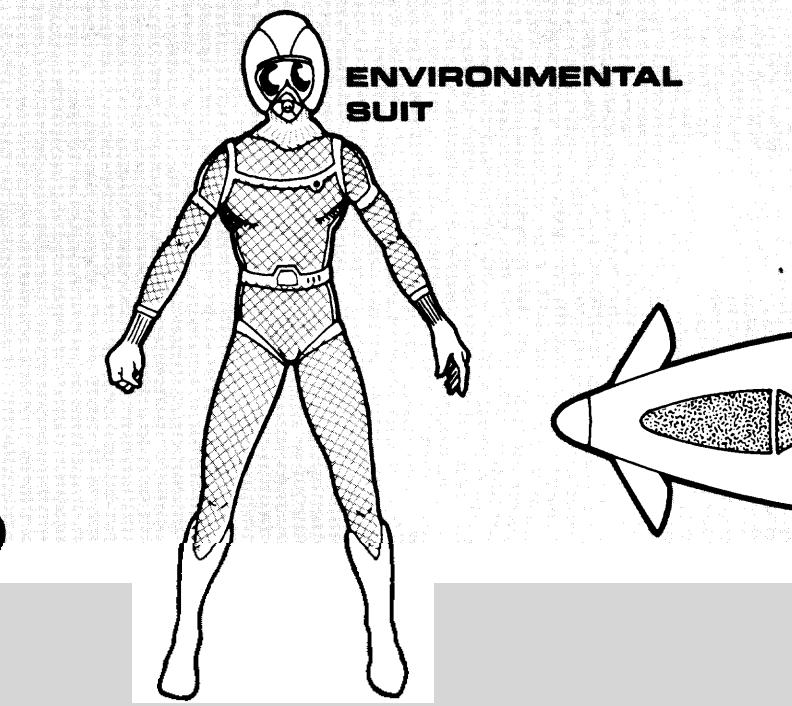
Doze jetclip. The doze jetclip is loaded with 10 rockets, each carrying a small amount of doze gas. The rockets burst on impact, causing no damage, but filling a one-meter area with doze gas. The target must pass a current Stamina check or fall unconscious for 1-100 turns. The doze gas is only effective on the round it is fired. These rounds are often used by police or security forces to take suspects alive.

Poison jetclip. The poison jetclip also has 10 rockets, each carrying a small dose of poison gas that will affect a one-meter area. When the target is hit, no damage is done, but a current Stamina check must be made. Those that fail will be affected by a S5/T10 poison. If the character passes the check or is wearing a gas mask or spacesuit, he will not be affected. A shot of antitox will neutralize the poison so no further damage is taken.

Tangler jetclip. This jetclip has 10 rockets filled with tangler fluid. No damage is caused when a target is hit, but a one-meter area is filled with tangler threads. The target may avoid being caught in the threads if a Reaction Speed avoidance roll is made. Otherwise, the threads will last for 30 minutes. Creatures with more than 100 Stamina points may break free in one turn.

Defensive Suits

Slipsuit. A slipsuit is a tight-fitting suit made from a special low-friction polymer. It covers the entire body. The hands and feet are made from normal material, allowing the character to grip, punch, and walk normally. The slipsuit makes its wearer harder to hit with most weapons in melee combat. The attacker is -20 on his chance to hit a character wearing a slipsuit, unless he is attacking with a sonic knife or sonic sword. Tangler grenades and tangler rockets will not stick to a character wearing a slipsuit, making it impossible to tangle a character wearing one. A slipsuit will be ruined once it has taken 100 points of damage.

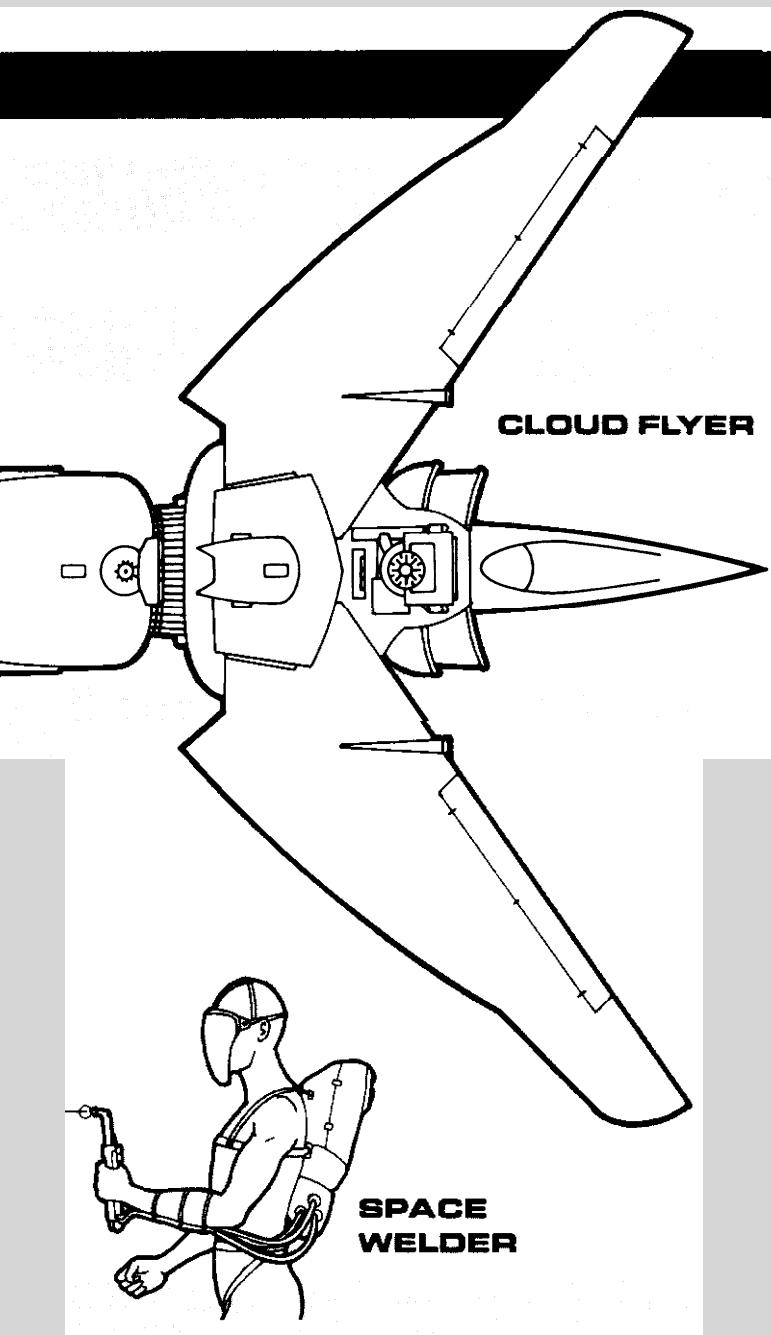


Organic computers are the cousins of the standard STAR FRONTIERS computer. Like normal computers, they are used to store and analyze information. However, they have many important differences.

