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COVER

"Spirit of the Night" is David Martin's second cover painting for DRAGON Magazine, and one that we thought would set the mood for the Halloween season. In David's words, "No one understands the intent of a painting better than the artist himself," so here's his description of what's going on: "In a shower of moonlight, a lone figure kneels in supplication to the image of a god worshiped long ago. Aroused, the elemental nightwind rises up, phoenix-like, from the ashes of the dead city. It carries the smells of the forest, invisible, yet potent as a prayer in the silence."

LETTERS

Second Edition

Dear Dragon,

I am deeply concerned about the future of the AD&D game! What about those of us who have spent \$100 plus to get where we are with the first edition. Will they mesh together? I mean, will I be able to use the new DM's guide with the old player's manual?

If not, what can a devout 1st editioner do? Will you have a way for us to trade our old books in for credit? Will you continue to publish 1st edition books or supplements?

Gil Kuper
Powhatan, Va.

For an answer to Gil's letter, we went right to the source — Dave (Zeb) Cook, who is the Project Coordinator for the design and production of the 2nd Edition of the AD&D game. Here's what Zeb had to say:

The AD&D game has been around for a number of years now, and in that time a lot has happened. A game like this doesn't stand still: it grows, changes, and improves. One of the biggest objectives of the 2nd Edition is to push the sprawling mass of rules back into one cohesive shape. This will involve gathering some of the material that has appeared in other books, modules, and DRAGON® Magazine into one set of books. At the same time, there are things we know or feel are broken. (My pet peeves include bards, weapon speed factors, and encumbrance.) These areas are going to receive close scrutiny, and many of them are going to be changed.

However, there is no intention to change the basics of the game! It will be the same game you know. Ideally, yes, you should be able to use a 1st Edition Players Handbook with a 2nd Edition Dungeon Masters Guide. It cannot be a perfect match — there are going to be changes — but we are not trying to force everyone to abandon their old books.

I know many players have made a sizable investment in the AD&D game and that we are asking you to change your investment. We are looking at ways of keeping your costs down. Central to the current plan is to keep the core of the game down to two books, one of player's information and one for the DM. Other books would be bought by you as you wanted them, including monsters, extra detail on different cultures and environments, and so forth. Secondly, TSR is looking at ways to offer you a special deal. Many things have been discussed — coupons, trade-ins, introductory prices, and more. No final decision has been made yet, but we know that something must be done in recognition of our long-time supporters.

Our intention is to eventually replace all the current hardbacks by 2nd Edition versions, but this is a project that will take years. Some years from now there will be new editions of Unearthed Arcana, Oriental Adventures, and more, but it is going to take time! The book you just bought yesterday or the one you buy tomorrow will not be immediately out of date.

The 2nd Edition is in no way an attempt to

rob you. As a designer, I want to do it because the game needs it. It is something that must happen if the AD&D system is going to grow and stay exciting and lively for everyone.

Zeb Cook

Psionics & combat

Dear DRAGON:

Recently, I have become interested in psionics. But, in doing so, I became confused. This is because I found two conflicting viewpoints. The "Sage Advice" article in issue #78 says that the invisibility discipline cannot be used while attacking. On the other hand, an article in issue #105 gives me the opposite idea. Beginning with the last sentence in the second column of page 20, the article states: "It must be possible to use a psionic discipline while making physical attacks against an opponent; otherwise, a power such as body weaponry would be fairly useless." Can you explain?

Mark Reinhart
Adkins, Tex.

The use of psionic disciplines may be treated as spell-casting, in that one cannot cast a spell (or use a psionic discipline) and make a physical attack — unless stated or implied otherwise in the rules. Thus, one may cast and use Mordekainen's sword or Tenser's transformation in a physical attack, but one could not cast knock or maze and attack in the same round.

The following disciplines could be used as part of (or while making) an attack: body weaponry, expansion, reduction, and shape alteration. A discipline might obviously make attack impossible (suspend animation), while others are assumed to require excessive concentration (animal telepathy, aura alteration, cell adjustment, clairaudience, clairvoyance, detection of good/evil/magic, domination, empathy, ESP, hypnosis, mass domination, molecular manipulation, molecular rearrangement, object reading, precognition, sensitivity to psychic impressions, telekinesis, telepathic projection, telepathy, telepathic projection, and teleportation) or are themselves attack forms (molecular agitation and possibly telekinesis).

The status of some disciplines is in doubt (astral projection, body control, body equilibrium, energy control, etherealness, invisibility, levitation, mind bar, mind over body, probability travel); Dungeon Masters should use their own discretion in such cases. As a rule of thumb, DMs can refer to spell equivalents to determine whether a discipline could be meshed with an attack. Thus, levitation could be used while making an attack, but invisibility could not be — unless one wishes to equate the discipline with more powerful spells like improved invisibility (a deadly combination indeed). It is suggested that powers that have long durations and little effect on physical combat be permitted for use with combat (such as mind bar), but those that affect combat in some manner by altering the damage one takes from an opponent be disallowed (body control and energy control). — RM

A word from "the read thing"

Kim asked if I'd like to write the editor's column for this issue, since the topic is one which has suddenly become rather dear to my heart. The issue has certainly cost me some peace of mind and a lot of work time to resolve.

Two days before the GEN CON® 19 Convention, I received a letter from someone who had some interesting news to tell me. "I hope you are sitting down while you are reading this," he wrote. He then proceeded to tell me that he had gone to the San Diego Comic-Con convention and had told the staff there that he was I, Roger Moore, and had come to the convention from TSR, Inc., to promote our products and gaming in general.

The game convention staff did not check this person's identification; a simple glance at a driver's license would have ended the problem. But I doubt that even I would have thought to do that. If someone came up to me and introduced himself as Fritz Mondale, I would probably be inclined to believe him, particularly since I don't remember too well what Fritz Mondale looks like. Besides, as several people later confirmed, this person was very charismatic, smooth, and glib. He sounded as if he knew what he was doing, and he knew a bit about TSR, Inc. — not much, but just enough.

To make the story short, "Roger Moore" was placed on a discussion panel, he fielded questions about TSR, Inc.'s legal status and internal policies, he helped run a game tournament, and he probably signed a few game books for those who came to the convention. Everyone thought it was really I. Pretty funny, right?

Not if you were fooled into thinking that this guy was telling you the truth, when he was lying to you all the while. Not if you wrote to us asking for employment information on his ("my") recommendation. Not if you were a convention staffer, realizing you'd been had by some guy who just wanted to get into the convention free. And especially not if you were I and had no idea of what damage this person had done to your reputation, small as it may have been. (I'm not the actor Roger Moore, but I do try!) Some people like me, and that's nice; some people

(Turn to page 91)

The World Gamers Guide

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

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

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

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

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

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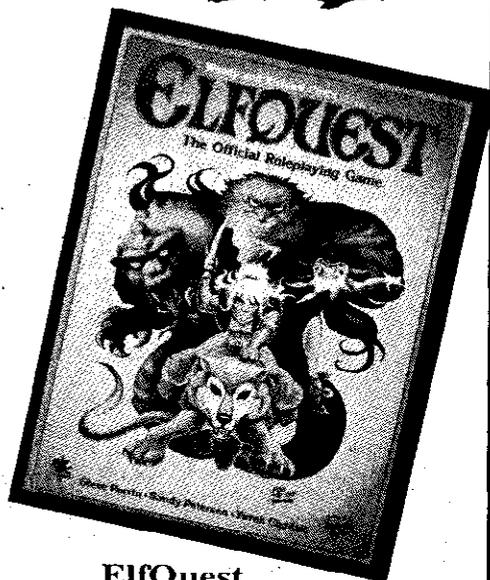
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FORUM

Margaret Foy's letter in The Forum section of the August 1986 issue of DRAGON® Magazine advocating sensitivity to the feelings of those who adhere to real-world religions that happen to have been adapted into the AD&D® game system was both insightful and challenging. Attempts to describe so as to quantify anyone's deity can be seen as insensitive, for such quantifying is contradictory to a belief in the transcendence of such a god — where ineffability is an inherent characteristic of transcendence. And building into a game the thought that one's god could be attacked by any source of "other" power could render the very act of playing the game contrary to one's religion. For example, as a Christian cleric (a Roman Catholic priest), I would find the suggestion that any creature could attack the Holy Spirit to be a concept bordering on blasphemy; so I deeply appreciate Ms. Foy's observation that parallel feelings could arise among the adherents of other religions.

However, Ms. Foy's derivative that "the honestly held beliefs of minority religions should not be trivialized in the pursuit of entertainment" is not so easy to accept or to apply to the AD&D game structure. For not only have religion(s) and even specific credal beliefs been satirized and parodied in centuries of literature — and now decades of film — with only arguable harm to their causes, but even ridicule of religion has led to its spread throughout history. (You just can't keep a good thing down.) Moreover, contrary to Ms. Foy's assertion, it is not only minority religions that have been introduced into AD&D, but Islam, Judaism, and Christianity as well. Though no pantheon has been described because of the belief in one and only one supreme being who is infinite and therefore non-quantifiable, other supernatural beings pertaining to these religions have been introduced into game play: St. Cuthbert, for example, and the whole ranks of devas which really are angels and archangels. Furthermore, the entire clerical character class system is reminiscent of Judeo-Christian structures and practices. I suspect some Christians and Jews find that aspect of the game offensive, but I personally have encountered no such criticism.

Therefore, though I agree wholeheartedly with Ms. Foy's call for sensitivity, I suggest an approach different than that of avoiding all historical religions. One need only refrain from attempting to describe (and thus delimit) the Supreme Being in any religion, but allow angels and saints to interact with characters — as history itself indicates has happened. Far from being insulting, the imagined interaction with the holy and revered beings could transcend the game and become spiritually uplifting as well as entertaining.

Fr. Patrick J. Dolan
Danville, Ky.

I play a female cleric/magic-user who is (in the words of one of the DMs) "really both and neither." There is a long story behind her, but let it suffice to say that her home is the Home of Magic. This is the name for the origin of all magic, good or evil. Because of her home, my

character has a strange talent (well, actually three, but only one of concern here) that accounts for that "slight advantage" of constitution which women seem to have over men.

This talent is a permanent cure wounds. This "blessing" does, however, have one catch — my character takes the wound onto herself, then cures herself (*Star Trek* fans may be reminded of Gem from the episode entitled "The Empath") — a process which often takes hours to conclude. Rather uncomfortable situations occur when she is the only cleric in a group of about 30 people who seem to enjoy receiving mortal wounds (as has been the case for almost one year now). No imbalance in the game occurs, as all other players possess great skill in their chosen fields, and we are neither under- nor overmatched.

My sister, who is the only girl in the group, is a fighter, and her "slight advantage" in constitution is also considered. When she gets wounded, and is left unhealed by a cleric, she has a tendency to heal slightly faster than the men.

Now then, before I change subjects, a few words about the campaign I play in are in order. First of all, it is run after school, one day a week, on the school premises, by two male teachers. Because of the recent controversy concerning the D&D® and AD&D® games, and the fact that this is a school-sponsored event, we do not follow most of the D&D or AD&D rules. We also try to avoid calling "our little game" D&D or AD&D, although it is basically one or the other (I'm not entirely sure which). Furthermore, we do not use any rules concerning levels, experience points, exact numbers of hit points, specific amounts of money, or even dice (2d10 are all that are used), but all characters are of an equally high level (thus my phrase "possess great skill").

Aside from all this, I quite agree with Darcy Stratton's letter in issue #112 of DRAGON — even though a female's constitution is accounted for in the campaign in which I play.

Personally, I cannot see why some people are loathe to say that females are equal to (if not superior to) males in the non-human races. The "realism" argument certainly cannot be used in this regard. After all, when was the last time you saw a real elf, halfling, or other such demi-human? And just because most fantasy writers assume male non-humans are superior to their female counterparts doesn't mean you have to assume likewise. Aren't role-players supposed to use their imaginations a bit in these games? It sure doesn't take much to say a certain race is male-dominant. (This doesn't mean that no race can be male-dominant, of course.)

Anyway, there is a precedent for strong women, even in the human race: the Amazons of Ancient Greece, for example. These women certainly weren't taught to sit around the house all day and do needlework! And as for those that did, they had to have a good constitution, and perhaps strength, too. If they didn't, they would never survive giving birth to their first child. Thus, the trait of good constitution was passed on from mother to daughter.

Anyhow, I hope all of this has proven one

point or another. I also hope that Darcy can get the problems with her female characters straightened out, and doesn't decide to stop playing the D&D or AD&D game because of this controversy.

Jeannie Whited
Rockville, Md.

Upon reading Matt Bandy's article, "Armor, Piece by Piece" in issue #112, I was moved enough to express my violent disagreement with what I thought was a concept horribly incongruous to the AD&D® game system. I don't mean any disrespect to Mr. Bandy, but I feel he is not comprehending one of the most basic precepts of combat in the AD&D game (and alas, the one most frequently misunderstood).

The introduction of a "hit location" table to the AD&D game defeats the entire concept of the hit point system. A hit point is not equal to X cubic inches of flesh; a hit point is a manifestation of both physical and metaphysical powers of skill, guts, luck, and divine help. A five point axe hit to an 80 hp fighter would come nowhere near touching his heroic hide; rather, it would be simply a near miss or a few hairs off his herculean arm, or even just a bit of his endurance worn down.

To install a "hit location" table assumes that the character is actually struck by the blow, which is very often not the case at all. Only those last ten hit points or so equate to substantial injuries sustained by the character. Even in the case of those last few lethal blows, to roll their location denies the DM creative interpretation, such as "you are skewered through the shoulder," or "your long sword severs his head cleanly," and other such pleasantries. As a DM, I delight in such gory creativity, as only the loose AD&D system allows. That, I think, is the greatest triumph of the AD&D combat rules: the fact that the dice decide the outcome, but the breathtaking cut and thrust is left to your own imagination.

Joseph Maccarrone
Brooklyn, N.Y.

I was surprised by what I read in "Dawn of a New Age" (issue #112). First of all, I am extremely glad about the reduction of science fiction articles.

However, the new typeface is honestly the most disgusting, unreadable one I have ever encountered. In an informal survey of three people (which, I realize, isn't many) all preferred the typeface used before issue #73 to Baskerville and Zapf. Almost equally annoying is your method of putting the title of an article within a box of gray or black. I would like to see unique and individual "title printings." For all it's worth (which probably isn't much), I would suggest the use of Michelangelo for display type; both are designed by Hermann Zapf. Perhaps you could give examples of a few typefaces on the next readership survey, and let the readers choose which they like best.

At the bottom of page 8, Mr. Mohan states that you aren't going to be as careful in making sure that the information in your articles is correct, because the survey indicated that the readers were bored with "realism" articles. Don't let me tell you how to interpret your surveys, but it seems to me that no one would desire an unrealistic article. Maybe that sounds a bit extreme. What I mean is that I think the survey responses showed that the readers did not desire articles that dealt solely with realistic facts, not that they wanted the articles to be less realistic.

(Turn to page 95)

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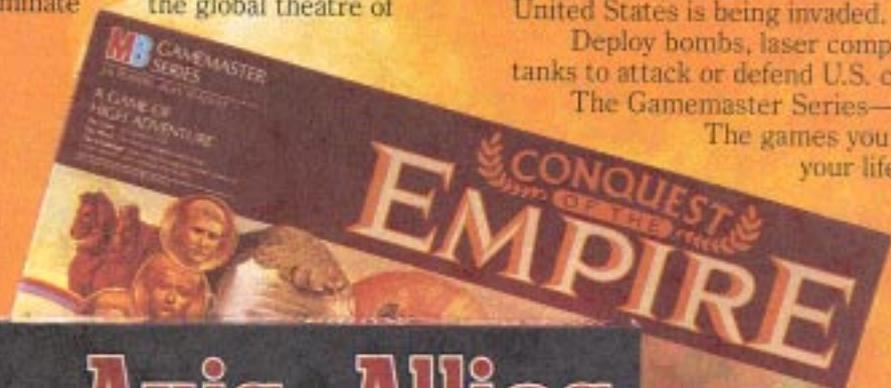
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by Bill Muhlhausen

The witch has long been a popular non-player character in the D&D® and AD&D® games, and long-time readers of DRAGON® Magazine may recall numerous incarnations of this character class and its powers over the years. The most recently published version of the witch appeared in DRAGON issue #43, in November 1980. Bill Muhlhausen's article was revised and edited by Kim Mohan and Tom Moldvay; this version has been further expanded and revised by Roger E. Moore, and edited by Karen Martin, Robin Jenkins, and (once again) Kim Mohan.

It must be noted that the witch is a very powerful spell-caster. It could conceivably be used as a player character on an experimental basis, but it works best as an NPC used to challenge parties of adventurers on a long-term basis. The class has been deliberately given extraordinary spell-casting powers, in terms of numbers of spells available and the power of individual spells; player-character witches may prove to be overwhelming, but NPC witches are thus better able to challenge large groups of adventurers. The decidedly evil nature of the witch (as a rule) is also a point against its use as a player-character class.

We hope you enjoy it. Happy Halloween!
— The editors.

The witch is a special type of powerful spell-caster. Though similar to the magic-user, it is not a magic-user subclass, much in the same way that the cavalier is similar to (but not a subclass of) the fighter. The witch has talents and powers normally associated with other spell-casting classes, as well as its own unique abilities.

Based upon the witch of fairy tale, myth, and fantasy, the class includes a number of distinctive abilities. Witches use herbs for healing and magic, somewhat in the manner of druids (to which witches are distantly related). Witches combine cleric and magic-user forms of magic, since they are essentially worshipers of forbidden religions (generally evil in nature, but not

The Witch

Revised and expanded NPC class

always so). They specialize in spells involving nature, the changing seasons, and sympathetic magic (*i.e.*, magic based upon the similarities between a spell-casting ritual and the spell's effect), and they are also very knowledgeable about enchantment/charm spells involving humans and humanoids. The manipulation and control of other beings is one of the hallmarks of witch magic—a necessary step on the way to achieving greater and greater power. Evil witches often specialize in curses and destructive spells.

Witches gain new spells by performing ritual sacrifice and prayer to deities—usually demon princes, archdevils, or the current oinodaemon. If the deity is pleased, it sends a servant being to teach the witch a new spell appropriate to her level and ability. Because the witch must learn the new spell as a magic-user does, her chance to know each listed spell and her minimum and maximum number of spells per level are taken from Table II on page 10 of the *Player's Handbook*. Witches always gain the spells *read magic* and *write*, not having to check for knowing these spells as they start in their class. Witches may use the latter two spells to learn the spells used by other spell-casting classes, so long as the spells learned are duplicated in the list of spells allowed to witches, and so long as the witch is of a level appropriate to the spell. For instance, a 4th-level witch who has found a scroll with the 2nd-level cleric spell *find traps* may attempt to learn the spell directly from the scroll, copying it down (in her own magical language) for future use. All witches keep and use spell books, from which they relearn their spells as do magic-users (see page 40, "Recovery of spells," in the *DMG*, and pages 79-80 in *Unearthed Arcana*).

If a Dungeon Master desires a witch with more variety, the restrictions on which spells may be learned by witches may be loosened. Spells that summon beings from the lower planes and bind them to certain tasks are not likely to be taught to a witch by her deity's servants (whether they are evil or good), but nothing should stop the witch from looking up

such arcane knowledge on her own. Independent witches who did not join a High Secret Order (see below) are the ones most likely to make use of such spells — so long as the witches do not use them to attempt to bind their own deity. Other spells, particularly those from *Unearthed Arcana*, may be added as well (see the general notes on spells below).

There are two orders of witches. Low Order Witches may progress to 16th level, and High Secret Order Witches may advance to 22nd level. Witches may be of any alignment, though evil witches are the rule; good and neutral witches are almost unknown. The prime requisites for a witch are intelligence and wisdom, each of which must be 13 or higher. Only humans, elves (any sub-race from *Unearthed Arcana*), and half-elves can be witches; furthermore, only humans and dark elves (drow) can be members of a High Secret Order. Other elves and all half-elves are limited to no higher than 11th level as witches, but no male witch of any race can rise higher than 9th level. No witch may be multiclassed or double-classed, due to the difficulties involved in learning and maintaining one's magical powers. No earned bonus to experience is gained for exceptional ability scores.

Most witches are female, since this class attracts a disproportionate number of female humans, elves, and half-elves to its practice. This situation is encouraged by the large number of evil male beings ruling the Lower Planes, most of whom desire mortal consorts, and by female deities (of any alignment) governing magic, who find worshipers among women in oppressive, male-dominated societies. Male witches are sometimes called warlocks, though this term invites confusion with the level title for 8th-level magic-users. Conversely, many female magic-users are improperly called witches. As a generic term for a single witch, the pronoun "she" is used in this text.

Witches have 4-sided hit dice and receive 1 hit die for each level of experience up to and including 11th level. Thereafter, they each receive one additional hit point for each level of experience — 11+1 for

12th level, 11+2 for 13th level, and so on. Witches receive constitution bonuses as do magic-users, and they save either as magic-users or as clerics, on whichever column is better against a given effect. Weapon proficiencies, allowable weapon types, attack tables used, and attacks per round are all as per magic-users. They may wear no armor whatsoever, save for magical protections such as rings, bracers, cloaks, etc., and witches cannot use shields. They may use any magical item that magic-users are able to employ. Oil may be used as a weapon (though it rarely is), and poison is freely used by evil witches.

Witches with above-average intelligence receive bonus spells, similar to the procedure for a cleric with above-average wisdom:

Intelligence	Spell bonus
13	One first-level spell
14	One first-level spell
15	One first-level spell
16	One second-level spell
17	One third-level spell
18	One fourth-level spell
19+	One fifth-level spell

The spell bonuses are cumulative; e.g., a witch with a 15 intelligence receives three additional 1st-level spells. A witch must have an intelligence of 16 to cast 8th-level spells.

Witches start out in the world with a variable amount of money, depending upon how well they are liked by their deities. Multiply a witch's charisma score by 10 and add a variable amount from 2-20 to find the number of gold pieces given to a 1st-level witch through a servant of her deity. Thereafter, witches tend to accumulate numerous useful magical treasures. NPC witches have an amount of magical treasure equal in gold-piece value to their level multiplied by five, expressed in terms of thousands of gold pieces. For example, a 2nd-level NPC witch would have about 10,000 gp worth of magical equipment — perhaps a single ring of *mammal control*, *potions of invisibility* and *diminution*, an *eversmoking bottle*, and a

rug of smothering (used as a trap). The cash reserve for an NPC witch is roughly equal to her amount of experience points expressed as gold pieces, though "cash" may actually be in the form of mundane items such as glassware, spell components, wall hangings, furniture, and so forth. Each NPC witch's lair should be tailored by the DM to fit the campaign circumstances as seen fit. These guidelines do not apply to PC witches (if they are permitted).

Followers, hirelings, and apprentices

Because of their close working relationship with their deities, witches regard themselves as superior to all other classes of characters. Witches tolerate no masters save their deities or higher-level witches, and they insist upon governing all underlings with absolute authority, regardless of alignment. Witches who have become consorts of their deities are especially dangerous and intolerant of all rivals. Anyone who attempts to control or give orders to a witch invites disaster.

When a witch reaches 9th level, she can attract 5-50 zero-level followers of the appropriate alignment if she establishes a place of worship. Since witches usually worship forbidden gods, such a place of worship must be kept secret, and it must also be cleared of wandering monsters. The followers try to remain hidden from the outside world except under extreme circumstances. A witch may also obtain the services of hirelings in the normal manner and is allowed to consult with sages if she desires.

A witch may have as many as three apprentices in training at one time. All apprentices are, of course, witches themselves and cannot be of a level higher than one-fourth of the witch's experience level. Thus, a 4th-level witch can have 1-3 1st-level apprentices and cannot have a 2nd-level apprentice until reaching 8th level herself (fractions are rounded down).

Apprentices can acquire experience points through normal means, and can also receive the benefit of up to one-half of the witch's own acquired experience points. The awarding of a witch's experience points to her apprentice(s) can only take place when the points gained would not raise the apprentice(s) to a level more than one-fourth the level of the witch herself.

For example: A 7th-level witch with 60,000 experience points has a 1st-level apprentice with 2,300 experience points, and the witch performs an action that awards her 500 experience points. The apprentice would be entitled to half, or 250, of those points (if the witch desired to award the points to the apprentice), except that such an addition would raise the apprentice to second level, and the witch cannot have a 2nd-level apprentice until she reaches 8th level. Thus, the apprentice can be awarded a maximum of 200 points because she must remain at 1st level; from

that point onward, the apprentice won't be able to record any more experience points gained until her teacher advances to 8th level.

High Secret Orders

Each major deity worshiped by witches maintains a formal organization of the most powerful witches in a certain area. This organization is usually known as a High Secret Order. High Secret Orders may have members scattered over an entire world or across a small country, as the situation permits; orders that have been decimated by magical wars or which are just starting out may be highly localized. High Secret Orders serving different deities and causes have been known to attack one another in dreadful battles involving attacks by extraplanar creatures and the use of awful spells, though – surprisingly – such orders are rarely warlike. Even members of diametrically opposed orders prefer to oppose each other in more subtle manners, weaving complex plots and spreading their influence against one another in generations-long dances of rivalry and power. Kings, high priests, archmages, and dragons may be drawn into these conflicts, serving as pawns in a greater game.

Upon attaining 10th level, a witch must decide whether to apply for membership in a High Secret Order. This application may be made only by witches with at least 16 intelligence and 16 wisdom. The witch must also possess at least one of the following objects: any magical *crystal ball*, any magical (non-cursed) broom, a *mirror of mental prowess*, a *mirror of life trapping*, or one of these objects, depending on alignment: *libram of silver magic* if good, *libram of gainful conjuration* if neutral, or *libram of ineffable damnation* if evil. Unless accepted into the High Secret Order, a witch may not progress beyond 16th level. A witch who joins a High Secret Order may progress to the 22nd level of experience.

Witches who join a High Secret Order are bound to even greater servitude to their deities than before and take on additional responsibilities to carry out their deities' wills. Witches who choose not to join such an order at 10th level cannot later decide to join, but they gain more personal freedom and have a less complicated relationship with their deities. Such "independent" witches are not well regarded by other witches, even those of their own alignment and religion, and High Secret Orders rarely go out of their way to assist these "ungrateful renegades."

High Secret Order witches, in addition to the spells acquired normally, receive one additional High Secret Order spell for each level they have gained while in the High Secret Order. For example, a 10th-level witch receives one High Secret Order spell; at 15th level, she receives six High Secret Order spells; finally, at 22nd level, she receives 13 High Secret Order spells.

There is only one Queen of Witches and one Princess of Witches for each High Secret Order. A princess who acquires enough experience points to become queen when there is a reigning queen must either remain at princess level (gaining no additional powers or abilities) or plot against the current queen in an attempt to overthrow her.

Witches' special abilities

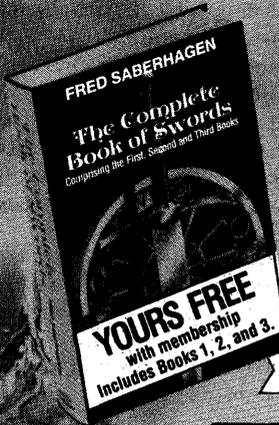
A witch is taught certain special abilities by her deity and her deity's otherworldly servants as she progresses in level. These abilities, noted on the Witches Table at their appropriate levels, are explained below. Note that spell-like powers are in addition to spells already known by the witch.

Brew poisons and narcotics (3rd level): An evil witch can brew one dose of either a poison or a narcotic each day, providing she has the necessary ingredients. The mixtures cannot be used to coat weapons and must be ingested by the intended victims. A witch learns how to brew Type A ingestive poison at 3rd level (see pages 20-21 of the *DMG*). She learns how to brew an additional type of ingestive poison for every two levels she progresses beyond third level. Thus, at 11th level, a witch can brew Type E poison. Saving throws are applicable.

A narcotic has the effect of a *sleep* spell on a victim with 8 hp or less if the saving throw is failed. A victim with 9-16 hp is reduced to half dexterity and half normal movement for 12 turns; a victim with 17-24 hp loses one-third dexterity and one-third movement rate for the same 12-turn duration; a victim with 25 + hp loses one-sixth dexterity and movement for the duration of the narcotic's effect. A successful saving throw halves the effect and duration of a narcotic. Only humans, demi-humans, and humanoids are affected.

Brew truth drug (4th): A witch may brew one dose of truth drug per week. A victim who ingests a dose of the drug and fails a save vs. poison falls into a stupor and is forced to answer 1-4 questions truthfully. The truth drug can only affect an individual of an equal or lower experience level (or equal or fewer hit dice) than the witch who brewed the potion. The stupor (which reduces movement and strength by half) lasts 2-12 turns. A dose of truth drug is potent for only one day after being made. Only humans, demi-humans, and humanoids are affected.

Brew love potion (5th): The witch can brew one special form of *philter of love* per week. The potion has all the effects of the usual potion, save that the victim is affected only by the witch, the victim gains a -4 to save against being *charmed* by the witch, and the *charming* effects last for 8+2-8 turns. This potion



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has a chance of affecting a victim of the same level (or with equivalent hit dice) as the witch who brewed the potion. Thus, a 9th-level witch could brew a potion to affect a fighter of 9th level or lower, but not a 10th-level fighter. Enamoring effects last until dispelled. Victims who save vs. spells are not affected. Only humans, demi-humans, and humanoids are affected.

Manufacture potions and scrolls

(6th): At this level, a witch may make any potions listed in the *Players Handbook* or in *Unearthed Arcana*, without the help of an alchemist. An alchemist can cut compounding and infusing times by 50%. In addition, scrolls may be penned by the witch for later use, as per the rules in the DMG (pages 116-118).

Candle magic (7th): A witch may manufacture one candle per month, a process that requires no interruptions (or else the candle is ruined). For each three days spent in making a candle, the candle burns for one turn, up to a maximum of 9 turns (for a candle which took 27 days to make). The magic of a candle takes effect when the candle is either snuffed out or burned down to nothing at the end of its duration. At 7th level, a witch may make red candles; the ability to make other colors of candles is gained as the witch rises in level. A candle must be burned in the presence of the intended victim

(where appropriate) in order to work, and the victim must not be farther than 10' away throughout the entire burning time.

Saving throws may be attempted, where applicable, for the effects of all candles except red candles. Any candle that does not burn continuously for at least one turn has no effect. A candle that is extinguished midway through a turn is treated as though it had not burned at all during that turn, but that turn is counted against the maximum amount of time a certain candle may be burned. Thus, if a candle with a maximum life of five turns is extinguished midway through its third turn of burning, its effects are as though it had only burned for two turns (not two and a fraction), but if it is re-ignited later, it has only two, turns of burning left before it goes out automatically.

Red candle: The victim is affected as if by a *philter of love*, with a duration of one day (24 hours) for each turn of burning. No saving throw is allowed, and the potion's effects cannot be dispelled except by a *limited wish*, *alter reality*, or *wish* spell.

Blue candle (9th level): One turn of *protection from evil/good*; 10' radius (as per the magic-user spell) is gained for each turn of burning. This power has double effects against good beings if used by an evil witch, or against evil beings if used by a good witch.

Purple candle (11th level): This acts as a truth drug, as noted above, allowing two questions to be asked of a victim for each

turn of burning, with all such questions being answered truthfully.

Yellow candle (13th level): One turn of telepathy (the witch is able to read a victim's mind and communicate with him) is gained for each turn of burning. All languages are understood for the duration of the effect, and falsehoods and evasions are known as such.

Gold candle (15th level): This cures 1-6 hp damage on any being able to be affected by a cure *light wounds* spell, on the being nearest the candle when the latter is extinguished, for each turn of burning. If the witch puts out the candle, she herself is cured.

Black candle (18th level): One curse can be placed on a victim for each turn of burning, up to a maximum of six turns of burning and six curses. The curses are weakness (strength reduced to 3), *feeble-mindedness* (intelligence reduced to 3), clumsiness (dexterity reduced to 3), *foolishness* (wisdom reduced to 3), *ugliness* (charisma reduced to 3), and *exhaustion* (constitution reduced to 3). Saving throws vs. spells can be attempted for each curse and, if successful, negate that particular curse only. Casting *wish* or *remove curse* (the latter by a cleric of at least 9th level) removes one curse for each casting of that spell. Each curse lasts indefinitely until dispelled.

Use all-magical scrolls (9th): Druid, magic-user, and illusionist scrolls can be

WITCHES EXPERIENCE TABLE

Experience points	Experience level	4-sided dice for accum. hit points	Spells usable by level								Level title	Special ability gained	
			1	2	3	4	5	6	7	8			HSO
0-2,500	1	1	1	-	-	-	-	-	-	-	-	Medium	None
2,501-5,000	2	2	2	-	-	-	-	-	-	-	-	Soothsayer	None
5,001-10,000	3	3	2	1	-	-	-	-	-	-	-	Spiritualist	Brew poisons and narcotics
10,001-20,000	4	4	3	2	-	-	-	-	-	-	-	Sybil	Brew truth drug
20,001-35,000	5	5	4	2	1	-	-	-	-	-	-	Siren	Brew love potion
35,001-50,000	6	6	4	3	2	-	-	-	-	-	-	Conjurers	Manufacture potions and scrolls
50,001-75,000	7	7	5	3	2	1	-	-	-	-	-	Mystic	Candle magic
75,001-100,000	8	8	5	4	3	2	-	-	-	-	-	Seeress	None
100,001-200,000	9	9	5	5	3	2	1	-	-	-	-	Enchantress	Use all magical scrolls
200,001-350,000	10	10	5	5	4	3	1	-	-	-	1	Sorceress	Acquire familiar
350,001-600,000	11	11	6	5	4	3	2	-	-	-	1	Witch	None
600,001-900,000	12	11+1	6	6	5	3	2	1	-	-	1	Topaz Witch	Manufacture magical items
(300,000 xp per level for each additional beyond 12th)	13	11+2	6	6	6	4	3	1	-	-	2	Sapphire Witch	Brew flying ointment
	14	11+3	6	6	6	5	3	2	1	-	2	Ruby Witch	None
	15	11+4	6	6	6	6	4	3	1	-	2	Emerald Witch	Manufacture control doll
	16	11+5	6	6	6	6	5	3	2	1	3	Diamond Witch	Manufacture permanent magical items
	17	11+6	6	6	6	6	5	4	3	2	3	Witch Mother	Fascination
	18	11+7	6	6	6	6	6	4	3	3	3	Priestess	None
	19	11+8	6	6	6	6	6	5	4	4	4	High Priestess	None
	20	11+9	7	6	6	6	6	6	6	5	4	Eternal Priestess	Longevity
	21	11+10	7	7	7	7	6	6	6	6	4	Princess of Witches	Limited wish
	22	11+11	7	7	7	7	7	7	7	7	5	Queen of Witches	Shape change

read and used with a 10% chance of spell failure. Cleric scrolls can be read by a witch, but only those spells usable by both clerics and witches may be employed (with a 20% chance of failure).

Acquire familiar (10th): This power is similar to a magic-user's 1st-level *find familiar* spell, except that there is no chance of not acquiring a familiar. Witches' familiars are quite powerful. The familiar adds its hit points to the witch's, but, if the familiar dies the witch only loses the hit points the familiar originally added — not *double* the number. Familiars as tough as a witch's are difficult to locate; if her familiar dies, a witch must wait from 3-18 years to acquire another. Familiars are usually given bizarre names by their mistresses, such as puns (Mephisto-Fleas), nonsense words (Sybybala), anagrams of other famous names (Yaabagab), and so on.

The specific animal types used as familiars by witches are the same as used by regular magic-users. However, a witch's familiar is capable of human speech, has high intelligence and considerable cleverness, and is AC 5 with 2 HD. Such familiars may not appear noticeably different from others of their kind, however. A witch's familiar adds +1 to its "to hit" and damage rolls. Possession of a familiar gifts the witch with the abilities given by a *pearl of power* (of a type randomly determined for each familiar), because the familiar's own mind can store spells and telepathically assist the witch. A telepathic link bonds both witch and familiar within a 12" radius. Special familiars may be acquired, as per the magic-user spell, and such always have the maximum number of hit points.

Manufacture magical items (12th): At this level, a witch may manufacture magical items that do not have permanent natures (such as wands and rechargeable items, as well as one-shot devices).

Brew flying ointment (13th): The witch may brew enough ointment per week for one human-sized individual to fly (as per the *fly* spell, only at 48" speed). The flying duration is 1-4 hours plus a number of turns equal to the witch's level. The ointment must be smeared over the recipient's unclothed body to work. Witches using this ointment have maneuverability class A.

Manufacture control doll (15th): Once per week, a witch can make one clay or wax doll which she can use to control one character or monster. Dolls are made to fit general categories, e.g. a man, a woman, a troll, a dragon. For the doll to function as desired, a part of the specific target (a nail clipping, a lock of hair, a bit of outer skin or scales, etc.) must be made part of the doll. Once the specific material is added, the doll acquires a focus. The

doll must now be shown to the intended victim. If the victim fails to save vs. spells, the victim is *charmed* (as per a monster's *charm* spell, in the *DMG*, page 65). The *charm* lasts as long as the doll is intact and in the witch's possession. If the witch loses the doll, or if the doll is destroyed or damaged, the spell is broken.

Manufacture permanent magical items (16th): The witch may now create items that do not require recharging. This process is performed in a month-long ceremony during which the witch takes

the item to be enchanted and invokes her deity to properly enspell the item. The chance for success is 70%, plus a percentage amount equal to the witch's charisma. If an item fails to be permanently enchanted, it must be destroyed and a new attempt must be made later.

Fascination (17th): The power of *fascination* may be used once per day. A witch merely has to concentrate to exercise the power. Any individual who merely looks at the witch and fails to save vs. spells faithfully serves the witch as long as



the *fascination* lasts (a number of turns equal to the level of the witch). Service while *fascinated* is nearly absolute, stopping just short of following suicidal orders. This power is unrelated to the 2nd-level illusionist spell *fascinate*.

Longevity (20th): From this point onward, the witch ages at only one-tenth the normal rate for her racial type, except for magical effects (which increase or decrease the witch's biological age as usual; see below).

Limited wish (21st): A *limited wish* is identical to the 7th-level magic-user spell of the same name. It may be used once per month, though the witch will age one year-per use. This effect occurs despite the witch's *longevity*, as noted above.

Shape change (22nd): This power is usable once per day for no longer than two turns each time. Otherwise, this power is identical to the 9th-level magic-user spell of the same name.

General notes on spells

Duplication: Certain spells are duplicates of existing magic-user, cleric, druid, or illusionist spells. These spells are noted as such below by the presence of a letter-number symbol, designating the class and spell level which the witch spell duplicates. Thus, the witch spell *clairvoyance* (MU-3) is in all ways the same as the third-level magic-user spell of the same name (except for differences noted elsewhere). Certain minor alterations in the spells casting or effects are noted as well, if any exist. All duplicated spells that are reversible in their original form are also reversible as witch spells, unless stated otherwise (see, for example, *darkness* and *light*).

Holy symbols: Witches do not use holy or unholy symbols in their spell-casting rituals. Any good-aligned character who displays a holy symbol in an attempt to ward off an evil witch's spell gains a +2

bonus on all saving throws against the witch's magic; however, no other actions may be attempted by that person. Furthermore, good-aligned clerics who display a holy symbol to ward off an evil witch's spell gain a basic magic resistance to that witch's magic of 5% per level of the cleric, in addition to a +4 bonus on all saves against her magic. Thus, a 5th-level good cleric gains a 25% magic resistance against any spell cast at him by an evil witch. Neutral or evil beings who confront a good or neutral witch gain no such saving graces. This power was granted to good clerics to offset the might of evil witches.

Alignment restrictions: Several witch spells are described as only usable by witches of certain alignments. In many other cases, the use of a spell may be contraindicated by the nature of the spell as regards the alignment of the spell caster. DMs who choose to make the witch a non-player character in their campaign should use great discretion in the selection and use of certain spells by a witch of a particular alignment.

WITCHES SPELL LIST

First level*	Second level	Third level	Fourth level
1 Change self	Bless	Calm	Charm monster
2 Charm man I	Charm man II	Clairvoyance	Control fluid
3 Control vapor	Detect invisibility	Comfort	Cure/cause serious wounds
4 Cure wounds	ESP	Continual light	Glyph of warding
5 Darkness	Find traps	Cure disease	Hallucinatory terrain
6 Detect evil	Hold person	Dissipate vapor	Infravision
7 Detect illusion	Hold portal	Fireball	Levitate
8 Detect poison	Identify	Invisibility	Mirror image
9 Faerie fire	Knock	Lightning bolt	Neutralize poison
10 Find familiar	Locate object	Mystic rope	Plant growth
11 Give wounds	Magic mouth	Phantasmal force	Polymorph other
12 Light	Nature call	Phantom light	Polymorph self
13 Magic disk	Pacify	Plant entrapment	Seduction IV
14 Mending	P i t	Prot. from normal missiles	Shock
15 Minor quest	Purify food & drink	Remove curse	Strength
16 Read languages	Pyrotechnics	Seduction III	Wall of water
17 Reflected image	Seduction II		
18 Seduction I	Speak with animals		
19 Sleep	Speak with plants		
20 Unseen servant	Speak in tongues		

* — The first-level spells listed here do not include *read magic* and *write*, which are automatically gained by all witches.

Fifth level	Sixth level	Seventh level	Eighth level
1 Animal growth	Animate dead	Astral projection	Charm man III
2 Anti-magic shell	Cancel life level	Call spirit	Clone
3 Charm animal	Evaporate fluids	Control lycanthrope	D e a t h
4 Immunity	Haste	Control undead	Dispel enchantment
5 Insect plague	Leomund's secret chest	Find the path	Mass polymorph
6 Monster summoning I	Lower water	Fire storm	Reincarnation
7 Oracle	Seduction VI	Geas	Rusting touch
8 Produce flame	Telekinesis	Legend lore	Seduction VIII
9 Seduction V	True sight	Love	Summon devil
10 Slow	Vision crystal	Seduction VII	Temporary resurrection
11 Spirit	Wards of defense	Stone to flesh	W a s t i n g
12 Teleport	Worship	Wall of ice	Y o u t h
13 Transmute rock to mud			
14 Weakness			
15 Water breathing			
16 Wizard eye			

Material components: All spells that duplicate existing spells have verbal, material, and somatic components as required by the pre-existing spell. All other spells require both verbal and somatic components, with material components left to the discretion of the DM employing the witch as an NPC. It would be permissible to require no material component for such spells, and it would certainly also be permissible to assign particular material components to some or all of such spells. Herbs, roots, bones, and other plant and animal material are often used, sometimes purely for effect.

Casting time: The casting time for any witch spell duplicating an existing spell is the same as for the existing spell. The casting time for any other witch spell is a number of segments equal to the level of that spell. Casting time for any High Secret Order spell, including spells from the *Players Handbook*, is 9 segments, except for *banish*, which has a casting time of 5 segments.

Cantrips: Witches may learn any cantrips normally learned by magic-users, and such cantrips are often used in normal magical rituals and work. However, witches are granted immunity to all cantrips (as a means of preserving their dignity).

New spells: As noted earlier, the Dungeon Master may give an NPC witch spells other than those listed here. However, this should be carefully done to avoid having the witch turn into a powerhouse and to avoid breaking down the witch's distinctive repertoire of spells and abilities. There would be no need for a witch to have or use the 5th-level cleric spell *magic font*, for example, and other spells might be of little use or interest to a particular witch. The DM should construct a witch's spells to reflect her personality and interests, perhaps playing upon several major themes. One witch might be concerned with summoning and binding minor evil

High Secret Order spells

- 1 B a n i s h
- 2 Circle of blindness
- 3 Combine
- 4 Control weather
- 5 Disintegrate flesh
- 6 Earthquake
- 7 Guards and wards
- 8 Intensify
- 9 Maze
- 10 Paralyzing pit
- 11 Prismatic sphere
- 12 Prismatic spray
- 13 Reflection
- 14 Seek
- 15 Solidify air
- 16 Transport via plants
- 17 Vaporize
- 18 Volcanic circle
- 19 Weight concentration
- 20 Wind walk

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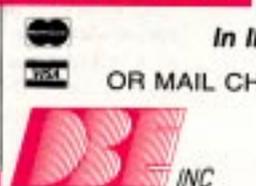
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helpers; another might want to gain control over the inhabitants and treasures of a particular forest. The spells selected for such witches should be generally directed toward attaining such goals.

Male victims: If a spell notes that it is effective against men, the terms "man" and "men" should be read as generic terms, referring to all male humans, demihumans, and humanoids.

Spell descriptions and explanations

First level

Change self — I-1

Charm man I — A witch must have a charisma score of at least 11 to cast this spell. The spell affects up to 5-8 men of 3rd level or lower in a 16' radius from the witch, and has a duration of 2-5 turns. It affects victims the same as a *charm person* spell. If there is a leader with a group of men, he may dispel the charm if his charisma plus a roll of 1d8 is six, points or more higher than the witch's charisma. If the spell is not dispelled by a leader, each man within the area of effect must attempt a save vs. spells. A successful save negates the effect of the spell for that man only. If there are more men within range than the maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action of the same witch during the current encounter.

Control vapor — Range is 10' times the level of the witch, area of effect is a 3" diameter sphere. A quantity of gas or vapor may be controlled and moved about, with a maximum movement of 6" per round. The spell-caster may move while controlling the gases, but may not begin casting another spell while the control is being maintained. The duration of the spell is 1 turn or until dispelled.

Cure wounds — Usable only by witches of good or neutral alignment. By touching one character or creature, the witch can heal from 1-6 hp damage. Neutral witches cannot use *cure wounds* and *give wounds* on the same day. See the spell *cure light wounds* (C-1) for further details.

Darkness — I-1 (only neutral and evil witches may cast this spell)

Detect evil — C-1

Detect illusion — I-1

Detect poison — D-1

Faerie fire — D-1

Find familiar — MU-1

Give wounds — Usable only by witches of evil or neutral alignment. By touching one character or creature, the witch can cause from 1-6 hp damage. Neutral witches cannot use *give wounds* more than once per day. See *cure wounds* above.

Light — C-1 (only witches of good alignment may use this spell)

Magic disk — Range 2", maximum dura-

tion 10 rounds. This magical missile is +3 to hit if cast by a witch of level 1-16 and +4 to hit if cast by a witch of level 17 or higher. The disk may be thrown around corners if the caster is in plain view of the corner and has just seen an opponent go in that direction, but the missile is only +1 to hit when thrown around a corner. The disk damages opponents requiring magical weapons to be hit. It may be thrown once each round for up to 10 rounds, scoring 1 hp damage for each successful hit, or it may be thrown once only for a fixed amount of damage (if it hits). If thrown once, damage caused is 4 hp for levels 7-9, 8 hp for levels 10-12, 10 hp for levels 13-16, and 12 hp for levels 17 and higher. The caster may specify subdual damage only, as per the procedure for subdual outlined for dragons in the *Monster Manual*. The spell is usable once per day.

Mending — MU-1

Minor quest — Range 2", duration 6 hours, area of effect 5" diameter sphere. The spell affects up to 12 experience levels worth of humanoid opponents, or up to six levels (6 HD) of monsters, with lowest-level opponents in a group affected first. The caster must be able to verbally communicate with her opponents for the spell to work. By using this spell, the witch can send her attackers away from her on an imaginary errand for themselves, such as going to town for supplies or going to a nearby river to get water. If the intended victim or victims fail a saving throw, they are compelled to attempt the errand, provided that it poses no direct threat to their safety or well-being. There is a 20% chance, plus 1% per level of the caster, that the quested being or beings forget about the witch after the spell has worn off or after the quest is completed, whichever comes first.

Read languages — As per the 1st-level magic-user spell *comprehend languages*, except that only written communications may be understood.

Reflected image — Range 4", duration 1 day per level of the caster or until dispelled, area of effect up to 2" by 2". This spell enables a witch to form picture on any reflecting surface, depicting a single scene that she has in mind.