Unlike a normal computer, which is made of electronic circuits, superconductors and specially formed crystals, the organic computers are grown from molecules. These are organic molecules, the same kind that form the building blocks of plants and creatures. This makes organic computers much smaller than the normal computers. Organic computers, however, are not considered to be living consciousnesses.

Since the organic computer is grown, it cannot be expanded like a regular computer (by adding function points). Instead, an organic computer has a function point potential. This is the maximum number of function points an organic computer can use at one time (and therefore the maximum number of programs that can be used at one time). However, programs can be entered and then later removed from an organic computer without damage to the computer or the program. It takes one turn to change the program of an organic computer. Unlike normal programs, when

by David "Zeb" Cook



a character buys an organic computer program, he is buying a set of pre-recorded instructions that tell his organic computer what to do. He is not buying the hardware needed to run the program. Different programs may be used at different times, but the potential cannot be exceeded by programs that are in use. The function points used by programs are the same as those listed for standard computer programs.

For example, Zir-zak, a Vrusk adventurer, has a level 2 organic computer. Its function point potential is 30. He is using the computer to manage certain areas of his spaceship. He could have a level 4 computer security program (16 function points), a level 2 life support (8 function points), and a level 2 installation security (6 function points) running at the same time. If he landed on a planet and wanted to use a language program, he would have to change one of the programs in the organic computer to do so. In this case, he decides life support is not needed and replaces it with a level 4 language program.

An organic computer may either be housed or implanted. A housed organic computer is much like a normal computer. The actual processing part of the computer is kept in a small tank filled with nutrients. Connections to it allow the computer to be interfaced with other computers and machinery. Its advantage is its extremely small size. An implanted organic computer is much

different from a normal computer; it is surgically placed inside a person or creature and becomes part of that person's brain. Its power is obtained from the food the person eats. An implanted computer interfaces with other computers by a micro-transmitter/receiver that is part of the implant. The computer interfaced to will require a similar transmitter/receiver as part of its equipment. Programs for an implanted computer are read by the person and "stored" in his memory. The implanted computer then draws these programs out of the person's memory. A character may have as many programs memorized as his Logic Ability divided by 10. These programs may be of any level. If the character is ever injured to zero Stamina points or below, the implanted organic computer is destroyed. This is true even if the character is placed in a freeze field and later revived.

For example, Zir-Zak (our Vrusk friend) has an implanted level 1 organic computer. His Logic Ability is 65, so he may store up to seven programs in his mind. The programs can be of any level, but Zir-Zak may only use 10 function points at any one time.

Important: Characters with implanted organic computers do not become supermen! They simply have access to a computer at all times. If a character attempts to have his computer solve something with too many variables, it will be beyond the abilities of the program. With any program, the character must still supply exact instructions and data. Computers cannot guess outcomes or predict events without a great deal of information.

Organic computers may only be implanted at the largest of hospitals with the most advanced of techniques. The process is very expensive and requires one month of hospital time for each level of the computer. The table below lists all the information on function point potential, size, and costs.

New equipment: Cost and mass table

Item	Cost (Cr)	Mass (kg)
Gyrojet ammunition		
Doze jetclip, pistol	20	-
Doze jetclip, rifle	30	-
Poison jetclip, pistol	50	-
Poison jetclip, rifle	100	-
Tangler jetclip, pistol	30	-
Tangler jetclip, rifle	60	-
Defenses		
Slipsuit	600	1
Computers	*	*
Organic computers	*	*
Computer receptor implant	*	*
Computer programs	*	*
Infiltration	*	*
Medical technology		
Accelerator drug	10	-
Anesthetic drug	5	-
Cloning	*	*
Experiential matrix analysis	*	*
Intensive healing	*	*
Oxy drug injector	500	-
Oxy drug refill	30	-
Regeneration	*	*
Universal antibody	100	-
Vehicles		
Cloud flyer	40,000	4,000
Miscellaneous equipment		
Density scanner	500	5
Environmental suit	100	2
Enviro-proofing		
Portable space welder	300	20
Thermosign generator	1,000	100

* — See description.

Organic computer information table

Computer Level	Function Point Potential	Cost (Cr)/Mass (kg)	
		Housed	Implanted
1	10	10,000/-	100,000/*
2	30	35,000/1	400,000/*
3	100	125,000/2	1,000,000/*
4	250	300,000/2	2,000,000/*
5	600	700,000/3	5,000,000/*
6	1500	2,000,000/3	10,000,000/*

* – Implanted computers are extremely small. They will have no effect on the carrying capacity, health, or appearance of the character.

Computer receptor implant

The computer receptor implant will allow the user of the implant to be in contact with his computer at ranges up to five kilometers. The user simply "thinks" his request to the computer. The computer (if it has the proper program) will then send an answer to the user, where it will be "heard" as a thought in his brain. So long as the user stays within range, he will be in contact with his computer.

When a character buys a computer receptor implant, he is actually buying a special implant, an attachment to his computer, and a special transmission program. The implant is a micro-transmitter/receiver with special connections that attach to the nerve cells of the user. This implant must be surgically attached to the character (just under the skin). This work can only be done at an advanced hospital (referee's decision where) and takes two weeks. The computer attachment is a similar transmitter/receiver that connects to the computer. The transmission program allows the two transmitter/receivers to talk to each other, and uses one function point. This program has no levels. The computer receptor implant costs 50,000 Cr. Transmitter/receivers that attach to other computers cost 2000 Cr each.

Computer programs

Infiltration. Infiltration programs are designed to help a person with computer skill defeat the security on other computers and detect security overrides. There are six levels of infiltration programs. Each level will add 5% to the character's chance of success. The amount of time needed to defeat security or perform a security override when using an infiltration program is changed to 10-100 minutes. To be used, the computer with the infiltration program must be successfully interfaced to the other computer. Defeat Security is not required to make this interface. Infiltration programs require the same amount of function points as computer security programs.

Medical Technology

The following items are new pieces of medical equipment and new medical processes. The processes may only be performed at hospitals with sophisticated medical equipment.

Accelerator drug. This drug speeds up the body's actions. Only a medic may administer this successfully. When under the effects of the drug, a character adds +2 to the initiative die roll (in addition to normal bonuses) and can make one extra attack per turn in melee combat. The effect will last for a number of turns equal to the character's Stamina score (at the time the drug is taken) divided by 10. Each turn the character is accelerated, the person will lose four Stamina points. Lost points are healed like normal wounds.

Anesthetic drug. This drug works exactly like a doze grenade, except that it must be injected into the target. Anyone may give the injection.

Cloning. This process is very rare, performed at only the most advanced hospitals. When a character is to be cloned, tissue sam-

ples are taken of various parts of the character's body. These may be held for any length of time. From these samples, a new body may be grown when requested. Growing a clone takes 500 days and costs 1,000,000 Cr. Physically, the clone will be identical in appearance to character from which the tissue samples were taken, save for scars and other uninherited physical traits. The clone will have average scores in Strength, Stamina, Reaction Speed, and Dexterity. It will have no Intuition, Logic, Personality, Leadership, or Special Abilities. A clone may be supplied with these abilities through an experiential matrix (giving the clone the scores recorded in the Matrix, see below). If a matrix is fed into a clone different from the person from whom the matrix was taken, the Strength, Dexterity, Reaction Speed, Personality, and Leadership scores are reduced by 20 points. No score may be reduced below a level of six in this case. Clones and cloning are illegal on some worlds.

Experiential matrix analysis. Living characters may undergo an experiential matrix analysis. This process will record all memories and experiences of the character up to the time of the analysis into a special computer storage. The process is mainly used to transfer memories to a clone, and may only be done at an advanced hospital. This process is dangerous as it involves severe strain on the character; there is a 20% chance that the following abilities will be permanently reduced whenever an analysis is made: Stamina, Logic, Intuition, Reaction Speed, Personality, and Leadership. One check is made for each ability. If an ability is to be reduced, the character will lose 10-50 points in that ability. All abilities (except Stamina) may not be lowered to less than six points. If the Stamina ability is reduced to zero or below, the character is permanently dead. The referee should record the reduced Ability Scores of the character analyzed and keep this information for later use. Reduced abilities may only be increased by use of experience points. The analysis takes one week and costs 50,000 Cr.

Intensive healing. Intensive healing may only be done at sophisticated hospitals. The referee should decide if a hospital is able to do intensive healing. Intensive healing will allow the character to heal 40 Stamina points a day. The cost is three times the number of points healed per day plus 500 Cr. Healing 85 Stamina points would take three days and cost 755 Cr.

Oxy drug injector. This slowly releases oxygen into the bloodstream, supplying all needs for twelve hours. Oxy drug injectors are usually worn on the wrist, feeding the drug directly into the blood. The injector must be attached at a hospital. Once the injector is attached, the character may refill it with oxy drug as needed. The cost of a refill is noted on the price list. Note that an oxy injector will not protect a character in space; a spacesuit MUST be worn.

Regeneration. This process allows lost arms, legs, fingers, and toes to be regrown by the use of special medical stimulation procedures. It may only be done at the most advanced hospitals. The patient, obviously, must be alive (or in a freeze field) when brought to the hospital. Regeneration takes 30 days for a finger or toe (costing 50,000 Cr) or 90 days for a complete arm or leg (costing 200,000 Cr). How the character lost the limb in the first place is left entirely up to the referee. If the referee does not want to deal with this, the game problem of limb loss and regeneration may be ignored. Since Dralasites do not have any specific limbs, they do not need regeneration.

Universal antibody. This antibody helps protect the person from any type of disease. It may only be injected at a hospital. Characters with the universal antibody have a +20% chance to resist any disease (if the chance to resist the disease is 0% (nil), the character is given a 20% chance). This product is a great boon to galactic tradesmen and explorers of new worlds.

Vehicles

Cloud flyer. The cloud flyer is an atmosphere craft specially designed for use in hostile environments. It has a completely pressure-sealed cabin and cargo area to protect the occupants and

equipment from the environment. A cloud flyer's main wings are swept back, and it has a shorter pair of wings, or canards, mounted near the nose.

Cost: 40,000 Cr (rental fees - 200 Cr down, plus 100 Cr/day)

Top/cruise speed: 400 kph/150 kph

Passengers: 6

Cargo limit: 3,000 kg, 3 cubic meters

Miscellaneous equipment

Density scanner. This device consists of a bulky backpack connected to a large cameraleike set of goggles. The user wears the goggles, which show the scene in front of him. The density scanner checks emmissions from the electromagnetic spectrum and computes the density of the items observed. It can only give very general readings. The scanner is often used for locating hidden cables and wiring for repairs. The scanner does not really "see through" things. It only gives the density reading of the surfaces of things. The density scanner must be supplied with SEU to operate, and it uses 1 SEU for every 10 minutes of operation.

Environmental suit. This suit is designed to protect its wearer from the weather and other conditions on habitable planets. It is made of lightweight, quilted cloth. The suit covers the entire body and has a built-in gas mask, goggles, and a small heating/cooling system. This will keep the suit cooled to a comfortable temperature on hot planets and warm on cold planets. The suit also protects against tainted atmospheres, airborne irritants, and dust and sandstorms. Any field may be used with the suit, and it may be worn under an albedo suit or skisuit. It may not be worn under a slipsuit. The environmental suit itself gives no protection from attacks. The suit may be powered from a power pack or powerclip. It uses 1 SEU per day, if the heating/cooling system is used.

Enviro-proofing. This treatment may be given to any article of equipment or vehicle except hover vehicles. Enviro-proofing pro-

tects these items from the extremes of heat, cold, dust, submersion, tainted atmospheres, and vacuum. The referee should note that there are no specific rules for equipment failure in the STAR FRONTIERS Expanded Rules. Enviro-proofing is provided to protect equipment in situations in which the referee feels weather may affect the item. It is up to the referee to create other planets and situations where it would be useful. Enviro-proofing may be done when the item is bought or at some later time. The cost to enviro-proof an item is 10% the cost of the item.

Portable space welder. The portable space welder is an all-environment welder. It will work in all conditions, including in vacuum, underwater, and in poisonous or tainted atmospheres. It is similar to a modern oxyacetylene torch and uses an open flame for its welding and cutting. It may be used to weld metals and hardened plastics or to cut through these materials. It takes the welder one turn to make a weld or cut 50 cm (.5 meters) long. The welder may cut through up to 3 cm of material. The welder may only be used in melee combat and no bonus is added for Melee Weapons skill. If a hit is scored, the target will suffer 5-50 points of damage from the flame. A fuel tank is required to operate the welder. One tank will fuel the portable space welder for one hour.

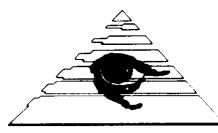
Thermosign generator. The thermosign generator is an advanced form of the infrared jammer. It creates an infrared image of something that is not actually there by generating the proper heat patterns. This image will be seen on all infrared goggles and sensors. The thermosign generator has a 10-meter radius; it may create nothing larger than this radius. Creatures and items inside this radius will not be seen on infrared sensors. An image disc is required for the generator to create the infrared image. These discs must be custom-made and cost 100 Cr each. The generator is approximately a one meter cube. It requires a parabattery to operate. The generator uses one SEU each hour of operation.

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Convention Calendar

MADNESS '86, Aug. 9-10

This comic book, gaming, and science fiction convention will be held at Middletown High School in Middletown, N.Y. Preregistration fees are \$8, and \$10 at the door. For more details, send a self-addressed, stamped envelope to: Madness '86, 9 Sheffield Drive, Middletown NY 10940.