Seduction I — Range 6", duration 2 turns or until dispelled, area of effect one man. This spell causes the affected man to cast aside all weapons, armor, and clothing in an attempt to seduce the witch, leaving the victim virtually defenseless against attacks from the witch or any other character or creature. Immediately after the spell wears off or is dispelled, the victim can retrieve one of his dropped weapons on a roll of 11 or more on 1d20. If the roll is 16 or more, the victim may also retrieve a shield or helmet. Rolls may be repeated each round until successful, as long as the victim stays within grasping range of the weapon or other object to be recovered. The saving throw for this spell is com-

puted by adding the *seduction* spell level (1 through 8) to the charisma score of the witch and subtracting the wisdom score of the intended victim. The resulting number is used as a modifier (plus or minus) to a roll of 1d20. The adjusted die roll must be equal to or greater than a certain number, depending on the class of the intended victim, for the save to be successful. Barbarians need a 15 to save, fighters and rangers need a 13 to save, thieves and assassins 12, cavaliers and paladins 10, magic-users and illusionists 9, and clerics, druids, and monks need 8 to save.

Sleep — MU-1; the spell affects from 2-16 creatures of 1 HD (or of 1st level), 2-12 creatures of 1+1 to 2 HD (or 2nd level), 1-6 creatures of 2+1 to 3 HD (or 3rd level) and 0-1 creatures of 3+1 to 4 HD (or 4th level). Each group is rolled for separately, making it possible for the spell to affect up to 35 creatures at one time.

Unseen servant — MU-1

Second level

Bless — C-1 (only good and neutral witches may cast this spell)

Charm man II — Same as *charm man I*, except that duration is 5-10 (1d6 +4) turns and number of men affected is 7-12 (1d6 + 6) of 4th level or lower.

Detect invisibility — MU-2

ESP — MU-2 (victim must be touched to be affected)

Find traps — C-2

Hold person — C-2

Hold portal — MU-1

Identify — MU-1

Knock — MU-2

Locate object — MU-2

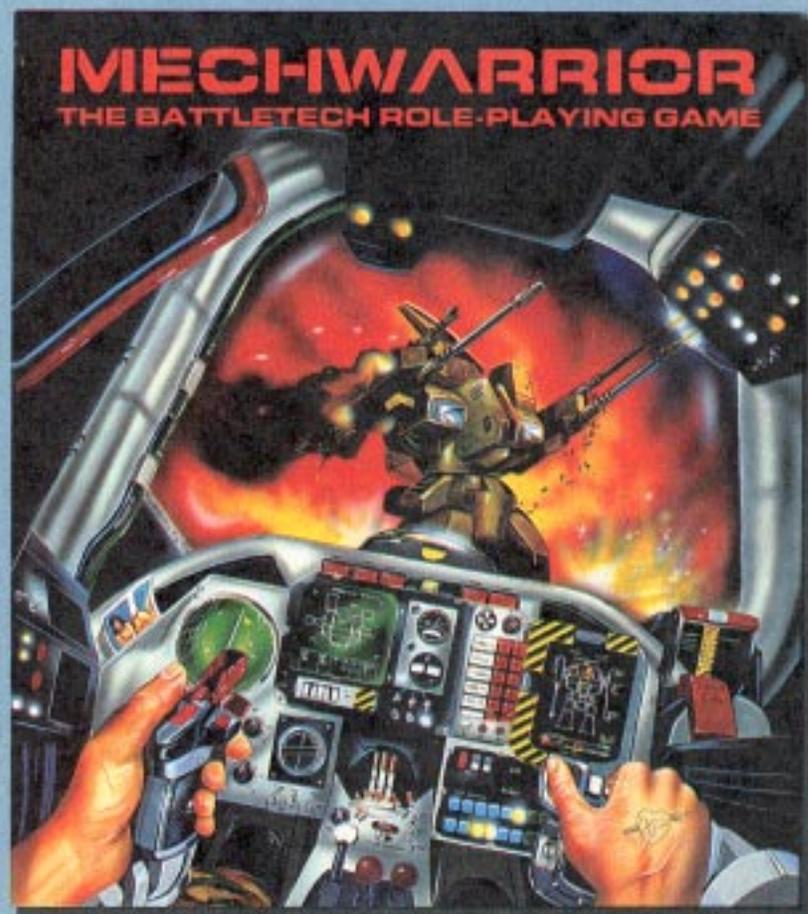
Magic mouth — MU-2

Nature call — Range 12" radius around witch. The spell summons from 1-10 small birds or mammals (up to the size of a squirrel or hawk) or one creature as large as an eagle or a wolf. The spell allows communication with the summoned creatures, enabling the caster to give the creatures one of two orders. The summoned creatures can be made to rush at an opponent and fake an attack, causing confusion in monsters of animal intelligence or lower and causing more intelligent opponents to attack at -2 to hit for a duration of 1 turn. The summoned creatures cannot be forced to rush at a character or creature from which they would normally flee. Summoned creatures can also be made to act as messengers, carrying any object their size permits them to carry for up to three days.

Pacify — Range 6", duration 4 turns + 1 turn per level of caster; area of effect 1" by 1" by 2". The spell affects from 1-8 creatures of 6 or fewer hit dice, causing those who fail a saving throw to cease combat and either leave the scene or lie down on the spot to rest (50% chance of each). Pacified characters or creatures won't harm the witch or her party as long as the pacified creatures are not harmed.

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A pacified creature is allowed another saving throw each time that creature is attacked while under the influence of the spell. The spell does not affect undead.

Pit — Range 6", area of effect 4". The spell creates a 20'-deep, 20'-wide pit anywhere within the area of effect. The spell may only be used in an outdoor environment, and cannot be employed inside a structure or enclosure, or underground. If used as an offensive measure, intended victims are permitted a saving throw. A successful save made by a stationary opponent means the caster misjudged the target's position or distance from the caster, and the pit is formed at a location 20' away from the intended victim or victims. A successful save made by an intended victim who is in motion means that the target has a 70% chance of avoiding the pit during the next round. A victim who falls into the pit takes 2d6 hp damage if stationary before the fall, or 3d6 hp damage if moving before the fall. The spell remains in effect until six creatures have fallen into the pit, or until it is dispelled.

Purify food & drink — C-1 (only good witches may cast this spell)

Pyrotechnics — MU-2

Seduction II — Same as *seduction I*, except for determination of saving throw.

Speak with animals — D-1

Speak with plants — D-4

Speak in tongues — Duration 2 turns + 1 turn per level of caster. The spell enables a witch to understand the language of any intelligent entity and communicate with that entity in that language. No saving throw is allowed. Only one language may be understood and spoken for each casting of the spell, but it is possible to cast the spell again (while the first casting is still in effect) and understand up to three languages at once (with three separate castings).

Third level

Calm — Area of effect 7" radius from caster, duration 6 turns. Number of characters or creatures affected is unlimited within the area of effect. All insects, animals, humanoid types, and monsters of 5 HD or less lose their will to fight, even if currently engaged in combat to the death. Saving throws are made at -2. The magic resistance of any intended victim is lowered by 15% from its normal magic resistance for purposes of determining whether this spell is successfully cast. Every attack on a calmed being entitles that being to another saving throw at +3. Members of the witch's party are unaffected by the spell unless one or more of them is attacking the witch. The caster has no control over beings who are calmed after the spell has taken effect.

Clairvoyance — MU-3

Comfort — Range 2", duration 36 turns, number of creatures affected up to 10. Recipients of the benefit of this spell feel no pain, heat, cold, hunger, thirst, or ex-

haustion, and need not eat or rest for the duration of the spell. The spell does not negate normal damage taken, but it does negate the effects of a *wand of fear*, *drums of panic*, any similar magic item, or a *sleep* spell. Recipients receive a +1 to all saving throws for the duration of the spell.

Continual light — C-3

Cure disease — C-3

Dissipate vapor — Range 1" per level of the caster, duration 2 turns, area of effect 5" by 5" by 5". This spell disperses any gaseous substance. Creatures with intelligence (such as an air elemental) are entitled to a saving throw vs. spells. The movement rate of the dissipating gas is 6".

Fireball — MU-3 (only an evil or neutral witch may cast this spell, and only one *fireball* may be cast in a day)

Invisibility — MU-2

Lightning bolt — MU-3 (only evil and neutral witches may cast this spell, and only one *lightning bolt* may be cast in a day).

Mystic rope — Range 10", duration 2 turns +5 rounds for each level of the caster above 6th level, or until the rope is destroyed or dispelled. The spell creates a magical rope in the witch's hand or on the ground in front of any creature designated by the witch who is within range. The rope can be of any length desired up to 100'. It unerringly carries out the witch's orders to move about, attach itself to any solid object so that characters can pull on it, use it to climb or descend a surface, or ensnare up to six small, three man-sized, or one giant-sized creature. In order to ensnare second and subsequent opponents, the rope must first successfully ensnare the creature upon whom the ensnarement is currently being attempted. The rope can attack only one potential victim at a time. Any part of the rope not being used to tie up a character can move at a rate of 9" and drags an already ensnared creature around in an attempt to tie up other victims. The rope is considered to have a strength of 19. Saving throws are allowed to any creature in danger of being tied up, but a new saving throw must be made at the start of every round in which the danger still exists. Saving throws in the third and subsequent rounds are made at +2. Any creature being chased by the rope is -1 to hit other opponents in that round. Actual ensnarement, once a saving throw is failed, takes one full round, after which the victim is rendered helpless until and unless the rope can be cut or untied by the victim, or destroyed by an attack form which damages it. The rope has 1 hp for each 4' of length, and has a saving throw number of 12 against all attack forms which can harm it. The rope can be destroyed by *dispel magic* or *disintegrate* if it fails its save. The breath weapon of a dragon, strong acid, and magical fire or lightning cause damage to the rope, and it is destroyed and immediately disappears if its hit points are reduced to less than one-

third of its original total. Normal weapons have no effect on the rope, but magical weapons can cut through the rope in two rounds. The rope suffers no damage from such blows, but simply becomes two separate pieces of rope, each piece retaining the proper proportion of the rope's current number of hit points. Any captive with strength of 18 or higher has a chance of freeing itself in each round after becoming ensnared, but must save at -2 in the round after becoming freed in order to avoid immediately being tied up again.

The percentage chance for a victim to free itself is 5% for a captive of 18 strength, 10% for strength 18/01 to 18/50, 15% for 18/51 to 18/75, 20% for 18/76 to 18/90, 30% for 18/91 to 18/99, 40% for 18/00, 50% for strength 19, 55% for 20, 65% for 21, 75% for 22, 85% for 23 and 95% for strength 24. A victim may make an attempt to free itself once per round.

Dragons or dragon-sized creatures have a constant 80% chance per round to free themselves from the rope, but the percentage drops to 40% if the dragon is ensnared about the head, so as to render its breath weapon useless. Dragons may attempt no offensive action while trying to break an ensnarement about the mouth.

Phantasmal force — MU-3

Phantom light — A mobile *faerie fire* that either follows behind the witch and her party or leads the way, at a distance of up to 12". Identical in all other respects to the regular spell.

Plant entrapment — Range 5", duration 2 turns, area of effect 2" by 2". Tree branches, grasses, shrubs, and the like, within the area of effect, grab at and attempt to hold motionless all living and undead creatures with their reach, and may attempt to disarm or strangle an intended victim if the witch orders the attempt. If a victim fails to save against the spell, there is still a chance for the victim to free itself manually from the grasp of the plants, with the possibility of success dependent on the size and strength of the plant life doing the entrapping.

Protection from normal missiles — MU-3

Remove curse — C-3

Seduction III — Same as *seduction I*, except for determination of saving throw.

Fourth level

Charm monster — MU-4

Control fluid — A witch may control an amount of liquid equal to six cubic feet for each level of experience of the witch. For a maximum duration of three turns, the liquid may be made to move at the witch's directions at the rate of 3" per round. The witch may herself move about while this spell is in effect, but she may not begin to cast another spell until this spell ends or is dispelled.

Cure/cause serious wounds — Generally the same as the 4th-level cleric spell *cure serious wounds* (reversible). Only witches of good or neutral alignment can *cure*, and the spell restores 3-13 (2d6 + 1) hp dam-

age. Only witches of evil or neutral alignment can *cause*, and the spell administers 2-12 (2d6) hp damage.

Glyph of warding - C-3

Hallucinatory terrain - MU-4

Infravision - MU-3

Levitate - MU-2

Mirror image - MU-2

Neutralize poison - C-4

Plant growth - MU-4

Polymorph other - MU-4

Polymorph self - Generally the same as the 4th-level magic-user spell of the same name, except that the witch may only use the claw and bite attacks of the creature whose form is assumed, and not any special attacks.

Seduction IV - Same as *seduction I*, except for determination of saving throw.

Shock - Area of effect 6" radius of witch, duration 1 round. The casting of this spell creates a blast of electrical energy emanating in all directions from the witch, doing 4-32 hp damage to each character or creature within the 6" radius. The spell affects friends and enemies alike. A successful saving throw cuts damage in half.

Strength - MU-2

Wall of water - Range 3', duration 6 turns, area of effect up to 4" wide, 4" high, 1" thick. The casting of this spell creates a magical barrier of water that is impervious to normal fire, but not to a fireball or other magically created flame. Creatures of flame take 5-30 hp damage when passing through it. The wall's swirling currents block missile fire, including *magic missile* and *magic disk*. Any living or undead thing with less than 5 HD cannot pass through the wall. Creatures with 5 + HD can pass through but take 3-18 hp damage in doing so. A creature that can pass through it needs two rounds to do so, unless the creature has strength of 18/51 or greater, in which case it moves through at its normal movement rate. The wall cannot be used to create a water elemental. The wall must have one of its sides resting on the ground or floor. The spell-caster may pass through the wall unharmed and may fill up to five water flasks from it without harm. Any water stored in this manner loses all its magical properties. When the spell ends or is dispelled, the water does not disappear but instead becomes normal water and flows out along the surface it is contacting.

Fifth level

Animal growth - D-5

Anti-magic shell - MU-6

Charm animal - Generally the same as the 2nd-level druid spell *charm person or mammal*, except that the spell affects only non-humanoid animals.

Immunity - Duration 18 turns for each experience level of the caster. The character or creature touched by the witch after the casting of the spell is immune to diseases and poisons for the duration of the spell.

Insect plague - C-5

Monster summoning I - MU-3

Oracle - Generally the same as the 5th-level cleric spell *commune*, except that the spell can be used only once per week.

Produce flame - Generally the same as the 2nd-level druid spell of the same name, except that the flame does not have to originate from the caster's hand and may be created anywhere within a 3" radius of the witch.

Seduction V - Same as *seduction I*, except for determination of saving throw.

Slow - MU-3

Spirit - Duration 4 + 1-8 turns, range touch. The spell allows the witch or any one character or creature she touches to have a noncorporeal body that can pass into and through objects. The recipient of the spell becomes transparent, but the outline of its body can be seen. Only lateral movement is allowed, at a rate of 12" per round. Normal weapons and missiles have no effect on a creature in spirit form, magic weapons do half damage, and offensive spells are only 30% effective (15% if a save is made). Combat is possible with other noncorporeal forms such as shadows, spectres, ghosts and wraiths, as well as elementals of the medium through which the recipient is passing. The recipient of the spell may cast no spell higher than level 2 against opponents not in spirit form which cannot do full damage to the recipient.

Teleport - MU-5

Transmute rock to mud - MU-5

Weakness - Duration 1 turn per experience level of the caster, range touch, area of effect one individual. The spell cuts the victim's strength in half (fractions rounded up) for the duration of the spell or until dispelled. A strength of 18/01 or greater is reduced to 10.

Water breathing - MU-3

Wizard eye - MU-4

Sixth level

Animate dead - C-3

Cancel life level - Duration one month; all saving throws made at -5. The witch must make a successful roll to hit the victim's armor class for the spell to work. Witches of level 20 and higher are allowed a duration of one year. The effect of the spell is to drain a life-energy level, identical to the effect of a wight, for the duration of the spell. No further experience may be gained by the victim until this spell is lifted. Only a *wish* can undo this spell prior to the end of its duration.

Evaporate fluids - Same as *dissipate vapor*, except that the spell is effective against liquids instead of gases or vapors.

Haste - MU-3

Leomund's secret chest - MU-5

Lower water - C-4

Telekinesis - MU-5

True sight - 1-6 (only witches of good alignment may cast this spell)

Vision crystal - Duration 1 turn for each 7 levels of experience of the caster

(fractions do not count). This spell enables the witch to make any transparent or reflecting object into a *crystal ball* for one viewing. A *crystal ball* created in this manner does not count as one of the required items for a witch desiring admission to the High Secret Order. See the spell *magic mirror* (MU-4) for other relevant details.

Wards of defense - Duration 5 segments per experience level of the caster. The spell creates a stationary force field of a 2" radius around the witch, shielding her from all magical or physical attacks for the duration of the spell or until it is dispelled. The witch may cast spells of level 3 and lower from inside the field, and may fire missiles from within the field. The witch may move about within the field, but if she moves up to or beyond the 2" radius from her original position, the spell is dispelled.

Worship - Range 12", duration 3 turns per level of the caster or until dispelled. The spell affects one intelligent (semi-intelligent or higher) creature, regardless of hit dice. Characters or creatures with magic resistance are entitled to a saving throw as usual, and have their magic resistance reduced by a factor of 90% for purposes of determining whether the spell takes effect. Characters or creatures without magic resistance save at -2. The effect of the spell is to put the entity into a trance from which it cannot be revived until the spell expires or is dispelled. The victim obeys simple commands from the witch and, if the victim has spell-casting capability, may cheerfully cast one spell from its repertoire (of the witch's choice) on behalf of the witch.

Seventh level

Astral projection - As per the 7th-level cleric spell *astral spell*.

Call spirit - Range 2" from corpse containing spirit to be called. No saving throw allowed. The spell must be cast at night, and the name of the deceased must be known to the witch before casting. One round after casting, the spirit of the deceased character or creature is summoned to the witch. She may then ask the spirit four questions of any sort, and the spirit is compelled to answer truthfully if the answer is known to it or can be obtained by it. Before any questions are asked, the spirit must be told whether it is supposed to search the spirit world for the answer(s) or to rely entirely on its own knowledge. There is a base chance of 50% that the spirit knows the answer to any question(s) asked of it. This chance is adjusted upward by 20% if a search of the spirit world is called for. However, a search of the spirit world takes from 5 rounds up to one day, depending on the difficulty or complexity of the question, per question. If a spirit does not know and is unable to discover the answer to a question, it informs the caster of that fact. The spell lasts until dispelled or until the caster

has received four responses from the spirit.

Control lycanthrope — Range 12" radius of the caster, duration permanent or until dispelled. No saving throw allowed. Any and all lycanthropes within range are affected, and won't automatically attack the caster. However, for each day or part of a day the spell remains in effect, there is a 5% chance (cumulative) of the affected creature(s) breaking the spell and attacking the witch. (Roll separately for each creature.)

Control undead — Same as *control lycanthrope*, except that the spell affects any and all undead creatures within range.

Find the path — C-6

Fire storm — D-7

Geas — MU-6

Legend lore — MU-6

Love — Range touch, duration permanent or until dispelled. The spell is usable only by witches of good or neutral alignment. The spell acts as a permanent *filter of love* if the intended target fails its saving throw. The spell can only be removed by a *limited wish* or a *wish*. Only one target can be affected for each casting of the spell.

Seduction VII — Same as *seduction I*, except for determination of saving throw.

Stone to flesh — MU-6

Wall of ice — MU-4

Eighth level

Charm man III — Same as *charm man I*, except that the spell affects 9-16 (d8 +8) men of 5th level or lower.

Clone — MU-8

Death — Range 12", duration 1 round, area of effect 4" by 4". This spell instantly destroys from 2-16 creatures (undead

extraplanar beings excluded) within the area of effect, as long as the intended victims have 7 or fewer hit dice. Or, one creature of more than 7 HD can be killed. No saving throw is allowed in either case. The effects of this spell can be negated if a successful *dispel magic* has been cast earlier in the same round, or by a *dispel enchantment* spell cast by another witch (see below).

Dispel enchantment — Range 12" for creatures, touch for magic items. This incantation either creates a circular field of anti-magical force that permanent dispels any sort of spell which is currently in effect within range of the *dispel enchantment* spell, or it renders useless any single magic item which is touched by the caster. No saving throw is allowed for the items, though artifacts and relics are not affected. Magic is dispelled at the level of the witch's magic use. Duration of the spell is 5 rounds/level for dispelling spells, or turn/level for neutralizing magic items.

Mass polymorph — Range 12", area of effect 6" by 6" by 6". Caster may polymorph up to 10 man-sized creatures, as per the *polymorph other* spell. Saving throw is made at -3 for each creature, -4 if only one or two creatures are intended to be affected. In addition, any character or creature which makes a successful system shock roll has no chance of being *polymorphed*. Up to three different types of creatures may be among the creatures which are changed into; for example, in a group of at least three targets, the witch could turn one or more of them into a cat, one or more into a dog, and one or more into a mouse. Creatures larger or smaller than man-size cause the maximum number affected to be altered

accordingly, with two small-sized creatures equivalent to one man-sized creature, and two or three man-sized creatures equivalent to one large-sized creature.

Reincarnation — MU-6

Rusting touch — Duration 1 turn or until dispelled, range touch. The spell affects all ferrous metals as if they had been touched by a rust monster, and can affect as many items as the witch can touch within the duration of the spell. Magical items made of metal get a save at -4; otherwise, no saving throw allowed.

Seduction VIII — Same as *seduction I*, except for determination of saving throw.

Summon daemon/demon/devil — Usable only by witches of evil alignment. The spell is generally the same as the 5th-level magic-user spell *conjure elemental*, except that the conjured creature vanishes without attacking should the witch's concentration be disturbed. Archdevils and the like cannot be conjured, and any intelligent creature that is conjured and performs a service for the witch may claim a service from her at any future time. *Protection from evil* must be cast by a cleric or magic-user in the witch's party or the witch herself must burn a blue candle before the spell can be cast. No saving throw is allowed to the summoned being. This spell brings whatever sort of creature the witch desires, be it a Type V demon or a styx devil, but there is a percentage chance equal to the summoned being's hit dice that the spell fails.

Temporary resurrection — Duration two days per experience level of the caster, range 6", only one character or creature can be affected on each casting. The spell causes the affected character or creature



to be brought back to life with all personal powers previously possessed. No saving throw allowed. The spell is reversible, with *temporary death* causing the affected creature to be rendered lifeless for the duration. A saving throw is allowed for the reverse of the spell. Only witches of evil or neutral alignment may cast *temporary death*. Note that material goods owned by the character returned to life are not restored by this spell's powers.

Wasting — Duration 1 turn or 2 touches, whatever comes first. The spell causes any character or creature which is touched to immediately age 10-100 years. Intelligent creatures (low intelligence or higher) are allowed a saving throw.

Youth — Duration 2 rounds, usable once per day. Affects one character or creature per casting of the spell. Anyone or anything touched becomes 10 years younger for the duration of the spell.

High Secret Order spells

Banish — Range 24", area of effect 2" by 4" by 4". The effect of this spell is to send any character or creature (including another witch) or an inanimate object that has been animated straight to a random Lower Plane in a random location. The spell affects one creature or thing only, but is infallible and operates regardless of any attempts to dispel or counteract it. Even creatures the witch cannot actually detect may be *banished* if one is threatening her well-being in a direct way, as long as that creature or thing lies within the spell's area of effect.

Circle of blindness — Range 7", area of effect 3" radius of impact point, duration 3 turns. No saving throw is allowed. All witches are immune to the effects of this spell. Within the area of effect, the spell neutralizes normal vision and hearing and negates the effects of the following spells: *ESP*, *detect invisibility*, *detect magic*, *detect evil/good*, *locate object*, *seek*, *clairvoyance*, *infravision*, and *wizard eye*. The spell also renders useless any magic item that offers any sort of detection ability. The circle is immobile, and victims may blunder out of the area of effect. The only other ways to counteract the effects of the spell before it wears off are *wishes* of any sort, the witch spell *dispel enchantment* as by the intentional premature dispelling of the spell by the caster.

Combine — This spell allows the caster to combine the casting of two or more spells, not to exceed a total of seven spell levels. Range, duration, and area of effect of the combination spell are determined according to the smallest or shortest such figures for the spells involved. The two spells so joined must have been memorized by the witch prior to their casting, and the *combine* spell may be cast up to a full turn prior to the casting of the two

Control weather — D-7

Disintegrate flesh — Range 5", area of effect 4" by 4" by 4". The spell enables a witch to completely disintegrate all living material and beings within the specified area of effect. Only beings with a magic resistance gain any form of saving throw against this attack. Nonliving material possessions and objects are not affected by this spell, but dead organic matter (bodies, bones, etc.) is also consumed.

Earthquake — C-7

Guards and wards — MU-6

Intensify — Range 15" (outdoors only), duration 1 turn, area of effect ½ mile square. This spell multiplies the power of one currently existing natural phenomenon: A light breeze would become a hurricane-strength wind, the sound of rustling leaves would become a deafening tumult, a sprinkle of rain would become a flash flood. *Dispel magic* has no effect on this spell.

Maze — MU-8

Paralyzing pit — Range 8". The spell, when cast outdoors, causes the immediate formation of a pit 2" by 2" by 2". Victims falling into the pit, either upon its formation or in subsequent rounds, automatically take 2-12 hp damage from the fall. In each round after the fall, a victim must make a saving throw vs. spells or be paralyzed. The paralyzation feature of the pit lasts for six rounds after the formation of the pit, but the pit is permanent and continues to inflict 2-12 hp damage to anyone or anything that falls into it later. When the spell is cast in a dungeon or inside any other type of enclosure, no pit is formed; instead, a paralyzation field 1" thick and 2" wide, to the maximum possible height, is formed. The field lasts for 12 rounds. Victims are allowed a saving throw at +1, and if a save is failed the victim is paralyzed for 2 rounds. Victims are entitled to a new saving throw every second round they are in the field, but must make a successful save in two consecutive rounds to avoid being paralyzed all over again. The spell-caster may enter the pit or the field without being adversely affected.

Prismatic sphere — MU-9

Prismatic spray — I-7

Reflection — Duration 2 turns, area of effect immediate area around spell caster. This spell creates a shimmering cloud around the witch, causing any magical attack used against her to be turned against the attacker. Attacks with normal weapons have no effect and are not reflected. The spell won't reflect the effects of a *banish* spell or any detection spell. Banish still works, and divination spells simply have no effect.

Seek — By casting this spell, a witch immediately gains the ability to determine the location of any single item, place, or creature and visualize all major aspects of its immediate surroundings (within 5"). She is able to tell in what part of a world or area the thing being sought exists; the closer she actually is to the thing being sought, the more definite her general idea

of its location. The spell may be used by a witch for her own benefit, or she may be induced to cast it on behalf of another character or creature, as long as that individual is of the same specific alignment as the witch. When the spell is performed on behalf of someone else, the witch must be provided with an extremely detailed description of the item being sought. As payment for her service, the witch can require a magic item in the individual's possession (50% chance) or a sum of 10,000-40,000 gp.

Solidify air — Range 3", area of effect 2" by 2" by 2". By casting this spell, the witch can cause the atmosphere within the area of effect to solidify. The solidifying process takes five rounds, after which any creature(s) within the area of effect are trapped and unable to move. The atmosphere forms into a rocklike substance which is solid and hard, but porous enough to allow trapped creatures to breathe. The substance is not affected by dispel magic or any other similar spell. Furthermore, the witch may command the solidified air to become nonporous, smothering those within it in a single round, or she may command the solidified air to turn to fog, releasing the trapped characters but temporarily blinding them. At any time, the witch may communicate freely with those trapped inside the block of air by speech. No saving throw is given against this spell, which has a permanent duration until dispelled by command of the witch.

Transport via plants — D-7

Vaporize — Range 3", duration 10 rounds, area of effect 4" wide by 2" deep by 2" high. Any rock, mineral matter, or metal in the affected area is turned into a thick fog that can be blown away. *Dispel magic* has no effect on this spell. Magical items must save against disintegration to avoid being destroyed.

Volcanic circle — Range 8", duration 3 rounds. The spell creates a circular patch of cohesive lava 1" wide by ¼" deep which radiates outward from the point of origin at the rate of 3" per round. Creatures touched by the lava immediately take 8-80 hp damage from the molten rock. The spell-caster is unharmed by this spell. Ground that has already been passed over by the circle is safe to walk on after a full turn. *Dispel magic* has no effect on this spell.

Weight concentration/dilution — Range 10", duration 6 turns, area of effect up to 10 creatures or objects. The spell enables the witch to triple a target's weight, making it move more slowly, become unable to fly, etc. *Weight dilution*, the reverse of the spell, causes a target's weight to be reduced to one-tenth of its normal amount, meaning that strong winds could blow away men, wagons, or other normally heavy objects. Targets are allowed saving throws. *Dispel magic* has no effect on this spell.

Wind walk— C-7

Grave encounters

Creatures that lurk in cemeteries and crypts

by Nick Kopsinis
and
Patrick Goshtigian

The graveyard – the name sends chills up the spine of any who consider visiting it, day or night. Many stories are told around a village or town about who or what is buried there, powerful heroes and treasure to fit them; however, the tales also contain stories of lights floating mys-

teriously around a certain grave or of ghastly figures prowling over the grounds.

A graveyard is an area near cities, towns, and villages that lends itself to adventure. By definition, a graveyard is a burial place for the deceased, but this is very vague. For technical purposes, the term "graveyard" has been given two separate identities:

First, *typical* burial grounds include the town cemetery, rundown ghost towns, ancient ruins, former battlefields, haunted forests, and other possibly haunted areas. The words "possibly haunted" are what distinguish these burial grounds from the other classification.

Second, *evil-enchanted* burial grounds are limited to known evil-enchanted cemeteries, tombs, and crypts. These areas are greatly known and feared for their evil presence.

In either type of graveyard there is a chance for a random encounter. In any graveyard, there will be two types of creatures found: undead, whose presence is expected, and living creatures, whose occupations involve traveling near or through graveyards, or whose habitats might include the graveyard and its surrounding area. Typical graveyards are commonly frequented by men, and are thus good hunting grounds for hungry creatures. Also, these graveyards make great homes for unpleasant scavengers since carrion abound here. As for the haunting of these places, that's only a

TYPICAL GRAVEYARD

Dusk

Creature	Phase of moon		
	New	Half	Full
Adherer	01	01	01
Bat ¹	02-11	02-11	02-11
Boggart	12	12	-
Chokecreeper*	13-15	13-15	12-14
Demihuman ²	16-34	16-36	15-36
Galltrit	35-37	37-39	37-39
Gargoyle	38-41	40-43	40-42
Ghast	42-44	44-45	43
Ghoul	45-48	46-49	44-45
Hangman tree*	49-51	50-52	46-48
Leucrotta	52	53	49
Lycanthrope ³	-	54-58	50-57
Lycanthrope, human form**	53-57	59	-
Men ⁴	58-81	60-84	58-84
Moon dog	82	-	-
Mummy	83-84	85-86	85-86
Rat	85-89	87-90	87-90
Rot grub*	90-91	91-92	91-92
Spider ⁵	92-95	93-96	93-96
Wight	96	-	-
Zombie	97-00	97-00	97-00

* - These creatures will have little or no movement.

** - Refer to lycanthrope subtable for type of lycanthrope in human form.

TYPICAL GRAVEYARD

Midnight

Creature	Phase of moon		
	New	Half	Full
Adherer	01-02	01-02	01-02
Bat ¹	03-16	03-16	03-16
Boggart	17-19	17-18	17
Choke creeper*	20-22	19-22	18-20
Demihuman ²	23-26	23-26	21-27
Galltrit	27-30	27-30	28-31
Gargoyle	31-35	31-35	32-35
Ghast	36-41	36-40	36-38
Ghoul	42-49	41-47	39-43
Hangman tree*	50-52	48-51	44-49
Leucrotta	53-54	52-53	50-51
Lycanthrope ³	55-59	54-63	52-65
Lycanthrope, human form**	60	-	-
Men ⁴	61-65	64-71	66-75
Moon dog	66-68	72	76
Mummy	69-71	73-75	77-79
Rat	72-78	76-81	80-84
Rot grub*	79-80	82-83	85-86
Spider ⁵	81-86	84-89	87-92
Wight	87-93	90-94	93-95
Will-o-wisp	94-96	95-96	96
Zombie	97-00	97-00	97-00

* - These creatures will have little or no movement.

** - Refer to lycanthrope subtable for type of lycanthrope in human form.

TYPICAL GRAVEYARD

Dawn

Creature	Phase of moon		
	New	Half	Full
Adherer	01	01	01
Bat ¹	02-10	02-10	02-10
Boggart	11	11	11
Choke creeper *	12-14	12-14	12-14
Demihuman ²	15-31	15-32	15-34
Galltrit	32-34	33-35	35-37
Gargoyle	35-38	36-39	38-40
Ghast	39-41	40-41	41
Ghoul	42-46	42-45	42-43
Hangman tree*	47-50	46-49	44-48
Leucrotta	51	50	49
Lycanthrope ³	52	51-52	50-53
Lycanthrope, human form* *	53-56	53-58	54-60
Men ⁴	57-76	59-80	61-84
Moon dog	77	-	-
Mummy	78-79	81-82	85-86
Rat	80-84	83-86	87-90
Rot grub*	85-86	87-88	91-92
Spider ⁵	87-90	89-92	93-96
Wight	91-96	93-96	-
Zombie	97-00	97-00	97-00

* - These creatures will have little or no movement.

** - Refer to lycanthrope subtable for type of lycanthrope in human form. (Numbers refer to subtables)

“possibility.” In evil-enchanted graveyards, the degree of evil is known and accepted as fact. The evil nature of these places provides an excellent shelter for their evil inhabitants. The nature of the graveyard’s surroundings tends to be evil; therefore, summoning evil creatures would be much easier from this base point.

Both sets of tables are divided into three subtables: dusk, midnight, and dawn. These tables are used to reflect the hour of day, and more importantly, the amount of sunlight present at the particular hour.

The greatest factor involving light at night is the moon. The amount of light present during a full moon differs so greatly from that of a new or half moon that included on each chart are the three representative phases of the moon: half, full, and new. The cycle used here is based on a 28-day rotation; consider three nights before and after the phase night to be

included in that phase period. The use of the moon’s phases is logically justified by the fact that under a full moon certain light-fearing creatures (such as vampires, wights, and ghosts) would refrain from venturing under it, while some creatures (men, lycanthropes, demihumans) wouldn’t travel without such a light source available. The differences between each moon phase represent the light’s effect on the creatures’ percentage of appearance.

To use the tables in this article, distinguish what type of graveyard is applicable, find the table whose time is the closest to the actual game time, and cross-index the roll with the closest moon phase as explained previously.

EVIL-ENCHANTED GRAVEYARD Dusk

Creature	Phase of moon		
	New	Half	Full
Adherer	01-02	01-02	01-02
Apparition	03	-	-
Bat ¹	04-09	03-08	03-08
Boggart	10	09	-
Choke creeper*	11-12	10-11	09-10
Coffer corpse	13	12	-
Daemon ²	14	13	-
Death knight	15	14	-
Demihuman ³	16-28	15-29	11-27
Demodand ⁴	29	30	-
Demon ⁵	30	31	-
Devil ⁶	31	32	-
Galltrit	32	33	28
Gargoyle	33-35	34-36	29-30
Ghast	36-39	37-40	31-33
Ghoul	40-45	41-46	34-37
Hangman tree*	46-47	47-48	38-41
Haunt	48	49	42
Hellcat	49	50	43
Huecuva	50-51	51	44
Leucrotta	52-53	52-53	45-46
Lycanthrope ⁷	-	54-57	47-56
Lycanthrope, human form* *	54-56	58	-
Men ⁸	57-74	59-76	57-79
Moon dog	75	77	-
Mummy	76-77	78-79	80-81
Penanggalan	78	-	-
Phantom	79	80	82
Poltergeist	80	81	83
Rat	81-83	82-84	84-86
Revenant	84	85	87
Rot grub*	85	86	88
Shade	86-88	87-90	89-91
Shadow demon	89	-	-
Son of Kyuss	90	91	92
Spider ⁹	91-93	92-94	93-95
Vampire	94	95	-
Wight	95	-	-
Zombie	96-98	96-98	96-98
Zombie, juju	99	99	99
Zombie, monster	00	00	00

* - These creatures will have little or no movement.

** - Refer to lycanthrope subtable for type of lycanthrope in human form.

Practical use of these tables can easily enhance any gaming campaign which includes outdoor adventures, since these tables specialize in areas not thoroughly covered in the DMG. Be prepared; don’t let your players catch you six feet under!

EVIL-ENCHANTED GRAVEYARD Midnight

Creature	Phase of moon		
	New	Half	Full
Adherer	01-02	01-02	01-02
Annis	03	03	-
Apparition	04-05	04-05	03
Bat ¹	06-09	06-10	04-08
Boggart	10-11	11	-
Choke creeper *	12-13	12-13	09-10
Coffer corpse	14-15	14-15	11-12
Daemon ²	16	16	13
Death knight	17	17	14
Demihuman ³	18	18-20	15-19
Demodand ⁴	19	21	20
Demon ⁵	20	22	21
Devil ⁶	21	23	22
Galltrit	22-23	24-25	23-24
Gargoyle	24-27	26-29	25-27
Ghast	28-32	30-33	28-31
Ghost	33-35	34	-
Ghoul	36-42	35-40	32-37
Groaning spirit	43	-	-
Hangman tree *	44-45	41-43	38-40
Haunt	46	44	41
Hellcat	47	45	42
Huecuva	48-49	46-47	43-44
Leucrotta	50-51	48-49	45-46
Lich	52	-	-
Lycanthrope ⁷	53	50-52	47-57
Night hag	54	53	58
Nightmare* *	55	54	59
Men ⁶	56	55-59	60-66
Moon dog	57-59	60-61	67-68
Mummy	60-62	62-64	69-71
Penanggalan	63-64	65-66	72-73
Phantom	65	67	74
Poltergeist	66	68	75
Rat	67-70	69-72	76-79
Revenant	71	73	80
Rot grub*	72	74	81
Shade	73	75-77	82-83
Shadow	74-75	78	84
Shadow demon	76-77	79	85
Son of Kyuss	78	80	86
Spectre	79-80	81	-
Spider ⁹	81-84	82-85	87-90
Vampire	85-86	86-87	91-92
Vargouille	87	88	-
Wight	88-90	89-90	93-94
Will-o-wisp	91	92	-
Wraith	92-95	93-95	95
Zombie	96-98	96-98	96-98
Zombie, juju	99	99	99
Zombie, monster	00	00	00

* - These creatures will have little or no movement.

** - This creature will have a rider (a powerful demon, devil, or night hag) 85% of the time.

(Numbers refer to subtables)

TYPICAL GRAVEYARD Subtables

Note: Creature subtables are not dependent upon moon phase.

1 - Bat subtable

Dice	Creature encountered
01-13	Doombat
14-48	Giant bat
49-60	Mobat
61-00	Ordinary bat

2 - Demihuman subtable

Dice	Creature encountered
01-40	Dwarf
41-70	Elf
71-85	Gnome
86-00	Halfling

3 - Lycanthrope subtable

Dice	Creature encountered
01-05	Foxwoman
06-26	Werebear
27-35	Wereboar
36-50	Wererat
51-60	Weretiger
61-00	Werewolf

4 - Men subtable

Dice	Creature encountered
01-15	Caretakers
16-30	Clerics
33-35	Drunks
36-50	Grave robbers
51-60	Guards
61-65	Magic-users
66-75	Mourners
76-85	Pilgrims
86-00	Pranksters

5 - Spider subtable

Dice	Creature encountered
01-25	Giant spider
26-55	Huge spider
56-90	Large spider
91-00	Phase spider

EVIL-ENCHANTED GRAVEYARD

Dawn

Creature	Phase of moon		
	New	Half	Full
Adherer	01-02	01-02	01-02
Apparition	03	-	-
Bat ¹	04-08	03-06	03-06
Boggart	09	07	-
Choke creeper *	10-11	08-09	07-08
Coffer corpse	12	10	09
Daemon ²	13	11	-
Death knight	14	12	-
Demihuman ³	15-26	13-25	10-25
Demodand ⁴	27	26	-
Demon ⁵	28	27	-
Devil ⁶	29	28	-
Galltrit	30	29	26

Gargoyle	31-33	30-32	27-29
Ghast	34-36	33-35	30-31
Ghost	37	-	-
Ghoul	38-42	36-40	32-35
Hangman tree*	43-45	41-44	36-41
Haunt	46	45	42
Hellcat	47	46	43
Huecuva	48-49	47-48	44-45
Leucrotta	50-51	49-50	46-47
Lycanthrope ⁷	52-53	51-53	48-52
Lycanthrope, human form **	54	54-57	53-59
Men ⁸	55-68	58-73	60-77
Moon dog	69	74	-
Mummy	70-71	75-76	78-79
Penanggalan	72	-	-
Phantom	73	77	80
Poltergeist	74	78	81

Rat	75-77	79-81	82-84
Revenant	78	82	85
Rot grub*	79	83	86
Shade	80-82	84-86	87-88
Shadow	83-84	87-88	89-90
Shadow demon	85	-	-
Son of Kyuss	86	89	91
Spectre	87	-	-
Spider ⁹	88-90	90-92	92-94
Wight	91-92	93-94	95
Wraith	93-95	95	-
Zombie	96-98	96-98	96-98
Zombie, juju	99	99	99
Zombie, monster	00	00	00

* - These creatures will have little or no movement.

** - Refer to lycanthrope subtable for type of lycanthrope in human form.

EVIL-ENCHANTED GRAVEYARD

Subtables

Note: Creature subtables are not dependent upon moon phase.

1 - Bat subtable

Dice	Creature encountered
01-13	Doombat
14-48	Giant bat
49-60	Mobat
61-00	Ordinary bat

2 - Daemon subtable

Dice	Creature encountered
01-17	Greater daemon
18-35	Lesser daemon
36-70	Mezzodaemon
71-00	Nycadaemon

3 - Demihuman subtable

Dice	Creature encountered
01-04	Dwarf
41-70	Elf
71-85	Gnome
86-00	Halfling

4 - Demodand subtable

Dice	Creature encountered
01-45	Farastu demodand
46-75	Kelubar demodand
76-00	Shator demodand

5 - Demon subtable

Dice	Creature encountered
01-02	Demon lord
03-27	Major demon
28-74	Minor demon
75-80	Demon prince
81-00	Semi-demon

6 - Devil subtable

Dice	Creature encountered
01-02	Archdevil
03-05	Duke
06-30	Greater devil
31-65	Least devil
66-97	Lesser devil
98-00	Devil prince/princess

7 - Lycanthrope subtable

Dice *	Creature encountered
01-05	Foxwoman
06-26	Werebear
27-35	Wereboar
36-50	Wererat
51-60	Weretiger
61-00	Werewolf

8 - Men subtable

Dice	Creature encountered
01-10	Caretakers
11-30	Clerics
31-35	Drunks
36-60	Grave robbers
61-65	Guards
66-75	Magic-users
76-80	Mourners
81-85	Pilgrims
86-00	Pranksters

9 - Spider subtable

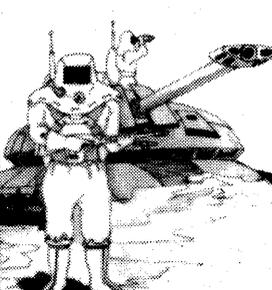
Dice	Creature encountered
01-25	Giant spider
26-55	Huge spider
56-90	Large spider
91-00	Phase spider



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THE ELVEN CAVALIER

by Chris Booth

Elves, whether scorned, misinterpreted or eulogized, are a standard component in the AD&D® game multiverse and as such deserve a fuller description of how their culture works. One of the major facets of the elven culture is how they perform in their interpretation of each of the prescribed character classes. The elf's outlook, although alien, can generally be reduced to feelings of liberality and fraternity, and these traits characterize nearly all aspects of their behavior. In the case in hand, the elven cavalier performs a parallel of the prescribed class functions, while retaining those traits and characterizations that are quintessentially elven. The class should differ when applied to elves simply because it is performed by a completely different race; if you like, the class has altered in the translation.

Ability scores

Elven cavaliers require minimum ability scores of 10 intelligence, 10 wisdom, 15 strength, 15 constitution, and 16 dexterity. A 16 dexterity is required (in contrast to the human minimum of 15) due to the class's greater reliance on missile weapons and because a dexterity score of 16 is the elven equivalent of the human's 15 due to the + 1 racial ability modifier. Failure to meet these standards at any time during the character's career reduces the individual's status to that of a respected fighter.

Experience

The elf cavaliers, unlike their human counterparts, always begin at one of the 0 class levels; -1500 or -500 experience points, dependent on their initial social status. Upper class individuals start at -500 XP and all others that gain sponsorship start at -1500 XP. The elven cavalier starts at below first level because of an elf's need to be impressed by the actions of any individual to gain their respect; very little such respect is conferred by general background or the deeds performed by forebearers. The cavalier elf is employed in elven society primarily to lead, and without the deference derived from the respect of his fellows this role would be impossible. This period at the start of a character's life is the most important for those trying to gain the class of cavalier. During this time his abilities, toughness and spiritual mettle are rigorously tested. Failure at any segment of this trial disallows the character from further training as a cavalier. Normally failure at this initiation means that the character is given a free choice of other classes to enter and he retains those hit points gained from their play at zero level.

Weaponry

At the start (zero level) the elf cavalier is taught to use the short bow and gains bonuses to hit and damage for this as the first weapon of choice, as detailed below. The bow is "selected" to start because the individual is expected to support the greater cavaliers with missile fire until he is experienced in handling combat situations and thereby derives some of the respect necessary for his promotion as a cavalier. On attaining the first level of experience, the cavalier is awarded his long sword, and it is this weapon which marks him as a trained warrior.

It is the long sword which is the prime weapon of choice, and the elf gains bonuses to hit and damage for it in place of those gained for the lance. Because elves typically reside in woodlands, lances and horses are not normally employed at the start, but can be mastered in the later levels. As is the case for humans, some weapons are preferred over others but they differ in type to those listed in the original class description. These weapons in order of preference are:

- Short bow (first weapon of choice)
- Long sword (prime weapon of choice)
- Dagger or knife
- Short sword
- Spear or ranseur
- Javelin

As a note of explanation, the bow is listed as the first weapon of preference because it is the first weapon played. At increasing levels the weapon is less commonly used, being primarily reserved for attack preparation, whereby extremely tough or numerous opponents might be softened up, as an "opening gambit." Commonly, the middle-level elven cavalier employs his bow only to instruct the characters of lesser level and as a "tracer" shot (the arrow is tied with a brightly colored ribbon or a piece of burning cloth) to guide the arrows of his lesser-ranked fellows.

It is possible for an elven cavalier to fire a bow when mounted, but the following restrictions are applied in almost all cases:

1. Normal rate of fire is halved (i.e. 2 arrows/round becomes 1/round, 3 arrows/round becomes 3 arrows/2 rounds, etc.).
2. Maximum movement rate is reduced by 25% for the duration.
3. Maneuverability is reduced by 25% or by one class for aerial mounts.

The bow is not judged a dishonorable weapon; in fact, most have the attitude that it is the best way to fight, because it is possible to discourage an opponent from attacking with archery (thereby preserving life), whereas when closing to hand-to-hand combat, death is usually the only outcome — either the opponent's or the characters.

The long sword is the weapon of choice for the elven cavalier, and it is most com-

monly with this weapon that the individual chooses to express his or her fighting potential. The long sword defines everything about the class's attitudes; simplicity, flexibility, quickness and formidability. The character normally possesses one long sword at all times and is bereft of this weapon only in the rarest and strangest of circumstances.

The dagger or knife is ranked third in the list of preference because one of these is normally selected as a secondary weapon for two-handed fighting. Cavaliers who can effectively wield a weapon in either hand are highly respected, not only because of the high manual dexterity required, but also because of the attitude that opponents needing to be killed should be dispatched quickly. The knife is included as a preferred weapon because it can easily be concealed and is relatively easy to obtain or manufacture as a contingency. Elves are generally very secretive, and any creature which lives most of its life in the wilderness would find great difficulty in surviving hundreds of years without at least a few contingencies.

The short sword is listed in the fourth rank because of its association with untrained, weak and/or undisciplined "fighters," and is usually selected as a second choice, or alternative main combat weapon, after the long sword.

Spears and ranseurs are selected with equal preference because of the type of role the cavalier character envisions for himself. If the character feels that a far-wandering life would be desirable and best suited to his personality, then the spear would normally be selected, not only because of its general high utility and flexibility, but also because it can double as a light lance (at no penalty) when the character is mounted. If, however, the character tends to insularity and close support of the elf band and its allies, a short ranseur would normally be selected. This weapon still offers the possibility of greater damage versus large creatures (if grounded) and allows the individual the option of disarming and offering surrender to an opponent instead of the usual "kill or be killed" combat scenario. This tactic is acceptable to elven cavaliers because they respect their opponent (and its right to life), they realize their opponent's weakness of judgement (in some cases) in wanting to combat to the death against the character cavalier, and because of the cavalier's predilection toward strategy. All plans rely on information, and usually a greater amount of information is to be gained from a vying of tongues rather than swords.

The javelin is included here as preferred because it can be used without penalty by the cavalier when they are mounted, allowing the character full rate of fire, movement allowance, and maneuverabil-

ity. The relatively common occurrence of specially enchanted javelins, compared to other missile weapons, plays a part also in this choice of weapon and it is pressed to good service, at higher levels, in aerial combat.

As weapons of choice the cavalier gains the following bonuses to hit at each level of advancement:

First level	+ 1 to hit when using a short bow
Second level	+ 1 to hit with the long sword
Fourth level	+ 1 to hit with knife or dagger or any of the other preferred weapons
Sixth level	+ 1 to hit with any other preferred weapon
Eighth level	+2 to hit with short bow and long sword
Tenth level	+2 to hit with dagger or knife or any other preferred weapon selected at fourth level
Twelfth level	+2 to hit with the other preferred weapon selected at sixth level
	+3 to hit with short bow and long sword

From a comparison between elven and human "to hit" bonuses, it can be seen that the elf increases in ability to hit at a slightly quicker rate than its human peer. This is caused by the elf's attitude as an artist. Humans tend to view combat as a science, in which each action is performed within a close tolerance of error, whereas the elf views the contest as an artform in which each action is reasoned and as near to perfect as possible.

As in the case for humans, elven cavaliers fight as if four levels higher with weapons of choice in regard to the number of attacks mounted per melee round. At 3rd level, for example, the character is allowed three attacks per two rounds with the long sword, at 9th level two attacks per round may be made, and starting at 16th level three attacks per round are possible. In a similar manner the cavalier gains + 1 damage with the long sword and short bow for every three levels above first that the character has attained; for example, + 1 damage at 4th level, + 2 damage at 7th, + 3 damage at 10th, and so forth.

Weapons restrictions

There are no hard and fast rules regarding which weapons the elven cavalier may not employ. There are, however, a number of weapons whose use are excluded through social mores. These are:

- All forms of crossbow
- Hammer
- Spiked buckler

Garrote
Morning star
Club
Pick
Whip
Most polearms

Rank

Due to their generally non-elitist viewpoint, elves do not assign titles to each and every level of ability. This situation is in no way extraordinary, however; most individuals are ranked as merely greater or lesser fusing the name level as a datum, with perhaps some mention given to the deeds, accomplishments or place of origin of the character concerned.

Riding ability

Starting at 3rd level, the elven cavalier gains the ability to keep and employ various types of mounts. These skills are acquired in the following order.

Level	Skill gained
3rd	Ride and handle horses
4th	Ride and handle unicorns (females only)
5th	Speed bonus (as per UA 5th-level cavalier)
7th	Ride and handle giant eagles (specially bred mounts)
8th	Ride and handle pegasi
10th	Ride and handle griffons and/or hippogriffs
12th	Ride and handle dragons

Armor and identification

The elven cavalier is marked by his armor — which is not the plate, plate mail or other heavy armor usually worn by this class. Elves, in most situations, prefer armor of a lighter and more flexible sort, for instance leather, studded, ring, scale or chain mail, preferably of elven manufacture and (of even greater preference) in some way enchanted or enhanced. The lowly cavaliers, therefore, wear no particular armor to mark their station but the majority of those of higher rank sport elven mail (enchanted as per UA page 104, if at all possible) and elaborately worked, bejeweled, or englamored. These specially designed suits are both the mark of an elven cavalier's status and the means of his identification. Some shield design is not uncommon, but most of the information normally found on an escutcheon can be "read" from subtle variations of color, form or embellishment. Indeed, in some cases, the initiated eye can glean a greater volume of information from the elven cavalier's appearance alone than from that contained within the close parameters of the simple shield face borne by his human counterpart.

Examples of the signs and marks found in a typical elven cavalier's armor and dress are:

Wings painted or worked on the heels:

These denote some great feat of successful strategy or planning that has been acknowledged by a respected noble or high-level cavalier.

Dress/armor design: Specific styles of armor and surcoats, indeed specific armorers are exclusively used by "orders," bands, families and sects and these distinctive styles usually indicate allegiance to those particular groupings.

Bejewelment: At the simplest level, gives some indication of the character's level and/or current wealth.

General adornment: The character's ornamentation lends most to identifying that particular individual and usually the cavalier carries several such distinguishing adornments. Additional embellishments can be used to allow his or her peers to classify (at the least) standing, service, outlook, and origins. The highly adorned cavaliers, it should be noted, lose their ability of full invisibility in vegetation for the duration of this display. To overcome this problem, they sometimes employ enveloping cloaks or magic to mask their glamor. Alternatively, they may simply decide to forego disguise, to divert their opponent's attention or for any other reason which the individual views as beneficial to the cause.

The arrow: The arrow is the signature of most elven cavaliers, and consequently most are finely worked and characteristically styled to ease identification. In addition to the character's normal arrows, he might possess a number of other flights that have been gained through merit. The type of arrow awarded a cavalier range from "normal" magically enchanted shafts, which are usually given in return for service, to the highly prized crystal flights, known as hellic arrows, which are awarded for specific acts of heroism or achievement. A hellic arrow is usually composed of a highly decorated or finely crafted shaft, tipped with a specially worked gemstone head and flighted with the same shade of feather as the head. These special arrows are normally enchanted at varying strengths and the number of different types of arrow produced is restricted only by the limit of the elves' craft. Examples of the different types of hellic arrows found, and the cause of their award, are as follows:

Ruby Head: Victoriously lead a band of elves against warring enemies (+ 2 "Heart-seeker").

Opal Head: Good achievement, normally deemed impossible f + 3 "Whiteleaf").

Sapphire Head: Peace pact with a powerful race or tribe (Arrow of Slaying).

Moonstone Head: Extended or exceptional service to a deity f + 3 "Whisperer").

These powerful prizes are almost never willingly used by their owners for fear of their destruction or loss. A notable exception to this rule is the sapphire pact-maker's shaft, which the cavalier is honor bound to use on the leader of the other race or tribe if the pact is broken.

Common class abilities

The unaltered abilities common to the translated cavalier class are:

Parrying: includes elven bonus to hit with long/shortsword.

Ability score increase: strength, dexterity & constitution.

Training: after attaining fifth level it is unnecessary to specifically train for each succeeding level increase.

Fear immunity: including protection from fear 1" radius if aligned to good.

90% resistance to mental attacks: +2 vs illusion.

Conscious on negative hit points: gained at first level.

Rest-healing hit point bonus: for characters possessing a good alignment; 1d4 hp/week.

Class attitudes

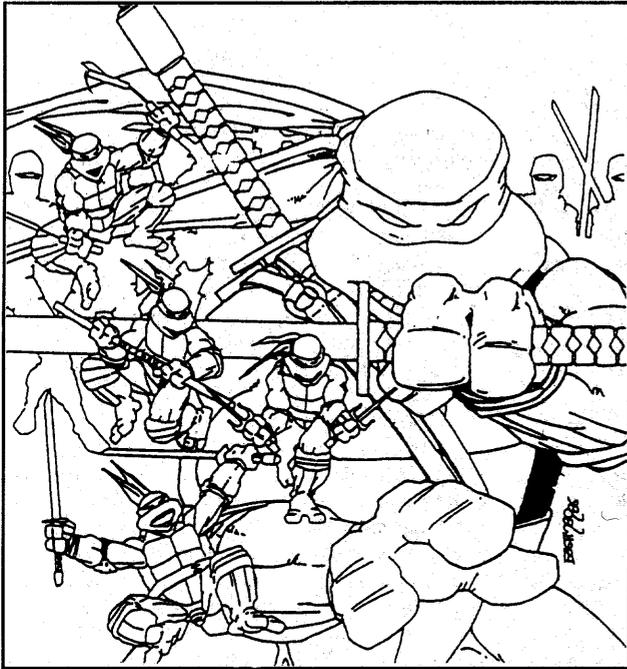
Cavaliers, as described in *Unearthed Arcana*, are required to be honorable, brave, outstanding in personal deeds, and committed to serve some deity, noble, order or special cause. The following describes how these class functions are revised when applied to the cavalier of elven extraction.

Honor: Elves can be honorable, for instance possessing a high reputation, glory and good respect in the eyes of other members of the character's race. Elves deviate from humans where honor is concerned because they will honor and respect all individuals, not just those of powerful or noble mien.

Bravery: This is also a common trait, but in this case it is more reasoned. Even acts that appear brave usually have an underlying tactical and strategic advantage apparent to the individual involved. No foolhardy heroics are expected of the elven cavalier; in fact, application of good fighting sense and prudence (allied to positive action) are the class requisites in all combative situations. These requisites do not impair the character's requirement to be outstanding in personal deeds, indeed when it comes to a fight he or she should be the paragon of all those engaged. For example, the cavalier should ideally be the first to engage, the most effective individual in the combat, and the last to disengage, wherever this is practicable.

Service: The elven cavalier differs most greatly from the human where service is concerned, due to his rejection of service for service's sake and blind obedience to rule. Elves will certainly serve the requirements of their band and its leaders, but will serve no cause to the complete neglect of these duties. Rather, they try to divide their loyalty and most times succeed in serving all of their interests. The type of service a cavalier elf will bear, in addition to that rendered to his clan, is to a "loose cause": for instance, to serve the cause of the general defense of the elven nation. Service to deities is acceptable, and the

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clerics of such deities are respected for their wisdom and example. A cleric's advice is usually followed unless it is considered unreasonable by the individual concerned.

There are no orders or organizations of the classical (human) type in the elven culture, but there are good reasons why the surface elves (like their subterranean relatives, the drow) should form themselves into societies and loose organizations for individuals of like interests. The elven cavalier is principally allied to such organizations and responds to their specific interests, so long as this does not compromise his requirement to maintain the general weal.

All cavaliers must attempt to conform to some form of chivalry, and again these ideals alter in the elven application.

The Elven Chivalric Code

Noble service cheerfully rendered
 Defense of any charge unto death
 Courage and enterprise in the cause of worthy goal
 Respect for all
 Respect from others when deserved
 Disdain for those who serve woe
 Military prowess exercised to good cause
 Courtesy to all
 Archery is the finest point of honor
 Single combat is the flowering of chivalry

Defense is the greatest test
 Contest is glory
 Make enemies and allies solely of those most worthy
 Misdeeds are measured in lives
 Defeat to all who contest
 Dissolution before dishonor

To elaborate on these precepts of chivalry:

Defense of any charge until death: This rule applies only for as long as the charge still lives. If, for instance, the charge is killed, in spite of its defense by the cavalier, this is the point at which the service would end. No grand gestures, impossible heroics, or blind vengeance is called for by the elf, but the error would be noted and action taken to stop a recurrence of such a situation in the future.

Courage and enterprise in the cause of worthy goal: Courage and enterprise is ideally displayed in the service of any goal that the character feels is beneficial either to his band or to any other grouping that the cavalier may be allied to. If, however, the elf has not been convinced of the benefit of the goal, or believes that it is only marginally wealful, or even thinks that some other goal is of greater worth, then no honor is lost if the individual doesn't employ courage or enterprise in order to achieve it.

Respect for all: The cavalier character is

obliged to respect all creatures, but this respect may take a number of forms. This respect ranges from granting honor to respecting the subject only as another living creature. Each individual is viewed in a biased manner, but this is a positive bias due to the elf's ability to empathize with most types of creatures. Simply put, the cavalier sees both the good and ill qualities in a creature but will in most cases ignore the bad and respect it for the good, not forgetting also their right to life as an individual.

Respect from others when deserved: Contrary to the above, the cavalier elf should feel that regardless of his strengths or abilities, respect should only be reciprocated for good or worthy acts — not for that which the character is only capable of.

Disdain for those who serve woe: If there is one type for which the good cavalier elf feels the minimum of respect, it is for those who are the creatures of woe. Evil, in all of its forms, is not empathized by the character and contact or cooperation with such is avoided where possible. This tenet does not restrict the individual cavalier from discoursing with evil creatures, but wherever such contact occurs the cavalier should have some benefit to good provisioned as the result. Although most evil entities are disdained, there are a select few that elven cavaliers are particularly biased against. These creatures, in order of greatest to least disapproval, are: the drow and evil elf cavaliers (equally), evil human cavaliers and their ilk, those who set themselves against elves (and their habitat), and all other creatures who knowingly serve woe.

Military prowess exercised to good cause: The cavalier elf could easily be described as a martial juggernaut; a formidable opponent, highly gifted with skills and reserves. It is important, therefore, that these skills are not squandered or flaunted for the sake of existence alone. This way leads to selfish and individualistic tendencies, and thence to evil. The cavalier is taught that a skill unknown is one of double worth, and hence does not make open and extensive play of his arts. Rather, he tends to concentrate such activity in those situations where it is expedient to fight and where this will serve ultimate good.

Archery is the finest point of honor: Elves, perhaps because of their different make-up, view honor differently than humans do, and inherent in this code of honor is the use of the bow. No true elf would describe deities such as Corellon Larethian or Solonor Thelandira as dishonorable because they employ bows. The aversion among human cavaliers for missile weapons is institutionalized, but is based on the reasoning that weapons that deliver damage without endangering the wielder are craven and hence dishonorable. Indeed, when the human cavalier is confronted by archers in a typical battle

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situation, loses his mount, and is peppered with armor piercing arrows to boot, it is easy to understand why such attitudes persist.

A "simple" elf would explain that the bow is the weapon of the elves; that all who attempt to threaten or attack his kindred should expect to feel its sting. In fact, it dishonors their opponent if they select any other than their best weapon with which to combat these enemies. If pressed, an elf might even go on to say that human cavaliers are probably more dishonorable in the use of the lance, which is almost guaranteed to kill an opponent and at such a range as to almost negate any chance for the opponent to return this compliment before expiring. The cavalier elf, however, is more mindful of fairness and the fact that archery might be construed as dishonorable by their opponent in certain situations, and hence will not employ the bow except in the following circumstances:

Imbalance: the opponents outnumber or greatly exceed the toughness of the cavalier's party, or the opponents are grossly weaker and/or fewer in number. The cavalier can use the bow in the latter situation in order to discourage or reprimand the targets and if they are particularly weak. In such cases, the elven cavalier might not even bother to use heads on the arrows (see preferred weapon: bow above).

Similarly armed: Their opponents are similarly armed with missile weapons (e.g., crossbows, slings, javelins or bows).

Lack of fairness: the enemy employs dishonorable tactics, for instance, poison, fire or demons or utilizes overwhelmingly strong magic, for instance, artifacts or relics.

No other recourse: this category encompasses situations where the cavalier can only hit the opponent using the bow; for example, if a magical weapon is needed to hit and the cavalier has only magical arrows, or if an impassable ravine divides the combatants and the opponent is able to attack over this divide.

Defense is the greatest test: Defense is viewed as the greatest test because of the variety of threats, both open and covert, posed by the forces which intend ill to the silvan men. Not only must a great array of dangers be countered, but also this must be achieved with little or no loss. This is partly due to the fact that any elven band cannot regenerate its numbers, except at the slowest of rates, and partly because of the overbearingly strong forces that might need to be combatted. In such instances, the cavalier is put in a position of tough responsibility and is beholden to produce or implement the strategies to ensure mutual survival.

The knightly virtues

The knightly virtues of Liberality, Honor, Good Faith, Glory, Unselfishness, Pride, Courtesy, Bravery are essentially un-

changed in the case of the knight-errant elves. The cavalier class, it can be seen, is altered to a large degree when applied to elves or half-elves raised in the elven society. These changes, however, deal mainly with the presentation, equipment, and tactics employed by such individuals. The class function to protect and promote the character's society still holds true.

As presented, the class is a powerful variant of the original cavalier, but it is important to bear in mind certain inherent drawbacks to this class with regards to its use by a player character. The foremost consideration for play of the cavalier elf is his or her context and role in the campaign. The character class is a product of elven society, and it is this culture in which the character will almost exclusively be encountered. To realistically allow a player-character elven cavalier, the DM should first establish a working "elf-centric" campaign milieu (as opposed to the humanocentric setting most commonly used) and give the character both place and function in its midst. Admittedly, there are some numbers of cavaliers who, for a variety of reasons, decide to "wander," but these eccentrics simply tend to travel the ways between one elven community and another, and usually take long sojourns at both. Taking all of this into account, an elven cavalier should have a very good and specific reason to undergo any form of adventure.

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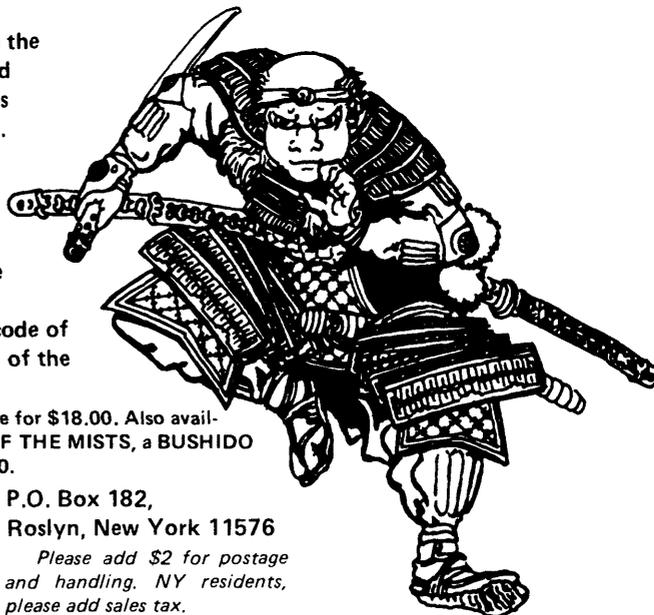
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Many kinds of money

*One man's cash may be
another man's trash*

by David S. Baker

It was a dark and stormy night. Rain rattled the wooden shingles of the tavern, while inside two companions divided treasure. They had just returned from a raid on an orc lair, and the attack had been a pushover.

When the spoils of their adventures were separated and the drinking horns were emptied, short goodbyes were exchanged, and the two companions parted. Each of them lugged equal shares of copper, silver, electrum, gold, and platinum coins. Both of them reached their far-off homelands and immediately spent most of the treasure re-equipping themselves for future battles.

Sound familiar?

For some reason, wherever you go in the AD&D® game universe, you always run into the same money. You can pick up 100 gp in the elemental planes and spend it in the Abyss. You can rob the king of Bolerium and use the newly acquired funds to pay off debts in the city-state of Assisa.

David Godwin's article in DRAGON® issue #80, "How Many Coins in a Coffers?" states that a typical coin weighs 1.6 ounces, has a diameter of 1½ inches, a thickness of 0.1 inch, and a volume of 0.177 cubic inches. This is all fine, except that many people assume that "typical" means "always." Not all coins are exactly like this, and one might even venture to say that few should be. The article is good (and I highly recommend it), but it assumes that all, or at least most of the coins

in the Prime Material plane are made out of copper, silver, electrum, gold, and platinum.

To many people, this may sound reasonable, but to me it sounds quite odd. In the real world, as in any fantasy world, money is the stuff of life. Through the use of money, temples are built, wars are fought, and kings are assassinated. There is always something — a seal, or a special design, or even just a signature — that sets actual money apart from just "plain" gold (of course, it also helps to foil counterfeiters). Money may be alike in many ways, but not all money is the same.

From one country or civilization to another, money is different. There are, though, three basic aspects of money that, while helping to distinguish different systems, link the systems into a more uniform and therefore easier view of world economics.

Rate of exchange is the first property that makes it possible to compare coins of different types to one another. The easiest way to use this property is to set an "exchange number," either a whole number or a fraction, which relates the most often used coin, or dominant form of currency, to the "gold standard" gold piece. Using this method, prices, treasures, and transactions may be handled by changing the values to gold and then back again. For example, if a golden "oompah" had an exchange number of ½, then to buy a horse worth 25 gold pieces you would have to pay 50 oompahs. If a character

picked a pocket and discovered a purse with 15 gold pieces worth of oompahs, you would just multiply the gold value by the reciprocal (reverse) of the money-number fraction, which is 2 (2/1), and get your amount in oompahs: 30. This may sound difficult, but once you use the system once or twice, its simplicity is beautiful.

The second aspect, actual value, is the literal worth of a coin type, with relation to the gold standard system. In other words, this is the answer to the question, "What would it be worth if it weren't a coin?" If the aforementioned oompahs were actually gold-dipped lead, then their actual value would be radically different from their relational value.

The third, and most immediately evident, property of money is its physical characteristics. Dimensions, color, shape, and materials all relate to this category. When seeing an American penny and a comparable Canadian cent, you can easily see that they are different. Physical differences, even minute ones, are the most basic means of telling one system from another.

Money can be made out of almost anything tangible. The American Indians who lived on the western Pacific coast carved intricate patterns on seashells and arranged them in strings to make beautiful designs, while the same was done by some woodland Indians with porcupine quills. These strings were called "wampum" and served as money in and out of the tribe. Some plains and woodland Indians, needing to trade with the white man, made blankets and other crafts especially for buying things with. Food, horses, and supplies were purchased using these articles, until the Indians started dealing with American money.

This brings us to the subject of supply and demand. On certain islands in the South Pacific, cows, pigs, and other livestock were used in buying goods. When Captain Cook landed in Hawaii, the islanders paid him a price of twelve pigs for a few nails. To the captain, the price was outrageous, almost silly. Back where he came from, nails were relatively cheap. However, in the islands there was no ore of any kind to be found, so metals were extremely scarce. The unusual, hard substance brought by this strange white man was, even though ordinary to the captain, precious to the islanders. This same type of situation might be commonplace in a fantasy world where widespread knowledge of civilizations outside the immediate community is virtually nonexistent.

When we look at the modern world, we can see that individual countries have individual money systems. The dollar, yen, ruble, and peso are all from different countries and all have different worths, exchange rates and physical forms, although neighboring countries such as the United States and Canada sometimes have similar money systems in order to make

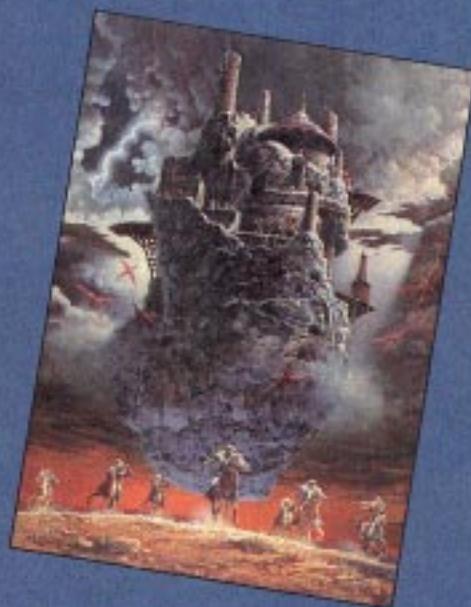
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money compatible and therefore make trade between the two countries easier.

In my campaign, the wood elves in the northern forests have come up with a beautiful solution to the "money problem." Small leaves are ceremoniously gathered and sent to the holy mint, where the leaves are dipped into molten silver that has been blessed by a priest of the high circle of clerics. The silver clings, and as the metal disintegrates the leaves, it takes the form of the leaf it has just burned. The money is distributed to local parishes of the church, and is used to buy things for the clerics, therefore entering the "coins" into the flow of money traffic. For clarity in money changing and purchasing items, each silver "laure" is worth three silver pieces.

The halfling city-state called Hjree has a money system based on small rings consisting of a gold and silver alloy — a synthesized electrum. The rings are each worth five silver pieces, and are strung on leather thongs. Each thong contains one hundred rings, and in this way they keep track of their money.

In the dwarven kingdoms on the southern tip of my main continent, pale green jade pieces are shaped into round balls worth two gold pieces each. These coins are worth much more than they would be as gemstones, simply because, as in our own world, they are considered more valuable because they are money.

One money system that is especially imaginative is the one used in the kingdom of Horcamar. Hundreds of years ago, a migrating pack of dark-skinned humans shipwrecked on the treacherous reefs ringing the island they called Horcamar. They immediately discovered three of the five oases on the wide desert island, and settled down. Because it was extremely hot on the island, it became necessary to preserve food so it did not go bad. After unsuccessful tries at boiling salt out of the sea, it was discovered that a large salt deposit lay very near the main oasis. Later, they found that the deposit was actually a vein of salt "ore," and two others were found. Salt became the base of trade for the new island kingdom.

As maritime trade increased, money became an issue. Since there was very little metal on the island, it was decided that salt would be the medium used. It was decreed that a special salt block would become the national coin, and that it would be used not only in local trade, but in trade with other countries as well.

A royal mint was built, and hundreds of cartloads of raw salt were brought from the mines. Special care was taken to refine the salt until it was snowy white and pure. It was then sprinkled lightly with mineral water and mixed until it was doughy. The salt mixture was then shaped into blocks half an inch square and set to dry. After the blocks had hardened, they were encased in a thin layer of special wax and stamped with the seal of the king of Hor-

camar. The salt blocks were then considered official coins and were distributed throughout the country.

When the rich "salt barons" got tired of carrying individual blocks around, they came up with a great idea: they proposed that the government change the formula of the wax case slightly so that the salt blocks would adhere to each other. The government experimented with it, and it worked. Eight blocks, stuck together so that their seals faced outward, became the basic unit of money in Horcamar. Rich men had "purses" — actually small, goat-drawn carts — to haul their money around. Those of the middle or lower classes did without purses because they had so little money they could carry the individual blocks in their pockets.

However, the rich began to complain, as rich people often do, about the bulkiness of the salt brick. A millionaire had to have a whole storehouse in which to keep his or her bricks. For millionaires, this wasn't really that much trouble, but they still complained. Also, to make matters worse, someone was beginning to counterfeit the brick, therefore decreasing the value of the true, government-made bricks. The "new and improved" salt brick was becoming quite a problem.

So the government started a brand new system of money called "brick papers." The original idea of the papers was to allow the citizens to deposit their bricks in one of the national storehouses and in return get a receipt. The receipt was refundable at any time and was not intended to be used as currency, but after a few months it was. The government made the mistake of not putting the name of the depositor on the slip, therefore allowing anybody to redeem it.

At first, the government tried to stop the use of the papers as money by not accepting them in government establishments, but they later realized what a great idea it really was. Thus, the first paper money was created.

The royal mint began urging citizens to deposit all salt funds in the storehouses, and issued a brand new salt note. The paper "brick" note was worth the same as the eight-block salt brick, and even bore a picture of the now outdated brick, along with the elaborate seal of Horcamar which was stamped onto the note, therefore making it legal. Small notes, called blocks, were issued in order to allow smaller sums. Each block bill was half the size of a brick, but worth one-eighth of one. Larger notes were issued, and the system gradually became as complex as many of the ones we have in the real world today.

Not all money systems will or should be as detailed and lengthy as this, but they should at least show some imaginative thinking on the part of the Dungeon Master. (But then, DMs are naturally creative, aren't they?) Each new city or country that a party visits ought to be a new experience. Problems with buying supplies and

renting space should usually be solved by everybody's favorite man — the money changer.

The Dungeon Masters Guide (on page 90) says that towns do not encourage using foreign currency. The passage suggests a 5% deduction from funds changed for the service and taxes. This should be a rock-bottom minimum, the majority of changers taking at least double that. Most people think of moneychangers as greedy shylock-types who charge outrageous fees and steal funds from the unsuspecting but that need not always be true. A money changer may have any type of personality) but each must make a living at what he does by taking a service charge out of the money he changes. This charge would relate to how easy it is to return the money to its respective country, and how much money has been changed.

Of course, moneychangers will definitely refuse to change counterfeit currency. Though most money is designed with difficult patterns, intricate carvings and elaborate seals, in order to prevent copying currency, "funny money" seems to crop up quite often. Obviously, the more difficult a piece of coinage is to make, the more difficult it is to duplicate. One must take this into account when designing money systems.

If the three basic qualities of money are considered, only the bare bones of the system need be filled out and the rest will just come naturally. Below is a list of the factors to think about as you create a system.

What racial preferences are involved?

What materials are available?

What material(s) are considered valuable by the culture?

What material(s) are considered sacred or holy by the culture?

What will be the value of the currency?

What will the culture call the money?

What will the money look like? (dimensions, color, shape and size)

What types of money systems do neighboring countries use?

What will be the rate of exchange with neighboring countries?

Of course these are just guidelines to either get you started or to help you be more creative with your money systems. As you can see, in a fantasy world, even the creation of money can demand creativity. The local moneychangers should be rather important figures in an adventurer's dealings with society, and a Dungeon Master can use them to relieve a party of a bit of excess cash, if the need arises. So next time you need a little flavor for the friendly neighborhood ogre's treasure hole, mix coins and currency of different types and let the party handle the problem from there. They might even have to travel to the coins' respective "home countries" in order to spend or change them, and that could be an adventure in itself! ♣

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The ecology of the Remorhaz



by Kurt Martin
and Ed Greenwood

An account from the lore-book entitled "Journeys and Trials of Rekansor; Explorer, Scout, and Leader of Men":
... Thus began the hardest segment of the journey back to our civilized lands in

the east. Our clothing was barely adequate against the increasing chill, and we were reduced painfully in both numbers and supplies. Each day the true test of winter drew nearer, and even as we first began to struggle up the steep escarpments that announced the Krylen Peaks, the cold of their icy reaches stretched down to greet us with bitter blasts. The twelve of us yet

remaining trudged on, weary to the soul of adventure, desiring only the end of the road and safety.

Arriving at the foot of Al-Kindor, the westernmost and mightiest of these mountains, I found a possible route for my group. Pressed by Time himself, we began to follow this sketchy path that picked its way through the fallen boulders at the mountain's base.

This way seemed to lead as we hoped: around the mountain on its southernmost side. With Al-Kindor at our backs, we could traverse the range at this narrow point in as little as two days. We pushed onward, climbing between the jumbled rocks in an endless, stumbling dance. Only the quick passing of this obstacle, this king of mountains, would put us within reach of the plains of home before all hope ended with the coming of winter. Each of us knew secretly that we would not survive even one true snowfall.

Curious as ever, I wondered at the improving sureness of the path as it wandered neatly among the rocks. With the first fluffy pockets of snow collecting under a new fall, the path remained solid and clear, yet no tracks were visible in the old snow to reveal the users of such a fine mountain course. The snow stiffened its assault, clutching at sword and arrow as well as hunched shoulders and hooded heads.

Above us loomed Al-Kindor, half shrouded in cloud. His jagged peaks tore at the clouds, ripping the snow from them. Already the upper reaches were turning distinctly white. The sky hung over us, a dismal grey, like the snow-dusted stone our boots scuffed over. For a moment, the sun poked a crimson ray out over the frozen tundra as it sank at our backs, setting the falling flakes on fire, turning white puffs into red drops of blood. I shivered at this grim omen.

We pushed on, intent on covering more ground before nightfall, hastily shuffling past a dark gap in the rocks — an aperture our inner selves warned us to avoid. Little did we know, it was a door where the remorhaz, the owner of the path, lay in terrible wait. Cunningly, the creature paused at our arrival, waiting for its body to warm from the stillness of its hunting vigil; waiting until all but the last of our party had struggled past before attacking with a birdlike shriek that chilled my blood more than the previous hours of frost had.

I turned to see a huge creature, looking much like a massive centipede, snapping at my men with enormous, fanged jaws. Its white, icy eyes glared down on us as the small, membranous wings on the sides of its head flapped to lift its jaws high for another strike. The remorhaz's thick neck arched, and the long, curving black horns on its head were silhouetted against the grim sky as it screamed another challenge. Now I saw clearly the folly of following such an easy path.

The beast's heavily scaled body was a man's height across and gleamed a cold blue, stretching away for several long strides before winding into the gap in the rocks. Along its back, a wide streak of bright red stood out, steaming from the creature's heat. Dozens of short, chitinous legs supported the low-slung bulk as it again snapped forward, its hard talons clattering on the stone.

Three of my party already lay silent in the gathering snow, torn by the beast's four horrible fangs. As my comrades threw back their hoods and heavy cloaks, snatching at weapons and shields, I quickly drew my bow and an arrow, and bounded to a rock at the path's edge. Pulling myself onto the frigid stone, I readied for a shot as Benol, my finest scout, dropped to the snow, her body hewn almost in two by a strike from the monster's jaws. Even as she fell, and my first arrow glanced harmlessly off the beast's armorlike skin, my group started forming a battle line, their weapons seeking the creature's weaker points.

Kelor thrust himself directly in front of the creature, his wide bastard sword glowing dully in the fading light. The remorhaz screeched as if in answer to his challenge and drew its head up to twice the height of a man. Kelor jumped forward, his sword swung back, ready for a massive blow. Then, despite the impact of two arrows, the beast shot forward blindly fast, and Kelor disappeared into the snapping jaws. His sword, clattering noisily on the rocks, was the only evidence of where he had once stood.

We fought on instead of trying to flee; doubtless the creature could outrun us, tired as we were. Thoughts cluttered my mind as I searched desperately for a shard of hope. I could see Farvus, alone off to my left, hard at work with his spell magic. I whispered a silent prayer for his success as I returned to my bow-work; my red-feathered arrows were beginning to accumulate in the creature's soft underbelly. In spite of these wounds, and several rents from swords, the remorhaz seemed prepared to fight us to the last.

From amidst the rocks into which the long creature's body coiled, I saw the small, florentine form of Kartha emerge, his eyes intent on the monster's swinging head. I watched him, distracted from my attack, as he slunk alongside the kicking legs, staying clear of the red streak on the creature's back where the falling snow sizzled and steamed.

Kartha moved closer, perilously close to the thrusting, coiling neck, before pausing to stretch, raising his weapons high in the air. He plunged them into the steaming protrusions with an angry shout. The remorhaz heaved forward with a shriek of pain, throwing the overextended Kartha off balance. He glanced off the beast's back, let out a shrill scream, and fell limply to the snow. Curls of smoke rose from his still form. I paused in shock as

the remorhaz snapped out again, oblivious to the knife and sword as they melted, then dripped into the snow.

Glancing frantically back to see what Farvus was doing, I was further shocked to see his obvious frustration. Already he had turned to shield and mace and was advancing toward the creature, which was now faced with only five standing opponents. I dropped from the rock and drew my sword to strike the remorhaz face to face. It was terrifying work. In a few short moments, my vision began to blur from the effort of slashing at the monster and desperately trying to avoid its fatal bite. I slipped and lunged in the damp snow, my tired legs heavy as logs. I managed to cut the thing twice, though my sword was heavy even in both hands. Its wings flapping, the beast snapped at me, its breath overpowering, its cries daunting.

Helt screamed as a fang tore into her. The remorhaz tossed her aside in a heap. But in the moment it took to do so, Farvus and I attacked with desperate strength, hitting the exposed neck, my sword biting deep into the softer underside of the monster's head.

Hacked and hewn, the snapping head finally dropped into the snow. Only three of us remained to see the creature's final moments — and we took no great pleasure in its demise. As we stood about the remorhaz for a long, silent minute, the cruel wind tore at our skin. Despair was in our hearts; the battle was won, but at too great a cost. Puffs of snow stood on the faces of our fallen friends. Distant were their homes and ours. Anguished, it struck me as likely that we would travel no great distance beyond that point — not with the bulk of the company silenced forever around us. Slowly we turned from the scene of battle, and looked again to the east. . . .

Notes

1. A remorhaz has a segmented body, like other worms, plus a winged neck and head. Each segment (a polar worm will have one such segment per hit die it possesses) consists of a central "core," or body cavity, where the digestive organs are located, surrounded by a network of terrifically strong muscles linked by corded nerves, and the whole sheathed by the worm's rock-hard external insulation and armor. Each segment is supported by a pair of flexible legs covered in similar segmented armor, each leg ending in a foot consisting of a large suction pad (devoid of nerves, so that a remorhaz cannot feel pain through its feet) and two iron-hard "toe-talons." These talons serve to propel the remorhaz across the most slippery ice — the "blue ice" at the heart of glaciers where the creatures prefer to lair. In conditions where a remorhaz's feet begin to slip, it will automatically drive its talons into the surface underfoot. It cannot penetrate hard rock, but can readily

find and cling to fissures and cracks in rock, or penetrate softer rocks (such as sandstone), ice, frozen mud, and the like. Fallen prey and items so impaled by a talon will suffer damage as follows: Creatures suffer 4-9 (1d6 + 3) hit points of damage, and all items (such as armor) must save versus crushing blow or be damaged beyond usability. Magic items will of course gain bonuses to any such saving throws in accordance with their magical plusses; but note that all sorts of items may suffer penalties on saving throws due to the brittleness that extreme cold causes in many materials.

A remorhaz does not gain or lose heat through its feet or body armor unless the body armor has been broken (before an insulating scab of internal protective fluids forms), except through its back protrusions. Given steady food, a remorhaz will regenerate a completely lost pair of legs in twenty days or so; lesser damage could well be healed in half the time. A remorhaz can slither at half movement rate — but not climb bare ice walls — if all of its legs are gone; if more than half of its legs are gone, it will move at 9" per round. Liquid mud or deep sand (which will not be encountered by a remorhaz in its normal habitat) will slow movement to 6"; unfrozen water is avoided by a remorhaz in the polar regions as it cools the worm's body with dangerous rapidity. A remorhaz can swim at the rate of 9" per round.

2. The wings of a remorhaz aid in stability while rearing and lunging (and rarely, while slipping or falling), and in regulating body heat (see notes below), but cannot lift the entire body of the worm; a remorhaz cannot fly. The remorhaz can only raise its head and neck with the aid of these wings. The wings must beat continuously in order to do this and are highly susceptible to attack. The attacker must hit versus AC -2 to strike them, since they are small, fast-moving, and often out of reach. Area fire spells such as *fireball* will also affect the wings, with each wing taking as many points of damage as the creature has hit dice before becoming useless. The loss of one or both wings will cause the remorhaz to attack at -3 to hit, since it will no longer be able to rear up and snap at its opponent. The remorhaz will, however, still be able to move and maneuver, and this state will inadvertently prevent attacks to its soft underside.

Damage done by the remorhaz's four fangs and sharp-edged jaws is determined by the size of the creature, with 13 and 14 HD specimens having the ability to swallow man-sized or smaller prey whole on a roll of 20. However, halflings and other small demi-humans, and creatures of similar size may be swallowed in this manner by a remorhaz as small as 11 HD; elves and small humans can likewise be swallowed whole by a 12 HD remorhaz. On any roll of 20, check the size of the

remorhaz to see if it is capable of swallowing the creature it has bitten. Even if the target is not swallowed, it takes full bite damage from that attack.

A remorhaz of 7 or 8 HD bites for 4-24 points of damage; 9 to 12 HD creatures do 5-30 points; and 13 to 14 HD creatures do 6-36 points. When raised up to strike, a remorhaz is 9 inches tall for every hit die it has. Thus, a 14 HD remorhaz would be 10 feet, 6 inches tall at the head and could attack a character standing on a second-story balcony. The remorhaz can strike out an equal distance horizontally.

3. The area of the remorhaz most vulnerable to physical attack is its eyes, which are actually two great, white, globular clusters of lenses, all working together, and all milky-white because they have natural filters to correct for snow glare. These natural filters allow the remorhaz to see reflections and movements with great clarity — and in gloom or at night with 9" ultravision (in full darkness, or when confused, a remorhaz uses the 7" infravision of its tiny eyes). Each compound eye has more than a thousand tiny eyes within it — thus, an attack to the eyes is not likely to blind a remorhaz; up to a dozen or more strikes on each eye would be necessary to accomplish that. A remorhaz regenerates its eyes only slowly (each tiny eye would take about 30 turns to heal, and only one at a time will be replaced by the worm's body).

Because of these insectlike eyes, remorhaz (the plural form is the same as the singular) have excellent peripheral vision. In combat, they are equally likely to strike at any creature in an arc of 180 degrees in front of them, with preference given to those striking the most recent, most damaging blows against it. The target of the remorhaz's attack will be at -2 to hit for the round after their attack, due to the overpowering stench of the creature's superheated breath (normal if they make their save vs. breath weapon). Remorhaz do not deliberately claw or trample prey, nor do they ever strike at them with their "tails" or nether body segments. In combat, they may "pin" opponents with their weight and bite at them, but prefer to rear up (aided by their wings) and lunge at all prey, biting with speed enough to knock down many aerial opponents, and with reach enough to strike from a rearing position at opponents up to half the remorhaz's own length away (on the ground or in the air).

The majority of the remorhaz's body is heavily insulated with armor that renders it proof against any harm from scraping against or over ice. The most flexible parts of the armor (and hence, the softest) are the underside regions of each segment, which must have softness and flexibility to aid traction over uneven ice — hence, the lower armor class. The intermediate armor class rating of a remorhaz reflects the relative vulnerability of its mouth and

eyes, despite the mobility of the head as a target. Man-sized opponents of a remorhaz will find that while the creature's underside is softer than the rest of its body, only two attackers can strike at this area, with one standing on each side of the raised head. Other opponents standing directly in front of the remorhaz (two at most) can strike at the AC 2 head. All other attacks are versus AC 0.

4. Remorhaz have three life states: dormant, cold, and heated. Since remorhaz can "burn up" the energy provided by a large meal (such as two horses) in just a few hours of tunneling, moving, or fighting, they spend much of their time in either a dormant or cold state — dormant being a very sluggish, economical condition, and cold being active without heating the back protrusions. Remorhaz are always eager to eat, since they are active in proportion to how much they consume. Because of their metabolism, polar worms make ambush their primary hunting mode, and only occasionally travel in search of prey. A remorhaz will lay in wait along a well-travelled road in a "cold" state. When prey is sighted, the remorhaz heats its back protrusions, then attacks. Remorhaz lie dormant through periods when prey is scarce, spending at least one day in five dormant in any case. Dormant periods are always spent in the lair.

When excited (by easy prey when it is hungry) or angered by prey that eludes it, seems formidable, challenges it, or causes it pain, a remorhaz will cause its back protrusions — the blunt "horns" or projections, two of which rise at angles from the ridged top or back of each of its body segments and form two rows of craggy bumps — to become extremely hot, conducting the worm's internal digestive heat by means of internally produced and circulated fluids. This chemical, which is known as thrym, is released from its two stomachs, and pumped at great pressure into its insulated back horns. A remorhaz will then lunge at opponents and roll slightly to one side, seeking to crush or pin, and then burn with its horns. Contact with the cherry-red remorhaz horns does 10d10 points of damage to all creatures not impervious to (or protected against) heat damage; cooler, darker horns do only 5d10 points of damage. (A roll of 1-2 on 1d6 determines a hit with the darker, cooler horns.) Protection is provided by any item such as a *ring of fire resistance* — not just a normal item, such as armor or a pair of gloves, Damage to protected areas will still occur, though at a rate of 1/10 regular damage: 1d10 points for regular horns, 1d5 points for cooler horns. Non-magical metal weapons melt when touching cherry-red remorhaz horns; they gain a saving throw (vs. magical fire) against cooler horns. Magical metal weapons gain a saving throw vs. acid (with their magical bonuses, if any) against cherry-red remorhaz horns, and a saving throw vs.

magical fire at + 5 (disregard magical bonuses) against the cooler horns; other magic items save vs. acid or magical fire — whichever is worse — against cherry-red remorhaz horns, and must make a saving throw of only half as much to escape damage from the cooler horns. Most creatures will feel the heat when they are within ten feet of the protrusions; these may also steam when wet. The remorhaz will usually heat its back to aid in tunneling through ice and snow, and will always do so in battle.

A remorhaz heats up its back in bursts of energy, for in doing so it is sacrificing its body heat to its chilly surroundings — and could freeze to death if it gives up too much heat. Normally, a remorhaz that decides to heat warms up for 2 rounds (during which time it has cooler horns, as above), fights for up to 6 additional rounds of cherry-red heat (less if it wins its fight, for it will shut down as soon as possible), and then follows with a further 2 rounds of cooling. A remorhaz of 10 HD or less can usually manage only one such burst every 36 hours (unless it can eat at will to provide more fuel; a nesting female remorhaz surrounded by already slain meals at hand is one example); a remorhaz of 11 to 14 HD can usually manage 10 rounds of full heat, typically in two bursts of 6 and 4 rounds each. If the air is damp, concealing plumes of fog will begin to form around the remorhaz as the cold air comes into contact with its back horns. The average remorhaz must take in one size M meal (of warm-blooded prey) every 36 hours to keep its heat at the required level, otherwise it risks the chance of freezing to death.

If a remorhaz gets too hot (usually only when removed from its normal environment), its surroundings reaching 60 degrees Fahrenheit or more, it will begin to fan itself with its wings, passing air over its back horns to carry the heat they radiate away. The remorhaz will grow sluggish (operating at half movement), but will not otherwise suffer harm from the excess heat. When it becomes cool again, the remorhaz will recover rapidly (in 1 or 2 rounds) to full movement and activity.

5. As a snakelike carnivore, the remorhaz requires special digestive processes to aid in breaking down the huge hunks of meat it swallows. Two tiny stomach glands produce and contain fluids that mix to make the liquid called thrym, which is then circulated through the creature's back protrusions and/or stomach. Digestion is achieved with both the heat and acidity of thrym. Since the liquid is extremely hot and caustic, there have been no known cases of even swallowed magical items surviving immersion in thrym, although it might be possible for artifacts and relics to do so. Molten metals and other indigestible materials are immediately excreted through a flap at the bottom of the beast's stomach. Wood and

leather are easily dissolved, if not useful to the remorhaz itself.

Obviously, anyone unfortunate enough to be swallowed by a remorhaz would be killed instantly by the tremendous heat of the creature's body. Even major protection such as a *ring of fire resistance* would only allow a person to survive 1 or 2 rounds inside a remorhaz. DMs must be firm on this count, since killing the creature in the round after it swallows someone, then cutting the creature open to rescue the victim would still require that person to withstand at least 2 rounds of the phenomenal, acidic heat.

The remorhaz's thym is the reason for its high magic resistance. This substance has a high anti-magic value, whether actually heating the creature or not; thus, the remorhaz's magic resistance remains the same regardless of the creature's state until it dies (see below). Note that all spells cast at a remorhaz must overcome this 75% magic resistance, then the remorhaz's saving throws (if applicable); fire is saved against at +4, heat does no damage (being either absorbed to the benefit of the remorhaz, or lost), cold is saved against at -3, and electrical-based attacks are saved against at par.

6. A polar worm's lair will usually consist of a number of large, smoothly rounded tunnels in ice and snow or rock, gradually descending to a bigger, central room. Tunnels in ice or snow will be very slippery, since the passing of the creature's hot back will repeatedly melt the snow, but leave it to quickly refreeze. With its numerous hard feet, the remorhaz moves at full speed on sheer ice (if it is a level surface) and has no problems in its own lair and tunnel complex. Remorhaz usually move with their heads down, their wings inactive, looking something like a walking snake. As a result of this position, remorhaz cannot snap out with their usual dexterity, and are thus somewhat vulnerable in small tunnels.

The central room of the remorhaz lair is generally about twice the width and length of the remorhaz that inhabits it, and has several entrances and exits. The nesting lair of a mated pair will be about double this size, and may have ice stalactites hanging from the ceiling as a result.

Remorhaz have no use for treasure as we know it; any treasure found will consist of belongings left behind by devoured prey — either scattered about the icy wastes or on the floor of the remorhaz's lair. Such treasure rarely consists of arms or armor, since these are usually destroyed or lost in combat, and will never be anything that cannot survive the extreme cold or inadvertent pummeling by the remorhaz. A remorhaz will take prey into its lair only when it is threatened by a storm or by other predators, if its meal is threatened by other, smaller predators too nimble or too numerous for the polar worm to slay, or if it is a male feeding a

nesting female or a female hunting with its young.