VALLEYCON '86, Aug. 9

This science fiction, gaming, and comic book convention will be held at the Veteran's Memorial Building in Tulare, Calif., from 10 a.m. to 8 p.m. There will be open and organized gaming, movies, exhibits, speakers, a dealers' room, and costume and trivia contests with cash prizes. Registration is free. For more information, contact: Big Mike's Video, 1766 E. Tulare Ave., Tulare CA 93274.

GEN CON® 19 GAME CONVENTION, Aug. 14-17

This annual gaming convention, sponsored by TSR, Inc., will be staged at the MECCA Auditorium and Convention Hall in Milwaukee, Wis. For more information, contact: Marti Hayes, P.O. Box 756, Lake Geneva WI 53147.

DRAGONFLIGHT '86, Aug. 22-24

This gaming convention will be held in the Campion Tower at Seattle University from 4 p.m. Friday until 7 p.m. Sunday. Sponsored events will include role-playing game tournaments and open games, boardgames, miniatures, and computer games. There will also be on-site housing, food services, a dealers' room, and a game auction. Preregistration is \$18 with no event fees. For more information, contact: Dragonflight, P.O. Box 417, Seattle WA 98111.

ALPHACON I, Aug. 27-31

This gaming convention will be held at the Meadowlands in N.J. A variety of games and game tournaments will be offered, as well as personal and corporate display booths. Advance registration fees are \$21.99; registration fees are \$25.99, or \$7.99 for a one-day pass. For more information, contact: S. Bugaj, P.O. Box 1997, East Hampton NY 11937.

POLYCON '86, Aug. 30-Sept. 1

This gaming convention will be staged at the California Polytechnic State University in San Luis Obispo, Calif. A variety of wargaming and role-playing tournaments will be featured. For more information,

contact: S.A.G.A./Polycon, Box 168, Julian A. McPhee University Union, Cal Poly State University, San Luis Obispo CA 93407.

AUTUMN CAMPAIGNS '86, Sept. 6-7

Sponsored by the Lexington Historical Gamers Society and the Rusty Scabbard hobby shop, this convention will take place at the Lexington Hilton Hotel in Lexington, Ky. Events will include board games, historical miniatures, and fantasy and science fiction role-playing games. For more details, send a SASE to: Lexington Historical Gamers, c/o The Rusty Scabbard, 513 E. Maxwell St., Lexington KY 40502.

KING CON II, Sept. 6

Sponsored by the Knights of the Griffin, this gaming convention will be held at the Mount Vernon City Park in the Roland Lewis Community Building in Mount Vernon, Ill. Advance registration is \$4 (plus \$1 if you wish to participate in the AD&D tournament). Other activities will include a figure painting contest, games dealers, an art show, and lots of free gaming. For further information, contact: Convention HQ, c/o The Dragon's Lair Game Shop, 1311 N. 13th, Mount Vernon IL 62864.

EARTHCON VI, Sept. 19-21

This science fiction convention will be held at the Holiday Inn at Rockside Road and I-77 in Cleveland, Ohio. Guests of honor will include Gordon R. Dickson and C.J. Cherryh. Videos, a masquerade, an art show, and an auction will also be offered. For more details, contact: Earthcon, P.O. Box 5641, Cleveland OH 44101.

NOWSCON '86, Sept. 27-28

Sponsored by the Northern Ohio Wargaming Society, this convention will take place at the Brookpark National Guard Armory in Brookpark, Ohio. Miniatures and role-playing tournaments will be offered. For further details, contact: Nowsccon '86, P.O. Box 29116, Parma OH 44129.

SUNCOAST SKIRMISHES '86, Oct. 3-5

This wargaming tournament will be held at the Asheley Plaza Hotel. A variety of wargames and role-playing games will be featured. For more information, contact: Suncoast Skirmishes, 2550 34th Ave. N., St. Petersburg FL 33713.

ENCOUNTER 10, Oct. 4-6

This science fiction and fantasy convention will be held at the Wichita Hilton Inn

East. Guests of honor include Fritz Leiber and Gene Roddenberry. Registration fee is \$15. For more details, contact: Fandom, P.O. Box 1675, Wichita KS 67201.

FRONTIER WAR 2.5, Oct. 4-5

This gaming convention will be held at the Miller Park Pavilion in Bloomington, Ill. Registration fees are \$5 until Sept. 20, and \$6 thereafter. For more information, contact: Frontier War 2.5, c/o Steven Miller, 511 W. Mulberry, Apt. 2, Bloomington IL 61070, or telephone (309) 827-7817.

CHICAGO MODEL AND HOBBY SHOW, Oct. 9-12

Sponsored by the Radio Control Hobby Trade Association, this game, model, and hobby show will provide a variety of product sales and demonstrations. This second annual event will be held at the O'Hare Expo Center. For further information, contact: Susan P. Lind, toll free, at (800) 323-5155 (in Illinois and Canada, call (312) 299-3131).

U-CON 4, Oct. 10-12

This convention will be staged at the Coffman Union at the University of Minnesota in Minneapolis, Minn. For details, contact: Conflict Simulation Association, U-Con 4, University of Minnesota, 235 Coffman Union, Minneapolis MN 55455.

ADVACON, Oct. 12

This gaming convention will be held at the Polish Falcon Hall in Depew, N.Y. Fantasy and science fiction role-playing games, board games, and miniatures tournaments will be among the featured events. Preregistration fees are \$3, and \$3.50 at the door. For details, contact: The Advacon Fellowship, 101 Floss Ave., Buffalo NY 14211.

CONTACT '86, Oct. 17-19

This science fiction and gaming extravaganza will be held at the Ramada Inn in Evansville, Ind. Guests include David R. Palmer, Stanley Schmidt, Frank Mentzer, and Penny Petticord. Other events will include RPGA tournaments, a miniatures contest, and an art show. Registration fees are \$12 until Oct. 1, and \$15 thereafter. For further information, contact: RCSFA, P.O. Box 3894, Evansville IN 47737.

RUDICON '86, Oct. 17-19

This gaming convention will take place on the RIT campus in Rochester, N.Y. Featured at this convention will be a variety of events, including wargames, role-playing games, a dealers' room, movies, and tournaments. Registration is \$7, and \$5 for students with ID. For more details, write to: The Rochester Wargamers Association and Guild, c/o Student Directorate, One Lomb Memorial Drive, Rochester NY 14623, Attn: William Trainor.

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For further information, contact Mary Parkinson, TSR, Inc., P.O. Box 756, Lake Geneva, WI 53147.

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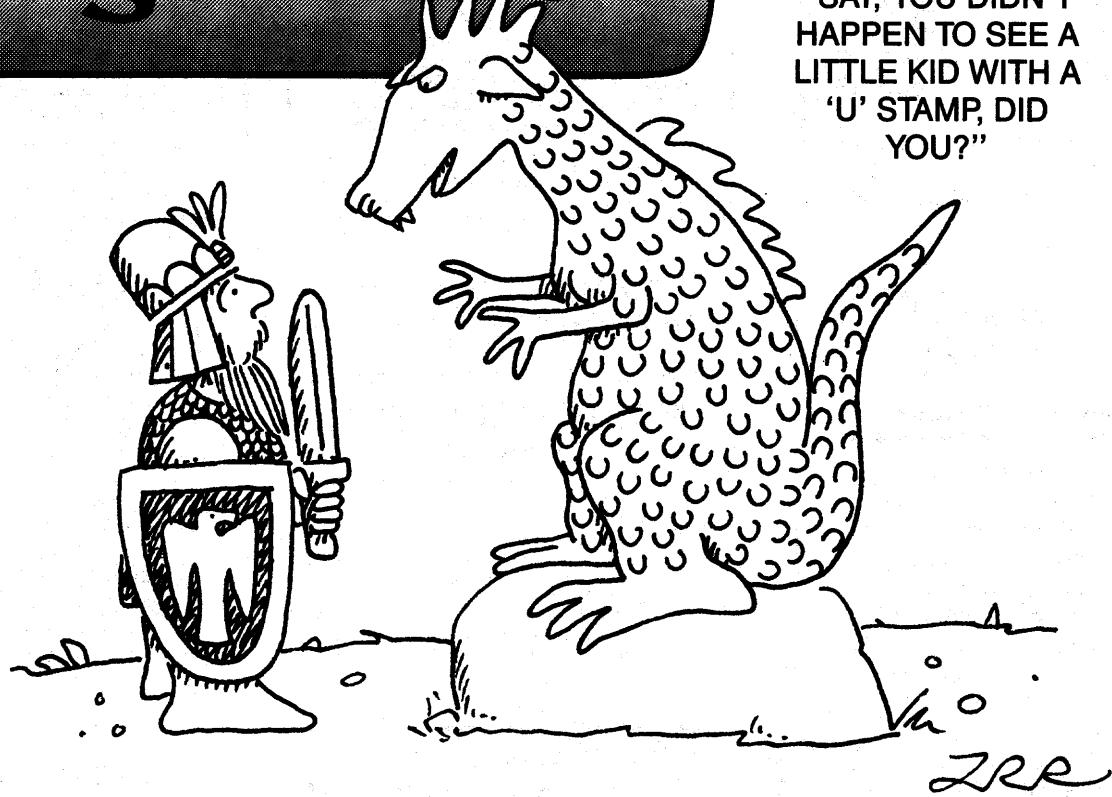
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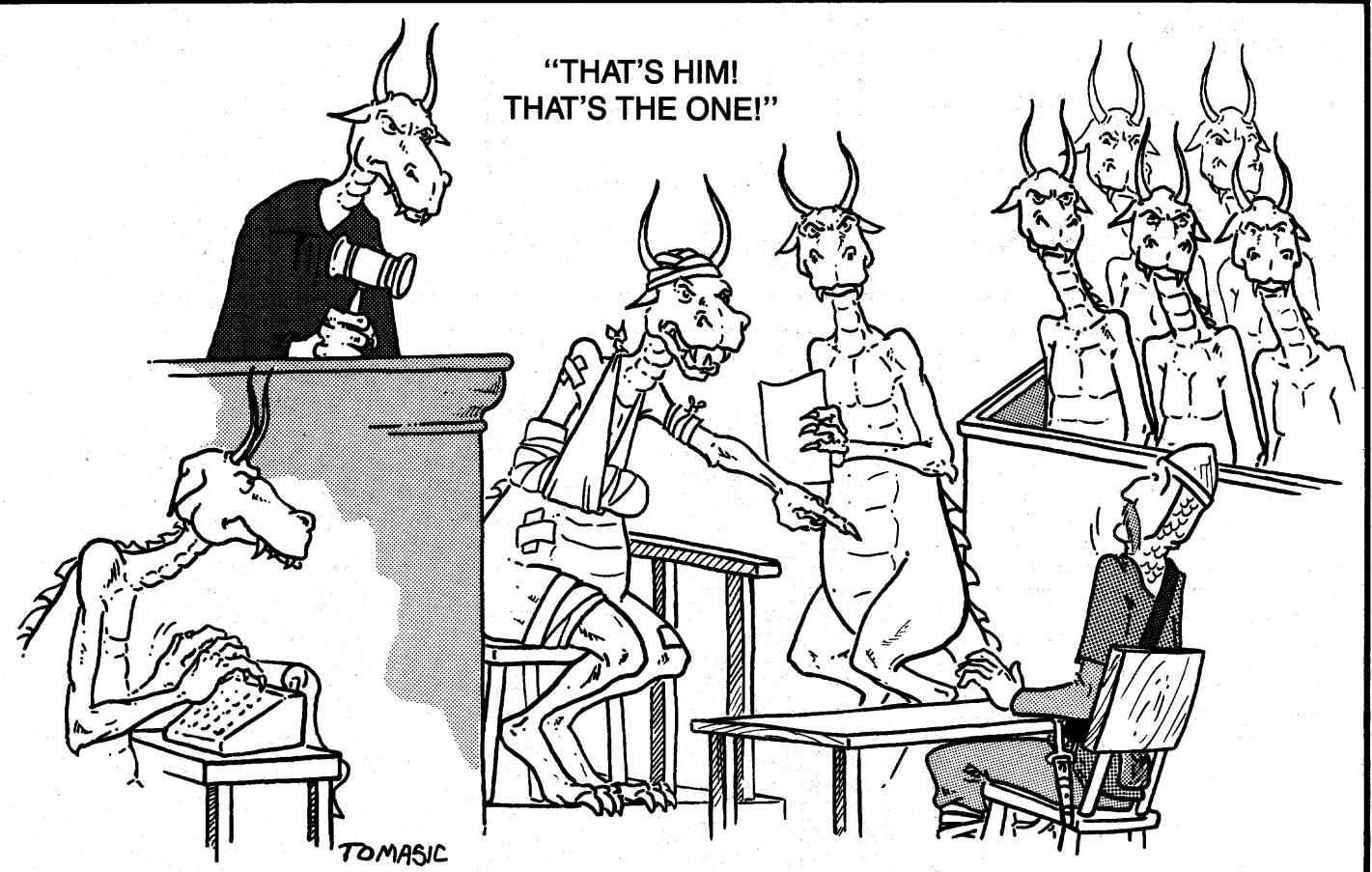
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