7. Remorhaz mate only in glacial tunnels and icy caverns, although they range all over cold regions when hunting, often wandering far from their lairs; if they remained in a small area, food there would soon be exhausted. If food is scarce, remorhaz sometimes come down off the high glaciers into the tundra or even to the edge of muskeg regions to hunt. With the exception of mates, and mothers and their young, remorhaz hunt and lair alone; when food is plentiful, remorhaz of different sexes will instinctively wander out of their own normal ranges (each remorhaz has an informal, shifting circular territory of approximately 60 miles across) and seek one another out, establishing a nesting lair after they meet. They signal their presence at such rutting times by great, mournful roars, sounding at times like great wolves, and repeatedly rear up and flap their vestigial wings to attract notice. Remorhaz seldom fight among themselves over territory, mates, or prey.

Remorhaz females are generally larger than males (there are no 14 HD males), but they are otherwise identical in powers and appearance. A mated pair will stay together only until the eggs have hatched. During this time, the female will produce one or two grey-blue eggs 60 to 90 days after a nesting lair is created. Mating season for the remorhaz takes place in the fall of the coming year, with all pairs separating before that time. Any adult remorhaz has a 25% chance of having a mate during this season.

Remorhaz eggs must be kept warm (60 degrees Fahrenheit or more) or they will not hatch; any egg that is allowed to cool to the surrounding, freezing temperatures and remain that cold for more than a turn will never hatch a living young. For this reason, the female remorhaz coils about the eggs to keep them warm until they hatch (three or four months later). During this gestation period, the developing young change from helpless, soft worms to miniature remorhaz, and eat their way around the thick nutrient walls of their own eggs to freedom. The young stay in the nesting lair for approximately four months after hatching, growing in this time from 1 HD at birth to 7 HD at the end of that period. Immature remorhaz will only fight to defend themselves, biting for 2d6 points of damage, fighting as 2 HD less and attacking last in a round. The young seldom leave the lair, and will be size S at hatching, M at 2-3 HD, and L from 4 HD on. From birth, the newborn remorhaz has all the powers of the adult.

Shortly after their birth, young remorhaz are driven forth from the lair by the mother to fend for themselves, accompanying her for only a half-dozen or so daily hunts before being driven off. An adult male will leave his mate as soon as the young are born — but if the eggs fail

to hatch (25% are infertile) or are damaged, destroyed, or go missing (due to predators, shifting glacial ice, and so on), he will remain patiently through one egg-laying after another until one or two live young are born. Polar worm eggs are valuable because the remorhaz make excellent guards. However, even those raised from the egg can never recognize more than one or two masters, and will attack anyone if they are hungry enough.

8. The fascinating body of the remorhaz will always reveal many useful items to the industrious. The largest specimens will yield two curving black horns the length of a man's body. These are easily hollowed out and have thus become scimitar scabbards and even unusual drinking mugs. The four sharp fangs make excellent daggers and knives, being almost a foot in length. The 28 legs are tubular in shape and very hard. They have been made into everything from canes and cups to blowguns, usually after they have been boiled to cook the succulent meat inside (a very rare delicacy indeed). The tough under-skin of the beast makes excellent leather, while the scaly sections of the body make for good bucklers (they are not big enough for full-sized shields). The vestigial wings of the remorhaz are useful mostly for ornamentation, but become brittle and will eventually crumble if not immediately preserved.

In the largest remorhaz, the special stomach glands hold as much as a quart of the liquids that compose thym. Unfortunately, few have succeeded in removing this substance from the creature without it losing its value. Though thym requires the remorhaz's particular physiology to maintain its power, a mixture of the two chemicals after the creature's death will create a weak acidic reaction (as illustrated in the *DMG*, p. 64) — a potency that lasts for up to one day following the remorhaz's death. After this point, the individual liquids have a minor value to alchemists, who use the circulatory fluids as ingredients in the spell inks of all magics concerned with heat (*produce flame*, *heat metal*, *burning hands*, and so on), and in magics concerned with neutralizing poisons — for the fluids seem to confer upon the living remorhaz an immunity to poison. This fluid is also useful in the manufacture of potions, such as *potions of fire resistance*, and in the making of items such as *rings of fire resistance* and *rings of warmth*. Prices vary according to the scarcity of worms and differing strengths of the desires of alchemists, but are typically 5-10 gp per flask of each remorhaz fluid.

The cell retinae and internal fluid of the remorhaz's compound eyes are useful in the creation of *eyes of the eagle*, and in the making of special inks used to set down such spells as *infravision*. An intact remorhaz eye will bring 1-10 gp; fluid and remnants, up to 1 gp per flask. ☞

Combined generation

Character-creation tables all in one place

by Robert Kelk

The character-creation rules in the A&D® game are spread out in many places. Players must now check up to five different places in two different books (pages 9-15 and 20-30 of the *Players Handbook* and pages 6, 10-11, and 14-23 of *Unearthed Arcana*) to determine the minimum and maximum ability scores and ability score modifiers for a European-type campaign character. How much easier it would be to have all of the information in one place, the way it is on pages 11 and 14 of *Oriental Adventures*. Such a collection of figures would also make it easier to see how the races and classes compare to each of the others. With these two benefits in mind, I have put together the five tables in this article.

Obviously, putting all of these charts in one place helps the player, so that he doesn't have to look up facts in two books. This speeds up the process of creating a PC and lets players and DMs get to the fun part (namely, playing the game).

The listing of the minimum and maximum scores in this manner reveals three interesting facts about the various races. The first, concerning maximum strength, comes from Table I. If maximum strengths are listed in the order 14, 15, 16, 17, 18, 18/50, 18/75, 18/90, 18/99, and 18/00, we see a four-place separation of maximum strength scores between males and females of all but three races. The exceptions are dwarves (with a five-place separation), halflings (with a three-place separation), and half-orcs (with a two-place separation). The larger separation in top strengths of dwarves explains the dwarves' devotion to their mates before their lifework. (This was mentioned in "The Dwarven Point of View," reprinted in *Best of DRAGON® Magazine Vol. 3*.) Since their

Table I: STRENGTH

Race	Minimum	Male		Female		Modifier
		maximum	maximum	maximum	Modifier	
Dwarf	8	18/99	17			
Wild Elf	5	18/75	16			+2
Wood Elf	4	18/75	1 6			+1
Other Elf	3	18/75	16			
Gnome	6	18/50	15			
Half-Elf	3	18/90	17			
Halfling	6	17	14			- 1
Half-Orc	6	18/99	18/75			+1
Human	3	18/00	18/50			

Characters who are not members of the fighter or cavalier classes or their subclasses cannot have extraordinary strength.

average strength is much lower than that of the males, female dwarves can't mine as much metal or pound a blacksmith's anvil as long. Nobody likes to promote unrest in his or her marriage, so dwarves give up their lifework when they get married. The smaller separation in top strengths of halflings helps support feelings of equality between the sexes that the deities of the halflings seem to promote. (See "The Gods of the Halflings" in Appendix S of *Unearthed Arcana*.) The extremely small separation in top strengths of half-orcs explains the widespread male orc and half-orc practice of killing infant females mentioned in "The Half-Orc

Table II: INTELLIGENCE, WISDOM, AND DEXTERITY

Race	Intelligence			Wisdom		Dexterity		
	Min	Max	Mod	Min	Max	Min	Max	Mod
Dwarf	3	18		3	18	3	17	
Gray Elf	9	19	+1	3	18	7	19	+1
Wood Elf	7	17	- 1	3	18	7	19	+1
Other Elf	8	18		3	18	7	19	+1
Gnome	7	18		3	18	3	18	
Half-Elf	4	18		3	18	6	18	
Halfling	6	18		3	17	8	18	+1
Half-Orc	3	17		3	14	3	17	

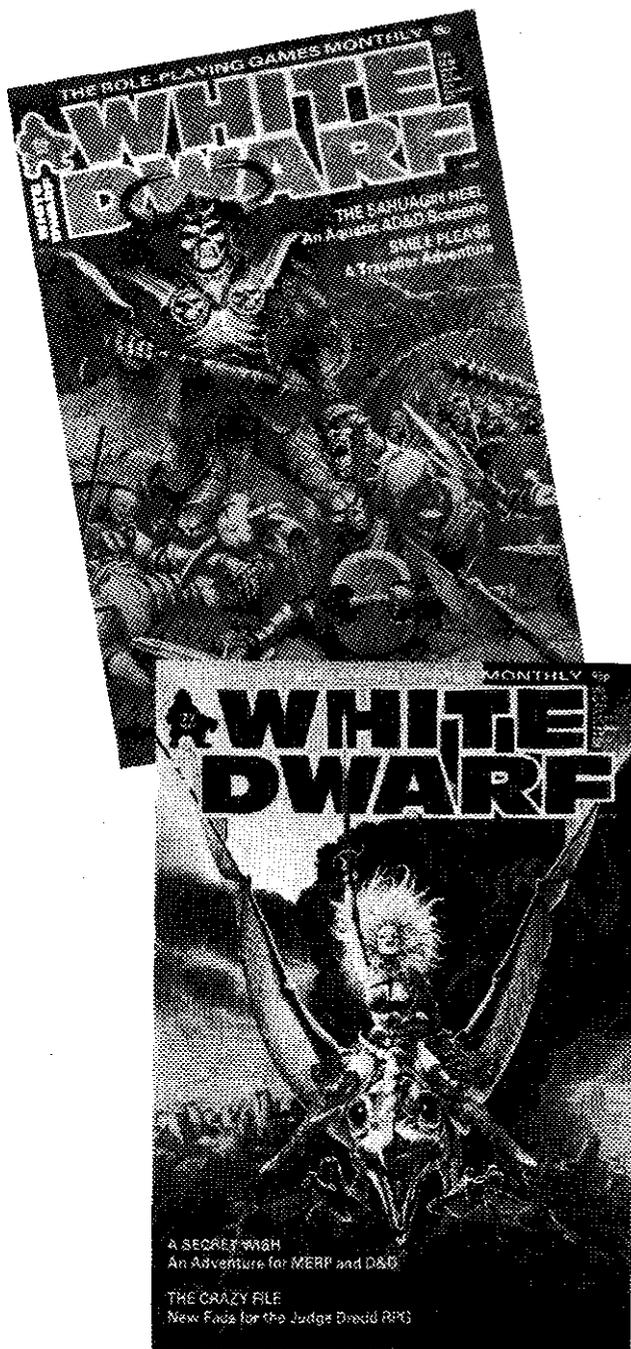
Humans have a 3 minimum, 18 maximum, and no modifier for each ability. No race has a modifier to its wisdom ability.

Table III: CONSTITUTION, CHARISMA, AND COMELINESS

Race	Constitution			Charisma			Comeliness	
	Min	Max	Mod	Min	Max	Mod	Modifier	
Dwarf	12	19	+1	3	16	- 1	- 1	
Gray/High Elf	6	18	- 1	8	18		+2	
Valley/Wild Elf	6	18	- 1	8	18			
Male Dark Elf	6	18	- 1	8	18		- 1	
Wood/Female Dark Elf	6	18	- 1	8	18		+1	
Gnome	8	18		3	18		- 1	
Half-Elf	6	18		3	18		+1	
Halfling	10	19		3	18			
Half-Orc	13	19	+1	3	12	- 2	- 3	

Humans have a 3 minimum, 18 maximum, and no modifier for each ability. No race has a minimum or maximum comeliness. Charisma and comeliness maximums and modifiers apply only to races other than that of the character.

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Point of View" in *Best of DRAGON Vol. 3*. No male bully likes a girl as strong as he is.

Another point brought up is the rarity of certain character classes. Magic-users have been called the rarest of all classes, but this isn't borne out by the numbers, namely those in Table V.

Table IV: COMELINESS MODIFIERS

Comeliness		Comeliness		Comeliness	
Cha	Mod	Cha	Mod	Cha	Mod
Below 3	- 8	6-8	- 1	16-17	+2
3	- 5	9-12	0	18	+3
4-5	- 3	13-15	+1	Above 18	+5

Table V: MINIMUM ABILITY SCORES BY CLASS

Class	S	I	W	D	C	Ch
CAVALIER	15	10	10	15	15	6
Paladin	15	10	13	15	15	17
CLERIC	6	6	9	3	6	6
Druid	6	6	12	6	6	15
FIGHTER	9	3	6	6	7	6
Barbarian	15	6	6	14	15	6
Ranger	13	13	14	6	14	6
MAGIC-USER	3	9	6	6	6	6
Illusionist	6	15	6	16	3	6
THIEF	6	6	3	9	6	6
Acrobat	15	6	6	16	6	6
Assassin	12	11	6	12	6	3

No character class has a minimum comeliness requirement. The maximum score for each ability is 18 for all classes except for the barbarian, which has a maximum 16 wisdom.

Magic-users need to have a high intelligence, but cavaliers, paladins, rangers, illusionists, and assassins must have a higher intelligence. All other abilities of the magic-user need be only average or lower, while the other mentioned classes have to have higher-than-average minimums in at least one other ability. How can this be explained? Perhaps the popular statement should not be "Magic-users are very rare" but rather "Magic-users appear to be very rare." Cavaliers and paladins are probably the rarest of all classes. However, they are very visible. Most cavaliers and paladins are in positions of authority or come from the always-watched upper class, or both. Rangers are reclusive to the point that many if not most city dwellers are not aware of their existence. Assassins are often seen as thieves or fighters, since their actions are a mixture of both classes. This leaves the illusionists, who are sometimes seen as specialized magic-users. Illusionists are very rare, or at least people do not often see them. Fighters are very visible in taverns, people usually come into contact with a cleric or two when they are at a temple, and thieves are a part of daily city life, but magic-users don't come into contact with the public as much. This makes typical people think that magic-users are the rarest of all classes. Adventurers know differently, seeing magic-users as a large fraction of the adventuring population.

The third point shown by the tables is related to wisdom. Table II shows that half-orcs are the least wise of all the demihumans. This is borne out by the actions of their parent orcs, who war against each other for living space instead of banding together to take it from other races. The table also shows that halflings are slightly less wise than humans and the other demihuman races. This is shown by their desire for security (mentioned in "The Halfling Point of View" in *Best of DRAGON Vol. 3*), manifested by their inclination to live near other races.

Possibly all of these points were supposed to be built into the AD&D game. Possibly they slipped in by accident. Either way, they are part of what makes the game what it is.

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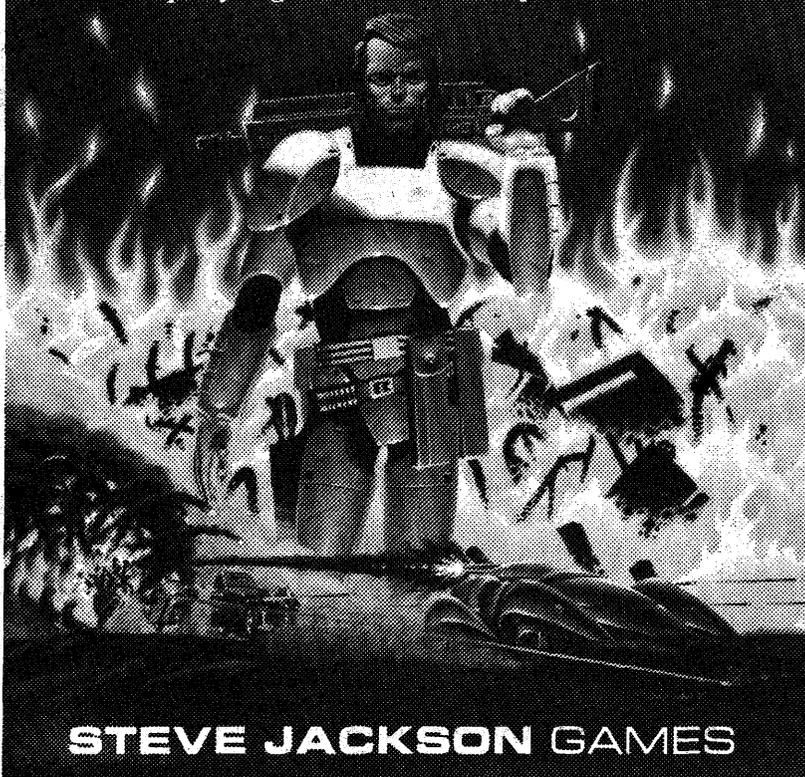
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Class struggles

Another look at between-levels training

by Mark Kraatz

The current system for training in the AD&D® game is an expensive one. Characters have to train before each new level at prices which are sometimes more than the characters can afford to pay, especially at low levels. An alternative to this system was presented in an article by David Reeder in issue #97 of DRAGON® Magazine. Although this article made training somewhat more affordable, the costs that some character classes had to pay at low levels were still quite high. Consider for example, a druid who gains a new spell level at the second level of experience and again at third level. According to Mr. Reeder's system, training is required for both of these levels at the costs listed in the DMG. If the druid needs to train two weeks for each of these levels, this would mean a total cost of 9,000 gp to advance to third level. This is a little much to ask of a 2nd-level character.

A character should only have to train for a new level when he gains something tangible from doing so. An additional hit die, or improvement on an attack or saving throw table, is not something for which training should be required. Such benefits should be attributed to the experience that a character has to obtain to gain the level in the first place. On the other hand, there are some things for which training definitely is required. It wouldn't make sense for a character to learn how to use a new weapon just by adventuring. Surely this is something which must be learned through some form of training.

A solution to these two problem areas is a new training system, described in this article. The need for training is not based on the level of a character, but rather on the abilities which the character gains upon going up a level. Improvement in a character's existing statistics is achieved without the need for training. However, such things as the gaining of a new weapon proficiency or a new spell level do require training. The cost of training depends on what ability is being learned. These costs have been designed to make

training affordable at all levels, especially the low ones. Since training is needed to gain abilities and not levels, characters have more freedom to choose when to train. This is because a new level can usually be gained (with no new abilities) without the need for immediate training.

Many of the benefits that are gained upon going up a level are granted without needing to train for them. This is based on the theory that much of what a character gains can be attributed to actually using and practicing his abilities in the world at large. After surviving a few sword fights, it is reasonable to assume that a character has become a better fighter, so his ability to hit an opponent should improve. Likewise, after picking a few pockets, it is reasonable that a thief's chance of doing so again should improve. Such benefits as additional hit dice, new attack and saving-throw numbers, and the ability to memorize additional spells of a level already known are gained in this manner. The only things for which it is necessary to train for are the gaining of a new weapon proficiency, a new spell level, and certain special abilities.

Rating a character's performance

When a character is eligible to gain a level, the DM must rate the character's performance for the level on a scale of 1 to 4. This number is arrived at in the same manner as detailed on page 86 of the *Dungeon Masters Guide*. This value is called the *experience* rating. In order to properly evaluate a character's performance, the DM should do a rough rating after each session. Then, when the character is eligible to gain a level, the DM can assign an experience rating for the character's overall performance at a certain level based on these numbers.

If the character has played at his current level for a number of game weeks greater than or equal to his experience rating, then he may gain the "automatic" benefits of additional hit dice, new attack numbers, and so forth. However, if this is not the case then none of these benefits

are gained until such a period has passed. Note that this time does not include any time spent training and should be spent in pursuit of worthwhile adventure. This one to four weeks of "required" adventuring time is simply a guideline and can be extended to any reasonable number of weeks by the DM, should he feel that the character concerned is not actively seeking adventure. Unworthy pursuits, such as sitting in an inn for a few weeks, are not the stuff of which heroic tales are made!

Once a character has gone up a level, he may then train, if need be, for any new abilities.

Training guidelines

Training is needed in order for a character to gain the ability to use a new weapon or to cast spells of a new level. In some cases, training is also required before certain special abilities can be gained as well. For a detailed list of those special abilities which require training, refer to the class-by-class enumeration at the end of this article.

In order for a character to train for any new ability, it is necessary to find a teacher. As a general rule of thumb, this must be someone who can already perform the ability that is to be gained. For example, if a magic-user wishes to learn how to cast 3rd-level spells, he can only learn this from another who can already cast magic-user spells of 3rd level. Typically, a teacher can always be someone of the same class as the character, whose level is at least equal to what the character is trying to attain.

The time required for any training, be it for a new weapon, spell level or special ability, is always one to four weeks. The actual time that is required for training is dependent on the experience ratings that the character in question has received. This amount should be calculated as the average of all experience ratings received since last training for a similar ability. For example, the training time required for a fighter to learn a new weapon at seventh level is based on the average of his experi-

ence ratings received since he last trained for a new weapon at fourth level.

The costs listed in the following tables may initially strike the reader as being rather high. This is actually not the case, as can be seen by breaking down the costs. The weekly cost listed for the training of any ability can be broken into two parts, each representing half. The first part represents the fee required by the teacher. Since higher-level teachers are required for abilities which must be trained for at higher levels, this cost must increase at a suitable rate. The second part represents the costs of materials needed as well as any sacrifices and/or donations that are also required. Since abilities gained at higher levels are generally more powerful, this cost must likewise increase.

Training costs, then, do not always have to be exactly the values shown on these pages. If one is able to self-train for an ability, then the training will only be half the usual cost, since there is no teacher who has to be paid. Further, depending on the circumstances surrounding the training, a teacher may decide to increase his fee, or may decide to waive it altogether (thus halving the usual cost).

New weapon proficiency

To train for a new weapon proficiency, a teacher must be found. This must be someone who is already proficient in the weapon that is to be learned and whose base "to hit" number (not including magic, strength, dexterity or other modifiers) is equal to or less than the student's. As an example, a 7th-level fighter who is proficient with the long sword can teach another fighter who has just gained 7th level. However, if this same fighter was to be taught by a thief, the thief would have to be at least 13th level.

Training to use a new weapon will take one to four weeks as described previously. The cost of such training is listed in the Weapon Proficiency Table below. These costs are a weekly rate, based on each additional weapon learned. These are only suggested costs and may vary depending on circumstances.

Weapon Proficiency Table

Weapon	Cost/Week
Initial weapon(s)	500 gp each
First additional weapon	500 gP
Second	1,000 gp
Third	2,000 gp
Fourth	4,000 gp
Fifth	8,000 gp
Sixth	15,000 gp
Seventh	30,000 gp
Eighth	50,000 gp

Any additional weapons beyond the eighth may be learned at the cost of 50,000 gp per week.

Since a character normally starts out his career as an adventurer who is proficient

in one or more weapons, it is not necessary to pay the 500 gp per week initial weapon cost. This value is listed for those characters who decide to study for an additional class later on in their adventuring careers. For example, an aspiring bard who starts out as a fighter and then switches to the thief class must pay 500 gp per week for the initial weapons that he wishes to learn as a thief.

If a character neglects to learn a new weapon once he is able to, it will have no effect on further play. He can wait any length of time before training for the missed proficiency, and additional proficiencies and levels may be gained at no penalty.

Weapon specialization

As described in *Unearthed Arcana*, fighters and rangers can choose to double specialize in a weapon which they have chosen for weapon specialization at first level. This double specialization can be learned from another fighter or ranger who is at least three levels higher than the student and has weapon specialization in the weapon that is to be learned. It is not necessary for the teaching fighter to have double specialization in the weapon concerned. If this is the case, however, then he need only be of the level that the character is attempting to attain.

The cost for such training is twice what the normal cost would be for learning a weapon proficiency at the same level. For example, if a 4th-level fighter chooses to double specialize in the long sword, which he chose under weapon specialization at 1st level, then this could be learned from another fighter or ranger who is at least 7th level. The teacher would need to have weapon specialization in the weapon concerned, and would charge 1,000 gp per week.

Cavaliers and paladins gain certain bonuses with their weapons of choice as outlined in *Unearthed Arcana*. Unlike weapon specialization, however, they do

not need to receive any special training for this ability.

New spell level

For a character to train for a new spell level, a teacher must be found. This must be someone who can cast spells of the class and level that are to be gained. Clerics must receive their training from another cleric of the same alignment.

Training for a new spell level will take one to four weeks as described previously. The weekly cost of such training is given in the New Spell Level Table below. Note that these are only suggested costs and may vary depending on circumstances.

New Spell Level Table

Spells	Cost/Week
1st level	500 gp
2nd level	500 gp
3rd level	1,000 gp
4th level	2,000 gp
5th level	4,000 gp
6th level	8,000 gp
7th level	15,000 gp
8th level	30,000 gp
9th level	50,000 gp

The cost for learning 1st-level spells is normally not used unless the character learns to cast spells later on in his adventuring career. For example, when a paladin reaches 9th level, he gains the ability to cast cleric spells. The training for this would cost the paladin 500-2,000 gp depending on the number of weeks that are required. He could get this training from any lawful good cleric or from another paladin who can already cast cleric spells.

If a character neglects to learn a new spell level, he cannot gain any more experience levels until the new spell level is learned. If a magic-user or illusionist spell level is gained, at least one spell of the new level must be inscribed into the student's spell books, as this is the actual spell taught during training. The teacher must also be able to cast this spell.

Special abilities

As some character classes Progress in levels, they gain certain special abilities. A few examples of this are a druids ability to change shape, which is gained at 7th level, and a thief's ability to read languages, which is gained at 4th level. Some of these abilities are gained without the need for training, while others must be trained for.

Special abilities which do not require training generally fall into two categories: those that are not very powerful, and those that are considered to be "innate" abilities of the class in question. An example of innate abilities are all of the special abilities gained by a monk player character. Special abilities that do not require training are gained at the same time that additional hit dice and new saving-throw and attack numbers are gained.

Special abilities that do require training

can be trained for in much the same manner as a newly gained weapon proficiency or spell level. Special abilities that require training can never be self-taught. Thus, to receive training, a teacher must be found. Exactly who can teach special abilities is outlined in the class-by-class enumeration section, detailed later. Generally, a special ability can always be learned from another of the same class who is of a level equal to or greater than the level that is to be trained for.

The training costs for special abilities approximate those listed for weapon proficiencies and spell levels. The most inexpensive training costs 500 gp per week and the most expensive is 30,000 gp per week. The cost assigned to such training is dependent on how powerful the special ability is and who (*i.e.*, what level) has to teach it.

TRAINING COST TABLE

Gained ability by character class	Weekly training cost.							
	500	1,000	2,000	4,000	8,000	15,000	30,000	50,000
Cavalier								
Additional weapon	1,3	5	7	9	11	13	15	17+
Paladin								
Additional weapon	13	5	7	9	11	13	15	17+
Turn undead	3							
New spell level	9,11	13	15					
Fighter								
Additional weapon	1,4	7	10	13	16	19	22	25+
Ranger								
Additional weapon	1,4	7	10	13	16	19	22	25+
New druid spell level	8,12	16						
New M-U spell Level	9,13							
Barbarian								
Additional weapon	1,3	5	7	9	11	13	15	17
Cleric								
Additional weapon	1,5	9	13	17	21	25	29	33+
New spell level	1,3	5	7	9	11	16		
Druid								
Additional weapon	1,6	11	16	21				
New spell level	1,2	3	6	9	11	12		
Identify plants, animals, pure water & pass without trace	3							
Woodland languages	3+							
Shape change & immune to woodland charm		7						
Hierophant training							17	
Magic-user								
Additional weapon	1,7	13	19	25	31	37	43	49+
New spell level	1,3	5	7	9	12	14	16	18
Create scrolls & potions		7						
Create magic items			12					
Illusionist								
Additional weapon	1,7	13	19	25	31	37	43	49+
New spell level	1,3	5	8	10	12	14		
Create magic items			10					
Thief								
Additional weapon	1,5	9	13	17	21	25	29	33+
Read languages		4						
Decipher magic scrolls			10					
Thief-acrobat								
Additional weapon		9	13	17	21	25	29	33+
Thief-acrobat training		6						
Decipher magic scrolls			10					
Assassin								
Additional weapon	1,5	9	13					
Read languages		6						
Decipher magic scrolls			12					
Monk								
Additional weapon	1,3	5	7	9	11	13	15	17+
Bard								
Additional weapon	1,5	9	13	17	21	25	29	33+
New spell level	1,4	7	10	13				
Additional language	4+							

The entries on this table represent the level(s) at which a character becomes eligible to acquire a skill that can only be learned by training. The column in which a particular level number appears indicates the cost, in gold pieces per week of training, for the character to acquire the skill.

If a character neglects to train for a special ability once he is able to, it will have no effect on further play. He can wait any length of time before training for the missed special ability. Additional special abilities and levels may be gained at no penalty. The two exceptions to this are the training that a druid must undergo to become a Hierophant of the Cabal, and the training that a thief must undergo to become a thief-acrobat. In these two cases, the character must undertake training before progression in either of these classes is possible.

Self-training

After a character reaches a certain level, he may be able to train himself at half of the usual cost. Only weapon proficiencies, double weapon specialization, and newly gained spell levels can be self-trained. Cavaliers, paladins, fighters, rangers, barbarians, and monks can self-train for a weapon proficiency (and double weapon specialization for fighters and rangers) after they have learned four additional weapons. Clerics, druids, magic-users, and illusionists can self-train for a new spell level after learning how to cast 5th-level spells. Thieves, thief-acrobats, assassins, and bards can never train themselves. A character cannot train himself in order to gain special abilities (exception: Druids can self-train to become Hierophant druids).

The levels after which a character can train himself are:

Cavalier	9
Paladin	9
Fighter	13
Ranger	13
Barbarian	9
Cleric	9
Druid	9
Magic-user	9
Illusionist	10
Monk	9

Magic-users and illusionists who train themselves do not automatically gain a spell of the new level. In order to train for the new spell level, at least one spell of that level must be available to study from, be it on a scroll or other medium.

Class-by-class enumeration

The following section outlines the training requirements for each character class. This is followed by the Training Cost Table, which shows the levels at which training is required, and the associated costs of such training.

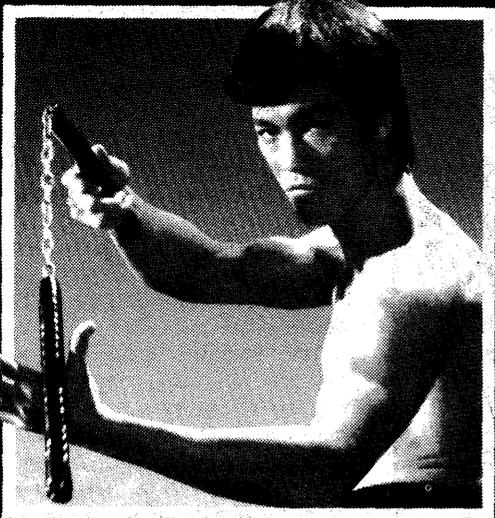
A cavalier needs to train before gaining a new weapon proficiency. He can train himself for a new proficiency after reaching ninth level at half of the normal cost. A cavalier does not need to train in order to improve his "to hit" bonuses with his weapons of choice, nor does he need to

train to improve his horsemanship. He does need to train to improve his attacks per melee round with a thrusting or striking weapon.

A paladin needs to train before gaining a new weapon proficiency and before being able to turn undead. He can train himself for a new proficiency after reaching 9th level at half of the normal cost. The ability to turn undead must be learned from a lawful good cleric or another paladin who already has this ability. A paladin must be trained before being able to cast cleric spells and for each new spell level gained. This must be learned from a cleric or from another paladin who is able to cast cleric spells. A paladin does not need to train in order to improve the "to hit" bonuses with his weapons of choice, nor does he need to train to improve his horsemanship. Training is not required for a paladin to be able to call his warhorse. A paladin does not need to train to improve his attacks per melee round with a thrusting or striking weapon.

A fighter needs to train before gaining a new weapon proficiency or before double specializing in his chosen weapon. He can train himself in either of these areas after reaching 13th level at half of the normal cost. A fighter does not need to train in order to improve his attacks per melee round with a thrusting or striking weapon.

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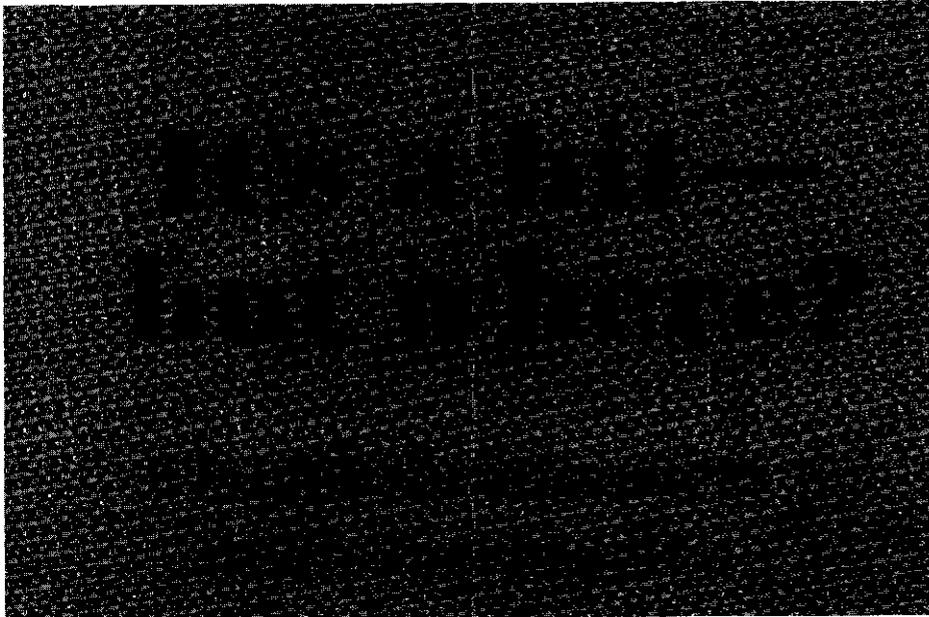
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**TASK
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by Alex Curylo

Obnoxious Player (with *sword of sharpness*): "I did it! I rolled a 20! I cut off Asmodeus' head!"

Harassed DM (upset at this disruption of his climatic encounter): "Uh, no, not his head."

OP: "Oh yeah? How do you figure that?"

HDM: "Well, your sword only severs the extremity it hits."

OP: "So where did I hit it?"

Obnoxious Player (having just loosed an *arrow of demon slaying* at an irate Type V demon): "A 15, did I hit? Huh? Huh? Did I?"

Harassed DM: "Uh, well, it depends if you hit it on the tail or not. Different armor classes."

OP: "So where did I hit it?"

The highly stylized combat rules of the AD&D® game work fine, as long as no one cares where they hit their opponents.

Unfortunately for game integration, there are some situations where hit location becomes important. These fall into three main areas:

1. *When an attack has a specific effect on body parts.* Examples include normal weapons like whips and saps, magic weapons such as *swords of sharpness* and *staves of withering*, and the attacks of slicer beetles, tarasques and other monsters. An integrated hit location system would introduce consistency and aid the DM.

2. *When the target's AC varies.* The AD&D game system abounds with monsters having varying armor classes on their bodies. In most cases, no provision is made for determination of which armor class to use for a specific attack. The hit-location system in this article will also eliminate any confusion arising from this in play.

3. *When the target's body parts have individual hit points.* The various versions

of hydrae are an obvious example. Others are the frail snail, grell, giant octopus, and kraken.

The system

The first point to be considered in constructing a consistent hit-location system is how to handle the desire of combatants to aim at a vital portion of their opponent's anatomy (*i.e.*, hit the neck instead of the tall with a *sword of sharpness*) or gain the benefit of a worse armor class (*i.e.*, hit a bulette in its AC 6 undercrest area instead of its AC -2 body). A simple way to do this is to classify targets according to the percentage of available striking surface they represent (a function of size and accessibility) and add a standard negative modifier to the "to hit" roll. For maximum simplicity, there are only four classifications:

Classification	"To hit" modifier
Easy target	- 2
Medium target	- 4
Hard target	- 8
Forget it! target	-12

Note that anyone of medium to low level is going to have a very difficult time hitting the harder targets!

Easy target: a target that represents 50% or more of striking area and is not particularly protected, such as the upper body of a salamander or the heads of a hydra (not a *specific* head; that counts as a Medium target, due to the difficulty of picking it out from the rest).

Medium target: a target from 25-50% of striking area that is unprotected, such as a particular head of a chimera (when attacking from the front); or an easy target that is hard to get at, such as the body of a lion when the beast is facing you.

Hard target: a target from 10-25% of striking area and not otherwise protected,

such as the main eye of a beholder; or a Medium target that is protected, such as the head of a typical biped (who will defend against head attacks with the utmost determination).

Forget it! target: anything harder to hit than a hard target, such as a beholder's small eyes.

The second point is how to determine where an attack hits if the attacker does not aim. This can be dealt with simply by making tables for all the various monsters that have varying armor classes, weighted by relative percentage of body area and desirability as a target. These tables can be found in the Appendix. DMs intimidated by the look of all those tables should remember that under most circumstances they will not be used, since only fairly infrequently does hit location matter, and when it does players usually want to declare an aimed attack.

Extensions

This simple and consistent system can also be used to extend the AD&D game system, as well as account for present discrepancies.

For instance, page 82 of the DMG states (under "Zero Hit Points") that "if any creature reaches a state of -6 or greater negative hit points, this could indicate scarring or loss of some member, if you so choose." This can be accommodated easily within the hit location system. The location is rolled for the attack that brought hit points below zero. At -6 and downwards, scars form, which will (if visible) reduce comeliness by 1 point per hit point below -5 reached. This is permanent scarring, which nothing short of *limited wish* will remove.

Furthermore, reaching -7 when hit location is an arm or leg results in the total loss of that hand or foot; -9 indicates loss of the whole appendage, and consequent need for a *regenerate* spell. Note that if the character then dies and is *raised*, destroyed body parts are still missing.

Another example is to give a character more flexibility in armoring himself. Have you ever tried to create a Greek hoplite (infantryman) for an AD&D campaign? A bronze helmet, leather jerkin and bronze greaves just don't fit into any given armor class! Using this hit location system, the attacker simply rolls on the chart to find out whether he hits AC4 (bronze plate: head, legs), AC8 (leather vest: body) or AC10 (arms). If our hoplite had a shield, each of these would be decreased by one, and his shield arm would have AC4 protection (bronze-faced shield).

This also gives the DM opportunities for unique treasures; imagine a party that comes upon an ogre whose treasure includes heaps of rusted armor. One breastplate, though, detects as magical; and when an *identify* spell is cast, "ACME ARMOR OF ETHEREALNESS" can be seen written on it. The breastplate provides + 5 protection to

the wearer's torso — and once they locate all the rest of the suit (which can be made the focus of a long string of adventures), the full powers are gained.

That just about covers everything — but a note should be made about using this system for critical hits. Players will no doubt claim that since they can aim at a specific hit location, they should be able to target an opponent's eyes, jugular vein, etc. This is not possible in the AD&D combat system, and any redesign including critical hits would probably shorten the average character's lifespan considerably. Therefore, the note is: Don't do it.

APPENDIX

Hit-location tables

Some may perceive apparent discrepancies in these tables at first glance; for instance, on the "Lions & Dinosaurs" table, an unaimed front attack has only a 35% chance of hitting the head, which is obviously not an accurate portrayal of random chance. The reason for this is that I tried to simulate the actual places a trained fighter would hit, even when not consciously aiming; and since the armor class of the head of these lions and dinosaurs is lower than the body, he would attempt to hit the more vulnerable areas. Of course, feel free to change anything you don't agree with.

Several monsters (hydrae, beholders, squid, tentamorts, bloodthorns, etc.) have large numbers of small appendages. Due to the variable number of such appendages, no numeric references have been placed on these tables; roll another die to determine which particular appendage was hit.

Table Used for

- 1 Humanoids, salamanders, Type V demons, yuan ti
- 2 Lions (also including dragonnes and sea lions) and dinosaurs (monoclonius, pentaceratops, stegosaurus, styracosaurus, triceratops)
- 3 Insects (carrion crawler, stegocentipede, termite)
- 4 Beholder, spectator
- 5 Bloodthorn, choke creeper, hang man's tree
- 6 Chimera, gorgimera
- 7 Giant octopus, giant squid, kraken
- 8 Hydrae, thessalhydra
- 9 Tentamort, whipweed
- 10 Achaierai
- 11 Anhkheg
- 12 Bulette
- 13 Flail snail
- 14 Flumph
- 15 Forester's bane
- 16 Froghemoth
- 17 Grell
- 18 Remorhaz
- 19 Turtles, sea and snapping
- 20 Wolf-in-sheep's-clothing

1. Humanoids (front attack given)

1d20 Hit location

- 1-3 Head
- 4-3 R. arm
- 6-7 L. arm
- 8-14 Torso
- 15-17 R. leg
- 18-20 L. leg

2. Lions and Dinosaurs

1d20 Hit location (front) Hit location (side)

- 1-7 Head B o d y
- 8-12 R. forequarter Forequarter
- 13-17 L. forequarter Hindquarter
- 18-20 Body Head

3. Insects (note: a stegocentipede's underside is AC6)

1d20 Hit location (front) Hit location (side)

- 1-11 Head B o d y (back)
- 1-16 Head B o d y (underside)
- 17-20 Body (back) Head

4. Beholder, spectator

Hit location 1d20 (Beholder) 1d20 (Spectator)

- Body 1-15 1-14
- Central eye 16-17 15-16
- Eyestalks 18-19 17-20
- Small eyes 20

5. Plants (no penalty for targeting a vine wrapped around the attacker)

1d20 Hit location

- 1-11 Vines
- 12-15 Vines (if more than 8), otherwise trunk
- 16-20 Trunk

6. Chimera, gorgimera

1d20 Hit location (front) Hit location (side)

- 1-4 Right head Hindquarter
- 5-8 Center head Wings
- 9 - 12 Left head B o d y
- 13-15 R. forequarter Near head
- 16-18 L. forequarter Forequarter
- 19-20 B o d y Center head

7. Giant octopus, giant squid,

kraken (- 2 penalty for targeting a certain tentacle; no penalty for targeting tentacles in general)

1d20 Hit location (front) Hit location (side)

- 1-10 Tentacles Tentacles
- 11-16 Tentacles B o d y
- 17-20 Head Head

8. Hydrae, thessalhydra

1d20 Hit location (front) Hit location (side)

- 1-12 Heads B o d y
- 13-16 Heads Heads
- 17-20 B o d y Heads

9. Tentamort, whipweed

1d20 Hit location

- 1-7 Stalk A
- 8-14 Stalk B
- 15-20 B o d y

10. Achaierai

1d20 Hit location

- 1-16 Leg (divide by 4 and round up to find out which)
- 17-20 B o d y

11. Anhkheg

1d20 Hit location

- 1-14 B o d y
- 15-20 Underside

12. Bulette

1d20 Hit location

- 1-17 B o d y
- 18-19 Crest
- 20 E y e

13. Flail snail (body counts as a Forget It! target)

1d20 Hit location

- 1-18 Tentacles (divide by 6 and round up to find which)
- 19-20 B o d y

14. Flumph

1d20 Hit location

- 1-13 T o p
- 14-20 Underside

15. Forester's bane

1d20 Hit location

- 1-12 L e a v e s
- 13-17 S t a l k s
- 18-20 C e n t r a l p l a n t

16. Froghemoth

1d20 Hit location

- 1-12 Tentacles (divide by 4 and round up to find which)
- 13-18 B o d y
- 19-20 T o n g u e

17. Grell

1d20 Hit location

- 1-15 Tentacles (divide by 1½ and round up to find which)
- 16-20 B o d y

18. Remorhaz

1d20 Hit location (front) Hit location (side)

- 1-12 Head B o d y
- 13-17 Underside Underside
- 18-20 B o d y Head

19. Turtles, sea and snapping

1d20 Hit location - - -

- 1-15 S h e l l
- 16-20 H e a d / f l i p p e r s

20. Wolf-in-sheep's-clothing

1d20 Hit location

- 1-7 R o o t s (no. rolled is no. hit)
- 8-17 S t u m p
- 18-20 E y e s t a l k s

A Recipe for Espionage



*Creating adventures
for TOP SECRET® game agents*

by Russell Drouillard

Espionage. The word conjures images of deadly weapons, beautiful women, and secret documents worth killing for. It's a world of fast sports cars, miniature bugs hidden in hotel rooms, and exclusive European casinos. Here, agents meet mysterious contacts in back alleys, deactivate sensors to investigate an office building, and gamble away fortunes without a second thought. But danger lurks everywhere; that complimentary bottle of champagne may be poisoned, a knock on one's hotel door isn't always room service, and a turn of a car's ignition can always trigger a car bomb. Yet, as great as the dangers may be, the rewards of wealth are often worth the risks. In the world of espionage, agents play fast and live even faster.

With these notions in mind, creating an exciting mission for agents seems an easy task. By simply mixing any of these espionage ingredients with a foreign location, high-quality, action-adventure missions should be like churning out

automobiles off an assembly line. So let's look at a TOP SECRET® game adventure you administrated or role-played last week. Five agents, armed to the teeth with machine guns and grenades, took out 18 guards to recover secret documents in an abandoned warehouse. Or there was a full-scale assault, with 30 well-equipped men under the agents' command, at a Soviet base deep in Siberia. Perhaps the mission called for rescuing six American hostages from a commercial airplane, in which agents laid waste to a dozen terrorists in and around the plane itself.

Somewhere, something was lost. An assault on an enemy's base, in which agents blow away armed guards left and right, sounds more an operation for the military than for highly paid and specially trained agents. These mercenary missions involve little thought for both the Administrator and the agents. Perhaps this is why they persevere as the most common structure for missions. A simple map of a camp installation or a warehouse, littered with armed men and security cameras, is the typical territory for a mercenary assault. Follow through

with a lack of puzzles, contacts, and actual spying, and you have a vintage mercenary mission: dry, simple, and unoriginal.

The TOP SECRET game, and all other spy-type role-playing games, are meant to put players in the world of espionage formulated by spy novels, movies, and television shows. Missions should have agents tailing individuals, bugging offices, and performing other clandestine activities, not making military maneuvers like an elite task force. The excitement of a car chase, risking death in a violent gun fight, escorting beautiful women to dinner parties – these are the elements of espionage. Players should experience the world of secret agents and flirt with danger in every mission. Because this is role-playing, the player's mind, not the character's gun, should be the determining factor in a successful mission.

Although creating missions that equal any James Bond movie script requires a degree of time and thought, such missions are not impossible to create. By following certain espionage guidelines and a mixture of cloak 'n dagger ingredients, you can design missions so challenging that even Jim Phelps might not accept them.

Each and every espionage mission should contain three strong elements: characters, plots, and places. Agents show only passive enjoyment when there are no NPC contacts to bribe or follow, reluctantly take missions that seem too incredible or impossible in format, and are quickly dulled if they must frequent simple, non-exciting locations. The Administrator is challenged to create unique environments, expeditious adventures, and mysterious NPCs for each and every mission, but the reward of watching enthusiastic players role-play your mission well is well worth the effort.

Characters

Non-player characters are the love of most Administrators, because through NPCs the Administrators can have a little role-playing fun in their adventure, too. NPCs fill missions with life; it is nearly impossible to create an exciting adventure without human contact. Wherever agents travel, they should encounter NPCs: good, bad, and neutral.

Non-player characters that are walking cliches of their occupation often fit well into adventures. A short, plump old man with a balding scalp and red apron, filled with sagely advice, always makes a good bartender. A taxi driver with a New York accent asking "Where to, mac?" or a cocky waitress smacking gum between "What'll it be?" adds a touch of humor and "fictional realism" to the game. But keep these individuals to a minimum; too many disrupt the mission and make the game less believable.

Those non-player persons important to the mission should be carefully constructed. Certain traits of their personality, style, and interests should be

recorded adjacent to their ability scores; all are equally important. You can progress agents further into a mission by having them follow up on certain personalities of the NPC. Agents can investigate local hangouts of that NPC or take advantage of an NPC's secret bad habits through blackmail or threats. If an NPC must be followed around, let him be predictable in his normal activities. This creates realism in that NPC and reassures that the agents are doing the proper actions.

As an example, let's create a wealthy, American businessman who is exporting large quantities of stolen firearms into South America. The agents must tail and survey him to discover how the shipments are leaving the U.S. This businessman should live and play rich. We'll make him neutral in politics and ever hungry for more money. He has faith in himself and his hired men, and he enjoys a good opponent in chess, fencing, and poker. Accustomed to getting what he wants, he has a bad habit of killing those who step in his way.

With such a well-crafted NPC, the Administrator can design a variety of scenarios to pull the players into the mission. The agents could role-play wealthy businessmen who are intruding into his business with their own firearm exports, or the agents can challenge him to a "death-to-the-loser" game of poker. If you don't want an undercover scenario, the agents can explore various warehouses around Florida and have them investigate their contents, thus leading them to the businessman. Or, because this American loves the challenge of a sport, you can arrange the agents' capture for a "game." If the agents win, they live; otherwise . . .

Adding to espionage games even further are recurring NPCs. If agents survive one mission to adventure into the next, why shouldn't NPCs? Non-played persons can recur as groups (like SPECTRE or TAROT in the James Bond saga) or as individuals. These NPCs create an extra dimension to any espionage campaign as the surviving villains live on to confront the agents once a g a i n .

Recurring individuals and groups also help create goals for the agents. A hit man who guns down an agent will be a target for the surviving agents for many missions to come. Or, during the course of multiple missions, the agents continue to uncover the name of a man who is masterminding a huge smuggling operation. Soon agents will hunger to confront this person and will strive to make contact. In both instances, you have motivated your players – the ultimate goal an Administrator can attain.

Motivated agents act differently than those who are simply paid for a job; they are much more cautious and think more often. Such agents are careful, when following any luckily garnered lead, not to be spotted or identified. Plans are laid, extra precautions taken, and superior

risks dared. Motivated players push their characters to do almost anything; nothing stands in the way of a player who *wants* to investigate. Missions also become easier to create when agents are motivated, because their unresolved desires become the basis for future adventures.

A friend of mine was the first to initiate recurring NPCs in our group. He created my favorite NPC, known only by his code name Task Master. Task Master was the leader of a world-wide group known as D.T.A., an organization created to thwart all "good" agents and their agencies. He drove a heavily armored, black Porsche 911, complete with thick, tinted windows and bullet-proof tires. Task Master, always one step ahead of our agents, proved to be a quick, elusive man, incredibly smart and very powerful.

I have created one permanent NPC and a couple of minor recurring characters for my campaign. I consider Isaac Foster permanent because he will never die. Foster is my agency administrator, picking up agents in his sophisticated jet, the Eagle, and then transporting them to their destination. Inside the Eagle, Foster briefs the agents, provides any special equipment, and makes payments for successful missions. Foster and his plane make it simple for me to gather the agents in one spot and transport them to their job site without the hassle of cumbersome commercial flights. I have also created Cassandra Lansford, code-named Grey Fox to the agents. A seductive blonde and a hired assassin, Cassandra often meddles in the agents' affairs by stealing equipment or killing contacts. She leaves her calling card, a silver medallion of a running fox, with her dead targets.

Try to create an air of mystery around significant NPCs. First, let their name be known. Then allow rumors to be heard, followed by a quick sighting or a meeting with the individual. Create reasons (whether it be murdered friends or simply curiosity) to motivate agents in stopping or terminating that NPC. When you have created motivation in your players against an NPC, you have mastered the character ingredient of an espionage adventure.

Places

When the first seeds of an adventure start to grow, there is a tendency to locate the mission in some famous and distinctive location. What agent could resist sailing across the crystal-blue waters of Bermuda while operating undercover as a seller of secret U.S. documents? Who would turn down the chance of investigating a clue in the ancient streets of Cairo, against a backdrop of the pyramids on the dusty horizon? Certainly, such beautiful places add color and mystery to each adventure, as they do in so many espionage movies – but they can, in fact, damage a well-designed mission.

When a foreign country is chosen as the whole or part of a mission, the

Administrator must be careful to take advantage of that location. Only by being aware of that country's terrain, laws, and other political and physical attributes can your mission escape the pitfall of existing in name only. What good is an Italian adventure if not one Roman ruin, Italian restaurant, or Renaissance cathedral is ever visited? You may fly your agents to Italy, but until the country's flavor is built up, the players will never really feel that they are in a foreign land.

To take advantage of a mission's locale means to incorporate its peoples, lands, and buildings. A section of a mission involving agents trekking through a huge forest in Japan will not work because there are no huge forests in Japan. If the plot demands a forest setting, base the mission in Oregon or Washington state, where agents will find mountainous wilderness to explore. To make better use of the Japanese location, change the forest into a beautiful rock garden, filled with rock streams, colorful bushes, and little red pagodas.

Occasionally, a mission ruins its location by a poor design in plot. As an example, the agents are told to buy a roll of Soviet microfilm from a certain man in Hawaii. Agents envision sun-drenched beaches, bikini-clad women, bronzed men, and yacht sailing. Instead, the mission takes place solely in a large office building and penthouse in Honolulu. So why pick Hawaii? Why not New York, Chicago, or Los Angeles? The location served no real purpose for the mission; the next time the agents visit Hawaii on a job, their enthusiasm will be lost. Adventures set in Hawaii should maximize the islands' prime scenic spots like golden beaches, Edenlike valleys, and bountiful luaus. If the mission cannot integrate important aspects of its setting, then change the location and save the good stuff for another time.

There are certain tools the Administrator can use to find real and imaginative settings. First and foremost is the imagination. You are an endless well of ideas, and any places you find interesting or fitting for the mission should be used. Don't turn down having the agents dine at the Emerald Point, the restaurant perched atop the Seattle Space Needle, because you've never been there. Even if one of the players has eaten there, proceed with your design and description anyway. As long as you stay away from the impossible (unlikely building constructions or geographical locations, such as a desert in Canada), any setting you create will work, regardless of whether it is real or not.

The other tools at the Administrator's disposal are the atlases, magazines, and travel brochures found in any home, public library, or travel agency. If you want a mountain setting in the Himalayas, find Nepal in an atlas and determine its cities, population, and terrain. Try to locate pictures of your setting in encyclopedias and magazines; certain

photos will trigger a full adventure setting in your mind. Travel brochures are also a cornucopia of ideas, as they deal with the highlights of a region — precisely what the agents need. Restaurants, hotels, places to visit, roads, climate, and maps are just a few of the items a travel pamphlet can give to your adventure. But do be careful: In an imaginative mind, a travel brochure will often trigger so many wild mission ideas that the continued existence of the agents may finally be checked.

Those of you lucky enough to have traveled parts of the world should take full advantage of your experiences. A friend of mine visited West Germany for a month and followed with a TOP SECRET game mission based throughout that country. He was able to describe those little details most Administrators leave out, such as their clean subways and the friendly Bierhalle atmosphere, so that we felt as if we were really there. When possible, try to base an adventure or two on past trips or experiences you remember. If you visited a U.S. Marine Corps base for an air show, design an adventure to start off at such a base. Maybe you'll want the agents to follow a contact through a museum you visited last weekend or partake in the excitement of a horse race you experienced during vacation. Wherever you've gone, your memory will serve as the backdrop for many colorful missions.

Plots

The plot is the backbone of any mission. You can circulate interesting NPCs around exotic locations all woven with action scenes, but it will all fall through without a strong plot. Some premise with an ultimate goal must be made when designing a mission. Agents need a clearly defined task when they start: recover these diamonds, rescue this man, stop this group, etc. Open-ended tasks, such as follow this man, or discover who assassinated this European diplomat, often leave agents in the air. They complete their task, but become confused and frustrated when they are not allowed to stop the greater plots going on around them. A combination of tasks is often the best, such as: find this man, and if he has these papers, steal them; or, follow this couple at this resort and search their room, arresting them if you find this microfilm.

The best way to start a plot is to decide upon a goal: assassination? confiscation? investigation? a combination? Next, create your "Administrator's Information," the origins of the plot. This information is the behind-the-scenes material that the agents may or may not uncover during the course of the mission. Starting plots range from unfinished business, in which a blunder brings the agents into the mission, to steady business, in which agents are brought into the action by leaked information or other "normal" channels.

An insane military officer's attempt to destroy the world (*a la* General Jack T. Ripper of *Doctor Strangelove*) is an extreme example of unfinished business, as is a terrorist's attempt to steal plutonium or hijack an oil tanker. Finished business requires that the agents halt that which has already been started, such as ending a steady leak of Pentagon information or a pattern of embassy robberies.

Here is an example of Administrator Information: For nearly a year now, a computer company in northern California has been funding a research farm in the Rocky Mountains. Technicians at this agrarian center are developing a small but poisonous spore that thrives in cool weather. The company's president is planning to extort money from certain countries by threatening them with these spores. But when a local town near this secret farm is accidentally exposed to some spores, killing two people in a horrible manner, the agency investigates by sending the agents in. This scenario is an example of unfinished business. Because of a mistake, the agents are able to investigate the farm and later the computer company, to stop this wild scheme before it is too late.

An exciting plot involves many ingredients at different levels of difficulty and intensity. One plot can emphasize stealthily tailing individuals, while another uses quick thinking and daring feats. If you design one mission to be purely undercover, design another that involves agents slipping around a corporate complex late at night. Variety and detail are what makes a plot exciting to play.

Recipe

Now that the necessary ingredients of an espionage adventure have been defined, there must be a way to mix and combine them to achieve an exciting mission. Before you can start creating NPCs and exotic locations, a basic plot or premise must be designed first. This framework is the backbone of your mission; the stronger and more exciting it is, the more exciting your mission plays through.

The first step in creating a plot is a brainstorming technique that I call "potpourri." Here is a chance to delve into your creative mind and pull forth imaginative ideas and thoughts that will be the building blocks for your mission. Start by listing on paper thoughts or ideas that are somewhat related to espionage. Scuba diving, a secret casino, office bugging, a sophisticated Soviet submarine, or a roof-top fist fight are all typical ideas.

Let your mind run wild. List your ideas on paper as they come to you. It doesn't matter whether you use them all or not; in fact, don't try to use but a few. The idea behind potpourri is to brainstorm, to throw out thoughts for later analysis.

Once you have made a list of ideas, examine them carefully. Choose those that

you find the most exciting through role-playing or those that fit together best. Then spin a mission around these ideas. If one thought you chose was microfilm, the agents could be paid to try and find it, or sell it, in a ritzy hotel or on a private plane. Should they need a bug or a tap on a phone? Will they fly to Europe or parachute into El Salvador? One espionage idea can be the basis of many missions.

With potpourri, too many cooks spoil the broth — or, in this case, the mission. Look for quality, not quantity. A mission plays much easier if agents need to tail only one car, fight three planned gunfights, and bribe only one person. Too many passwords, car chases, underwater attacks, and buggings of everyone in a hotel lobby will make a mission disastrous. Create a balance of brains and muscle, of thinking and fighting. Too much at either end can dull a mission very quickly.

Of all the entertainment mediums, television is the master of such balances. Watch any action-adventure series and you will soon notice a formula. First, the episode's plot starts, often without any major characters present. Someone is planning a robbery or escape, but he blunders, leaving a clue behind or talking to one too many persons. The main characters latch onto this blunder and investigate. Next follows the lo-minute talk/5-minute action formula. Once the episode has started, each 15-minute mark is accented by a car chase or gun fight. Between these action scenes, the characters get to talk, drive around, and investigate their clues. The last 15-minute mark is the climax, often being an unusual or spectacular action scene.

Keeping this ratio of talking and acting in mind, work the plot into basics. Create a well-defined task for the agents to achieve, such as investigating a research center or exposing a plan. Then allow the characters to gather a lead or two to start their mission. If the agents must find a missing spy pilot who ejected from his crashing plane, have them listen to the flight recorder or talk to a flight controller who witnessed the plane leaving radar. The stronger the mission plays in the opening scene, the better the whole adventure plays.

Once you have a basis for agents to start on, create the rest of the adventure. Pretend you are playing the mission; what would you do next? Build the plot based on your reactions and intuitions. Chances are the agents will follow in your footsteps, so throw some loops in the plot. Where you might think to stop searching after only one bug is found in a hotel room, have a second or third bug planted elsewhere. If it seems logical that the needed diamonds are in a wall safe, replace them with fake diamonds and hide the real ones in a desk. Shift the reliability of contacts, make the friendly appear bad and vice versa. As you move the plot, vary its settings. One moment, a shooting in a

parking garage — the next, dining in a fancy restaurant. View the mission as a movie, changing the locations as often as necessary, placing NPCs, puzzles, gun fights, and other “espionage stuff” where you see fit. But remember the goal: Agents are trying to complete their task, and the mission should always have a way of attaining that goal.

Agents can be led through a mission in a variety of ways, depending on what the mission calls for. If the agents are undercover, their assumed roles probably require much traveling, whether to a fancy dinner party or to a pheasant hunt to talk with a retired tycoon. For “overt” agents, moving from place to place with the help of clues is a standard plot procedure. If the agents discover a letter in a dead man’s coat, they will check out the note’s address for more clues. Should they find an important name there, the agents will certainly check out that name, too. But there are other ways of carrying agents through a mission. Information gained from a tapped radio transmitter or a series of clues from a dead man’s suitcase are some examples. If the agents must investigate how a high-security complex is leaking information, have a mole from the complex meet the agents in a darkened alley to provide certain information on people and places. He will become the “clue closet” as agents follow through with his leads. To create extra excitement, make the agents leary of the mole, no one knowing which side he is on.

A mission that takes place solely in one setting presents an extra challenge to the Administrator. This location, whether a commercial plane, beach-side hotel, or sailing yacht, must be given far more care in design and description than an average design. The players are going to spend their whole game session here, so make it as believable and as lifelike as possible.

More common than the solitary location in adventures is the changing scene. Agents first visit a museum, then a seafood restaurant, followed by a gunfight on a golf course, and ending in an opera house. This technique creates diversity and randomness to your missions. If the scenes are intelligently arranged and not haphazardly connected, then your mission flows with the diversity and uniqueness every adventure needs.

Sometimes a carefully thought t-out mission can stagnate and drift into boredom. When agents sit around a lobby for many hours waiting for a contact who never arrives or tail an individual for many days, players grow restless. Sudden action should be inserted here. A shot from a passing van (perhaps intended for an agent) hits a nearby bystander, or a truck runs the agents’ car off the road. The elevator carrying the agents stops between floors, or a character finds a pit viper upon opening his suitcase. As long as these sudden actions have a purpose in the plot and are not just unconnected

events, they can speed up the action just when the players are least expecting it.

Once you have worked out a rough plot, smooth out the scenario into specifics. You know that the agents must follow someone at a dog show, but what will happen there? Will a dog bite one of the characters? Will a kind old lady with a poodle mistake one agent for a judge, drawing attention to him? Write your mission out mentally, changing or altering anything you see fit, before pencil touches paper. By creating a “mental movie” of your adventure, you can easily playtest the plot and develop a smooth-flowing mission. You can quickly edit or adjust incidents to better flow with the other scenes and pre-develop your descriptions. By the time you start to sketch out a couple of maps and write out your notes, the mission, from start to finish, should be totally thought out.

The end of your mission should have an action-packed climax. Like any action-adventure movie or television show, the climax brings the plot to a definite end. A mini-assault on a base or a daring stunt like a prison escape finishes off a mission on a high note of action. The task has been fulfilled, the enemies are dead (unless one fled to return in later missions), and the agents are satisfied that they completed the mission with success. Now it is time to collect their

well-deserved pay and time for you to start a new adventure.

Espionage guidelines

When you start to formulate your ideas for a mission, follow these guidelines for a polished effect. Over my years as being both a player and Administrator, I have found that by following certain guidelines, your mission and actual playing run more smoothly. Play around with these guidelines until you find them exactly suited to you and your audiences’ taste.

Maps and descriptions. Maps are nothing more than schematic representations of an area, be it a building, valley, or country. By presenting a top-view perspective, maps clearly indicate the one element difficult to determine in real life: distance. It is nearly impossible to judge how many yards span between a car in the foreground and a person somewhere in the near distance, especially if objects hide or distort the view. But a top view, oblivious to vanishing points or obstacles on the ground, gives an accurate representation of distance and lines of sight for agents.

Looking over a typical role-playing game, this distance element is used only twice: in combat (for movement rates and target distance) and in general descriptions — which we’ll cover first. Hopefully, your missions have more of the latter than

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former; gun play should occur only three or four times each mission. Descriptions are the “filler” in adventures, the most common element in the game. Whether with short, clipped phrases or long, structured sentences, the flavor of the setting must be created in the players’ minds. Only when players really feel they are *there* will they begin to realistically role-play their characters.

The world around us is three-dimensional, not two-dimensional as maps often suggest. By staring at a flat sheet of paper, the Administrator isolates his mind in a flat world. With overuse of a diagram of a Mississippi riverboat, for example, the whole nostalgic atmosphere quickly turns a lively vessel into an empty, lifeless ship. The Administrator can be so determined to follow his map, checking numbered encounters, room sizes, room notes, and furniture placement, that no atmosphere is created, only repetitive descriptions that flow right in — and out — of the players’ ears. The brass lanterns that prick the darkened halls with points of yellow light and the polished wooden decks that shine between whitewashed walls are forgotten. Forgotten, too, are the river’s misty air, the constant groaning of the paddle wheel, and the aroma of cooking fish. Rather than projecting an antique riverboat image into the players’ minds, the Administrator sits idle with a picture in his mind and wonders why everyone else is growing bored.

Simply put, maps used exclusively for descriptions are more dangerous than helpful. They hinder the Administrator by limiting his imagination. Most Administrators fail to use unique settings such as the Las Vegas Strip or an outdoor shopping plaza because they’re too difficult to reproduce on a map. Those few settings that are sketched into maps, such as a hotel lobby or a public park, end up having no atmosphere whatsoever. Administrators simply reiterate the hollowness of the map into speech through lackluster and listless descriptions. Only by phasing out maps and pre-thinking the area descriptions can Administrators escape this rut to bring excitement and vividness into the game.

As you formulate the adventure, picture in your mind the settings the agents will be visiting. Pull these images from real life, movies, or magazine pictures. Flip through a travel brochure for luxurious hotels, a *National Geographic* for breath-taking outdoor scenes, or a home design magazine for wealthy mansions. Take mental notes the next time you visit an airport or train depot. Recall the beauty of nature while mountain hiking or sailing on a lake. The mind is the best artist; you remember settings far better than any set down on paper if you simply allow yourself time to capture the scene first-hand.

As you write your notes, jot down a few key descriptions for your locations. “Dark

and smoky, with greasy locals apprehensive about strangers,” says much about a roadside bar, as does “a faded green mobile home in weedy grass, with broken junk leaning against its aluminum walls” for a trailer-park home. These notes should trigger your initial ideas about that setting. With a few minutes of dialogue, the players should be seeing the same mental scene as you.

Be careful of this infamous pitfall: mapping for the agents. Never draw out a location for the agents to see. This instantly destroys the role-playing excitement of the game and turns the mission into some sort of board game. Except for those rare settings that are so fantastic that a few drawings on paper are essential, maps drawn on paper should never replace detailed verbal descriptions.

The other aspect of role-playing that uses maps is combat. Here, a map is almost required; for an effective gunfight, the placement of everything and everybody must be known at each instant. As your adventure develops, take notes on planned gunfights so detailed maps can be drawn later. A city dock would show the warehouses, rail tracks, cranes, drums, trucks, and other such equipment. A hotel courtyard must have the pool, tables, chairs, and outside bar. Remember, however, that though combat maps show placements and distances, they should not replace the descriptions of the Administrator.

A map is a sort of security blanket for Administrators, and throwing that blanket away is difficult. If maps are a common sight in your campaign, don’t suddenly eliminate them; everyone, especially yourself, will go into shock. Instead, phase them out slowly over many adventures. Predetermine verbal descriptions to be used instead of bland maps. Set a verbal mood that no diagram can capture. When you find that region where descriptive maps don’t exist and combat maps are used for only location relationships, your missions will come alive with vibrant and colorful verbal descriptions.

Know your audience

When you start to design an adventure, keep in mind the players who will be role-playing it. Create your missions to suit their likes and interests while tailoring encounters to challenge their mind and muscle. If your audience enjoys tackling missions by going undercover with sting operations, design missions that require such manipulative techniques. Thinking agents should receive more clues, traps, and puzzles; aggressive agents more gun fights, car chases, and daring feats.

The key word here is *customize*. Don’t waste your time making adventures that you know the players won’t enjoy playing. Certainly, new avenues of adventure make the game fresh and different, but stick to the tried and proven elements that entertain everyone. A mission balanced

with undercover surveillance, gunfights, clues, and dangerous stunts, all of which interest various players, is sure to make an enjoyable evening of role-playing.

Gadgets

Sunglasses that double as 5X binoculars; a beer can that acts as a grenade; a missile-launching pen; toothpaste that burns like a fuse — these are some examples of the technological magic of espionage. Just how would James Bond escape from his nemeses without those seemingly ordinary trinkets from Q?

When you decide to give agents specialized equipment, make sure that they give it back. Some agents quickly accumulate treasure troves of these gadgets, soon making no job too difficult for them. If agents claim to have lost such equipment or simply refuse to return it, you (as the Administrator) can fight back. Deduct twice the gadgets’ worth from the agents’ base pay or, if you are really angered, send an agency thief to steal back the items. Agents will think twice before keeping agency equipment again.

Limit the abilities of these tools, too. Stay away from jet-propelled shoes and spaceship cars. The more incredible your toys are, the less believable your game is. Try to make the gadget out of something common, like a radio, VCR cassette, book, or calculator. This makes the tool more practical and less obvious for NPCs to notice. A customs inspector would pass over a transistor radio but would certainly ask for an explanation of something that looked like a miniature computer in a foam-padded box.

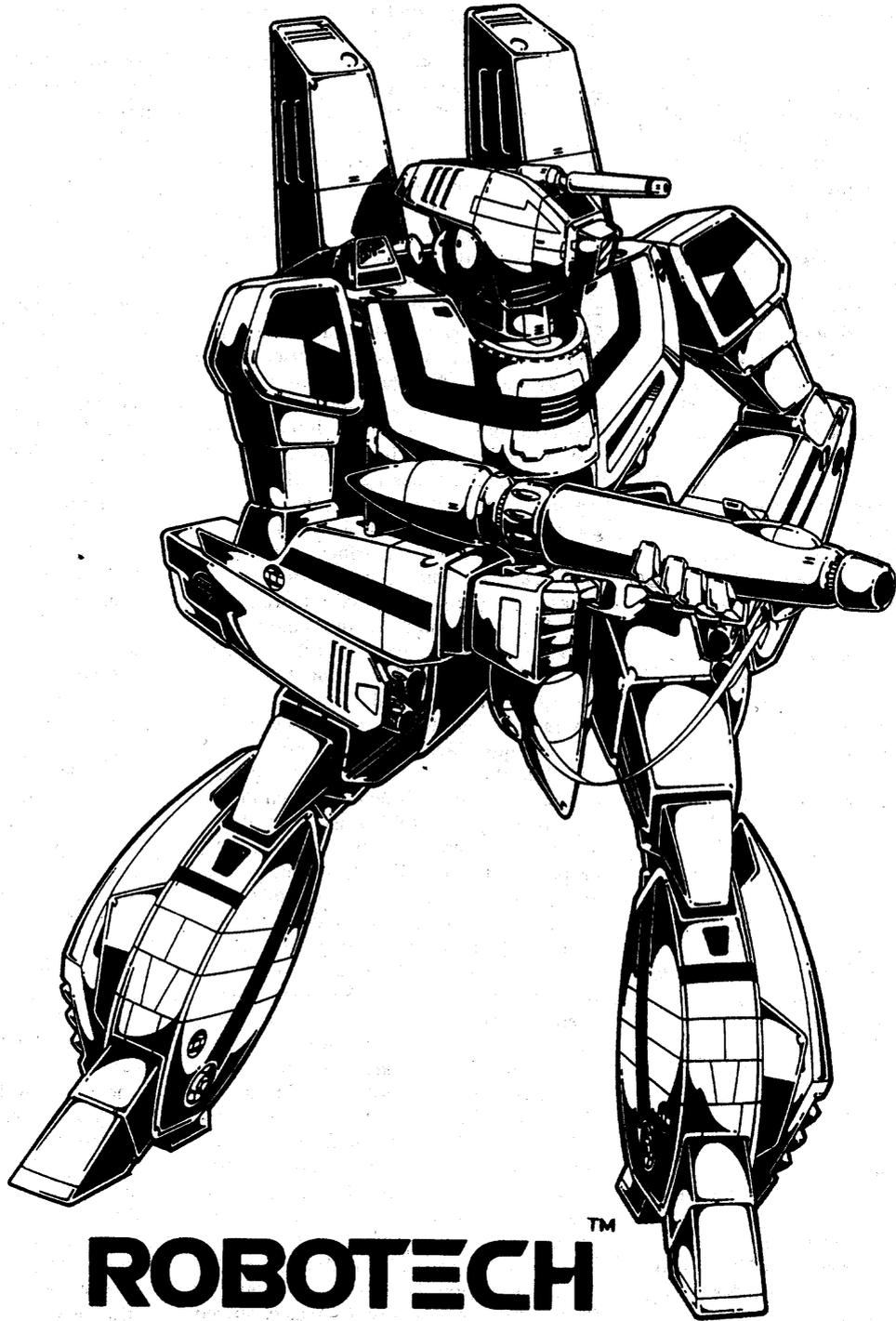
As mundane as the gadget should appear, the level of complexity required to operate the gadget should require nothing less than simple, step-by-step instructions. A certain pattern of manipulating the object (such as inputting a code number in a calculator or flipping the locks of a suitcase in a certain sequence) should be required to activate the gadget. The reason is twofold. First, it keeps average people from accidentally activating the tool, a bonus enjoyed by the agents. Second (as a bonus for the Administrator), think of the surprise when the agents forget the steps for activating a tool in some life-threatening situation!

Gadgets serve one basic purpose: They help agents during their investigations. They can drop oil to hamper pursuers in cars or spy into office rooms from across the street. If you create a dead end in a mission, when there are no more clues or when agents are trapped somewhere, you should have already given them some gadget with which to escape. Items such as acid in a ring to escape from a jail cell or infrared goggles to spot a running figure in the night carry the adventure on when it seems to have ended. Never make such equipment wonder tools; the thinking and skill of playing should come from players, not their equipment.

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Words into action

Now that the ingredients of an exciting espionage adventure have been explained, put them to a test. By following the outlines laid above, we can design a mission filled with enough action and suspense to challenge any highly paid, specially trained agent.

The audience for this mission is assumed to be average in interests: They enjoy a couple of gunfights, people to contact, original locations, and mind-probing puzzles. They're mature enough to understand NPC emotions and role-play their characters realistically. Both abilities and equipment are standard for third-level agents.

Before a plot can be created, we throw a potpourri of ideas around. Here is a typical list of ideas:

1. A contact who uses carrier pigeons to transfer information.
2. A secret casino in an exclusive New York hotel.
3. White-water rafting trip.
4. Microfilm containing plans for an Air Force communications satellite.
5. An NPC who owns a black bear.
6. Rusty, smelly fishing trawler in San Francisco bay.
7. Mountain climbing.
8. Western rodeo.
9. A chase on horseback.
10. An underground railroad for fugitive spies.

Quite a diverse and unconnected list, just as it is supposed to be. Now pick two or three ideas that conjure images in your mind. Imagine the agents meeting these NPCs or doing these actions. Then decide why they're doing what they're doing. If necessary, list more ideas — or, if you were inspired by your first idea, run with that.

The contrast between the New York casino and white-water rafting compels me to choose these ideas as the two prime locations for a mission. Now comes the difficult part: how to realistically connect them in a plot! The secret New York casino will be a drop point for Eastern block agents in the U.S., while the rafting trip will be incorporated later.

The agents' adventure begins in the casino, but they need a reason to start there and a lead. Here, I begin my Administrator Information. A Soviet agent, working undercover as a top N.Y. police detective (and chief of a task force to protect a visiting Arab diplomat) arrives at the casino to drop information on the Arab's planned assassination. But, in the parking garage, he is attacked by a mugger and slain, his microfiche information stolen with his wallet. The next day, the agency is notified by the N.Y.P.D. that a street mugger was found with a role of microfiche that told of an Arab ambassador's visit to New York. The

mission requires that the agents find out how this punk got such secret information and investigate that lead.

Here is a situation in which something goes wrong (the Soviet agent is killed) and the agents latch onto it to start their mission. Agents learn that the mugger killed an off-duty police officer (though his real occupation as a spy won't be discovered for quite some time). Investigating agents find the slain officer was unmarried, and a search of his house reveals nothing (except a big bank account). Soon thereafter, the police, finding the officer's body in a dumpster, notify the agents, who in turn discover the nearby casino. The agents wait to visit the club when it opens that night.

The casino is an exclusive club, and the agents need to find a back way in (possibly bribing a cook for passage). Inside, wealthy couples mingle, talk, drink, and gamble. While the club is illegal, it survives through hefty bribes to the chief of police. It becomes apparent to observant agents that certain doors are guarded, and some dark-suited men wandering the area carry pistols beneath their jackets. The action is slow here, and the Administrator should eventually get the agents to sit down for a dinner.

Now a quick action scene is put in to speed up the action. As the agents begin eating, a man in a disheveled tuxedo falls onto their table clutching his throat (he is suffocating from a poisonous injection). He gasps and stares at the agents with dying eyes. One of the characters recognizes the man as an operative in their department. The dying man pushes a matchbook into this character's hand and falls to the floor. Immediately, four men in business suits rush over and carry him away, apologizing for this interruption (it is obvious that the dead man ran from these people).

By this time, the agents should realize that this casino is more than just a casino. If the agents check on the dead operative, the agency returns with a report that he was investigating a possible Soviet information drop point believed to be in the casino. The Administrator should know that the operative had discovered the assassination plan on the Arab only hours before his demise. He was captured, but managed to steal a matchbook from the hotel where the assassin was staying, from a desk behind the guarded doors. He scribbled the room number inside the matchbook cover in hopes of giving it to an ally. Later, he was injected with poison and managed to break free, running into the dining lounge. It was by coincidence that he saw the agents and reached them before he died.

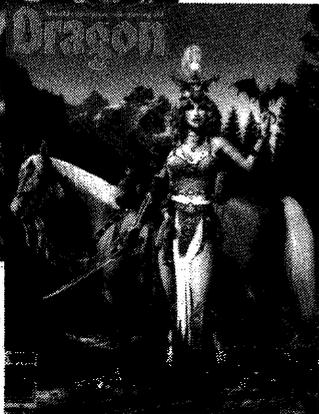
The matchbook is from a Manhattan hotel; inside is a penciled room number. The indicated room is rented by an assassin commissioned to kill the Arab. He is waiting for further instructions by phone from the hotel lobby. When the agents knock on his door, the assassin

becomes overly cautious and climbs to the roof by way of the balcony and waits, Galil rifle in hand. He is a crack shot with his .22, and the gunfight that ensues on the roof top should prove to be dangerous. He has no clues, making the mission appear to stall in a dead end — but, in the parking garage, another gunfight occurs. The casino has sent a few men to follow the agents because of last night's occurrence; when finished, they were to report to the assassin. They would have called the hit man, told him where to pick up a special letter, and left immediately. Imagine their surprise when they found the agents driving to the same place! In their Mercedes is the typed letter for the assassin, explaining that the spy-cop was killed but to proceed with the hit. When the Arab is killed, continues the letter, go to a certain resort in Colorado for the payment (directions follow).

So far, the adventure has followed a good pace of thinking and action. The Administrator can have some fun in the casino by playing on the agents' unauthorized entry by having them stopped by a guard. The action quickly picks up with the dead operative and his mysterious clue, and the agents must continue without any hint of what the whole picture is. There is a false dead end after the assassin is killed, which assuredly aggravates the players and has them re-think their steps, but the casino's hit men provide the next clue. Not much makes sense to the agents yet, but their arrival in Colorado will explain much.

The directions lead to a mountain vacation lodge set near a roaring river. The agents are told by their Administrator that on a few occasions, known Soviet agents have visited here. The letter indicates that "Mr. X" is to be met in suite 14. Mr. X mistakenly assumes that one of the agents is the hired assassin when he is visited. The agents "will get his second half of the money," says Mr. X, but he must wait until the casino gives him the go-ahead. It should be obvious by now that the Soviets were planning to assassinate the Arab. But, when Mr. X is notified that the assassin was killed and the plot is discovered, he runs (with some guards) to the nearby docks and paddles down the river.

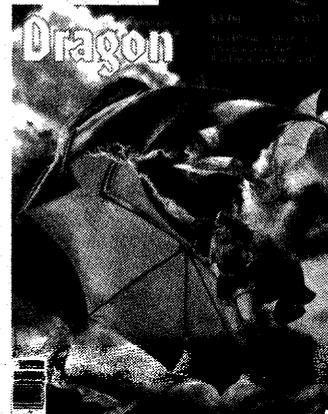
The chase is on! The agents pursue Mr. X and his men down the white-water river, trading a few shots between them. The Administrator is now challenged to create excitement with verbal descriptions. He must describe the cold water splashing into the raft, the steep, foaming rapids they fall through, and those menacing, toothlike rocks. A helicopter soon flies over and drops a ladder to Mr. X and his cohorts (he called for help with a small radio in the raft), but the agents might manage to shoot the helicopter down. The river then enters a rift between tall cliffs, and soon the sounds of a thunderous waterfall are heard.



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Mr. X has one plan left. He throws a rope around a thin foot bridge that spans nearly 20' above the edge of the waterfall, and he hangs on, staying just yards from the crest of the fall. Keeping his feet looped around the raft's rope siding, the rest of his men fire back at the quickly approaching agents. The agents, in turn, must think fast. Can they plow into Mr. X's raft and grab onto the rope? If they miss, there will be no second chance. The Administrator, keeping the adrenalin high, describes the scene. Dice are rolled, actions made, and the agents' raft smashes into Mr. X. The agents grab the villain, everyone vying for the wet, slippery rope. More dice are rolled, and if the players fight hard enough, Mr. X falls over the waterfall and the agents climb up to safety. The mission is a success — you hope!

Off-the-wall adventures

There comes a time when even grand missions, filled with their ominous characters, secret gadgets, and hair-raising stunts, become a little hackneyed and boring. At this point, a new type of mission is needed, an adventure that doesn't start with a briefing and end with a payment. By the time you're ready to stray off the path of conformity, your players should have agents who are rich and strong enough to supply themselves and risk not being paid for one or two jobs.

Invitations are popular adventure diversions. The agents are given a written request to join a rich eccentric for an evening of fun. The host can be a known, but heretofore unseen, gangster of the underworld or someone who has no records whatsoever. Accepting the invitation, the agents find out the "fun" is a hunt in which the agents must survive the night in his estate grounds while the host hunts them down (with extra men and fancy tracking equipment, of course). Or, the host threatens the agents into doing an incredibly dangerous mission for him (though there may be some great reward afterwards). Most every invitation is from some wealthy person who wishes to challenge the agents in some extreme challenge. They may be tested to locate a nuclear bomb in some city before it detonates or survive in a Roman-type arena, complete with lions and leopards, swords and armor.

Tests can also come from the agency to check on the agents' abilities. One sort of test could be disguised as a normal mission, except that agents must report every fact and plan to their Administrator. The Administrator then warns other NPCs and foils the agents' well-conceived plans. Ambushes against the agents are set up, NPCs begin to say things they should know nothing about, and nothing the agents do seems to work out as planned — all to test how the agents react to such an

incredible sequence of events. Another test, also set up by the agency, is essentially a life-sized shooting range. Agents are placed in a mock set-up of an amusement park, a shopping mall, or a battlefield where they must "survive." Given laser guns and machines that beep when they are "shot," agents must act with as much caution as if the harmless low-power lasers shot real bullets.

Escapes also provide interesting situations for the characters. Put them on a runaway train with a collection of odd people, one of whom is a serial killer, and watch the tension and excitement flow. Or, stick the agents in a commercial plane hijacked to Cuba. The agents must either combat the hijackers and risk the lives of crew members, or else play dumb. If the escape adventure results when a real mission is started, the escape then takes precedent over the mission. If this happens, you may or may not wish to pay agents for their time and troubles. Because agents are almost always more dangerous than average citizens (because of their training and weapons), devise escapes when the characters are weaponless. The agents will cringe at their defenselessness and will have to rely on other resources, such as their survival skills and logical thinking.

Even simple twists in the plot can challenge the players. After much investigating, the agents fully equip and prepare themselves for a desert assault on a secret base. But their plane is sabotaged, and they must parachute into a mountain forest. Forced to evade ruthless attackers without the rope and grapnels they surely need, the agents are going to find great challenges in surviving their environment.

After making 10 or 20 missions, you may feel a little winded. Creating so many different plots, settings, and people takes someone with great ingenuity and much free time. To save yourself some headaches and add a new aspect to your game, connect your adventures with plots, characters, and settings. Here are some examples: The agents find a little city in Germany that is the nerve center for espionage activity in Europe. Whenever agents visit here, they gather enough information to start some sort of mission. If the city is detailed enough, agents will find new excitement with every visit, thus saving the Administrator from designing completely new settings in every adventure.

Another example would be the creation of some vast mission, too good to edit down into one evening's play. Subdivide the mega-mission into two, three, or four parts. Make each part its own mission but obviously part of a larger whole. The next step from here would be the creation of a group of NPCs who concoct some crazy scheme such as a master plan to control or destroy the world. Make their plan long, slow, dangerous, and involved. Your future adventures will involve the agents

first encountering the group and their plan, then gathering clues, and finally an assault so that player characters can foil the group's ultimate goal of world conquest. However you connect the missions, the result is the same. Recurring NPCs and ongoing plots give motivation and incentive to the players as they strive to finish the long chain of events.

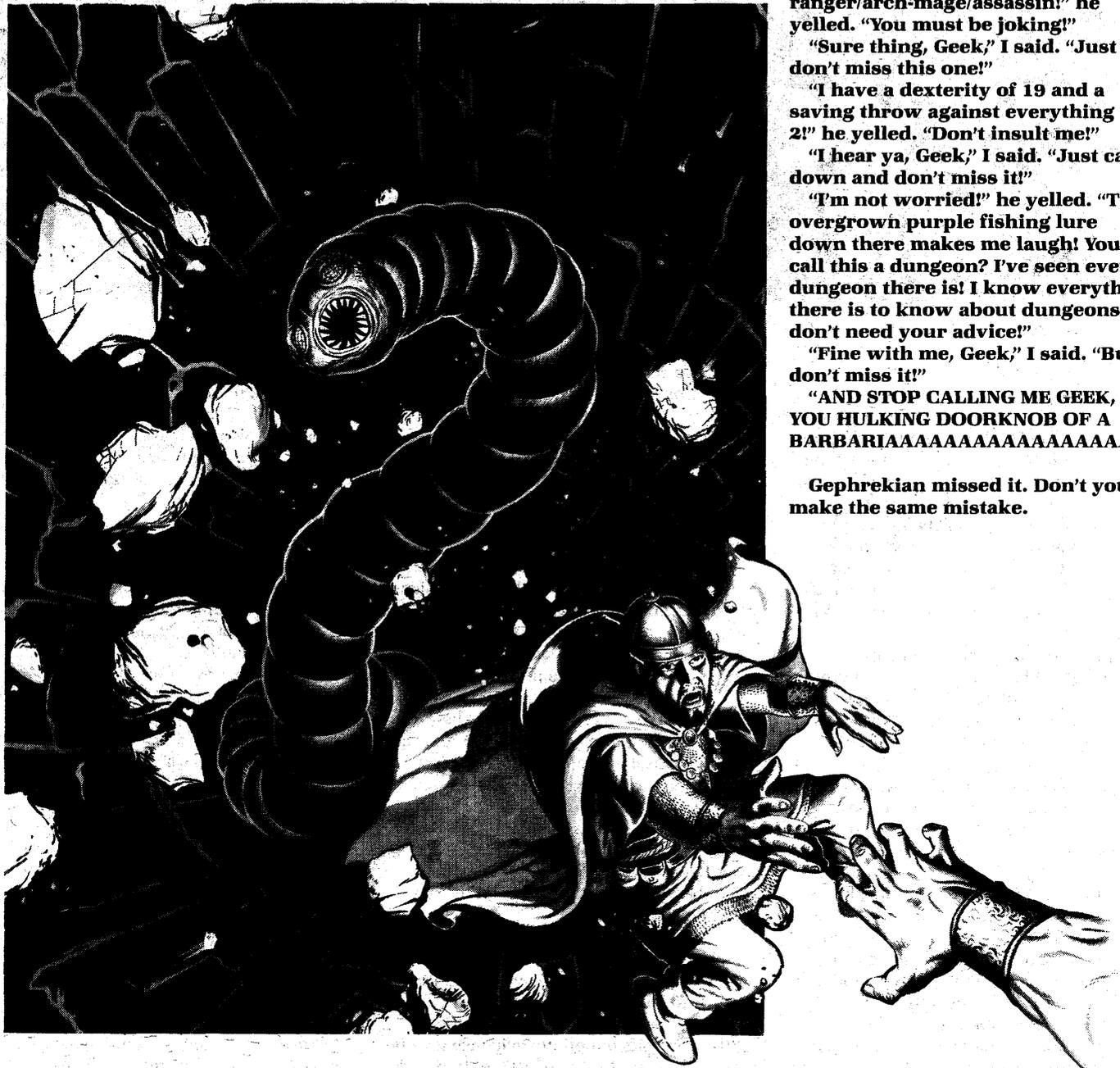
Perhaps the most difficult adventure an Administrator can create is the undercover mission in which agents not only assume new roles but enter into another way of life. For example, one mission I created had the agents play a motorcycle gang that needed to join another gang. With their leather and denim suits and chrome motorcycles, the agents played their tough characters, passed a dangerous initiation test, and finally joined gang activities. Another example might find the agents entering into a secret mercenary guild that trains young recruits for a violent overthrow of the U.S. government. The difficulty in these adventures is the lack of real gunfights; the agents are interacting with their enemies, not shooting them. The Administrator may devise target or survival tests, or plan a fistfight with a rival NPC, but most of the action is in playing the assumed part and finding time to investigate the surroundings. In these undercover missions, descriptions and the development of NPCs' personalities hold the mission together.

Mixing science fiction, aliens, fantasy, or other role-playing elements is acceptable only if the players agree to it. Some players don't like lycanthropy in their enemies during a full moon; others think the variation is enjoyable and challenging. If fantasy elements are used, keep them to a minimum. If you flood your campaign with healing potions and laser guns, you quickly lose the espionage flavor of the game and are cursed with invulnerable agents who can stand up to anything.

Above all, never forget that role-playing games are played for fun. Create adventures that your group will enjoy, not solely adventures that you enjoy. Don't become so bogged down in rules and statistics that you lose the flow of the game; what you say goes. Enjoyment stems from playing in an imaginary world, not trying to figure out the best way to alter real life into charts and die rolls. Keep the game off paper; limit maps and rule consulting, and introduce more player interaction with NPCs and challenging situations. Through well-planned adventures that take agents from place to place, meeting different people, and uncovering secret information, the players find far more enjoyment than any mercenary mission can deliver. Don't let your players down; make your next adventure tailor-made to them, and serve it with plenty of espionage ingredients.

Bubba the Barbarian says:

"DON'T MISS IT."



This here was Gephrekian Tallbow. He was an elf.

"Here comes the rope, Geek!" I said. "Don't miss it!"

"I'm a 29th-level ranger/arch-mage/assassin!" he yelled. "You must be joking!"

"Sure thing, Geek," I said. "Just don't miss this one!"

"I have a dexterity of 19 and a saving throw against everything of 2!" he yelled. "Don't insult me!"

"I hear ya, Geek," I said. "Just calm down and don't miss it!"

"I'm not worried!" he yelled. "That overgrown purple fishing lure down there makes me laugh! You call this a dungeon? I've seen every dungeon there is! I know everything there is to know about dungeons! I don't need your advice!"

"Fine with me, Geek," I said. "But don't miss it!"

"AND STOP CALLING ME GEEK, YOU HULKING DOORKNOB OF A BARBARIAAAAAAAAAAAAAAAAAAAAA—"

Gephrekian missed it. Don't you make the same mistake.

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Guilty as Charged

The legal process in the TOP SECRET® game

by Thomas M. Kane

" . . . The, prosecution rests."

Herman idly watched a reporter drawing his caricature. It was unflattering, He scowled; his thoughts strayed away from the courtroom to that August night three months ago. The mole had been buying drinks for the house, probably with Russian money. Herman remembered the lonely hallway, the mole's fearful look back, the impersonal finality of the muffled shot, the red exit sign in the smoky tavern air.

Then it all fell apart. That blaring rock music should have drowned out anything, but someone had heard. When he reached the end of the hall, he found the exit door was locked. Locked! The police came entirely too quickly. . . .

Herman shook his head. The witnesses had all been drunk and couldn't positively identify him. Besides, there was no motive. Nobody knew about mission 0068. Herman had felt pretty safe. But then came the ballistics men with charts of muzzle velocities and bullet locations. Finally, the bartender — somehow, he'd seen the gun when Herman had gone up for a drink.

It was the end of the line. He could only pray that no one discovered his link with the Agency. His superiors were angry now, but they would never forgive that. Life imprisonment was a better alternative — and perhaps death was better, too.

According to the TOP SECRET® game rules, trials are resolved with two dice rolls. One is made against the defendant's Charm, to determine guilt; if this fails; the agent is sentenced to 1-100 years in prison. This system seems too fast and arbitrary. Trials should be role-played, not glossed over. Agents who are good at building a case for their actions should have an advantage. It is quite easy to modify the two rolls, adding more features of a real trial. The new system would still be

simple and would apply to any nation's legal system or military court-martial, but an extra note of character interaction would be added. Although this method is designed for criminal trials, the same process could be applied to civil suits.

There are several variables to consider in a trial. The present rules cover only the defendant's Charm which, indeed, is important. But the skill of the lawyers, evidence of guilt, and prejudice of the magistrate are also important. To simulate these, each factor in a trial can be assigned a Trial Value. The Trial Values are added together, and the defendant's Charm is then subtracted from the damaging total score. The result is the percentage chance that the defendant is found guilty. This is basically the same check as used before; it merely adds more role-playing, Agents and their counsel may alter the trial values by falsifying evidence or denying incriminating facts. A defendant may fool the court into believing false information. Undesirable evidence may be eliminated by a successful Con or Fascinate roll. Details for these functions are given in the TOP SECRET game rules.

Evidence

When a defendant is obviously guilty, the Trial Value of all evidence (before Charm is subtracted) should be at least 200. Most bits of definite evidence may be assigned 5 Trial Value of 100, so two such pieces of testimony will convict most defendants. Less convincing evidence is assigned a Trial Value of 50. The Trial Value of a given fact is subtracted from the chance of conviction if it helps to prove the defendant's innocence. Some common pieces of evidence are described below. When evidence not covered here is introduced, the Administrator may use the following to decide on Trial Values for the new material.

Determining what evidence is used in the trial is not difficult. The mission complications tables (page 44 in the TOP SECRET game book) are very helpful in

deciding what clues agents might have left behind on an "illegal" mission. The cover-up rules in the TOP SECRET Companion (pages 22-23) are also useful. Aside from this, common sense may be applied. If an agent performed an assassination in public, eyewitnesses may be available. When a police investigation turns up the weapon, it will be used in court. The forensic laboratories of most major cities can perform miracles with the most minute bits of criminal evidence. In any case, the game need not be delayed to put a trial in order.

Unclear documentation of the crime has a Trial Value of 50. Partial fingerprints, verbal descriptions, and personal effects of a defendant found in the crime location are good examples of weaker evidence. A witness who was not present during the crime has a Trial Value of 50. Complete documentation has a Trial Value of 100. Fingerprints, photographs, confessions, and "paper trails" of official records are influential. If the defendant was arrested at the scene of the crime, a Trial Value of 100 also applies. If a weapon (or other instrument) used in the crime was found and belongs to the defendant, it adds 100 to the trial value. If the defendant is wounded or marked by the crime, it is treated as complete documentation.

Most jurors find eyewitnesses quite persuasive. Each eyewitness has a Trial Value of 100. The testimony of an involved person (such as a victim or accomplice) has a Trial Value of 120. If a police or other investigation has a bearing on the case, its records will be subpoenaed 60% of the time, producing evidence with a Trial Value of 10-100 points. If the defendant is actually guilty, the points are added to the chance of conviction; otherwise, they are subtracted. When a motive or reasonable alibi can be established, it has a Trial Value of 100. If the guilty party has failed to successfully cover up the crime (as per the TOP SECRET Companion), evidence is available having a Trial Value of 50.

Although it is *officially* unimportant, the

personal opinion of the magistrate or jury has a great effect on a trial's outcome. When a defendant has previously been convicted of similar offenses, the Trial Value is raised 50 points. Witnesses with a Charm score above 100 have double-normal Trial Values. Furthermore, if a crime was extremely brutal, the chance of conviction is raised by 25 points. In dictatorial nations or those under martial law (possibly during wartime conditions or during widespread civil wars or rioting), the guilt of the defendant is often assumed—especially if the defendant belongs to a disliked minority group; add 100 to any conviction chance under such a harsh government. Local prejudices may also affect Trial Values,

The abilities of the lawyers are quite important to a case. Divide a lawyer's Law AOK by five. The result is the number of points that he or she may alter the Trial Value. Naturally, the prosecutor will attempt to raise the Trial Value and the defense attorney will try to lower it. A lawyer usually charges \$100 per hour of testimony, and \$1000-10,000 for intense legal research. Defendants who represent themselves are penalized 25 points Trial Value; these self-lawyers alter a Trial Value only 1 point for every 10 points of Law AOK. In many countries, the court hires a lawyer for those unable to pay.