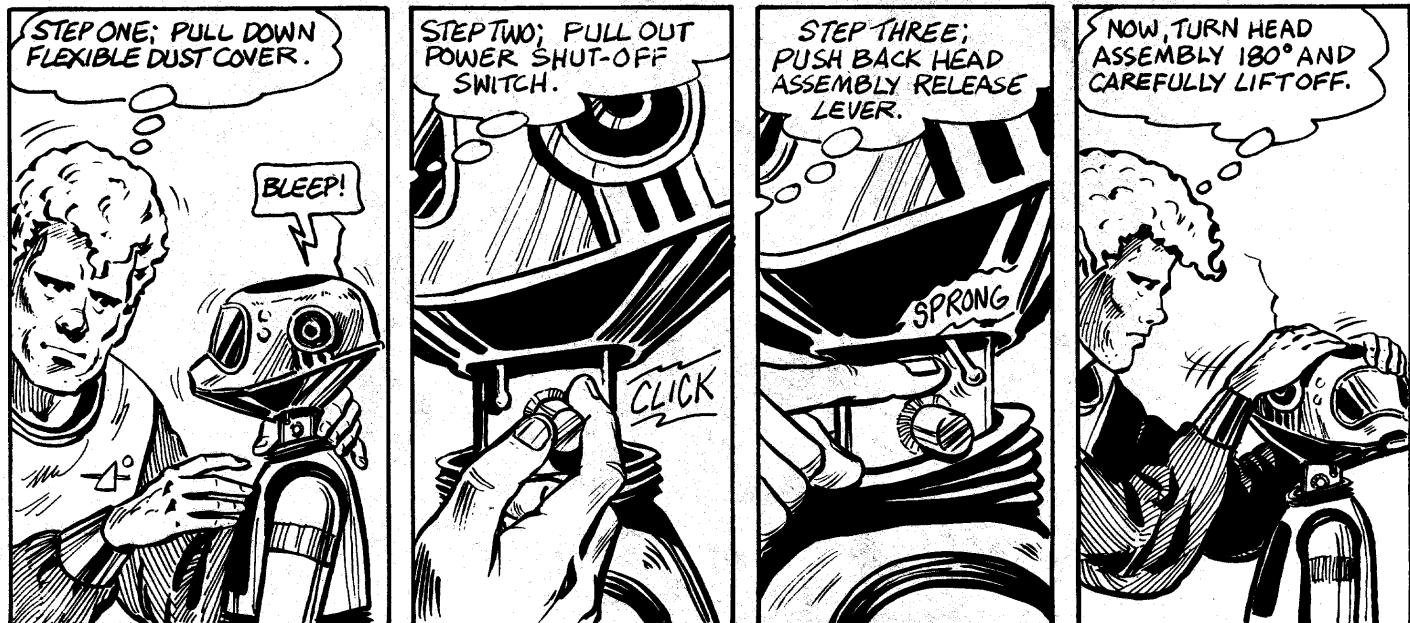
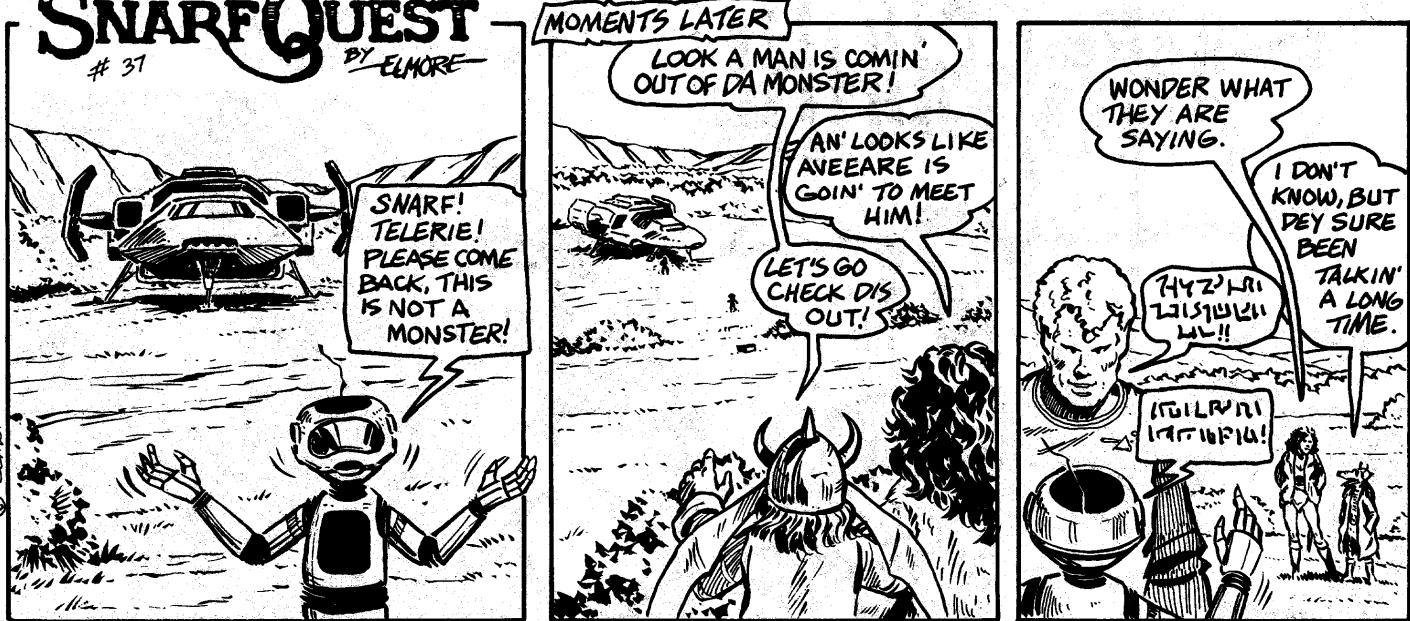
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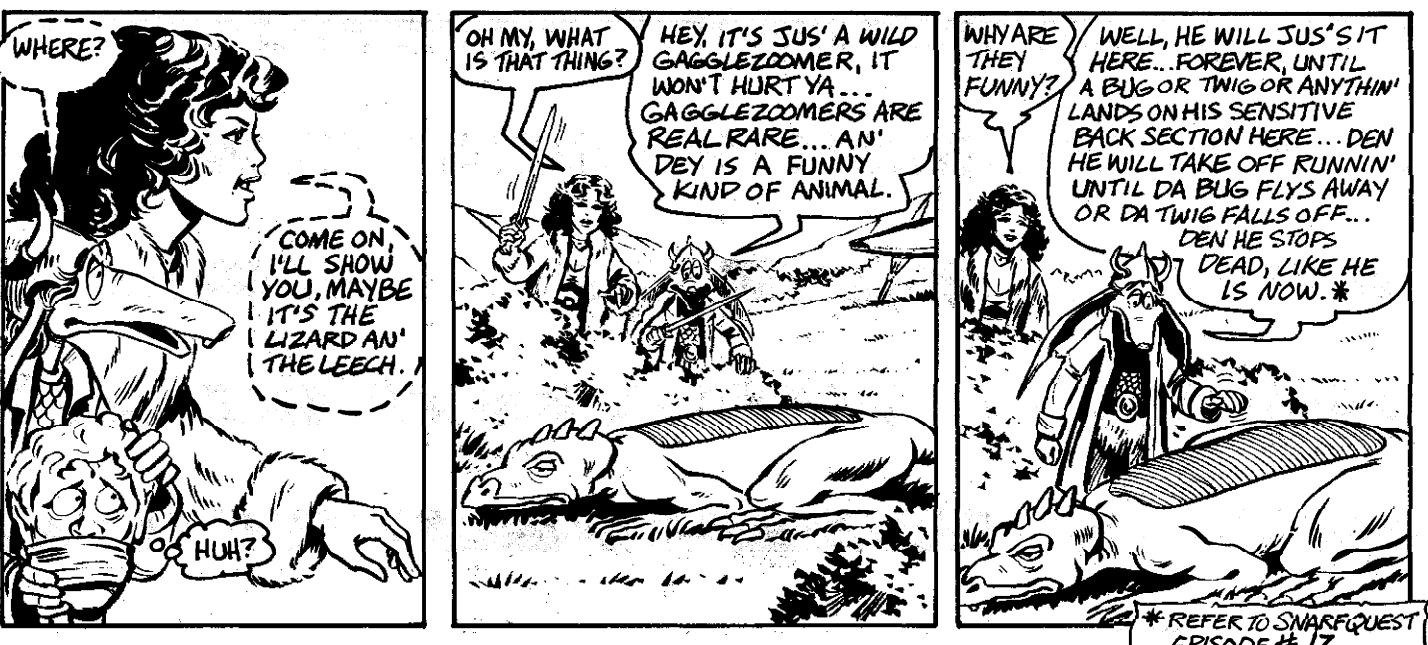
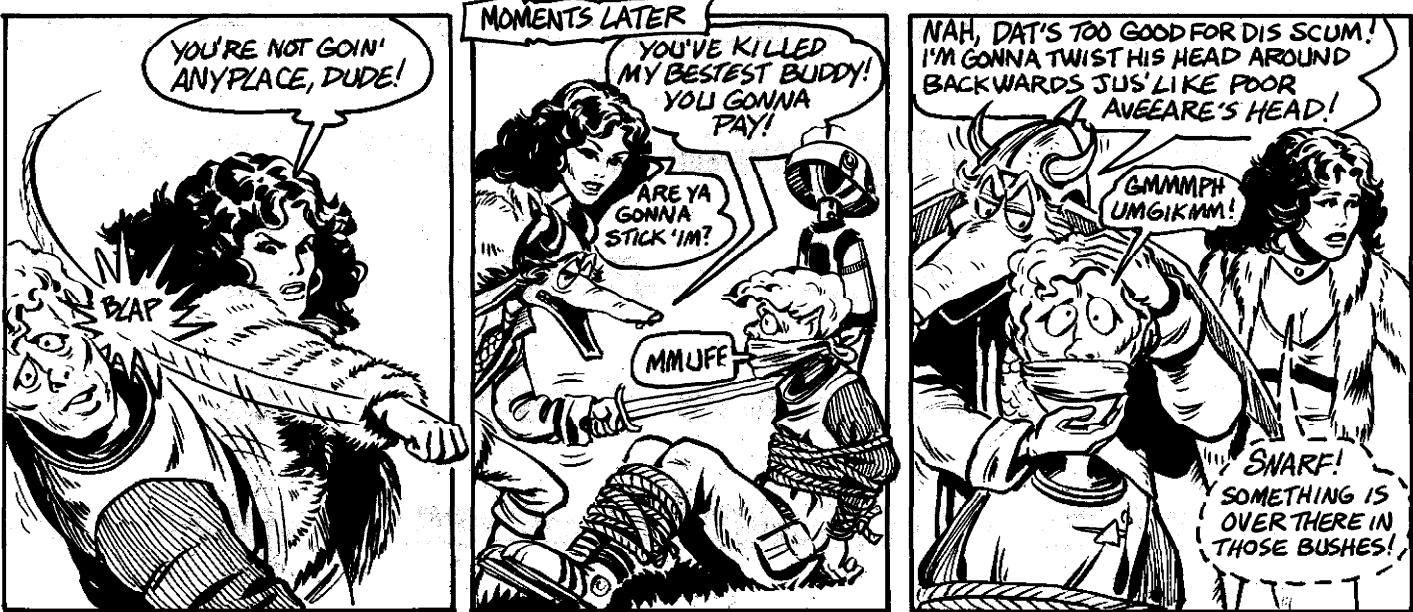


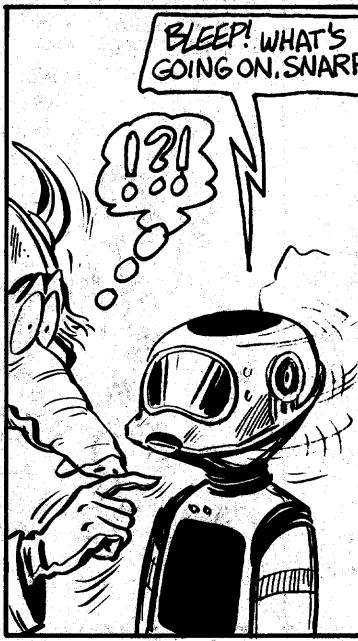
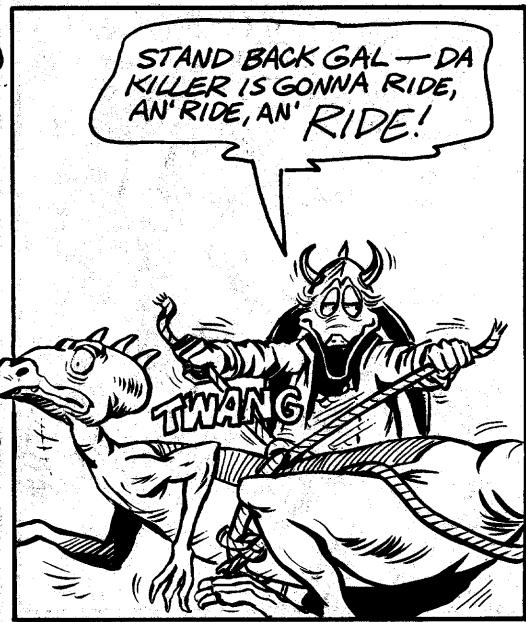
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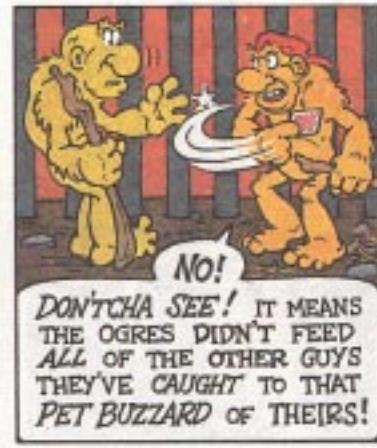
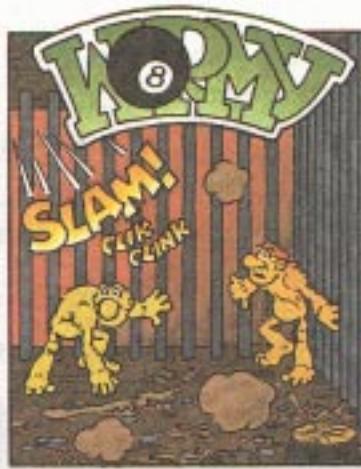
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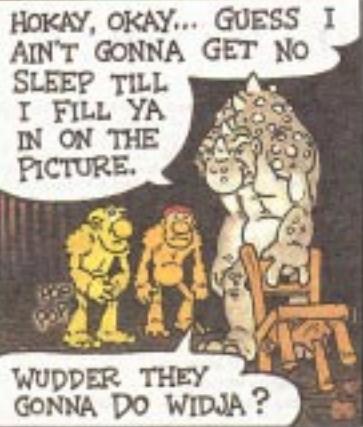