Punishment

Not every crime should receive a sentence of 1-100 years. The nature of the crime and the surety of guilt modify the penalty. The punishment for a convicted character may be determined by cross-indexing the percentage chance of conviction with the severity of the crime. The Administrator should classify each offense as a misdemeanor or felony. Misdemeanors are minor, generally victimless, crimes. Typical misdemeanors would be traffic crimes or possession of minor contraband. Secret agents are much more likely to commit felonies, such as assault, theft, and espionage. The exact severity may be determined with a roll of d10 but, in some cases, the Administrator may wish to assign a precise severity rather than randomly roll it. A brutal murder has a severity of 10, while a parking violation is no more than 2. At the Administrator's option, certain third-world nations may replace jail terms with flogging, amputation, or other penalties.

The players of imprisoned agents usually wish to start a new agent rather than wait for the sentence to be served. However, at times it is fun to play out a scenario with imprisoned agents. Possibly another prisoner knows secret information, or an attempt is made to help the agent escape. If this is the case, the Administrator may roll percentile dice once per month for complications. On a roll of 01-50, nothing unusual happens; on a 51-75, the agent is attacked by 1-10 fellow prisoners using

HTH combat and improvised weapons; for a 76-93, the agent is mistreated by guards, possibly losing life levels; on a 94-99, an unrelated prisoner escapes, resulting in a crackdown; on a 00, there is a prison riot. The Administrator may flesh out these events as desired.

It need not always be the player characters on trial. Law-enforcement agencies such as the-F.B.I. and D.E.A. attempt to bring all enemies to court. Although true espionage organizations seldom try enemy

agents in a traditional manner, excellent scenarios can be based around the trial process. When enemy spies are revealed in public, a trial is unavoidable. Furthermore, jail may be an excellent way to dispose of minor opponents 'or those who are no longer useful. The trials of political figures, secret agents, or people who know sensitive information could affect the outcome of a mission. Whether agents are defending or prosecuting, trials can be an interesting part of a game.

Sentencing Table

Conviction Chance	Misdemeanors			Felonies			
	1-2	3-8	9-10	1-2	3-6	7-9	10
1-25	A	A	A	B	C	C	D
26-50	A	A	A	C	C	D	E
51-75	A	A	B	C	D	E	E
76-100	A	B	B	D	D	E	F
101+	B	B	C	D	E	E	F

A — \$1-1000 fine

B — \$100-10,000 fine or 1-100 weeks community work

C — \$100-10,000 fine and 1-100 months in jail/community work

D — 1-10 years in prison

E — 1-100 years in prison

F - Life in prison without parole. In the third world, Eastern Europe, and some parts of the United States, this may mean a death sentence (see page 47, TOP SECRET game rules, methods of extermination). Firing squads and hanging are the most common death sentences worldwide. In the United States, electrocution, gas, and poison injections usually replace these methods.



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The Marvel®-Phile

To the Moon!



by Jeff Grubb

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MEDUSA™

Best-Laid Plans of Mice and Men Department: Three issues back, I penned a description of the new Advanced Set of the MARVEL SUPER HEROES® game for inclusion in this column, which editor Roger Moore dropped for lack of space. Then I promptly went on vacation for two weeks without leaving a column behind, leaving the question hanging for another 30 days. Now, finally, the missing text may be revealed – the explanation behind the Advanced method of character presentation (better late than never, but better never late).

At first glance, there is not a lot of difference between the characteristics of the Original Set and those of the Advanced Set. This is intentional. In the past few years, the Humble(?) Writer has defined a pack of the most prominent figures in the Marvel Universe®. With new figures appearing all the time, old ones changing and growing, and more input becoming available on existing characters, I have enough to keep me and a lot of others busy for some time. One thing I did not wish to do was to start all over again and retool everyone we've done so far for a new system. Your Original Set characters will work in Advanced Set, and your Advanced

characters (in general) will work in your basic game.

The Basic Abilities are the same as before, only presented in a tighter fashion and noting in all cases the initial power rank number. In the Advanced game, advancement and development of the character is more defined and rapid, and the power rank number reflects that definition.

The Secondary Abilities are similar. Health and Karma are the summation of the physical (FASE) and mental power (RIP) rank numbers. Popularity is a number value to reflect the popularity of the character in the Marvel Universe at the time of this writing. Resources has a rank and rank number used in Resource FEATS to purchase items.

Powers and Talents are as before. In addition, Powers may have Power Stunts listed in their section. A Power Stunt is made when a hero uses a listed power in a new and interesting fashion, such as when Magneto™ uses his magnetic manipulation abilities to control weather to a limited degree. Rarely seen Power Stunts, such as when Angel™ uses the backwash of his wings to blast a band of Morlocks™, are not listed and are left to be developed by

the players of these characters.

A new addition is Contacts. These are people the hero can trust and depend on for aid, equipment, and money. Contacts are always friendly to the hero. For example, Captain America® does not need to be rich if he can call up his friend Nick Fury™ to borrow a S.H.I.E.L.D.™ jet-copter.

That, in a nutshell, is the sum total of obvious differences in the new format. The Advanced Set adds a LOT more in the way of character generation, new combat, and HQ construction, but that does not affect the purpose of this column – to expand the list of heroes and villains for use in the MARVEL SUPER HEROES game.

Now, to tie up another loose end. I've been promising this particular column to Roger for over a year now; it ties in with the "lunar" series of articles run in the old ARES™ Section two years ago. Since Uatu the Watcher™ is touched on in the Advanced Set (along some other early lunar visitors – Red Ghost™ and the Fantastic Four®), we'll delve into the moon's other "natives" who only recently arrived there – introducing, for the first time anywhere, the. Uncanny Inhumans™!

BLACK BOLT™

Blackgar Boltagon
Monarch of the Inhumans

F	EX (20)	Health: 130
A	IN (40)	
S	RM (30)	Karma: 60
E	IN (40)	
R	EX (20)	Resources: MN (75)
I	EX (20)	
P	EX (20)	Popularity: 15 (95 among Inhumans)

KNOWN POWERS:

Particle Manipulation: Black Bolt's super-human powers derive from his ability to harness, control, and manipulate ambient electron particles. This ability originates in the speech center of Black Bolt's brain (see limitations below). The manipulation is at the Unearthly rank. Black Bolt has used this manipulation ability in a number of discrete Power Stunts, including:

- Enhancing his own strength to the Monstrous level (this has no effect on Health, and Black Bolt may engage in no other manipulative abilities while doing so);
- Channeling all energy into a "Master Blow," which inflicts Unearthly damage but leaves Black Bolt unable to use any manipulative abilities for 1-10 rounds afterwards;
- Firing bolts of electron force of up to Monstrous damage and range;
- Projecting a force field up to one area in size, of Monstrous rank protection

- against physical and energy attacks;
- Solidifying particles to form solid objects of up to Monstrous material strength (these constructs have a duration of only 1-10 rounds, and Black Bolt will not be able to use his manipulative powers for 1-10 rounds afterwards);
- Detecting electromagnetic signals with Monstrous ability;
- Using ECMs (Electronic Counter-Measures) with Monstrous ability and range; and,
- Flying at Monstrous speeds (450 mph, or 30 areas in a single round in clear space, 9 areas per round in areas filled with buildings).

LIMITATION: Black Bolt's energy powers are tied to his brain's speech center and his vocal chords. This has unpleasant side effects in that his merest whisper has the effect of a Shift Y force attack on everything within 10 areas, speaking conversationally results in a Shift Z attack within 20 areas, and screaming causes a Class 1000 force attack affecting everything within a 50-area radius centered on Black Bolt. A player running Black Bolt may therefore not communicate with other players (which would have disastrous results in a city), but may indicate actions normally to the Judge (which should not trigger this limitation, unless those actions involve verbal communication from Black Bolt). See the notes under Medusa™, below.

TALENTS: Black Bolt has the Leadership Talent.

CONTACTS: Black Bolt is the ruler of the Inhumans of Attilan™, presently located in the Blue Area of the Moon. He is a steadfast ally of the Fantastic Four as well, and has often turned to them for help.

BACKGROUND: Blackagar Boltagon is the son of two of Attilan's top geneticists, Agon and Rynda, and was subjected to Terrigen Mists as an embryo (most Inhumans are exposed to the gas as children, or do not take the mist until they reach the age of majority – 31). The mutagenic chemicals of the gas gave Blackagar powers far beyond the norm of most Inhumans, but with those powers came his uncontrollable sonic scream. Kept in soundproof isolation to protect the community, Black Bolt was taught to control his powers, and joined Attilan society only when he was 19.

Upon earning his freedom, Black Bolt discovered his brother Maximus™ was betraying his race to the alien Kree™. In stopping the Kree with his sonic powers, Black Bolt caused a Kree ship to crash into Attilan's parliament building, killing his parents. His voice's powers affected his brother Maximus as well. Despite silent protests, Black Bolt accepted leadership of the Inhumans.

During Black Bolt's rule, Attilan has been moved twice, finally being relocated on the Moon. Black Bolt has led his people in numerous battles against the Kree, his mad younger brother, and other foes. After a traditionally lengthy period of betrothal, Black Bolt married Medusalith Amaquelin™, better known as Medusa.

MEDUSA™**Medusalith Amaquelin
Queen of Attilan**

F	RM (30)	Health: 110
A	RM (30)	
S	EX (20)	Karma: 70
E	RM (30)	
R	GD (10)	Resources: EX (20)
I	RM (30)	
P	RM (30)	Popularity 15 (90 among Inhumans)

KNOWN POWERS:

Manipulative Hair: Medusa has the ability to psychokincially manipulate the strands of her hair. This hair is far stronger than normal hair and is treated as Incredible material strength. Using her hair, Medusa may perform the following FEATS:

- Manipulate objects at a distance of up to 12' with Incredible Agility;
- Lift objects with Remarkable Strength;
- Bind opponents (with Remarkable Strength) as a grappling attack;
- Strike out as a whip for Excellent damage, up to 12' away;
- Rotate as a fan to generate winds of Excellent intensity; and,
- Climb surfaces with sufficient hand-holds at a rate of 2 areas/round.

TALENTS: Medusa has Martial Arts C,

which applies to her use of her hair as well as standard combat. She communicates with Black Bolt by means of a special sign language the two of them have developed. (In game terms, this means the Black Bolt may communicate with other characters if Medusa is present, at a delay of one round.)

CONTACTS: Medusa is Queen of the Inhumans of Attilan. She is a former member in good standing of the Fantastic Four, and a former member, not in good standing, of the Frightful Four™ (this is a former Contact that no longer applies to current campaigns).

BACKGROUND: Medusalith Amaquelin is the daughter of Inhuman nutritionists Quelin and Amber, and is second cousin to Black Bolt; therefore, she was considered one of the Royal Family before her marriage to him. Medusa's parents elected to expose her to Terrigen Mist while she was still an infant, with the resulting alteration to her hair and addition of mental abilities to control it. When young, she began visiting the young Black Bolt in his confinement, and it was at this time the two developed their special sign language. Following his release into Attilan society and his rise to the throne, Medusa served as Royal Interpreter.

When Maximus overthrew Black Bolt in Attilan's first civil war in millenia, Medusa fled the city but lost her memory in an air

crash. Her super-human powers were noted by the criminal known as the Wizard™, who recruited "Madam Medusa" with Sandman™ and Paste-Pot Pete™ (later known as Trapster™) to form the Frightful Four. As a member of the Frightful Four, Medusa fought the Fantastic Four on a number of occasions. Finally, Black Bolt found Medusa and restored her memory, and she left her criminal companions.

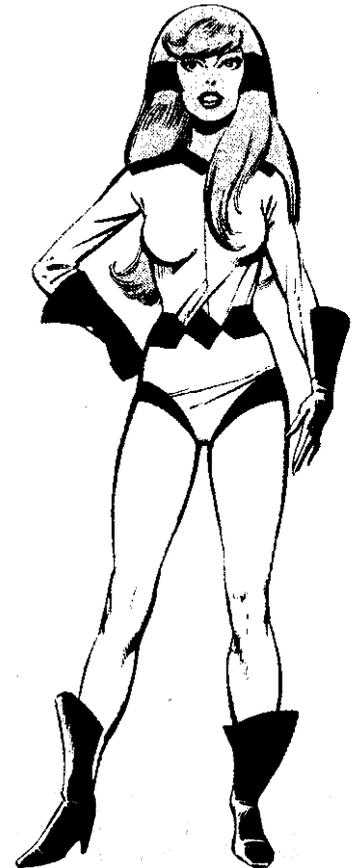
Since that time, Medusa has served alongside her liege, save for two occasions: once when filling in for the Invisible Girl™ in the Fantastic Four, and once when kidnapped by the criminal Enclave™. She recently wed Black Bolt, and the couple is expecting a child at this writing.

MAXIMUS™**Real name unrevealed**

F	GD (10)	Health: 70
A	GD (10)	
S	EX (20)	Karma: 80
E	RM (30)	
R	IN (40)	Resources: IN (40)
I	GD (10)	
P	RM (30)	Popularity: -20

KNOWN POWERS:

Mental Domination: Maximus possesses the ability to override the thought processes of other minds around him. The



BLACK BOLT™

MAXIMUS™

CRYSTAL™

level of this ability has varied over the years and is presently set at the Incredible rank. Maximus has used his power in the following FEATS:

- Numbing the minds of others to his presence, allowing him to be "invisible" to organic minds (range of one area);
- Inflicting amnesia on one target (must get a red result);
- Commanding all minds in a single area (this may only be a simple command, and only one command may be made at a time);
- Commanding a single mind in this fashion, up to one area away; and,
- Switching consciousnesses (as in the Transferral power).

The duration of most of these effects are for as long as Maximus concentrates on them. The effects of the amnesia are for 1-10 days after the effect, and may be removed by sudden trauma or familiar surroundings.

CONTACTS: Maximus has often sought out support from others, including the alien Kree and the human criminal scientists known as the Enclave.

TALENTS: Maximus is a genius, with skill in genetics, physics, and engineering. He has created a number of devices and beings, including:

- The three energy beings known as the Trikon™, from the Alpha Primitive™ slaves of the Inhumans;

- An "Atmo-Gun" designed to wipe humanity off the face of the Earth (it did not work), now modified to surround Attilan with a Shift X force field;
- Hypno-potions and a hypno-gun that deaden the will of targets by up to four ranks reduction in Psyche (Psyches dropped below Feeble cause the victim to be subject to verbal control without use of mental domination powers);
- An Android (Omega™) powered by the collective guilt felt by the Inhumans for their Alpha Primitive slaves; and,
- Meteoroid launchers on the Moon (aided by the Enclave) to be used to blackmail Earth.

BACK GROUND: Maximus is the younger brother of Black Bolt and was exposed to Terrigen Mists as an infant. The mist had no visible effect, but gifted Maximus with powers of mental domination. Jealous of his brother, Maximus conspired with the alien Kree to deliver the Inhumans into their hands. In stopping the Kree ship, Black Bolt used, his quasi-sonic powers, inadvertently slaying his parents and driving Maximus insane, suppressing his mental abilities.

In the time since Black Bolt became ruler of Attilan, Maximus has usurped the power of the throne no less than five times, ruling from several years to only a few days each time. Maximus has sought allies among Inhumans, human, and alien criminals in order to carry out his plan. He

is driven by a desire to rule the Inhumans, a hatred of his brother, and a frustrated love for Medusa, his brother's wife. He is currently in solitary confinement in Attilan, planning his sixth attempt to take the throne away from his elder brother.

CRYSTAL™

Crystalia Amaquelin Maximoff

F	GD (10)	Health: 60
A	EX (20)	
S	GD (10)	Karma: 26
E	EX (20)	
R	GD (10)	Resources: EX (20)
I	GD (10)	
P	TY (6)	Popularity: 15 (80 among Inhuman)

KNOWN POWERS:

Elemental Control: Crystal can mentally control the four classical "elements" (fire, water, earth, and air) by manipulating the molecules of those "elements." She does this with Monstrous power-rank ability and can maintain a particular effect for up to an hour before mental fatigue forces her to stop. Crystal has used her power to generate a number of Power Stunts, including:

- Generating fire within five areas, of Excellent intensity;
- Dousing fires within five areas with Remarkable ability;



GORGON™



KARNAK™



TRITON™

- Maintaining Remarkable weather control, being able to generate rain, fog, and heat at the Remarkable level;
- Moving up to one area of water up to 20' deep one area per turn, up to six areas away;
- Moving earth with Monstrous ability, creating earthquakes of Monstrous intensity, setting up Tremors of up to Amazing intensity, and causing the ground to shatter, firing stones as missile weapons for Incredible damage up to 10 areas away;
- Generating winds of up to Remarkable intensity; and,
- Generating a firestorm of up to six areas across and Amazing damage.

LIMITATION: All Inhumans are to some degree vulnerable to air pollution, Crystal more so than most. To make matters worse, she has built up an immunity to the drug that allowed Inhumans to journey into the polluted world. When on Earth, Crystal must make a daily Endurance FEAT for the effects of pollution – green for the first week, yellow for the second, and red for all succeeding weeks. This assumes the medication is used; otherwise, red FEATs are required. For every failed FEAT, Crystal's physical abilities are dropped by one rank. Should any ability drop beneath Feeble, she will collapse. Exposure to pure air allows her to regain lost Endurance ranks at normal time (this includes the air within the Blue Area of the Moon).

TALENTS: Crystal's ability with First Aid has been noted in her attempts to nurse sick heroes back to health.

CONTACTS: Crystal is a member of the Royal Family of the Inhumans, and a former member of the Fantastic Four. She is not, at this writing, on good terms with her husband Quicksilver™ nor with her husbands family (Scarlet Witch™, Vision™, and Magneto).

BACKGROUND: Crystal is the younger sister of Medusa, and was exposed to Terrigen Mists when a child. She went into exile with the rest of the Royal Family when Maximus first took over Attilan and joined her kinsmen in searching for the missing Medusa, finally finding her with the Fantastic Four. In that reunion, Crystal met Johnny Storm™, the Human Torch™, and began a romantic relationship with the young hero.

Crystal served as a member of the FF when Sue Richards™ left the team to give birth to Franklin, but was forced to return to Attilan when she was found to suffer from the polluted urban air. It was en route to her home that Crystal encountered the wounded mutant known as Quicksilver and brought him back to Attilan. The mutant and Inhuman fell in love, and Crystal broke off her relationship

with Storm, eventually marrying Quicksilver.

With the Inhumans' move to the moon, Crystal gave birth to Luna™, a child with no apparent mutant or Inhuman traits. Despite the birth of their child, Quicksilver and Crystal's marriage began to deteriorate, completely disintegrating when Crystal had a love affair with a human who was a neighbor of the Vision and Scarlet Witch. Once the affair was exposed, Quicksilver's mind went over the edge, and he is seeking revenge against all of those that he feels have wronged him. Crystal is recovering on the Moon from prolonged exposure to Earthly pollutants at this writing.

GORGON™

Real name unrevealed

F	RM (30)	Health: 120
A	GD (10)	
S	RM (30)	Karma: 26
E	AM (50)	
R	TY (6)	Resources: EX (20)
I	GD (10)	
P	GD (10)	Popularity: 6 (80 among Inhumans)

KNOWN POWERS:

Mutated legs and feet: Gorgon's super-human powers involve the Terrigen-produced mutation of his lower body. Gorgon's legs are heavily muscled, and instead of feet the Inhuman has hooves. His legs are further mutated so that he may generate an intense pulse of kinetic energy. This pulse must be consciously willed, and takes place the round after it is called upon. The pulse must be used once it is invoked (there may be cases in which Gorgon's strike takes place *after* the time at which it would do the most good). The effects of this mutation in game terms are as follows:

- Gorgon is treated as if he has Monstrous Endurance for purposes of slams, stuns, or being knocked off his feet in combat.
- Gorgon has a specialized form of body armor when falls are concerned. If Gorgon lands on his feet – the usual case unless restrained, as he has a low center of gravity – treat Gorgon as having Amazing body armor. Those carried by Gorgon in such a fall are similarly protected.
- Gorgon's strength is Amazing when using his kinetic pulse generation, either against a material strength (such as a door) or as a shockwave attack (with a range of two areas. Note that no damage is inflicted by a shockwave attack, though stun and slam effects still take effect.

TALENTS: Despite his burley appearance, Gorgon is the Royal Administrator of Attilan. His Reason is Good in dealing with all bureaucracies.

CONTACTS: Gorgon is a member of the Royal Family of Attilan, in addition to being that city's administrator.

BACKGROUND: Gorgon, as was common in the present generation of the Royal Family, was exposed to Terrigen Mists at an early age, giving him his present appearance and powers. He was forced to flee Attilan when Maximus plunged the Inhumans into civil war, a war that claimed the lives of both Gorgon's parents. With the rest of the Inhuman Royal Family in exile, he sought out Medusa, and, once reunited, returned to Attilan with the FF and restored his cousin Black Bolt to the throne. Gorgon is sometimes impulsive, strong-willed, and bull-headed, but is one of Black Bolt's most valuable and trusted advisors.

KARNAK™

Real name unrevealed

F	AM (50)	Health: 130
A	EX (20)	
S	RM (30)	Karma: 60
E	RM (30)	
R	GD (10)	Resources: EX (20)
I	RM (30)	
P	EX (20)	Popularity: 9 (80 among Inhumans)

KNOWN POWERS:

Body Control: Karnak has conditioned his already superior physical form to its ultimate Inhuman levels. He has voluntary control over the involuntary bodily systems, and can regulate his heartbeat, breathing, and rate of bleeding with Incredible ability. He gains a +1 CS in all Endurance FEATs involving poisons and knock-out gases, and heals at a rate of one Endurance rank higher than normal. Finally, Karnak's hands and feet are tough enough to allow him to rend up to Amazing material strengths.

Detect Weakness: Through mental discipline, Karnak can trace the stress points in structures and weak points in the anatomy of living beings. This gives him the following powers:

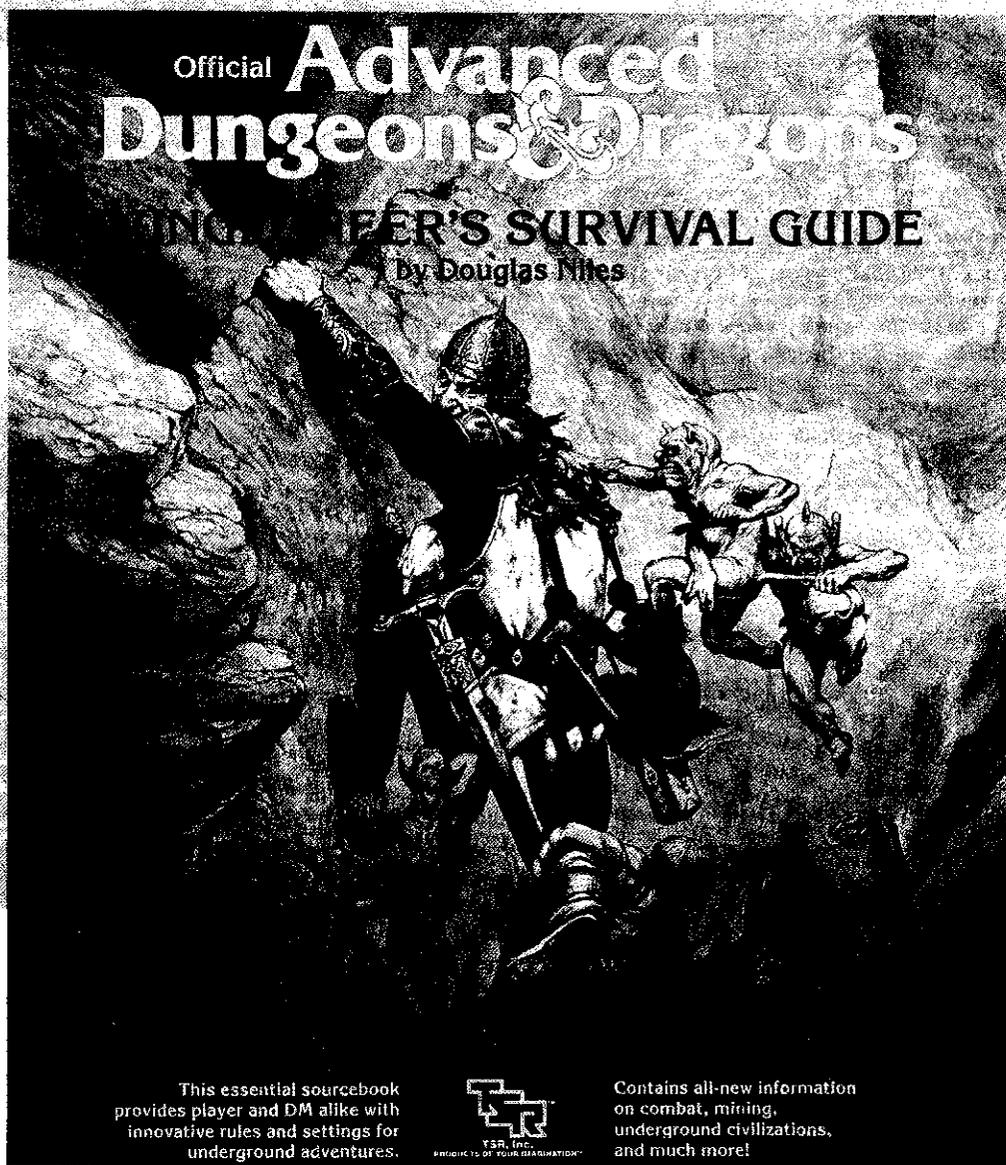
- Karnak may affect materials of up to Unearthly material strength, provided he makes a successful Psyche FEAT roll and studies the area for at least one round. Any attacks on such material are resolved on the Unearthly column.
- Karnak may stun and slam opponents of greater Endurance than his Strength, and may ignore the effects of the Body Armor, if a similar Psyche FEAT is made.

TALENTS: Karnak has Martial Arts A, B, C, D, and E. He may enter a Trance state, and he lists his occupation as philosopher, being extremely knowledgeable in fighting techniques.

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CONTACTS: Karnak is a member of the Royal Family of the Inhumans.

BACKGROUND: Of the Inhumans listed here, Karnak is the only one who has not been exposed to the Terrigen Mists. He is the brother of Triton, and after seeing the effects of the mist on his brother, Karnak's parents decided to raise their second son without benefit of the mist.

As a result, Karnak has endeavored to raise his own abilities through study, meditation, and practice. He has often worried about his ability to carry his share of the weight around the other Inhumans, despite his incredible powers. Karnak is often found in the company of his cousin Gorgon.

TRITON™

Real name unrevealed

F	GD (10)	Health: 110
A	RM (30)	
S	RM (30)	Karma: 30
E	IN (40)	
R	GD (10)	Resources: EX (20)
I	GD (10)	
P	GD (10)	Popularity: 6 (80 among Inhumans)

KNOWN POWERS:

Underwater adaptations: Triton has a number of adaptations that aid in his underwater life, including:

- Water breathing (Triton can breathe water indefinitely, but see the limitation below);
- Swimming (Triton can maintain a maximum speed of 40 mph – Typical speed, 3 areas/round – without checking for exhaustion);
- Good-intensity Resistance to Cold, allowing him to withstand the ocean depths; and,
- Unlimited vision underwater.

LIMITATION: Triton must have water to breathe. Out of water and without his breathing harness, Triton can only stand 15 rounds before making an Endurance FEAT to remain conscious. Each round afterwards, the Inhuman must make another FEAT to remain conscious. Circumstances determine the intensity of this FEAT; being trapped under sun lamps would be a Red FEAT, walking in a foggy evening a Green FEAT, and having normal condition a Yellow FEAT. In addition, Triton loses a point of Health for every round he spends out of water. This damage is healed upon re-entering water or restoring his harness.

Water-Breathing Harness: This device allows Triton to breathe in air with no ill effects, by pumping condensed moisture over his gills. This device has Good material strength.

TALENTS: Triton is a master of underwater combat, and suffers no negative shifts from fighting underwater.

CONTACTS: Triton is a member of the Royal Family of Attilan.

BACKGROUND: Triton is the elder brother of Karnak, and was exposed to the Terrigen Mists at an early age. Due to his limitations, he was employed as a scout when Attilan was still located in the Atlantic Ocean, but is more restricted now that the Inhuman's city is located on the Moon (there are waterways in the Blue Area of the Moon built by the Kree). Triton has often had adventures outside the Royal Family, owing to his radically different requirements.

Final notes

As noted in Crystal's entry, Inhumans are more vulnerable to disease and its effects than ordinary humans. All FEATs made by Inhuman characters against disease are at -2 CS for resolving effects.

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The role of computers

Wizard's Crown puts everyone to the test

by Hartley
and Pattie Lesser

For nearly two months, we have been totally involved in a single computer adventure role-playing program that is, without doubt, one of the most exciting and involving games we've yet experienced. The name of this offering? *Wizard's Crown*, from Strategic Simulations, written by Paul Murray and Keith Brors.

Why such high praise for *Wizard's Crown*? Because this game takes into account, and focuses upon, character development. Without the player managing the onscreen characters and aiding them in the development of their skills and attributes, neither the adventure, nor the characters, will last too long. No other computer role-playing game that we're aware of requires the player to become so involved with the maturation of his or her characters.

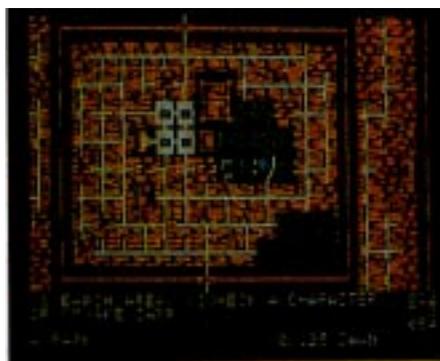
There is far more game play than first meets the eye. A player must first manage each character's attributes and skills appropriately during the game. As in most FRP environments, experience is earned for accomplishing certain goals within the game's structure. These experience points are then used to increase capabilities, talents, and personal attributes. But this is no solo adventure; you can't have just one superhero leading a rag-tag bunch of minor adventurers. Each character must be developed in unison with other members of the entire group. Every increase in skills must compliment the skills of the others. Your band of eight adventurers must become a cohesive, effective unit.

The scenario is simple, yet elegant — the successful conclusion of the scenario is also elegant, but not so simple. The adventure begins in the land of Arghan, which, 500 years ago, was ruled by the Fellowship of Wizards. Their rule was just, and the citizens of Arghan were quite content under their wise leadership. Each wizard would, in turn, wear the Crown of the Emperor for a specific period of time, dictated by the movement of the constellation Atarius. The Crown itself was a treasure far beyond calculable worth. The crown bestowed wisdom upon its wearer, as the regal headpiece was not only a symbol of authority, but also the reposi-

tory of all learning — past, present, and future.

Unfortunately, one among the Fellowship, a Wizard named Tarmon, Wizard of Thunder, thought it best that he keep the Crown after his period of wearing had waned. He refused to surrender the Crown to the Fellowship, and civil war thus tore Arghan asunder. Most of the great city was laid to waste and ruin. Tarmon fled into the ruins. He hid the Crown beyond the Gates of Arghan and secreted himself in his laboratories, protected by magics, passwords, and other slithering sundries. And to you and your brave adventurers is bestowed the (dubious?) honor of recovering the Crown to return it to Kaitar, the wizard appointed by The Fellowship to bear final responsibility for the treasure. Without the Crown, evil will continue in its path of havoc. To return sanity to Arghan, to become the champions of a true and just cause, you agree to win back the Crown, and so the adventure begins.

You start in the City of Arghan. Movement is accomplished via the eight number keys as shown in the lower right corner of the screen shot below. You move in the direction of the number key location. For example, if you want to move northeast you press the number "2" key.



be needed to give you a fighting chance at the Crown's recovery. Combat is an integral part of *Wizard's Crown*, and may be conducted by the player via the computer. Tactical combat is where you become responsible for each character's move onscreen against his or her opponents. Full graphic displays present the combat in every stage should the tactical version be selected, both outdoors or in the build-

ing you are currently searching.

Your attack selections as to mode of combat, weapon to be used, spell to be cast, prayer to be uttered, use of stealth, and so on, are selected via an easy-to-use, onscreen menu.

Most commands are self-explanatory. A defensive attack (command D) is simply one where your character doesn't go out for a kill — he or she leaves something in reserve that decreases the odds of the opponent then striking with a deadly blow. Inspecting a character (command I) allows you to look at all aspects of that adventurer's status during combat, including the number of hits taken and the character's current health status. The Guard command (G) puts that character at the ready; when an opponent comes into the character's front-facing squares, he or she strikes immediately, regardless of opponent dexterity. Attacking to kill (A) is an all-out assault, with what some might call reckless abandon, on an enemy character. Unfortunately, this also leaves your character wide open for a return attack and increases the odds of an opponent being able to hit you. For those desperate times when little else can work other than a nearly-suicidal assault, this command is quite handy. Other options: Characters can pray (P) for blessings, start an attempt to bide using the begin sneaking (S) command - great for getting a high-dexterity thief armed with a magic weapon *behind* enemy lines to kill their rotten magic-users and sorcerers — and dodge and zigzag (Z), which makes your character far more difficult to hit. If the enemy is still some distance away, those characters armed with crossbows and bows can use the What Target (W) command to select a target prior to firing their quarrels or arrows. This not only increases the odds of a hit when that character fires on the next turn, but also increases the damage sustained by such a hit. The help (H) command shows a brief display of what each command means.

If the computer is selected to manage the battle, it takes into account every detail of each character's strength and capabilities, and measures such against the enemies' statistics, rolls the die, and, based upon the die roll, decides who is victorious in combat. The tactical combats can occasionally take as long as a half hour to

complete, depending upon the complexities of the combatants, terrain, and other factors. When the computer runs the battle, the time is reduced to one or two minutes, again depending upon a variety of battle factors.

After battle, you'll find your characters are automatically encamped. Now your priests must heal character injuries and, if they have built up enough Karma and if they have a high enough Prayer level, can even raise the dead. Those with First Aid skills and bandages can also be pressed into service to aid those who have been otherwise sliced, mashed, or mangled by the enemy. From this camp, those with Search and high evaluation skills, such as your Sorcerer, should search the bodies of the defeated enemy. All manner of money, plus weapons, magic weapons, magic armor, vials, bottles, and scrolls (most with some form of magic capability), precious gems, gold-encased weapons whose monetary value far exceeds their combat value, shields, and lots more, will be found on the bodies. These items can be taken by any member of the group, but they should be examined first to reveal any hidden capabilities. Money can also be moved to one character or another, as long as the character receiving the goods has less than 10 items in his or her possession. These goodies found after battle can be sold at the marketplace to increase a character's cash balance, with the best recovered items retained to enhance any of the adventurers' attributes or skills. A character cannot carry more than 250 coins, and only one weapon, one armor type, and one shield can be readied at any one time. *The most important part of any encampment is telling the minstrels of your deeds!* After every combat, every encampment, select (T) to *save your game*. Those who don't heed this advice are bound to end up frustrated, drooling, babbling nincompoops. This game takes an enormous amount of time to play — play which cannot be completed in one or 100 sittings. You'll find your characters have died a thousand times over, and if you haven't saved the last success to disk, then you've got to start from scratch! *Save your game after every sitting!*

The only exception to that rule is when you are exploring one of the "dungeons." You *cannot* save the game until you exit from the building, (M)ake camp, and then

(T)ell the Minstrel of your deeds. So, most dungeons will require you to enter, accomplish some feat, then exit to save the game. Don't try to complete a dungeon all at once: it'll kill you!

There is certainly more than combat to intrigue players. Adventurers must also explore such edifices as the Thieves' Guild (in Arghan), the Old Thieves' Guild within the ruins (two levels), the Mansion (three levels), and the Palace (six levels) in order to solve the game's mission. These buildings are actual above-ground dungeons, with each level going up instead of down. The higher your adventurers climb, the more difficult the task becomes. A variety of treasures are hidden at every level, some within plain sight, other crucial treasures not so easily found.

Your party not only explores the City of Arghan, but also the Ruins of Arghan, which await your adventurers beyond the gates. Be forewarned that during the hours of darkness, the influence of evil increases. This means that the number of encounters requiring combat will substantially increase! Several maps constitute the Ruins. As your character's reach the edge of their current map, the program loads in the succeeding map, depending of course upon your party's direction of movement. Each party move scrolls the map in the requested direction, so that the player is constantly aware of the adventurers' location and surroundings. We found it completely unnecessary to draw our own maps, either for the outdoor or indoor adventuring. This does not mean you shouldn't be taking notes. There are far too many clues dispersed through the game — too many equipment trades and sales that must be concluded - for one to neglect their trusty notebook.

The characters can search any area they wish for a number of events, ranging from the aforementioned encounters to finding stores that sell needed accessories (such as crowbars and rope), to talking with NPCs who occasionally impart crucial hints that should be noted. One of any player's first encounters involves the rescue of a girl from a band of muggers. Should the player succeed in eliminating her attackers, she'll inform the character of the location of her home. The wise group will find some way to locate her home, where her father will offer a sharp-edged gift for the aid in securing his daughter's safety.

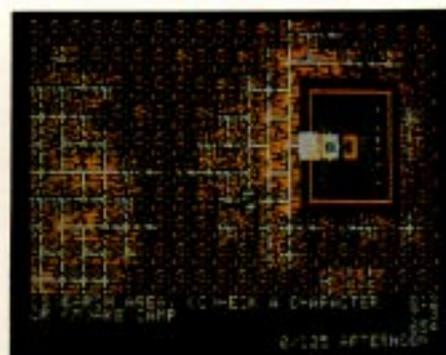
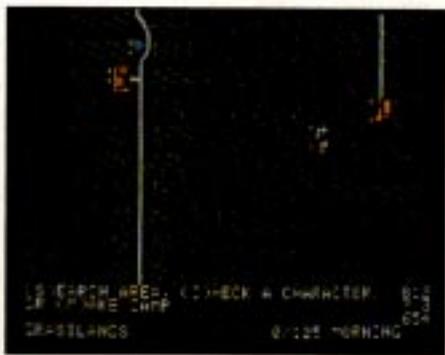
An old man in the city park is constantly offering advice to those that take the time to listen. Many of the taverns can also be great "hearing grounds" as well as the city's marketplace. Other puzzles include learning passwords and wardwords, finding keys, putting together a Golem Staff, and finding and reading scrolls written in ancient tongues. By the way, the Mayor of Arghan rewards those who clean up his city!

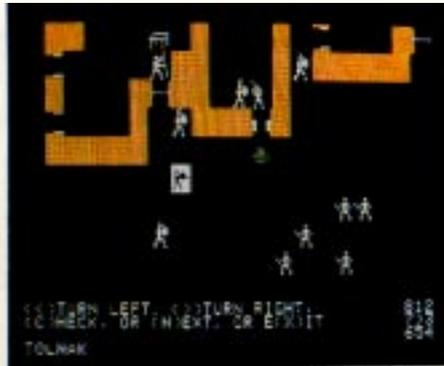
As you can readily see, there is a great deal of activity within the world of *Wizard's Crown*. But before any of this activity can be experienced, there are game mechanics that must be completed. You do have to copy the program disk. We reviewed the Apple II version of *Wizard's Crown*, which comes as a double-sided disk. Both sides must be copied before you are allowed to play the game. The original program disk is still required to load the adventure. The opening menu informs the player as to what should be done next.

For those starting *Wizard's Crown* as novice adventurers, and who have had little experience playing CARPs before, we highly recommend that you play at the easiest level, which would be selection "5" from the first menu choice.

A super feature of *Wizard's Crown* is the fact that you can reset the dungeons. If you Save your games in progress (which you will hear over and over again in this article), the fact that your adventurers succumb to hostiles in a dungeon should not cause you apoplexy. You can use the Utilities to reset the dungeon to its original state, meaning all of the treasure and monsters have been recalled into action. Restart your game by booting the game disk. Your characters will begin play from the last position you saved the game at, and you can once again have them re-enter the edifice — this time bearing in mind the reasons for your character's demise the first time through. You should be able to avoid the same traps, the same mistakes, and complete this search, earning experience and gold as you do so.

After completing the necessary mechanics of starting the game, which includes inserting the disk copies into their designated drives, the actual game begins. You'll find yourself at the Inn in the City of Arghan. This is, without doubt, *the* most important building in the game — and the one you're bound to become most familiar





with. First-time adventurers will find eight preconstructed characters awaiting them. These characters possess the necessary characteristics to familiarize players with such matters. However, one should create their own characters as soon as they become comfortable in doing so.

In order to best define the Inn's functions, we've taken the liberty of showing our adventurers as they appear in the menu.

CURRENT PARTY MEMBERS ID NAME	10/0 DAWN STATUS
A) MURDREN	HIRED
B) LORD HART	HIRED
C) MAR	HIRED
D) LAW TENDER	HIRED
E) BOPPO	HIRED
F) SIR KURK	HIRED
G) FOOTSORE	HIRED
H) AESSOPP	HIRED

(D) DELAY:2

YOU ARE AT THE INN

- (G)REET NEW ADVENTURERS
- (T)ELL THE MINSTRELS OF YOUR DEEDS
- (R)EST THE ADVENTURERS
- (C)HECK CHARACTER
- (I)MPROVE CHARACTER
- (H)AVE A CHARACTER QUIT THE PARTY
- (V)IEW THE ITEMS STORED AT THE INN
- (O)UTFIT A CHARACTER
- (M)OVE MONEY AROUND
- (E)(X)IT THE INN

The first menu selection allows you to create your own characters. This ability can only be initiated *after* you delete the eight pre-composed characters from the game. (Another reason for copying the disk: the original information is always available to you.) Use menu selection six, (H), to delete the eight characters, and you can now begin the process of your own character creation.

You must initially decide how your characters' attributes will be distributed, which is managed through the use of a menu of the base character attributes. Each character starts with a base score of 5 in Strength, Dexterity, and Intelligence, and the player is given another 25 points to spend on increasing those attributes as well as the character's Life and Experience scores. The assignment of additional points to any of the attributes really depends upon the type of character you need, as certain professions require a

specific number of intelligence points. For example, to become a Sorcerer, an intelligence of 11 is the minimum requirement. That means you would have to add at least 6 points to the base Intelligence score of 5, leaving you only 19 points left for distribution to the other attributes. Other intelligence requirements include: Priest - 7, Fighter - 5, Ranger - 3, Thief - 3. You can create a multi-profession character, such as a Priest/Ranger/Thief combination for an intelligence purchase of 13. Use of the "less-than" key decreases points from the selected attribute; the "more-than" key adds points to the attribute. So, if you want your first character to be a Ranger, and you want an extremely high Strength rating, two points could be deducted from the base Intelligence score, giving you 27 points for distribution.

We recommend that you assign each attribute at least 10 points in all attributes. That requires spending 15 of the 25 points. Life points are purchased at a ratio of 5:1, so for every one point you spend, an additional five points are added to that attribute. Life basically is what keeps your character going; should Life fall to zero, your hero will fall as well.

Experience points are purchased at a 4:1 ratio, giving your character an additional four experience points for every attribute point assigned. Experience points are then spent on specific skills, which we will cover next.

We have found that characters with a minimum life value of 35 seem to be able to hang on, especially as life becomes less and less a critical issue, as defensive spells, magic armor, and defensive jewelry are found throughout the game. Those characters unable to pack heavy-duty armor (because they are not strong enough to wield such protection) should have a higher life value than warriors packing plate mail — especially if they are about business that will put them in the center of hostile attention. For example, a thief may be sent into a small room or a narrow hallway to lockpick a door. When successfully opened, this gateway could suddenly be the thoroughfare for a horde of screaming goblins (pity the poor fellow who opened that portal). Since a thief's strength usually limits him to lighter armor, the higher the life value originally assigned to that attribute, the more hits the character will be able to sustain prior

to assistance from the fighting professionals.

Strength is quite important if you wish some of your characters to not only wield heavy-duty weapons, but also be able to wear Chain, Scale, or Plate armor. Dexterity is also a skill that is quite appropriate for those who will be your main combatants, as well as those with thieving skills. The higher the character's dexterity, the faster he or she will be able to react to a given situation. It's terrible to be involved in combat and have the enemy able to constantly hit you first!

OK; now you've not only named your first character, but you've also assigned all of the attribute points. The number of points assigned to Intelligence will determine character profession. Those professions available for the intelligence range you've selected are displayed onscreen. You select the profession that you wish the character to possess.

The skills that particular profession can possess are now revealed to you. Those experience points you've been saving now come into play, as they are assigned to differing skills. It's very important to keep in mind at this juncture what kind of weapon and armor your character might be able to wear (selected in the next screen). For example, due to limited strength, your character may not be able to possess a weapon that requires a strength of greater than 10. This will limit the type of weapon that character may carry. Even though all weapon types are available for characters with a Strength of greater than 6, many of these dangerous weapons won't pack the punch needed for this great adventure. Let's take a look at the standard weapon offerings for *Wizard's Crown*. And don't think, not even for a moment, that these are all of the offensive and defensive items available in this game. An old saying of "finders, keepers" is especially true as you explore the *Wizard's Crown* environs.

Let's take a thief, for example, who has a strength of 12. This thief should require a weapon that will only occupy one hand, perhaps utilizing the other for lockpicks or a shield. Either a long bow or a light crossbow pack a damage range of 10 and 11, respectively, which is a wallop your enemies must respect. But the thief requires that free hand — especially when about to lockpick a mysterious door. Obviously, adding points to bow or crossbow skills would not make much sense, since the character won't initially be carrying such weaponry. The thief could use a broadsword, which packs a damage rating of 9, or perhaps a battle axe would be more to your liking. In these cases, points should be added to either the Sword or Axe skills, or to both!

A character may also possess more than one profession. Ranger/Priest/Thieves, requiring an expenditure of 13 personal attribute points, are a marvelous asset to any adventure group, as such a character

can then manage differing skills inherent in each profession. Take, for example, the following examples of our characters. (Note that these skill scores required nearly 150 days of game time to build to this level.)

STR: 10	SERIOUS INJURY: 0	COPPER: 0
INT: 11	CURRENT LIFE: 35	SILVER: 0
DEX: 13	INJURY: 0	ELECTRUM: 0
LIFE: 35	CURRENT EXP: 81	GOLD: 0

ITEM NAME:	READIED	SIZE
+5 BRIGANTINE	YES	LRG
+2 CROWN	YES	SML
VERY FINE FLAIL	NO	SML
+3 BOTTLE	NO	SML
SCROLL	NO	SML
FINE SHORT SWORD	NO	MED
JADE	NO	SML
DARK DAGGER	YES	SML
+3 SHIELD	YES	MED
+1 BOTTLE	NO	SML

(R)EADY, TRANSFER AND EVALUATE ITEMS
(T)RADE COINS, (N)EXT PAGE, OR E(X)IT

AESSOPP (* screen 2 *)

CLOSE COMBAT	180
SCAN	18
SWIMMING	110
ALCHEMY	135
READ ANCIENT	126
EVALUATE MAGIC	150
CAST SPELL	232
MAXIMUM POWER	245
EXPERIENCE	81
CURRENT POWER	180

STR: 10	SERIOUS INJURY: 0	COPPER: 0
DEX: 10	INJURY: 0	SILVER: 0
INT: 11	CURRENT LIFE: 35	ELECTRUM: 0
LIFE: 35	CURRENT EXP: 21	GOLD: 0

ITEM NAME:	READIED	SIZE
GOLEM STAFF	NO	MED
+3BOTTLE	NO	SML
SCROLL	NO	SML
TORCH	NO	SML
+5 CLAYMORE	YES	MED
+1 CLOAK	YES	SML
+4 BRIGANTINE	YES	LARGE

(R)EADY, TRANSFER AND EVALUATE ITEMS
(T)RADE COINS, (N)EXT PAGE, OR E(X)IT

MAR (* screen 2*)

CLOSE COMBAT	177
SWORD	238
AXE	16
SPEAR	13
MACE	112
FLAIL	11
BOW	20
CROSSBOW	20
SHIELD	200
AWARENESS	31
SCAN	31
SWIMMING	113
FIRST AID	25
TREAT POISON	133
TREAT DISEASE	139
TURN UNDEAD	183
LUCK	126
KARMA	250
EXPERIENCE	21
CURRENT KARMA	158
PRAYER LEVEL	8

Aessopp (top left) is our party's Sorcerer. As he is going to be responsible for the initial examinations of booty during the looting phase after combat, he should be quite capable in the evaluation of magic items. So, points should be given to Evaluate Magic. However, his spell-casting capabilities might well save many a neck from bidding a fond adieu to an attached head. Therefore, he should be able to Cast Spells and have a lot of Maximum Power available to cast those spells.

Note that Aessopp is packing an awesome amount of Cast Spell and Maximum Power points, since 250 points is the maximum number of points you can award to any skill. His initial points went directly to his spell-casting skills. Since Aessopp is not adept with weapons, we have also given him a high Close Combat rating, enabling him to use the Dark Dagger to full effectiveness when a hostile character or creature moves toward him. The Dark Dagger, by the way, has not only the normal powers of Thrust damage, but also cuts away at an opponents life force.

Mar (bottom left), a combination Fighter/Priest, needs high scores for his chosen weaponry (in this case, Sword for his two-handed + 5 Claymore) and also in healing injured areas. These were the two areas his initial points were distributed amongst. Note Mar's current high score of 238 for Sword (out of a possible 250) and the maximum score for Karma, which constitutes the power he has for healing and raising the dead. As you can see, his Current Karma seems to be down a bit in strength — the doubtless result of numerous encounters. Mar is able to both fight and heal, and is thus a resourceful and valued member of his party.

Once you've assigned all of the experience points to attributes, selected the profession(s) for each character, chosen appropriate weaponry, all that's left before starting your quest is to assign an on-screen to each character. This icon is picked from a display of numerous icons, and one should be selected for each character that best represents his or her main weapon ability. That way, you'll always be able to tell who's who when searching indoors or fighting outdoors. You may now exit (X) the Inn and proceed with the game.

Without giving too much away, the following hints will certainly be of some use to those who adventure into the *Wizard's Crown* world:

Tactical combat should find your adventurers as extremely close friends.

Build up each character's main weapon to its maximum power (accomplished through the garnishment of coins).

Look for booty that goes beyond normal capabilities. A sword with a Reveal Enemy spell that is never used up is a fantastic find!

Those involved in leading the group and examining the booty should build up their Track and Search skills as soon as possible.

Increase the Dexterity of *all* characters.

Look for a Dwarven Buckler — and do your best to keep it!

Gozaroth needs a favor done.

Your goal is the Palace, far south in the Ruins of Arghan. You will have no easy time reaching this dungeon.

There is certainly far more to *Wizard's Crown* than has been presented in these pages. Learning how to fight, how to search, what party configurations are best, which skills are most important — these are all a part of the total environment presented by this CARP. You'll find yourself involved and fascinated for hours. *Wizard's Crown* provides enormous value for little cost. We think very highly of *Wizard's Crown* and recommend this offering as one that truly presents a most positive view of fantasy role-playing as played on a computer system. For computerphiles and FRP gamers alike, *Wizard's Crown* is a *must* for your game software library.

Wizard's Crown is for the Apple II computer family, the Commodore C-64 computer, the Atari XL computer series, and will soon be released for the Atari ST computer. The price for these versions is \$39.95. You may also contact Strategic Simulations at 1046 North Rengstorff Avenue, Mountain View CA 94043. Their telephone number is (415)964-1353.

What's out there

Our new product and news information for this issue runs the gamut from products being re-released for additional systems to information on brand-new releases. As in our past columns, the programs are listed by title.

In our first column, we mentioned the release of *Alter Ego* (Activision, Inc., Mountain View, Calif.), the role-playing game where you live your life in any manner you wish. Now *Alter Ego* is available in both the original male and new female version for the Commodore 64, IBM micros, and the Macintosh computer, in addition to the Apple II version. This game is highly recommended.

Alternate Reality — The City (Datasoft, Chatsworth, Calif.) was released late last year, but only came to our attention recently. This is a fine fantasy role-playing game, that is designed to be modular. The City is the first module, with *The Dungeon* (to be released at Christmas), *The Arena*, *The Palace*, *The Wilderness*, *Revelation*, and *Destiny* all planned as sequels. The City will be the base of operations for all future episodes. The City will also be released in versions for the Commodore 128, Macintosh, IBM micros, PCjr., Amiga, and Atari ST computers. It is already

available for the Apple II, Commodore 64, and Atari XL series computers.

Archon and *Skyfox* (Electronic Arts, San Mateo, Calif.) have been released in Macintosh computer formats. The first offering is a strategy game that involves wizards, dragons, and trolls as playing pieces, as well as arcade-style battles. The second game is a combat flight simulator that merges life-like combat flying and arcade action on your computer screen.

Breakers is a new science-fiction game (Broderbund Software, San Rafael, Calif.) where you live in the futuristic world of the planet Borg, trying to break up a ring of smugglers, free folks from slavery, and restore order to the cosmos (no small order!). This is a text adventure available for the Apple II series, IBM micros, the Commodore 64/128, and the Atari ST. The Commodore version is \$39.95; all others are \$44.95.

Essex and *Brimstone* are also from Broderbund Software, and have been released in Atari ST formats, joining the Mac, Apple II, C 64/128, and Atari XL versions. Both are interactive text adventures — the first taking you to outer space to thwart an invasion of the Sirius sector, and the second takes you to Arthurian times to aid Sir Gawain of the Round Table in his attempt to escape from the netherworld. Pricing is \$44.95.

Hacker II: The Doomsday Papers (Activision, Inc., Mountain View, Calif.) is a strategy adventure sequel to the smash software hit of 1985, *Hacker*. You are provided with no game rules and only a few clues. You must prevent a plot to destroy the United States. This game has been released for Commodore 641128 and Apple II (\$39.95), and for the IBM micro, Tandy 1000, Amiga, Macintosh, and Atari ST (all \$49.95).

The Movie Monster Game (Epyx, INC., Sunnyvale, Calif.) stars Godzilla, and allows the player to become one of several rampaging monsters in a strategy and arcade game to conquer various international cities. This is a game that is a great deal of fun to play! At present, this software has been released for the Commodore 641128, Apple II, and IBM micros.

Lords of Conquest (Electronic Arts, San Mateo, Calif.) is a strategy game derived from an old boardgame called *Borderlands*. You choose your home territories, then try to protect them as you conquer the world. This software has been released for the Commodore 64/128 and Atari XL series at a price of \$32.95.

Phantasia (Strategic Simulations, Mountain View, Calif.) has been converted to the Atari ST computer. This is a multiple character role-playing adventure that was

chosen by *Family Computing* in 1985 to receive one of that publication's Critic's Choice Awards. Additionally, *Phantasia* is now available for the Macintosh computer. Pricing is \$39.95.

Spell of Destruction (Mindscape, Inc., Northbrook, Ill.) has been released for Commodore computer owners and features 3-D graphics, 70 challenging locations, and a great musical score. This adventure game carries a price of \$29.95.

Sword of Kadash (Polarware/Penguin Software, Geneva, Ill.) has converted this real-time animated fantasy role-playing game for Atari ST computer players. This offering has over 200 rooms and passages to explore and is quite challenging. Pricing is only \$17.95. Polarware has also lowered the pricing on all of its games to less than \$20, with some older games available for less than \$10. These are high-quality recreational games (both adventure and arcade), that are one of the best buys in computer software today.

Temple of Apshai Trilogy and *Rogue* (Epyx, Inc., Sunnyvale, Calif.) have been released in both Commodore, Amiga, and Atari ST formats. These are classic adventure games that have been further enhanced due to enhanced computer graphics, sound, and screen displays. Both programs are well-worth your interest.

The Pawn (Firebird Licensees, Ramsey, N.J.) is an illustrated text adventure for the Atari ST, whose "painted" scenes will leave you in awe. A sophisticated language parser and an intriguing plot are extremely appealing to all gamers. Versions for the Mac, Amiga, IBM micros, and Commodore 641128 are currently being developed. The price is \$44.95.

Transylvania and *The Crimson Crown* (Polarware/Penguin Software, Geneva, Ill.) are graphic text adventures that have been converted for play on IBM micros. Using Polarware's Comprehend language system, both offerings start and finish the saga of Vampyr — hopefully at your hands. The price on each game is \$34.95.

Uninvited (Mindworks, Inc., Northbrook, Ill.) is a graphic adventure for the Mac and Commodore 64/128, that leads you in a hunt for your lost brother in a haunted mansion. Death stalks your every move in this intriguing offering, which is priced at \$49.95. Also from Mindscape is a new program entitled *Comics Works*, for the Macintosh, that allows you to create comics, storyboards, greeting cards, and newsletters easily, by incorporating text and graphics at will. The price is \$79.95.

Wilderness: A Survival Adventure (Electric Transit, Thousand Oaks, Calif.) is an award-winning, true-to-life simulation of outdoor survival. This program is now

available for IBM micros and their compatibles for \$50.

Our product watch includes new offerings called *Cinema Ware*, which will be distributed by Mindscape. These products are actually interactive movies, packed with 1.2 megabytes of graphics coding, and will run on 16-bit machines, such as the Macintosh, Atari ST, and Amiga Computers. The production company, Master Design Software, is run by president Bob Jacob, who has assembled a top-notch team to design, write, and program these offerings. Each CinemaWare game consists of over 100 K of professionally composed music and over 1000 sprites. The computer manages the actual camera-work that the player views onscreen, such as zooms, pans, and close-ups. The player has the feel of being at the cinema while interacting with the script. Each is a role-playing game based on a motion picture theme, where the player assumes the persona of the onscreen character. CinemaWare will include:

Defender of the Crown (Amiga), a Robin Hood adventure with over 30 animated screens. In the jousting scene, for example, there are seven different screens that could be viewed while jousting. The computer "roles the dice" and determines what screens will be seen by the player (there could be three screens, including 3-D view, overhead view, etc.) By changing the scenes to be viewed during play, a player could participate in the adventure a hundred times and not have a duplicate game.

King of Chicago, for the Macintosh, is a perfect offering for the Mac, as it emulates a black-and-white film of the thirties. Here, claymation techniques were used, with characters posed in 16 different stances, and digitized into the Macintosh. A complete 3-D universe has been created, in which the claymation characters move with true dimensional ratios.

Other interactive movies include *SDI*, a USSR vs. USA movie for the Atari ST computer, and planned for a March 1987 release is a program entitled *Star Rush*, authorized by Jerry Pournelle and Bruce Webster. This latter offering is a Star Wars-type scenario for the Amiga computer. Graphics and artwork for these offerings have been completed by the artists like Peter Green, the posterist for the movie *Cocoon* and 300 other films.

Please keep those letters and cards coming in; we truly appreciate your response and comments to this column. We hope to continue to provide you with the most reliable information on recreational offerings exemplifying the finest in true, computer-aided, adventure role-playing and related environments. We hope we have managed to at least whet your adventuresome appetites. 

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Regrettably, Palladium RPG Book III has been delayed again! In the designer's own words . . . "Book III is a project that is too important to rush. It is really the first comprehensive addition to the original Palladium RPG rules, with: *new* skills, eight new character classes, magic, magic items, curses, more on wizardary/circles/symbols, ships, ship to ship combat and island adventures. Other deadlines make it impossible to give Book III the attention it demands. Rather than short change our gamers with an inferior product, I have opted to delay its release. Disappointing? Yes; but I do believe that the finished Book III will knock your socks off." Watch for it early next year.

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Running Guns

Ground vehicles for the BATTLETECH® game world

by Margaret Weis and Kevin Stein

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It had taken a direct appeal to King Jeverid to free up much of the equipment the Lancers needed, including eight battered but serviceable hovercraft weapons carriers, five-man machines like those Grayson had seen in Sarghad. Three of them mounted auto cannons, and one a combat laser. Two . . . carried short-range Skorpiad anti-armor missiles, while the rest carried anti-personnel heavy machine guns. This small armada was no match for the entire enemy 'Mech force. With luck though, they might knock out one or more of the light 'Mechs in open battle.

Decision at Thunder Rift
by William H. Keith, Jr.

Accusations have been made against battlefield historians of the Succession Wars that they ignore or gloss over the role played by ground forces support units in favor of the more glamorous escapades of the MechWarrior.

"According to these jokers, a *Marauder* nailing a *Marauder* is history," grumbles Anjin Smith, Liao sergeant and proud operator of a Hetzer Wheeled Assault Gun. "A Hetzer nailing a *Marauder* is an accident."

But there have been many occasions when the ground forces proved to be the decisive factor in battles. To quote Katrina Steiner, "Winning commanders are those who recognize the unique abilities of the support units and who make astute and creative use of them on the battlefield." This article examines three representative ground-forces vehicles.

[Vehicle and component weights are expressed in metric tons (1 metric ton = 1,000 kilograms). - Editor]

Type: Hetzer Wheeled Assault Gun

		Tons
Movement Type:	Wheeled	
Tonnage:		40
Cruise Speed:	4	
Flank Speed:	6	
Engine:		10
Rating	140	
Type	I.C.E.	
Control:	Robotic Option	2
Lift Equipment:		
Power Amplifier:		
Heat Sinks:	0	
Internal Structure:		4
Turret:		
Armor:	96	6
Location	Points	
Front	30	
Lt./Rt. Side	22/22	
Back	22	
Turret	0	

Weapons and Ammo:

Type	Facing	Tons
AC/20	Front	14
Ammo (AC) 20	Front	4

Mass: 40 tons

Movement Type: Wheeled

Power Plant: SitiCide 140 I.C.E.

Cruising Speed: 43.2 kph

Maximum Speed: 64.8 kph

Armor: Star Slab 6

Armament: One Crusher SH Cannon

Manufacturer: Quikscell Company

Communications System: Johnston Q-Band

Robotic System: Furbish Robocheck

Targeting and Tracking System: Scantrex DualTac

Overview:

The Hetzer Wheeled Assault Gun is primarily used to provide cheap fire support to troops on planets of limited military significance. Because the mechanical systems of the Hetzer are extremely simple to operate, it has become standard practice to install robotic remote-control units in the Hetzer, using it as an unmanned scout vehicle.

Capabilities:

The Hetzer is generally used only in a support role. It is never found operating alone unless it is a robotic scout. The Crusher Super Heavy Cannon gives the Hetzer enormous fire power potential, but its lack of a turret and other, more diversified, weaponry makes it a nightmare machine for crewmen who are compelled by either fate or a deranged commander to take one into a non-defensive combat situation.

The Hetzer is a wheeled vehicle. This has the advantage of keeping its cost down (the whole concept behind the Hetzer), but it restricts the vehicle to moving only over terrain that is either naturally flat or has been flattened. These manmade "Hetzer paths" are a dead giveaway that Hetzers are operating in the area.

Most people will do anything to avoid being forced into the cramped crew compartment of a Hetzer. If the vehicle catches fire, those caught inside are doomed. Certain sadistic sergeants have been known to use duty in the "Rolling Coffin" as a means of punishing poor performance.

Battle History:

The only known battle fought by Hetzers in a nonsupport role occurred on Exit, in Liao space. It was, of course, an accident. Two commanders, bored with tedious patrol duty on a planet well behind the front lines, challenged each other to a war game using the only vehicles they currently had at hand — robotic-controlled Hetzers — for the playing pieces. The robotic-controlled Hetzers were reprogrammed to handle simulated battlefield conditions. Since the programmers had so much time on their hands, some of the programs designed were, in fact, quite unique.

On the day of the mock battle, a Marik advance scout force - not noted for its luck - dropped on planet to see what, if any troop concentrations had been left there. Here was a real, live target! Overjoyed, the Liao commanders gleefully sent the Hetzers into action. The reprogrammed Hetzers almost completely destroyed the smaller but better-armed Marik forces. Marik commanders are still pondering the last message of their scout force, warning of a planet crawling with berserk Hetzers.

The Hetzer commanders were promoted and are currently in charge of reprogramming other Hetzers for the use of Liao nobles.

Variants:

Although the cannon is a preferred weapon, Hetzers have been known to carry long- or short-range missile packs, or even lasers and flamers. These, however, are rare modifications.

Some forces use Hetzers equipped with advanced scouting and detection equipment, but the high cost of such equipment generally prohibits its use to better-armed and more mobile units.

Notable Armor Units and Crews:

Anjin Smith, a Liao sergeant, is the only member of a Hetzer crew never to have requested transfer to a different vehicle unit. Operating in a Hetzer he reprogrammed himself, Smith has been through more than fifteen engagements, with fifteen "kills" of assorted larger vehicles to his credit - among them a *Marauder*

Type: Harrasser Missile Platform

Movement Type:	Hover	Tons
Tonnage:		25
Cruise Speed:	10	
Flank Speed:	15	
Engine:		8
Rating	120	
Type	I.C.E.	

Control:		1
Lift Equipment:		2.5
Power Amplifier:		
Heat Sinks:	0	
Internal Structure:		2.5
Turret:		.6
Armor:	32	2
Location	Points	
Front	7	
Lt./Rt. Side	6/6	
Back	7	
Turret	6	
Weapons and Ammo:		
Type	Facing	Tons
SRM 6	Turret	3
SRM 6	Turret	3
Ammo (SRM) 30	Body	2

Mass: 25 Tons

Movement Type: Hover

Power Plant: GM Classic II I.C.E.

Cruising Speed: 108.0 kph

Maximum Speed: 162.0 kph

Armor: 2 Star Slab

Armament: Two Sureshot Mk. VI Short Range Missile Packs

Manufacturer: Foxcell Products, Inc.

Communications System: ZaiBan X-1000

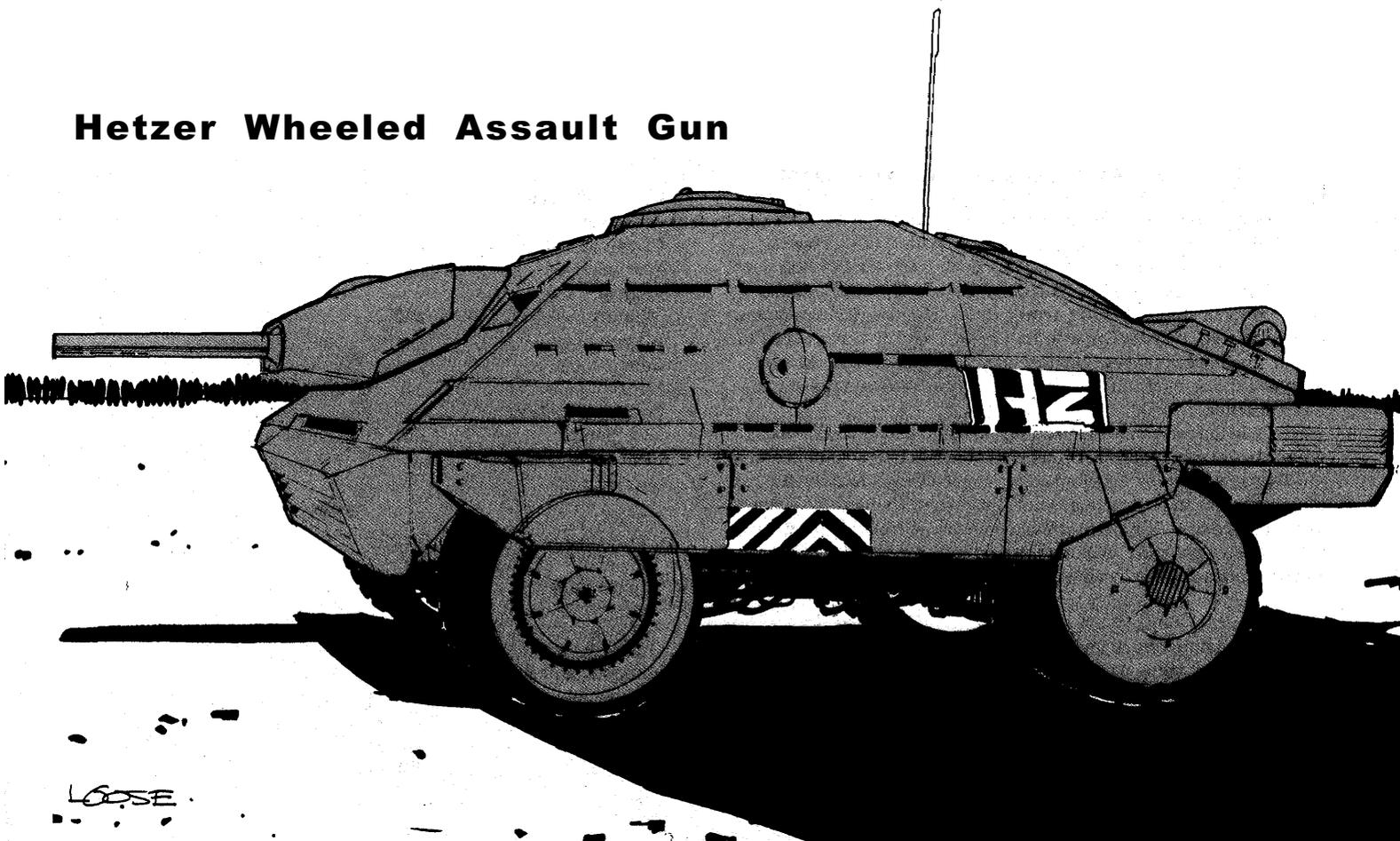
Targeting and Tracking System: TacTex Fixer

Overview:

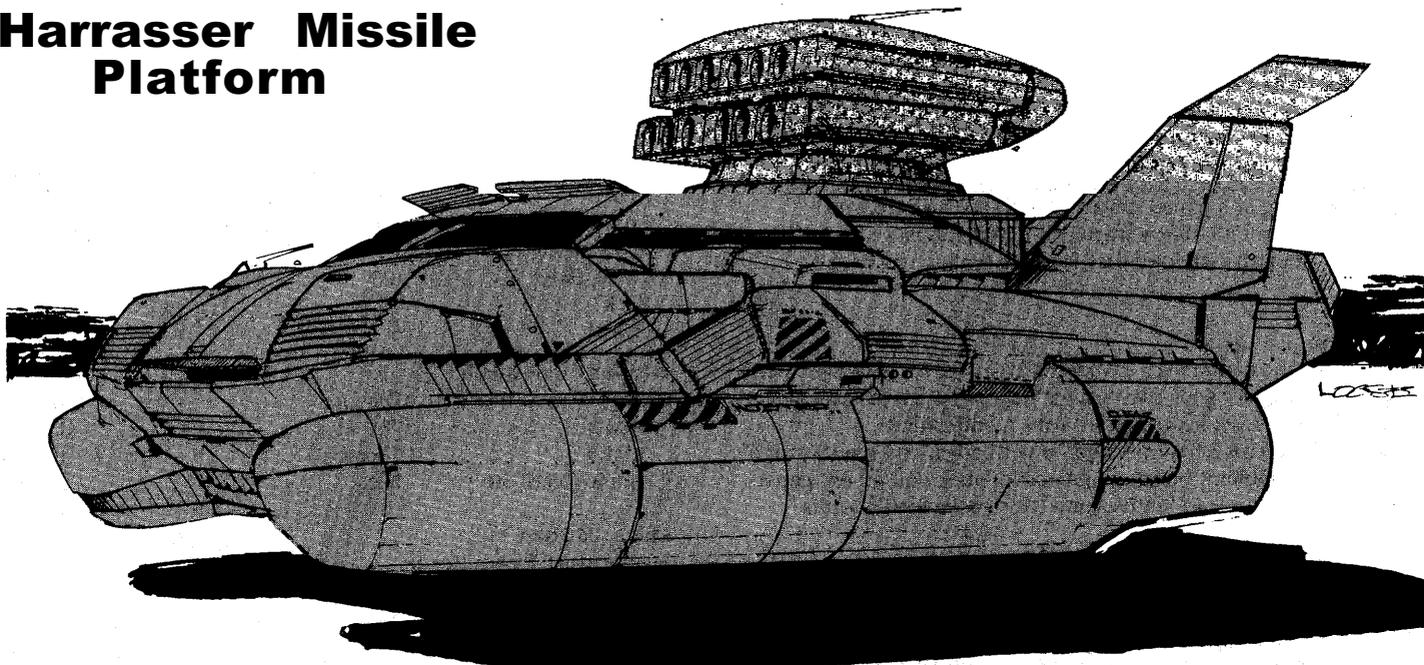
The Harrasser Missile Platform is used in support of infantry that is moving into enemy-held territory. The Harrasser's high speed keeps it out of harm's way.

Most of the original Harrassers were built on civilian worlds in 2996, designed to defend against either invading troops or lighter 'Mechs bold enough to move into a city. This vehicle's high speed and easy maneuverability made it instantly popular with its oper-

Hetzer Wheeled Assault Gun



Harrasser Missile Platform



ators. Before long, the Harrasser was one of the most popular privately-owned military vehicles on the market.

Not only does the Harrasser require a skilled and daring driver, but the vehicle itself is a pure joy to operate. It is no wonder, then, that Harrasser drivers take pride in their machine, spending long hours tinkering with it. Harrassers are lovingly kept in perfect condition. Many have been passed down from generation to generation and are today worth more than five times their normal C-bill cost.

Capabilities:

The Harrasser's armament is designed for quick infighting. Its two SureShot Mk. VI Short Range Missile Packs give the Harrasser a good chance of disabling a vehicle much bigger than itself. In general, however, it cannot win a sustained fight because of its light armor.

The Harrasser's best defence is its amazing speed. When moving full out, it is difficult for even 'Mechs to land a hit on an evading Harrasser.

Battle History:

One of the first and greatest Harrasser victories occurred on Quentin, a planet where many Harrassers were built. In 3000, an advance group from an unknown Kurita Jump Ship invaded the planet during a border skirmish that had gotten out of hand. Catching the forces of House Davion garrisoned on Quentin completely by surprise, the Kurita troops quickly disabled or captured most of the defending armor units. The few 'Mechs that had been stationed on Quentin had been recently transferred to guard the border, leaving behind only a couple of light 'Mech lances and one medium lance. Kurita forces crushed these without difficulty.

The Kurita forces had just settled down to relish their triumph when they were suddenly attacked out of nowhere. The 3rd and 5th Infantry Support Companies of House Davion had been out on maneuvers in a remote area of the planet. Using their Harrassers, the 3rd and 5th ISC launched a series of hit-and-run guerilla raids. Their precision strikes so devastated the invaders that the Kurita troops surrendered within one week.

Variants:

Many variations have become popular with Harrasser operators over the years, since part of the joy of owning one of these vehicles is "souping it up." Replacing the two missile packs with one FarFire-10 Long Range Missile System and 24 loads of ammunition is one of the most popular modifications. Another popular variation replaces the missile pacs with laser weapons of various

sizes. A lesser-used option is to replace the missiles with flamers or communications-detection gear. These are generally used only for very specialized missions.

Notable Armor Units and Crews:

Marklin "Chevy" Chevalier is the owner of one of an original Harrasser, one of the first ever to come off the assembly line. It is rumored that he won it in a card game, having staked his family estate for a chance to acquire the coveted vehicle. Chevy has kept his Harrasser, known as "Aces and Eights," in perfect condition, both, for fighting and to exhibit in the Harrasser shows held at various times and places throughout the star systems. Here, proud Harrasser owners come together to admire each other's machines, learn new variations, and swap war stories. Chevy is commander of the 17th Support Unit stationed on Shroedinger. He is also president of the '57 Club, a group of Harrasser collectors stationed on the planet.

Type: Schrek PPC Carrier

		Tons
Movement Type:	Track	
Tonnage:		80
Cruise Speed:	3	
Flank Speed:	5	
Engine:		17.5
Rating	240	
Type	Fusion	
Control:		4
Lift Equipment:		
Power Amplifier:		
Heat Sinks:	30	20
Internal Structure:		8
Turret:		2.1
Armor:	112	7
Location	Points	
Front	27	
Lt./Rt. Side	20/20	
Back	20	
Turret	25	
Weapons and Ammo:		
* Type	Facing	Tons
PPC	Turret	7
PPC	Turret	7
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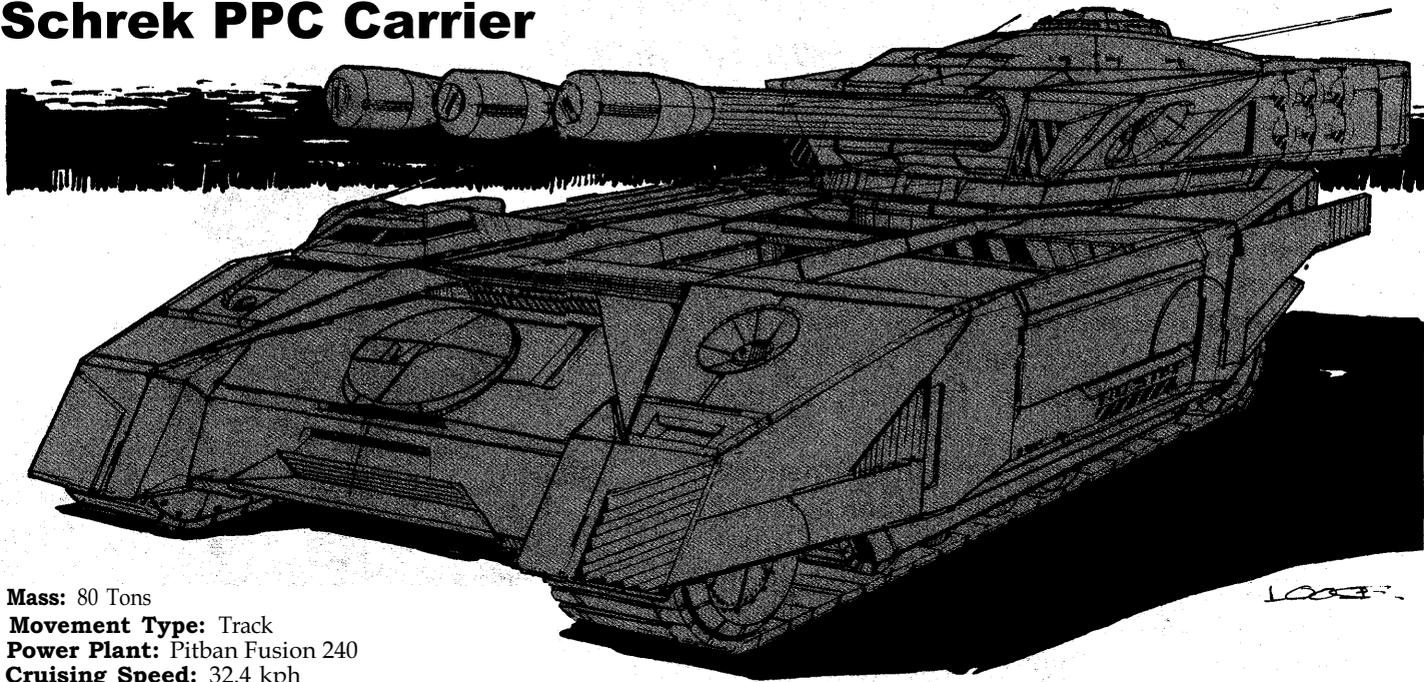
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Schrek PPC Carrier



Mass: 80 Tons

Movement Type: Track

Power Plant: Pitban Fusion 240

Cruising Speed: 32.4 kph

Maximum Speed: 54.0 kph

Armor: ArcShield VII

Armament: Three HellStar PPCs

Manufacturer: Aldis Industries

Communications System: Olmstead 3000

Targeting and Tracking System: Omicron IX

Overview:

For many years, the Demolisher heavy tank was one of the most feared vehicles on the battlefield. Unfortunately, it was feared as much by its own crew as it was by the enemy. The Demolisher's main guns had the side effect of generating such extreme amounts of heat that the crew had to wear specially designed coolant suits when operating it. If the Demolisher became involved in a sustained firefight, even the crew's coolant suits would give out. If they didn't die from the heat, the crewmen were so weakened they could no longer fire and instantly became sitting ducks.

Ten years and hundreds of coolant suits later, Aldis Industries announced the release of a vehicle of a size and fire power comparable to the Demolisher, but without the heat problems. This vehicle was the Schrek PPC carrier.

Capabilities:

The Schrek's main function on the battlefield is to act as long-range heavy fire support to vehicles and 'Mechs. The three HellStar PPCs allow the Schrek to engage and destroy practically any 'Mech in combat. A light 'Mech may be able to close with the Schrek, but one hit from the PPCs will usually disable or kill the 'Mech. By the time heavier 'Mechs lumber near enough to engage a Schrek, the Schrek's PPCs may have already inflicted severe damage on them. Medium-sized 'Mechs are most dangerous to a Schrek, since these 'Mechs combine both good speed and strong fire power capabilities.

The Schrek's angled, sloped armor and low profile make it a difficult target to spot and destroy. It is, therefore, particularly good for taking fire from hidden gun emplacements. The Schrek's two treads allow it to move easily over soft terrain.

The Schrek lacks close-range attack capability. The PPCs have difficulty concentrating a particle stream at ranges under 90 meters, so a Schrek generally attempts to avoid direct engagements with an enemy.

Battle History:

Though understandably reluctant to release any information concerning his homeworld, the alleged interstellar pirate Redjak

Ryan has allowed this story to be made public. According to Ryan, he and his troops were away from their homeworld of Butte Hold in an attempt to "purchase several pieces of agricultural equipment necessary to the peaceful, agrarian pursuits of our people." Some unknown invader, hearing that the main forces of Ryan's army were off-world, took advantage of the opportunity to raid several of Butte Holds outposts.

After stealing large quantities of supplies and equipment, the invaders set up camp outside one of Ryan's major strongholds, obviously preparing a full-out assault. Fortunately, Ryan's commanders had the presence of mind to investigate certain large crates marked "Tractor" that Ryan had brought back from his last "farm equipment purchasing expedition." No one was more surprised than Ryan upon learning that the five "Tractors" were five Schreks.

"I can't imagine how such a mix-up occurred," Ryan commented later. "I suppose we'll have to return them sometime!"

The invader's force consisted of light and medium 'Mechs, and also included several aerospace fighters. Its initial plan was to completely overwhelm and overrun the strongholds defenders. Within thirty minutes, however, the five "Tractors" had reduced the enemy to scrap metal.

Variants:

Very few variants of the Schrek have come into use. Occasionally, troops mount external machine guns or small lasers on them, but this is rare.

Notable Armor Units and Crews:

A private in the heavy armor unit of Halsten's Brigade, Frederick "Sniper" Jones earned his nickname by his skill in making incredible shots. On at least three occasions when his Schrek has been battling overwhelming 'Mech forces, Jones has picked out a commander and made a kill with a PPC shot to the head.

In summation, we quote Hanse Davion, speaking at the award ceremonies held in honor of the 3rd and 5th ISC. In his speech, Davion commented, "I have sometimes heard 'Mech pilots sneer at those who act in a ground-support capacity. I have noticed that it is often these very pilots who end up fighting alone against uneven odds, having been abandoned by those who might have been able to save them. I can only say that these unprofessional imbeciles richly deserved their fate. I know more than one 'Mech-Warrior who owes his life to his ground support. The smart ones never forget it."

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High-tech hijinks

by Randal S. Doering

The technology of science fiction and the magic of fantasy often meet and mingle in modern literature, and when the mixture is blended well the result is more action and excitement for the reader than either science fiction or fantasy would have offered by itself.

Can this same mixture be created in the environment of a role-playing game — specifically the AD&D® game? Yes, it can. Mixing modern or futuristic technology into the magic-dominated AD&D multiverse is certainly possible, but the Dungeon Master should not take such a step without a lot of careful consideration beforehand. This article offers guidelines to the DM who wants to try mixing machine guns and magic missiles, in the interest of achieving a good blend in which the whole is truly greater than the sum of its parts.

The most important guideline, which underlies any other advice on the subject, is this: The DM must maintain control over the campaign and the technological items incorporated in it. Certain controls should be pre-established, based on common sense and the DM's concept of game balance. Much as with powerful magic items, objects of sophisticated technology can ruin an otherwise well-made campaign if they are misused or overused. But when kept in their proper place, they can add a special zest to the campaign and enhance the adventuring experience for everyone involved.

The question of duration

Control starts with the DM's decisions on what sorts of technological items will be added to his campaign world, and this is determined largely by the intended duration of the items. Will the items be temporary, as are those in TSR Module S3, *Expedition to the Barrier Peaks*, or will they be a permanent part of the campaign? This distinction will be of vital import, for the methods of awarding and controlling the technological items will be vastly different for each case. Temporary items can be comparatively potent, since they are not supposed to last for more than one or two adventures. Permanent items should be much less powerful; such an item will have a long-lasting impact on

the campaign, but should not be the pivotal factor in the campaign's evolution.

Scenarios that offer technological items as a temporary reward give the DM an excellent opportunity to spice up the campaign by throwing in a curiosity or two. Items along this line should be usable only once or twice, for they are meant only as diversions and not as mainstay items. Good examples here are grenades or similar weapons, containers of medicines, and oddities (such as food pills that supply a full day's nourishment). None of these items (a single grenade, a dose of medicine, a single pill) will last for more than one use, and the party's supply of any temporary item should be gone within a few adventures at most.

As a good rule of thumb, all of the technological weaponry a party could find in a temporary-item scenario should not be able to inflict more dice (d6) of damage than three times the party's total number of levels. (For multiclassed characters, average their levels and round to the nearest whole number.) Using this rule, a party of six 5th-level characters (30 levels total) should find technological weaponry that can do no more than 90 dice of damage before being used up. This is not as much as it might seem; for instance, a *wand of fire* discovered with an average amount of power remaining (90 charges) and then used to simulate 45 *fireball* spells will inflict 270 dice of damage before being exhausted — and it need not be used up, since the wand can be recharged.

Example: The DM has decided that the party mentioned above has no urgent needs, and elects to give them a chance at obtaining 90 dice worth of technological weaponry. In the upcoming adventure, he has placed 30 fragmentation grenades (he has decided that each causes 2d6 damage), a .44 caliber pistol with 20 bullets (each doing 1d10 damage), and a laser rifle with sufficient power to fire two more times (each shot doing 5d6 damage).

The damage die used can vary somewhat, but should be kept to a d6 as much as possible so that the items in question can be compared to various damaging spells. In this way, the DM can be confident of maintaining a good game balance; it gives him something with which he can compare his technological weapons. The .44 pistol above does heavy damage in

terms of the die type used, but there are only 20 bullets. If you only give out devices that use a d10 or d12 to determine damage, then the number of damage dice allowed to the party should be halved.

Of course, not all temporary technological items are weapons. When placing nondamaging objects or devices, treat them as you would minor magical items. These miscellaneous devices should not be too powerful and should be discovered only in moderate numbers.

Another rule of thumb goes like this: The number of miscellaneous temporary items able to be discovered should be equal to no more than one-third of the total number of party levels. Thus, if our party of six 5th-level characters stumbled into a hoard of technological items, they would find at most ten minor, miscellaneous items and 90 dice worth of damaging weaponry.

Most miscellaneous items found should duplicate the effects of minor magic items or spells of no higher than 3rd level. For example, medicines should heal 4-10 points of damage (as a *potion of healing*) or possibly allow *water breathing* (as the *potion* or as the 3rd-level magic-user spell of the same name). A suit might be found that contains chemicals to keep the wearer warm in sub-zero temperatures (once); this suit can be compared to the 1st-level cleric spell *resist cold* and is perfectly allowable, using this guideline. These suggestions and a bit of thought can keep minor, temporary technological items well under control.

Permanent items

When the DM decides to make technology a permanent part of his campaign, he is asking for many hours of labor. Many questions that did not need to be answered for the temporary-item scenario now must be examined in depth. The question of origins must be dealt with: Where did these items come from? Can anyone use them (especially the weapons)? How does a DM deal with the relatively potent miscellaneous items that might become part of a long-lasting campaign?

The origin of technology. If technological items are introduced to the campaign for a temporary diversion, then their source will be of little consequence to play. The

items were perhaps lost by an interdimensional traveler or could have belonged to an ancient race. Spread a bit of *oil of timelessness* on an item made of super-materials, and who can say how long it would last? For temporary technological items, the DM can make up nearly any explanation he likes. For a long-range campaign inclusion, however, some reasonable explanation as to the origin and purpose of these items must be made.

In this author's campaign world of Crysoberyl, technological items of many sorts are a permanent part of the campaign. They are very rare and extremely expensive (when they can be bought at all), but can be found by the lucky and the persevering. These items come from a dying city some 6,000 miles out to sea. The people of this city are more than a little depraved and often come to the mainland for a bit of "sport" (i.e., tearing up a few local villages and departing before effective resistance can be mustered). Over the years, some of these invaders have been dealt with by the natives, and their items tossed with their remains into the nearest deep hole. Once in a while, some lucky adventurer stumbles upon the items again.

An alternate scenario: A member of the troubled technological folk steals a small flier, loads it up, and flees to the continent. The flier crashes into the jungle for heroes to find later. Over the centuries, quite a few of these items have been scattered across the land, so the characters have some familiarity with them, and they can expect to find more. They do not know where these items come from (the natives say from over the sea, but who trusts a stupid barbarian?), but the DM knows, and the door is open for further adventures.

Perhaps variations on these scenarios would work for other DMs. The above reasoning has proven very effective in my world because the use of technological items was planned for when the world was designed. If the DM considering the origin of technological items in his campaign has already designed his entire world, it may not initially have room for such a city — but this presents little obstacle to the inventive DM.

If you can't change the surface geography to account for a place that contains technological items, then go beneath the surface. For instance, it could be that these items come from deep inside the planet, and the subterranean races that made them have finally all but slaughtered one another. The survivors are fleeing upward, only to meet drow elves, kuo-toa, and other vicious under-dwellers. The very few who survive that set of encounters reach the surface, only to die when exposed to sunlight. But now, suddenly, technological items are turning up. In small quantities, yes — but with a bit of traveling, one might collect quite a few of them. Some must have fallen into the hands of the drow or the tentacles of the mind flayers. Perhaps some members of

the original race are still around, trying to regather their items.

Class restrictions. In a scenario involving temporary technological items, the question of which character classes can use them is not terribly important. The items found are not lasting and thus would not be around long enough to create a game-balance disturbance. But when such items are made part of the campaign, the question becomes important. Obviously the entire party cannot be equipped with rifles and grenades, nor could all of the characters use any miscellaneous item.

Miscellaneous technological devices should be usable by most classes, just as are the various potions and miscellaneous magical items. Common sense has to be the guiding factor here. For instance, a cleric might not use or sanction the use of healing drugs. A detect magic spell will show such an item to be non-magical; therefore, the gods had no hand in its making (unlike a *potion of healing*). A thief might not use any items that fit over the hands, and would probably not wear or carry any large, bulky items, for this could affect the performance of his dexterity-related skills.

Technological weapons are another matter entirely, and a moment's reflection will show that the fighter class alone is suited to their use. After all, the fighter is basically a person who is skilled in weapons use. Since fighters gain no primary abilities other than their skill at arms, they are well suited to taking on a new set of weaponry. The addition of technological weapons to a campaign gives the fighter a special ability of his own. In a game where specialty classes have increasing roles, this restriction on who can use technological weapons will help keep fighters a distinctive class.

Being eligible to use a weapon and knowing how to use it are not the same thing. No fighter will be able to find a rifle, pick it up, and start firing right away (especially if the rifle isn't loaded to begin with). For temporary items that just pop up in the middle of an adventure, and for most permanent items that are to be a fixture in the campaign, the would-be user must first figure out how the weapon or item works. A system for figuring out the function of an unknown artifact is given in the GAMMA WORLD® game rules, and another one is provided in issue #100 of DRAGON® Magazine. The DM can devise his own system, using either of these as a model; understanding how a technological item works shouldn't be impossible, but neither should it be automatic. Even after a weapon is figured out, the fighter's non-proficiency penalty should apply when he tries to use it.

For permanent items in a campaign environment, some of this discovery process may not be necessary. If a fighter or another member of the party has seen or heard of a certain weapon, then the dis-

covery process might be shortened or simplified for that weapon. Experience also counts for something; if a fighter has learned that pulling the trigger will operate a revolver, then he'll recognize a trigger the next time he sees one, and probably will have little trouble figuring out how to work other weapons with similar-looking triggers.

For devices that the DM feels the character would not know how to operate ahead of time, the only way to discover the item's function is by trial and error. Sages, *legend lore*, and similar persons and spells may help but should never reveal all there is to know about a new technological weapon.

Technological weapons in the campaign. When technological weaponry is added to the campaign on a permanent basis, the formula given earlier (designed for use with temporary items) no longer serves as an effective means to control such devices. Since the technological weapons will be found right along with magical weapons in many cases, there can no longer be as large a number of them. The old formula of "party levels times three" needs to be changed, reducing the multiplier 3 to 2. This will reflect the fact that the items are not temporary; they can be supplemented later.

When a number of magical weapons are to be located in a treasure hoard, the 2 in the equation should be reduced to a 1, or no technological weaponry should be given away at all. If this seems harsh, remember that characters will have chances later to add to their technological weapons hoard. And, after all, the AD&D game is based on magic, not technology. Technological weaponry should *never* become numerous enough to replace magic weaponry!

When adding technological weapons to an AD&D game, the DM needs to remember that all technological weapons have a weakness — they need ammunition. This ammunition can come in two forms, depending upon the sort of weapon used. For ballistic weapons such as are used in today's world (pistols, rifles, etc.), the ammunition comes in the form of bullets. With advanced (powered) weaponry, ammunition comes as power cells. Descriptions of the two ammunition types are given later. For now they are mentioned as a prelude to the upcoming charts.

For information and examples pertaining to modern ballistic weapons, the DM is referred to issue #57 of DRAGON Magazine. Therein can be found an article, written by Ed Greenwood, entitled "Modern Monsters" (reprinted in the Best of DRAGON Vol. V anthology). The most technical aspects of modern weapons are discussed therein. Portions of that article were reproduced in DRAGON Magazine issue #100, in the "City Beyond the Gate" module written by Robert Schroeck. There is no need for this article to reiter-

ate the work already done by others, so no examples of modern ballistic weapons are included here.

The two tables on this page describe advanced weaponry (purely of the author's own invention) in AD&D game terms. The first table includes examples of powered missile weapons, and the second table powered melee weapons. Additional examples of powered technological items given in AD&D terms may be found in the AD&D module S3, *Expedition to the Barrier Peaks*.

The weapons described on Table I exist only for purposes of this article and are examples only. They share features, however, that all advanced technological missile weapons should have. They are lightweight, nonreproducible in a medieval society, and very damaging. Until a DM has a chance to experiment with such items in a campaign, he should keep the fire rate down to one shot per round. Later the fire rate could be doubled (or halved) if this proves necessary. Finally, the user of one of these items does not need to make a "to hit" roll to strike a target. However, the target has a chance to make a saving throw vs. paralyzation to avoid the damage. This saving throw is made at a bonus of +2 if the weapon is used at medium range, or +5 if the target is at long range. Other benefits may also apply, such as a bonus for the wielder's lack of proficiency, a bonus for the target being protected by cover, and perhaps (at the DM's discretion) a bonus for the target's dexterity if the weapon is used at medium or long range. (Maybe there's time to get out of the way, maybe not. . .)

The melee weapons described on Table II are, again, examples only for this article. The forcesword looks like a sword hilt until the power is turned on, at which time a forcefield approximately the size of a longsword blade appears. A powermace is a rod of mithril. When activated, it sprouts a 6-inch-diameter sphere of crackling energy which causes burn damage to target creatures. Most terrible of all is the electroflail, a flail made of mithril and charged with electricity. The slightest touch of this device delivers a severe electrical shock.

All powered melee weapons share characteristics similar to powered missile weapons. They are lighter and a bit faster than their archaic cousins, but require just as much space to use. Damage is increased in all cases, but not enough to upset the game balance.

Powered melee weapons need only hit AC 10 to do damage, discounting armor, but adding dexterity and magical bonuses for the target as applicable. Note that creatures of magic (i.e., demons) are entitled to full armor class when being hit with a weapon of this sort. These weapons may or may not harm creatures requiring magic to hit; this is up to individual DMs.