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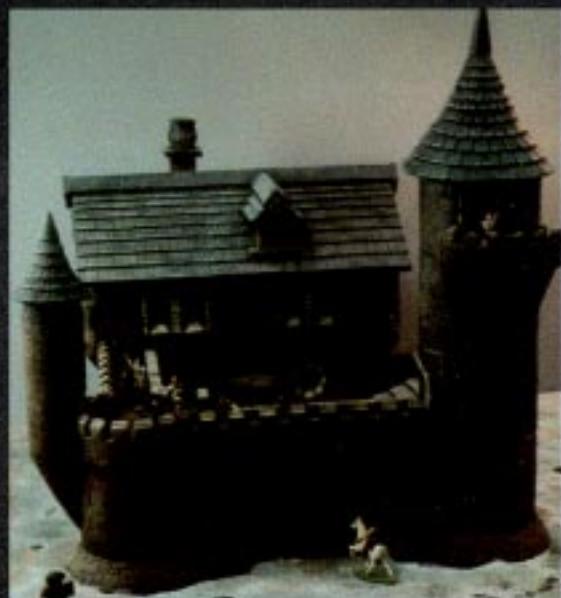
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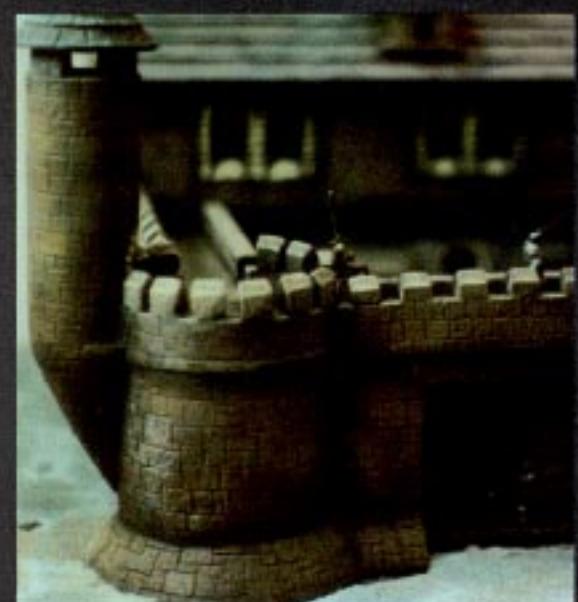
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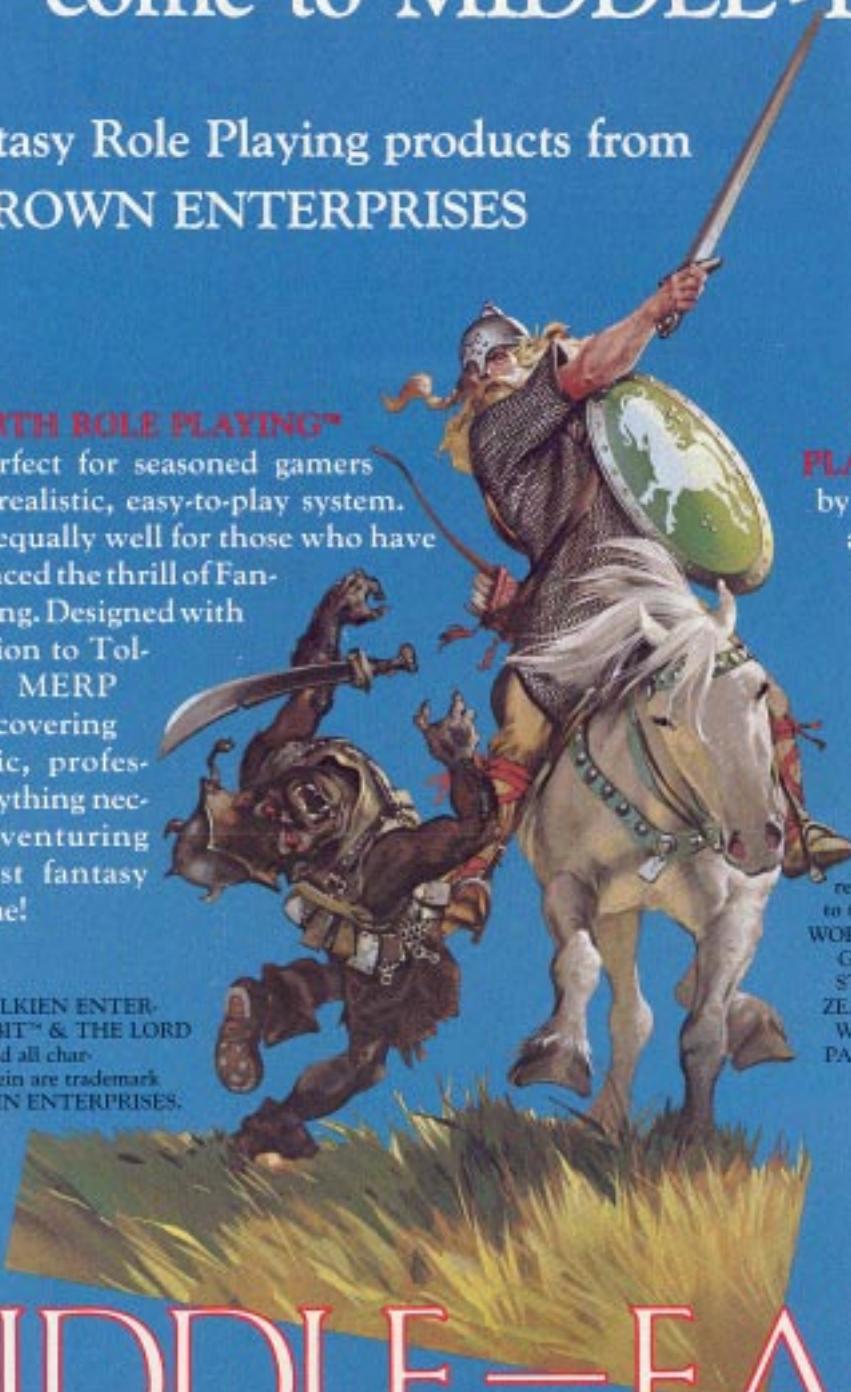
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