More examples of powered melee weapons may be found in the GAMMA WORLD

Table I: Powered missile weapons

Weapon type	weight (gp)	Damage *	Fire rate	Charges		Range		
				per shot	shot	S	M	L
Sonic pistol	70	3-18	1	1	8	16	24	
Sonic rifle	90	4-24	1	2	10	20	30	
Hand atomizer	80	2-20	1	2	5	10	15	
Heavy atomizer	150	5-30	1	4	7	14	21	

* — Damage does not vary by target size because the missile is an energy bolt, much like a spell effect.

Table II: Powered melee weapons

Weapon type	Weight (gp)	Damage *	Charges per rd.	Weapon length **	Space req. (ft.)	Speed factor
Powermace	60	2-12	2	2/2 1/2	4	6
Electroflail	80	5-10	4	4/4	6	6

* — As with powered missile weapons, the damage for these devices does not vary with target size.

** — Weapon length is given in feet, before and after the weapon is turned on.

and TRAVELLER® games, although these will need work before they can be added to an AD&D game.

Miscellaneous technological devices. So far this article has concentrated mainly on weapons, damage, and other matters related to combat. Many technological items, however, can be of a miscellaneous and helpful nature. Nearly any magical effect can come into being. Examples would be a pair of powerful binoculars that are the equivalent of *eyes of the eagle*, mirrored sunglasses that reflect gaze attacks as a *gaze reflection* spell, and a suit of special cloth that prevents damage done by thrusting weapons. All of these items are very useful and could be used by nearly everyone. But they bring their own distinctive problems to the game campaign.

Controlling miscellaneous technological items is trickier than controlling technological weapons. There is no simple conversion of damage dice, and each item is different from the others. In this case, there are two helpful hints to aid the DM in keeping miscellaneous technological devices under control. One is for the DM to figure out experience point values for the items (see the next section for an explanation of how to do this) and award the technological devices as if they were magical items. The other is to compare the item to a spell it emulates (if possible). The technological items should be comparable to spells of a level that party spell-casters can throw. If the party cleric can throw 5th-level spells, then a machine that raises dead (as the 5th-level cleric spell of the same name) would not be too potent for the party to have. Even if the cleric were only 8th level, this machine would not be too powerful to allow the party to find it — so long as it only worked once,

Generally speaking, permanent technological items that approximate spell effects should not be given out until party spell-

casters can do them one better. A machine like the one mentioned above that works repeatedly will be rarer and more valuable, and should not be found until the party is at least 16th level (when the cleric could top its effects with a *resurrection* spell). This brings the item to a subservient position in the party, where it is still valuable, but will not dominate the party's special equipment list. After all, if the same 8th-level cleric found such a machine, he would probably quit adventuring and *raise dead* for a living. This is certainly not much of a challenge!

Finally, remember that exceptionally powerful miscellaneous technological devices will doubtless require constant attention, rare materials, or vast amounts of power to make them work. Once word of such items circulates, thieves may try to steal them, nobles may try to buy or take them, etc. This situation is handled exactly as a DM would handle characters with potent magical items — make sure the items are not abused! In the end, such potent technological items should break down, run out of power, or otherwise fail. Items like the *raise dead* machine could prove fatal to a campaign if used too often, for they would make even death an easily solved problem.

Experience point awards

From the problems of technological items origins and users, and the different uses of technological items, we go on to address the awarding of experience points for these items. This section has three categories. The first concerns technological weaponry, the second ammunition, and the third miscellaneous technological items.

Technological weaponry breaks down into powered melee weapons and two kinds of missile weapons: ballistic and powered. Powered melee weapons should be designed to resemble archaic-type weaponry, so that their users have some



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basis to relate to them. Weapons such as this are then worth as many experience points as a + 1 (magical) archaic weapon of the sort they resemble. This relatively low value for experience points reflects the inferiority of the technological weapons, in the respect that they require power cells to operate. An example of this is the powermace mentioned earlier, which compares to a magical *mace + 1*. The *mace + 1* is worth 350 xp, so the powermace is also worth this experience point value. The forcesword compares to a *sword + 1* and is worth 400 xp, and so on. If a powered melee weapon has a special ability that compares to a magical function, the item should be worth half as many experience points as that item. Thus, if the forcesword has the ability to sever limbs on a natural roll of 20, it can be compared to a *sword of sharpness*. The experience point value for a *sword of sharpness* is 7000 xp, so the forcesword (which is dependent upon power cells) is worth 3500 xp.

For technological missile weapons, experience awarded depends on the basic sort of weapon, i.e., ballistic or powered. Ballistic weapons that can be made by local metalsmiths are no different from common bows and crossbows and are worth no experience points. If such a weapon cannot be bought and must be found, however, it should be worth experience to its user. The exact experience point award should be 500 xp for all ballistic pistols and 100 xp for ballistic rifles (including shotguns). This compares ballistic weapons to a magical *bow + 1*, which they resemble in function. The caliber of the ballistic item in question is no more important than the sort of bow; it is the weapon class which counts here, not individual weapons. Rifle-type ballistics are always worth twice the experience points as pistols, for obvious reasons.

Grenades and other explosive (ballistic) missiles are worth 100 xp per die of damage they cause. This low value reflects the temporary nature of such items and allows the DM to give out many of these devices.

Since powered missile weapons will be more individualistic than ballistic weaponry (a laser is nothing like a sonicgun, and so forth), these items must be assigned individual experience point values. An item of this sort should be categorized by the type of damage it does, i.e., stunning, elemental damage (heat, cold, electricity, etc.), disintegration, etc. The less the damage done by a technological weapon, the less experience it is worth. A stunning item will not harm victims at all, so it starts the list at a flat 250 xp for a stun pistol, twice that for a stun rifle (500 xp). Weapons which do elemental damage are worth 200 xp per die of damage they cause. Thus, a sonic pistol which causes 3d6 damage per shot is worth 600 xp.

The rifle versions of powered missile weapons are different than the rifle versions of ballistic weapons, for their dam-

ages will increase, as well as their ranges. For powered missile rifles, the DM needs to calculate base xp value (such as 800 xp for a sonic rifle) by damage, then double this value (because the weapon is a rifle version of a pistol). Thus, the sonic rifle is worth 1600 xp. This makes rifles worth much more experience than pistols and should force the DM to make powered rifles more rare than any other sort of technological weapon, which is as it should be.

Powered missile weapons that can kill or disintegrate their targets with one shot are worth a flat 3000 xp in pistol form, 10,000 xp as a rifle. Needless to say, these items should be virtually nonexistent and should use many charges per shot (half of a power cell, for instance).

Ammunition is also awarded an experience point value. Bullets are worth 25 xp per die of damage they cause. This means that a bullet causing 1d6 damage is worth just as much experience as a bullet doing 1d10 damage, just as a magical crossbow *bolt + 1* is worth the same experience as a magical *arrow + 1*. Power cells are worth 20 xp per charge, so a fully charged power cell with twenty charges is worth 400 xp. Such low values for experience enable the DM to keep the party well supplied with such items.

Miscellaneous technological items are the most difficult to classify, due to the vast variety of such items which can occur. These items can be divided into three groups: miscellaneous technological devices that resemble magical items, those that resemble spell effects, and the devices that are so unusual that they are like no sort of magic and must stand alone. The methods for awarding experience for these, different sorts of items are described in detail below.

Many miscellaneous technological devices will resemble some sort of already-existing magical item. If this is the case, the technological item can be awarded experience points as if it were the magical item, and the situation is easily resolved. Using this method, a pair of powerful binoculars is worth the same experience value as *eyes of the eagle*, or 3500 xp. A dose of medicine which cures 2d6 damage is like a *potion of healing* (200 xp), and so forth.

In many cases, however, the two items will be alike but will not have the same duration. In this case, the technological item in question must suffer a reduction in, or be granted more experience value. For a technological item which is permanent and which emulates a magical item of temporary nature, the technological item's awarded xp are double those of the magical item in question. When the technological item is temporary but the magic item to which it is compared is permanent, the technological item is worth only one-quarter of the xp value of the magic item.

For example, take the first case. Compare a technological facemask which al-

lows one to breathe water, much as a *water breathing* potion. The mask will last forever (so long as it has power, anyway), but the potion only lasts a few hours. The potion is worth 400 xp, so the mask is worth 800 xp. In the second case, a *necklace of adaptation* is compared to a disposable mask that filters out one dose of poisonous gas. The necklace is worth 1000 xp and is a permanent item. Since the mask will only work once, it is worth only one quarter as much experience as the *necklace*, or 250 xp. This system will probably take care of most miscellaneous technological devices.

The DM should always try to use the above method of awarding experience. It keeps new items compared to existing items and provides the simplest, most direct experience point conversions. Sometimes, however, this method may not work. There may be times when the technological item resembles a spell effect more closely than a magic item. These items are awarded experience by the level of the spell they emulate.

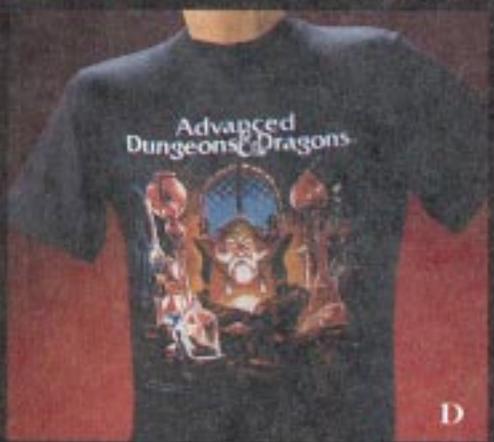
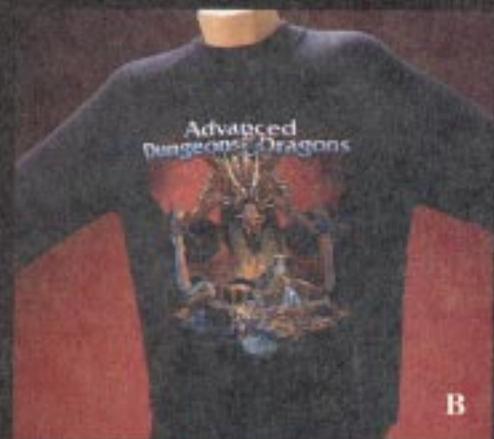
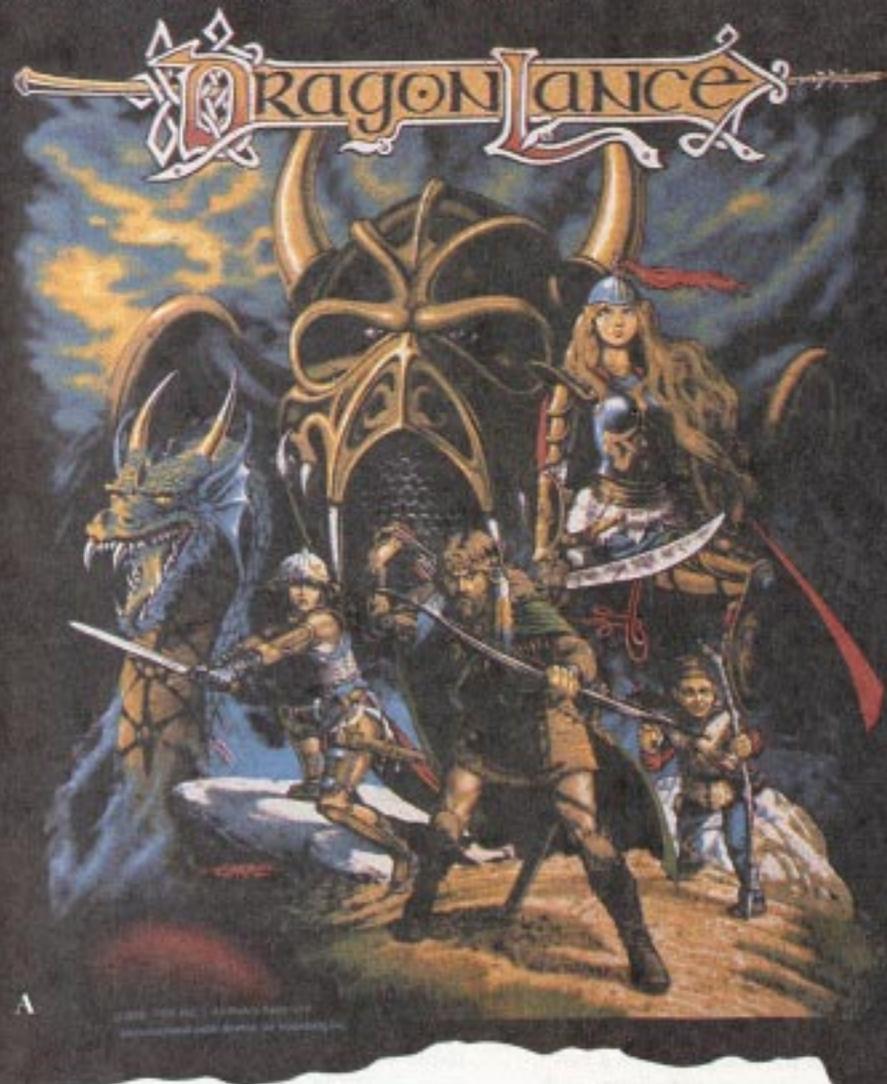
An item which resembles a spell is worth 150 xp per level of the spell it resembles. This makes a technological drug which allows its user to run for many hours without tiring worth 150 xp, for it duplicates the effects of the 1st-level magic-user spell *run*. Items that resemble multiple spell effects are worth the experience points of the highest spell level emulated and half that of each of the other spell effects.

For example, a technological item that allows weather control might also allow the user to create lightning (as a call *lightning* spell), *gusts of wind*, *precipitation*, *cloudbursts*, and *zephyrs*. The base experience for the machine is 900 xp, for the 6th-level magic-user spell *control weather* is the highest level spell that the machine emulates. The other spell effects are worth a total of 900 additional experience points (three 3rd-level spells, a 2nd-level spell, and a 1st-level spell equal 12 spell levels, times 150 xp per spell level, divided by two because these spell effects are secondary to the primary *control weather* function), so the entire machine is worth 1800 xp. As a rule of thumb, the spell list used to determine spell level should be the magic-user list first, for this list contains most spells of general nature. From here the Dungeon Master can go to other spell lists as necessary.)

These values are modified as above for comparing permanent and temporary items. Thus, if the weather machine mentioned above was a permanent item (as it would probably be), it is worth 3600 xp. This is not much experience for such a potent item, but then it will need many power cells and possibly other expensive material components to continue operating. This method of awarding experience should take care of all save a very few of the technological items which do not fit the guidelines given above.

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The item which does not fit either of these categories will be unusual indeed. Assigning experience points for an item like this is strictly up to each DM, based upon the relative power of the item. Compare the item to magic items or spells it even remotely resembles and work from there, using the suggestions given above. The example for this section is a suit of ballistic cloth which prevents damage done by thrusting weapons. This suit is slightly akin to a *stoneskin* spell (4th-level magic-user spell) or a *periapt of wound closure*, but is not as potent as either. The spell effect would make the item worth 1200 xp (150 xp per spell level × 4th-level spell × 2 because the spell is temporary and the suit is permanent), while the magic item would make it worth 1000 xp.

One solution here could be to average these two values, to end up at 1100 xp. This value should then be halved, because the item is nowhere near as potent as either the spell or the magic item in question. The suit ends up being worth 550 xp. There are, of course, other solutions here, and it is up to each DM to find them. This process is a time-consuming bother, so it is heartily recommended that the DM not put in too many items of this sort.

Selling technological items

The selling of technological items is going to be much easier for characters "than the buying of" such, just as with magic items. The value of a technological item is dependent upon its durability. If the item is temporary, it is worth three times its experience point value in gold pieces. Items which need ammunition, power, or other assistance before they will work are worth five times their xp value in gold. Technological items of a permanent, non-assisted nature are worth as much gold as eight times their experience point value. This system will not work in every case, but it is a good general guideline to start with. It allows for the quick sale of most technological items.

Buying technological items is strictly up to the DM, if it can be done at all. Ballistic weapons which can be made by local craftsmen should sell for about 40-80 gp. This makes them expensive but not unreachable to low-level parties. As with magical items, technological items which can normally only be found should have to be traded for (using other technological items, magical items, etc.) or bought at prices which are grossly unreasonable (10-20 times their experience value in gold). Special circumstances may mitigate this. As with buying magical items, this entire process is a field where the DM is pretty much on his own. Skill at handling situations like this comes only with experience, and no further explanation can be given in this article.

Finally, it is important to remember that to buy or sell technological items, there must be a seller and a buyer handy! While some minor items could be bought or sold

in small communities, it will take the resources of a city to handle larger technological items. This allows opportunity for thieves to steal the item, and may lead to a lot of excitement. Technological items are just like magical items in the respect that experience gained is for keeping *or* selling the item — never both!

The case for technology

This article has so far discussed only modern or futuristic weaponry. No mention has been made of weapons such as the blunderbuss or the musket, nor will this article go on to discuss such. There are two reasons for this. DRAGON Magazine has already published several excellent articles on more primitive (or early, if preferred): technological weaponry. The best examples of these are "Firearms" by Ed Greenwood (issue #60) and "A Second Volley," by the same author, in issue #70. These articles deal very completely with the beginning of ballistic weaponry, so no repeat performance is necessary.

Also, it is this author's opinion that such weaponry does not belong in the AD&D game. Once a world is given the secret of, gunpowder, it can be argued that technology will follow the course it did on Earth. [See, however, "All about Krynn's gnomes," in issue #103. — Editor] From crude ballistics such as are noted above, the human race has developed a plethora of powerful ballistic (and nuclear) weapons. Allowing early ballistics in a campaign world makes way for advancement down the chronological road, Technological weapons in an AD&D campaign world should therefore be constructed so that the inhabitants of that world cannot reproduce their vital components.

While the smiths of an AD&D world would probably be able to reproduce a modern ballistic weapon (if in slightly poorer quality), the ammunition would be another matter. However, given time and the aid of a magic-user friend, a clever alchemist could probably solve that problem also. Here, then, is the weak link. The problem is not the weapon (even a machine gun is nothing except a fancy club, without its bullets) but the ammunition. In its modern-day form, ammunition is derived from natural ingredients which are easily reproducible in a well-stocked alchemist's laboratory.

The solution here is to upgrade the vital component, the ammunition, to such a point that it cannot be reproduced in a medieval society. For the modern-type bullet, this could be accomplished by replacing the cartridge with a wad of plastic explosives. These explosives are shaped like a brass cartridge and are entirely consumed in the firing of the bullet. This leaves no residue for a busy-body alchemist to study, and the explosives are so advanced that an alchemist could not even break them down to study, much less reproduce them. In powered weaponry, power cells are the ammuni-

tion. They are nonreproducible in any medieval society and must be found. The average power cell should be about the size of a watch battery and should contain about twenty charges. Any less than this, and the fighter will be changing cells too often! The problem is solved by leaping from swords and crossbows, straight into high technology.

This same principle applies to other technological weapons in the campaign. Grenades are converted to plastic explosives, and plastic explosive bullets replace all traditional bullets. The chain of events which could have led to a low-technology civilization into an advanced one is now broken. Characters still have the new weapons and the DM does not have to worry about characters reproducing ammunition. The characters still have to depend upon the DM for resupply, so control stays with the DM.

Advanced weaponry is even easier to control. Such devices would have thousands of parts, nearly all beyond the archaic craftsman's ability to reproduce. They would be made of high-tech materials and could not operate if parts were replaced with baser substances. These devices also take power cells — more nonreproducible items. They remain, to the characters, a form of alien magic which must be supplied by the DM.

Miscellaneous technological items are handled in the exact same way. If the DM wants to give away a coffee grinder, he needs to make it fully automatic, with forcefields to crush the contents. The average miscellaneous technological item should be beyond all comprehension in its workings, so long as it is usable by those who find it. Using advanced technological devices is just one more way for the DM to "stay on top of things" and stave off trouble before it begins.

Magitek

Undoubtedly, many DMs are already thinking about combining magical and technological items to create "magitek" items. Unless the DM has much experience, this is not recommended. Upon this author's world of Crysoberyl such experiments were tried, and nearly all of the resultant items were simply too powerful. Technological items, as outlined above and in the referenced articles, are potent enough to stand on their own. The addition of magical abilities to already-potent technological items generally creates an item which upsets the balance of the game.

For more experienced DMs, there is one small sort of magical-technological blending which could be allowed. Magic-users of high enough level to *enchant an item* (12th level and over) could create bullets or recharge (but not create) power cells. For bullets, this calls for the wizard to have dummy bullets made of fine materials, worth a minimum of 100 gp per bullet. He then uses the *enchant an item* spell. If

the spell takes effect, the wizard finishes the process with a *magic missile* spell. One bullet per level of the caster may be thus enchanted, with one *enchant an item* spell. If the initial saving throw for the bullets fails, the entire lot is ruined, and the magic-user must start over with a new batch of bullets.

For power cells, the wizard again uses the *enchant an item* spell. If this takes effect, the process is finished with a *shocking grasp* spell, one such spell per power cell recharged. The wizard may recharge up to two charges per level of experience he has, i.e., a 15th-level magic-user may recharge up to thirty charges. The number of power cells recharged does not matter, so long as the total number of charges restored to all involved power cells is no greater than two per level of the spell caster. Material components for this spell cost 100 gp per charge restored.

No other use of "magitek" items should ever be allowed. Powered devices which need no power cells would certainly be handy, but they defeat the purpose of technology in the AD&D game as a secondary diversion. If the DM wants technological items to replace magical items in his world, he is playing the wrong game; try the GAMMA WORLD or TRAVELLER games! The items created by the magic-user in the above examples have no "to hit" bonuses or damage bonuses. They merely allow the continued use of technological items which have otherwise run out of ammunition. They are a minor compromise between two opposite forces in the AD&D universe, and should be all the "magitek" a DM needs.

Hints for game balance

When all is said and done, everything which has been suggested in this article is only a set of guidelines. By using such guidelines, the DM can avoid many of the mistakes and pitfalls that this author met when adding technology to his own game world. In this final section are three rules to further aid the DM. They deal with areas which have been studiously avoided thus far, so that their import could be noted by their position at the end of this article. These problems areas are automatic weapons (machine guns), the use of bombs and other devastating weapons, and magic versus technology.

1. *Control automatic weapons.* Technological weapons, whether ballistic or powered, are quite powerful. When the DM decides to add automatic weapons, things can get out of hand in a hurry. Characters can begin to hoard bullets and power cells for that "burst of glory" that will wipe out a DM's best creations and ruin an entire adventure. The best way to avoid this problem is not to allow any automatic weapons at all. If, however, a DM desires to add such devices, here is all the help this author can offer.

Generally speaking, automatic powered

weapons are impractical. Charge usage will run the weapon out of ammo before it can be used to create much more than one quick spray, and such use would probably slag the weapon's circuitry. The individual DM may add such an item perhaps once or twice, for special missions or such, but continued use of automatic powered weapons is strongly discouraged.

Automatic ballistic weapons are much easier to handle. If the ammunition is kept to small caliber (such as 5 mm), the bullets can be given poor armor penetration bonuses. In addition, automatic fire affects a 90-degree arc in front of the firer and is nonselective; like an area-effect spell, friend or foe alike may be hit. Since the weapon's user cannot really control each bullet's flight, "to hit" rolls for all bullets are at -2 on this roll. Automatic weapons fire no more than 20 bullets at a burst (that is, per melee round) and should have 10%-40% misses before "to hit" rolls even begin (bullets are removed from play, unless the firer shot into a crowd). Once a character uses a magazine or two of hard-won ammunition with penalties like these, automatic weapons use should be drastically cut down. Such weapons can never be produced by the inhabitants of a medieval society and must always be found.

Ammunition must be found specifically for these weapons. Again, automatic weapons are not recommended except for special missions in which large numbers of weak creatures would be met. Ammunition for the weapon would be next to impossible to get after such a mission.

2. *No bombs.* Grenades should be all of the heavy artillery a party needs, as far as technological area-affect weapons go. If fragmentation grenades doing 2d6 damage do not seem potent enough to a DM, he can always add his own grenades which do more damage. Maximum damage for a grenade should be 5d6, maximum area of

effect a 20-foot radius. This is the equivalent of a 5th-level magic-user using a *fireball* spell. This rule also encompasses such devices as artillery, which are also not needed. Weapons on this scale promote too much power-playing and make such activities as sieges and the like too easy. For special scenarios, the DM may have characters activate a bomb which blows up an entire keep or some such, but devices on this scale should never be owned by player characters.

3. *Magic always wins.* The AD&D game world is a magical one, and in such a world that power should be ultimate. When like amounts of magic and technology clash on equal terms, the magic will always win. Period. This keeps the game focus where it should be and delegates technology to the secondary status it should have in the game.

Last words

Using technology in an AD&D game can give it energy and kindle new excitement, but the DM must be sure that he is in command of this new element at all times. With few established rules to follow, the DM experimenting with technology has to know what he wants the technology to accomplish, how powerful it is in relation to the magic of his world, and what can be done with it. In this article, the DM has been given some suggestions and references to help him find other helpful articles, but this alone is not enough. He must now sit down and work out his own technological system. Extensive playtesting with NPCs will show the DM the strengths and weaknesses of various strategies, so that the technology introduced will strengthen, not damage, his campaign. With the above guidelines in mind, the DM now has a whole new path to explore on his way to forging a campaign which will last a lifetime. 

The real thing

(From page 3)

don't, and that's okay, too — but I want people to like me or hate me based on the REAL ME, not some con artist.

Why did this person write and tell me he'd done this? I suspect he enjoyed crowing about the trick he'd pulled off. He even asked if he could get a job with TSR, Inc., and he enclosed his address and phone number but not his real name. He was quite pleased and amused by the whole affair.

Sad to say, I was not amused, and neither was our legal department, which is eyeing this case with some interest. I spent a lot of time on the phone, calling people that the impostor mentioned in his letter, clearing up all the problems that the impostor generated.

I also found that this sort of impersonation is not uncommon. Sandy Peterson,

who designed the CALL OF CTHULHU® game, once discovered that a woman had signed autographs in a nearby bookstore, claiming to be "the" Sandy Peterson. "The" Sandy Peterson is a guy, but the lady apparently didn't let *that* stop her.

Life is complicated enough without having someone run around making it even more complicated for you. On the other hand, if you feel that impersonating people is a harmless pastime, I would be more than pleased to have you write to me and send me your name, address, phone number, and your VISA, MasterCard, and American Express numbers (remember to include expiration dates). I'd like to go to a convention in your honor sometime.



CONVENTION CALENDAR

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

Hosted by the Conflict Simulation Association, this convention will be staged at the Coffman Union, Minneapolis Campus, at the University of Minnesota in Minneapolis. Admission fees are \$5 until Sept. 30, and \$7.50 at the door. For details, contact: Conflict Simulation Association, U-Con 4, University of Minnesota, 235 Coffman Union, 300 Washington Ave., Minneapolis MN 55455.

NIANTICON, Oct. 11-12

This gaming convention will be held at the Howard Johnson's in Niantic, Conn. Role-playing games, boardgames, and miniatures games will be featured, and dealers' displays will be available. Registration fees are \$3 a day and \$5 for the weekend, if paid before Oct. 7; \$4 a day and \$7 for the weekend at the door. For more details, send a SASE to: NIANTICON, c/o Robbins, 20 Red Oak Rd., Groton CT 06340.

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.

FALL CON 3, Oct. 25

This one-day convention will take place at the Athenia Room in the Greencroft Center, 500 S. Main St., in Elkhart, Ind. Featured events include an RPGA™ tournament, a WWI naval miniatures battle (1:2400 scale), a Civil War naval miniatures battle (1:2400 or 1:1200 scale), and much more. Registration is \$5, and is payable at the door. For more information, send a SASE to: Brigade Gaming Group, P.O. Box 252, Elkhart IN 46515, or call (219) 294-7019.

OCTOBER FANTASY II, Oct. 25-26

This second annual gaming event will take place at the downtown Ramada Inn in Milwaukee, Wis. Featured tournaments will be a three-round RPGA™ AD&D® tourney, a two-round AD&D masters' tourney, a two-round CHILL™ tourney, and many other events. Guests of honor include Frank Mentzer and Penny Petticord. Friday evening will feature the second annual Halloween party, complete with a raw liver toss. Pre-registration is \$8 for the convention, \$8 per couple for the party, and \$10 each at the door. For more information on the convention or on judging, send a SASE to: Keith Polster, 1812 Morgan Drive, Apt. #6, West Bend WI 53095, or call (414) 338-8498.

NECRONOMICON '86, Oct. 31-Nov. 2

Sponsored by the Stonehill Science Fiction Association, this convention will feature Piers Anthony and Frederik Pohl as guests of honor. Events will include a fan cabaret, a costume contest, a vampire pageant, and an art show. Preregistration is \$10 until Oct. 1. For more information, write to: Stonehill S.F. Association, P.O. Box 2076, Riverview FL 33569, or call J. David Bennett at (813)973-0038.

DRAGONCON III, Nov. 1-2

This convention will be held at the Quality Inn in Orlando, Fla. Prizes will be awarded to tournament winners in AD&D®, Traveller®, Starfleet Battles, Killer, Civilization, Diplomacy®, and Risk® compe-

titions. Films, open gaming, a dealers' room, and a costume contest will also be available. Registration is \$12. For more details, call: (305) 352-6778.

SCI-CON 8, Nov. 7-9

This science fiction convention will be held at the Sheraton Beach Inn in Virginia Beach, Va. Guests will include C.J. Cherryh, Mike Kaluta, Marty Gear, Allen Wold, Kelly and Polly Freas, Colleen Doran, Curt Harpold, and Kay Reynolds. Sponsored events will include panels, movies, videos, open gaming, an art show, a costume contest, and much more. The cost of a membership is \$18. Dealers' tables are \$50 (including one membership). For further information; contact: SCI-CON 8, P.O. Box 9434, Hampton VA 23670.

NEW ENGLAND REGION CONVENTION, Nov. 8-9

This gaming convention, which is sponsored by the Newburyport Wargamers Association, will be held at the D.A.V. hall on Route 1 in Newburyport, Mass. Events, which include historical miniatures, fantasy role-playing, and other games, will be sponsored from 8 a.m. to 1 a.m. on Saturday, and from 9 a.m. to 5 p.m. on Sunday. For membership information and further details, contact: Newburyport Wargamers Association, Public Relations Office, 88 Purchase St., Newburyport MA 01950.

TRICON, Nov. 8-9

This comics/gaming convention will be held at the Dunfey Hotel in San Mateo, Calif. Guests include Howard Chaykin and Paul Gulacey. Featured activities will include role-playing games, wargames, and boardgames; contests and a dealers' room will also be offered. Pre-registration is \$12, and \$2 for each tournament. For more details, contact: Tricon, 1311 El Camino Real, #196, Millbrae CA 94030.

CONQUEST V, Nov. 15-16

This gaming convention will be held at Michigan State University at the MSU Student Union, in East Lansing, Mich. Events will include role-playing games, miniatures events, a miniatures painting contest, an auction, a dealers' room, and more. For more information, write to: ConQuest V, 2300 N. Grand River Ave., Lansing MI 48906.

CAROLINA MODEL AND HOBBY EXPO, Nov. 29-30

The Expo will be staged at The Merchandise Mart in Charlotte, N.C. Special guests will include Tom DeSalco and Ron Frenz. Gaming tables are available for open gaming; gamers are invited to bring along their favorite games and meet a few opponents. Events will include demonstrations of historical miniatures wargaming, a comics collectors' show, model plane, ship, car, and train displays, and numerous wargames. Daily admission for this convention is \$2.50 for adults, and \$1 for children age

6 through 12. For more details, write to: Carolina Hobby Expo, 3452 Odell School Road, Concord NC 28025.

MANATEE FANTASY FAIR '86, Nov. 29-30

This comic book, fantasy, and science fiction convention will be held at the Manatee Civic Center, which is located at the intersection of U.S. Hwy. 41 and the Manatee River in Bradenton, Fla. Doors open to the public at 10 a.m. each day. Admission to this event is \$3 a day, or \$5 for both days. Dealers can rent display tables for the weekend for \$40 for the first table, and \$35 for each table thereafter. For further information, contact: The Time Machine, 3320 Manatee Avenue, W., Bradenton FL 33505, or call Henry Raines at (813) 748-4879.

TROPICON V, Dec. 5-7

The South Florida Science Fiction Society will host this weekend event at the Howard Johnson's Ocean Resort in Deerfield Beach, Fla. Gardner Dozois will be the guest of honor. Events will include panels, movies, a costume contest, a banquet, an art show, trivia, and gaming. Registration is \$10 until Oct. 31, and \$15 thereafter. For further details, contact: SFSFS Secretary, P.O. Box 70143, Ft. Lauderdale FL 33307.

EVECON 4, Jan. 2-4

This fourth annual national convention, which is sponsored by FanTek, will be held at the Stouffers Concourse Hotel in Crystal City, Va. Featured events will include all types of games, Cinemascope movies, music, an art show and sale, a Merchants' Bazaar, and a host of other activities. Pre-registration is \$15 until Dec. 10, and \$20 the day of the event. For further information, send a SASE to: EveCon 4, c/o Bruce Evry, Box 128, Aberdeen MD 21001, or call (301) 422-1235.

UNIVERSE 87, Jan. 2-4

This convention will be held at the Airport Hilton Hotel in Los Angeles, Calif. Over 180 game tournaments will be featured in a variety of role-playing games, wargames, and family games. Other activities will include a full program of science fiction and fantasy events, plus exhibitions, seminars, and movies. Admission is \$16.50 until Dec. 13, and \$20 thereafter. For more details, contact: UNIVERSE 87, Dept. D, P.O. Box 2577, Anaheim CA 92804.

HAVOC III, Jan. 17-18

Battlegroup Boston will sponsor this third annual convention, which is being held at the Central Middle School, 55 School St., in Waltham, Mass. Planned events include SFB, Space Marines, Modern Micro Armor, WWI Naval, British Colonial, and a variety of other simulations. To receive information, send name and address to: HAVOC III, P.O. Box 70,

Alston MA 02134, or call (617) 354-6229 (days) or (617) 893-3677.

WARCON 87, Feb. 6-8

WARCON 87 will be held at the Texas A&M University. Events will include role-playing camps, boardgames, a miniatures contest, guest speakers, and a schedule of movies. Interested persons are invited to contact: WARCON 87, c/o MSC NOVA, Texas A&M University, College Station TX 77841, or call (409) 845-1515.

SIMCON IX, March 20-22

This convention will once again be held at the University of Rochester's River Campus. Events will include role-playing tournaments, Star Fleet Battles, miniatures events, demonstrations, movies, and a dealers' room. There will also be a costume party. Registration fees are \$7 before March 5, 1987, and \$10 at the door. For more information, write to: SimCon IX, P.O. Box 29142, River Station, Rochester NY 14627.

MAGNUM OPUS CON 2, March 27-29

This fantasy and science fiction convention, which is sponsored by the Middle Georgia Society for Fantasy and Science Fiction, will be held at the Columbus Iron Works and Convention Center in Columbus, Ga. Events will include a gaming tournament, a miniatures painting workshop and contest, movies, masquerades, open gaming, an art show and auction, and a variety of other activities. For more information, contact: MGC(SF)², 4315 Pio Nono Ave., Macon GA 31206.

COASTCON X, March 28-30

This science fiction and gaming convention will take place at the Gulf Coast Convention Center in Biloxi, Miss. Events will include movies, gaming, tournaments, an art show and art auction, a costume party, and a scavenger hunt. Registration is \$10 until Aug. 30, \$12.50 until Nov. 30, \$15 until Jan. 1, 1987, and \$20 at the door. For more details, write Coastcon, Box 1423, Biloxi MS 39533,

AGGIECON 18, April 2-5

This science fiction and fantasy convention will be held in the Memorial Student Center at Texas A&M University. Ben Bova will be the Guest of Honor. Events will include gaming, panels, readings, movies, dances, an art show and auction, a dealers' room, a masquerade, and much more. Full convention rates are \$10 through Mar. 1, and \$13 thereafter. For more information, write: Aggiecon 18, Box J-1, Memorial Student Center, College Station TX 77844, or call (409) 845-1515.

KEYCON '87, May 15-17

This science fiction and fantasy convention will be held at the Delta Winnipeg at 288 Portage Avenue in Winnipeg, Manitoba, Canada. Guests of honor will be Keith Laumer, Ken Macklin, and Mike

Glicksohn. Events will include filk-singing, videos, and ice cream social, an art show, an auction, a dealers' room, gaming, parties, and much more. Membership rates are \$16 until Oct. 31; \$18 until April 26, 1987; and \$24 at the door. For more information, write to: Keycon '87, P.O. Box 3178, Winnipeg, Manitoba, Canada, R3C 4E6.

MISCON II, May 15-17

This science fiction, fantasy, gaming convention will be held at the Quality Inn in Missoula, Mont. Guests of honor will be Steve Jackson, Bob Eggleton, Mike and Beth Finkbinder, and Marion Zimmer Bradley. Events will include an RPGA™ Network tournament, other role-playing games and board games, videos, a masquerade, a dance, an art show, panels, and a writers' workshop. Registration is \$12 until December 31; \$15 until April 15, 1987; and \$18 thereafter. For further details, contact: Miscon II, c/o WMSFC, P.O. Box 9363, Missoula MT 59807.

NEO-VENTION VI, June 5-7

This gaming convention will be held at the Student Union of Kent State University in Kent, Ohio. Sponsored events will include RPGA™ events, miniatures displays and gaming, an art show, and numerous other attractions. For more information, send a SASE to: NEO-GS, P.O. Box 412, Cuyahoga Falls OH 44222-0412.

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FORUM

(From page 6)

On page 31, Mr. Mohan wrote of recapturing the flavor and outlook that the magazine had three or four years ago. I can't speak for the entire readership, but the articles I enjoy are the ones that give me knowledge or ideas that I can incorporate into my campaign.

On thing I forgot to mention before: the gray paper would be put to better use by using for only the science fiction and superhero articles, making them more easily identifiable.

Mark Nemeth
Ridgecrest, Calif.

I've been an avid AD&D player for a little over three years now, and a fan of DRAGON for about two. I am also a member of the Society for Creative Anachronism (SCA), which gives me the proper perspective for AD&D. Over the past three years, I have never had a reason for disputing Mr. Gygax's rules and guidelines for the game, until now.

I was reading through the DMG and found the rule about attacks with two weapons. As stated on p. 70: "Characters normally using a single weapon may choose to use one in each hand. The second weapon must be either a dagger or a hand axe. The use of a second weapon causes the character to attack with his or her primary weapon at -2 and the second weapon at -4." It further states that: "The secondary weapon does not act as a shield or parrying device in any event." This is what I disagree with.

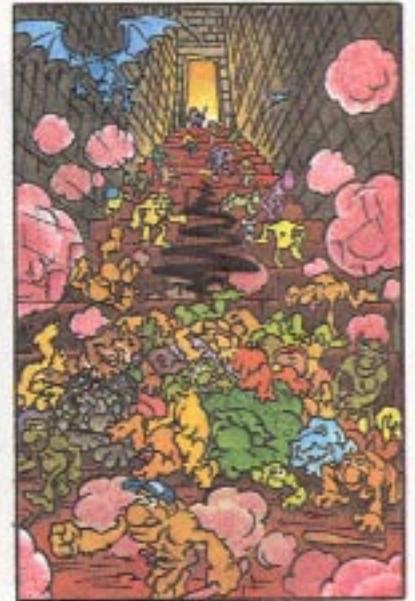
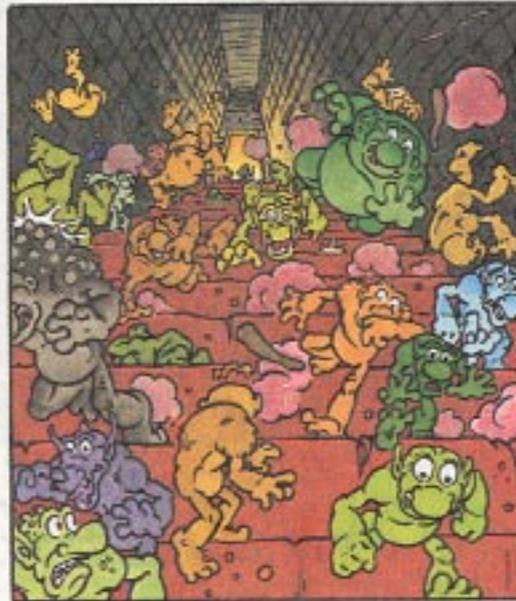
From my experiences of fighting in the SCA, I have found that a fighter using sword and shield is at a distinct disadvantage against someone with two weapons. A fighter can use two weapons without any penalty to himself, and can easily defend or parry either weapon. Many fighters in the SCA use two swords, axes, daggers, or maces in any combination. Some fighters are so good, they can attack with both weapons at the same time. Also, there are special weapons, called parrying daggers, which are used for the express purpose of parrying and tangling up the opponents weapon. I don't know where Mr. Gygax got his ideas for this rule, but, as I have found, he is very wrong.

Andy Parris
Gray, Tenn.

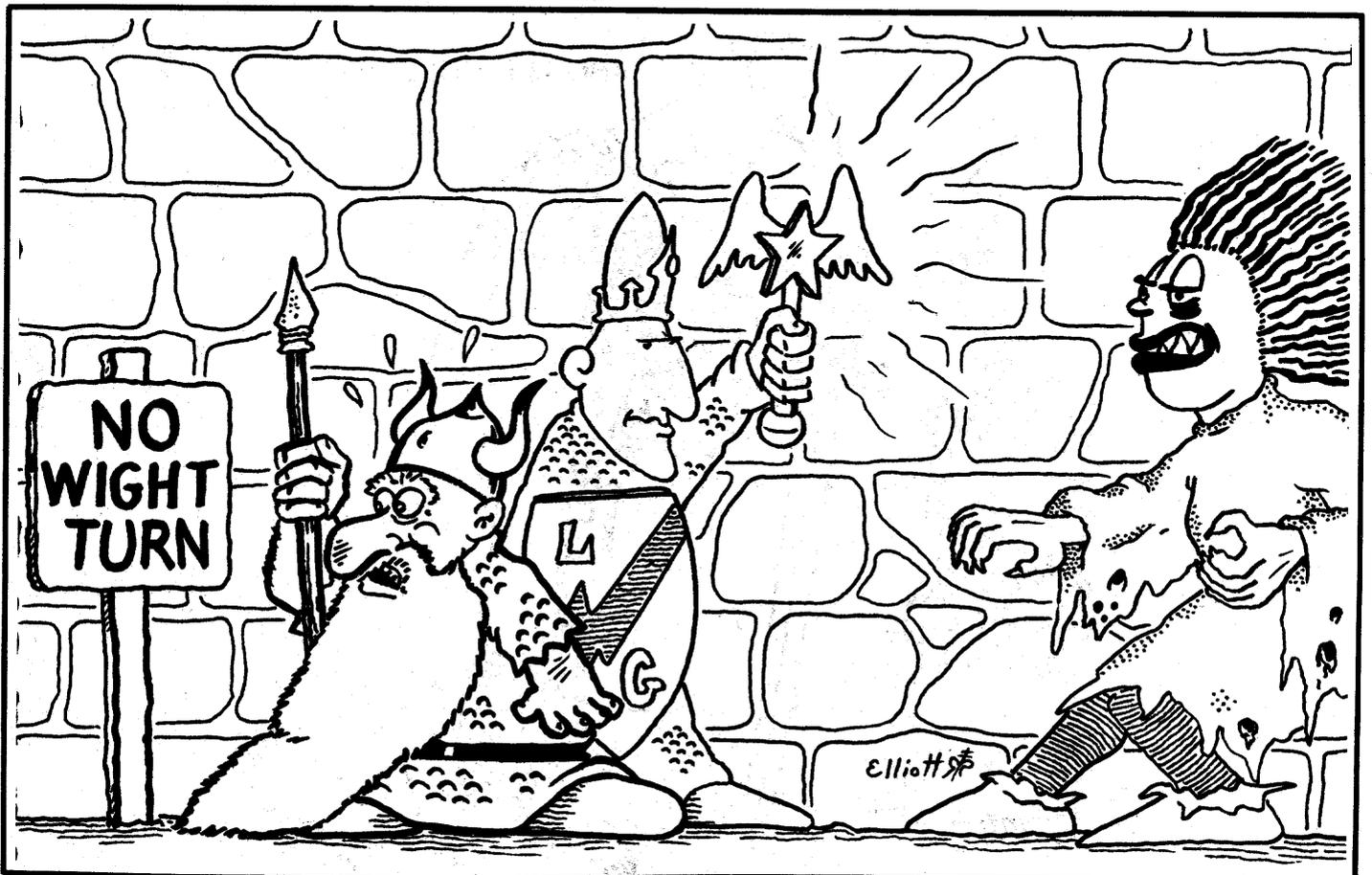
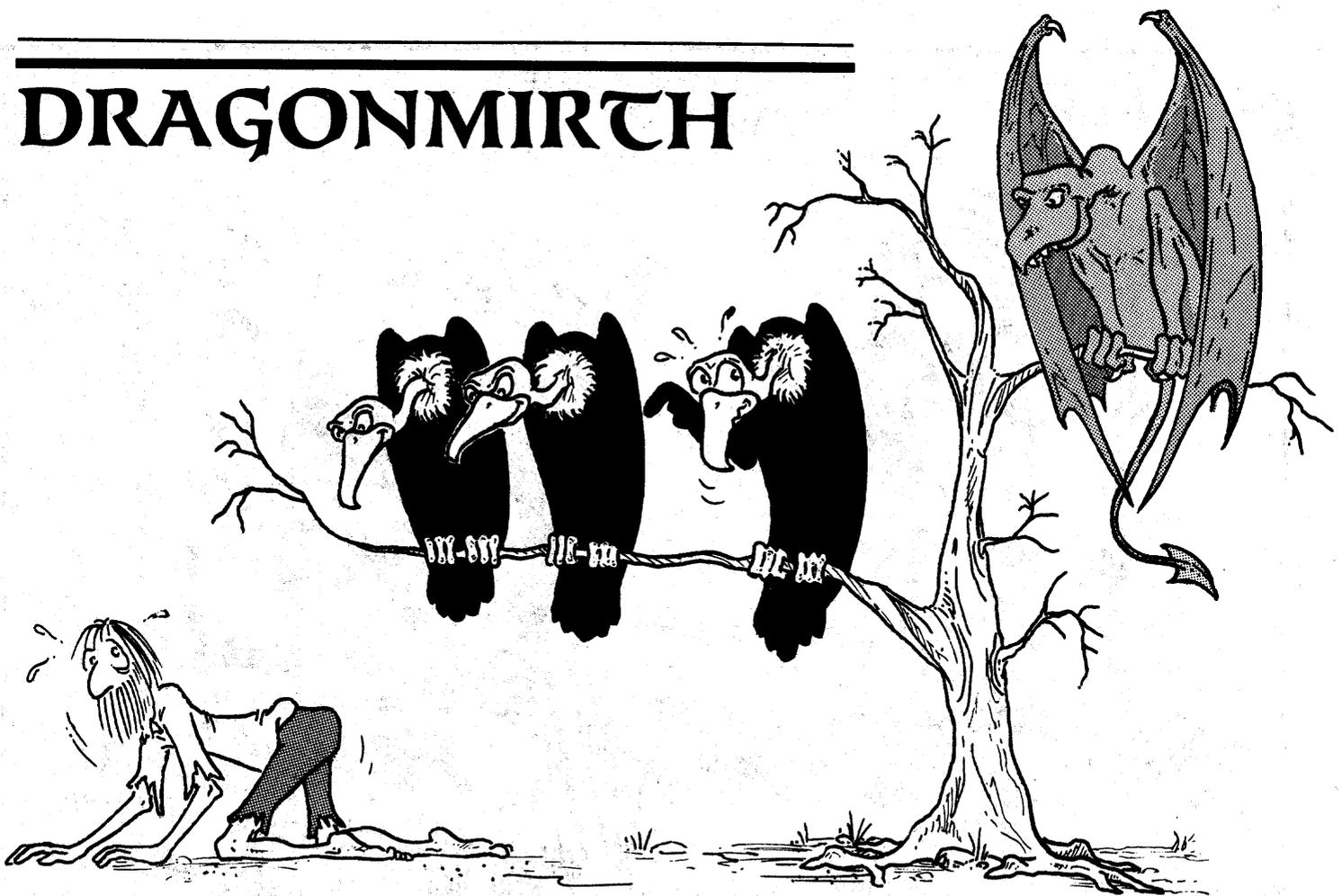
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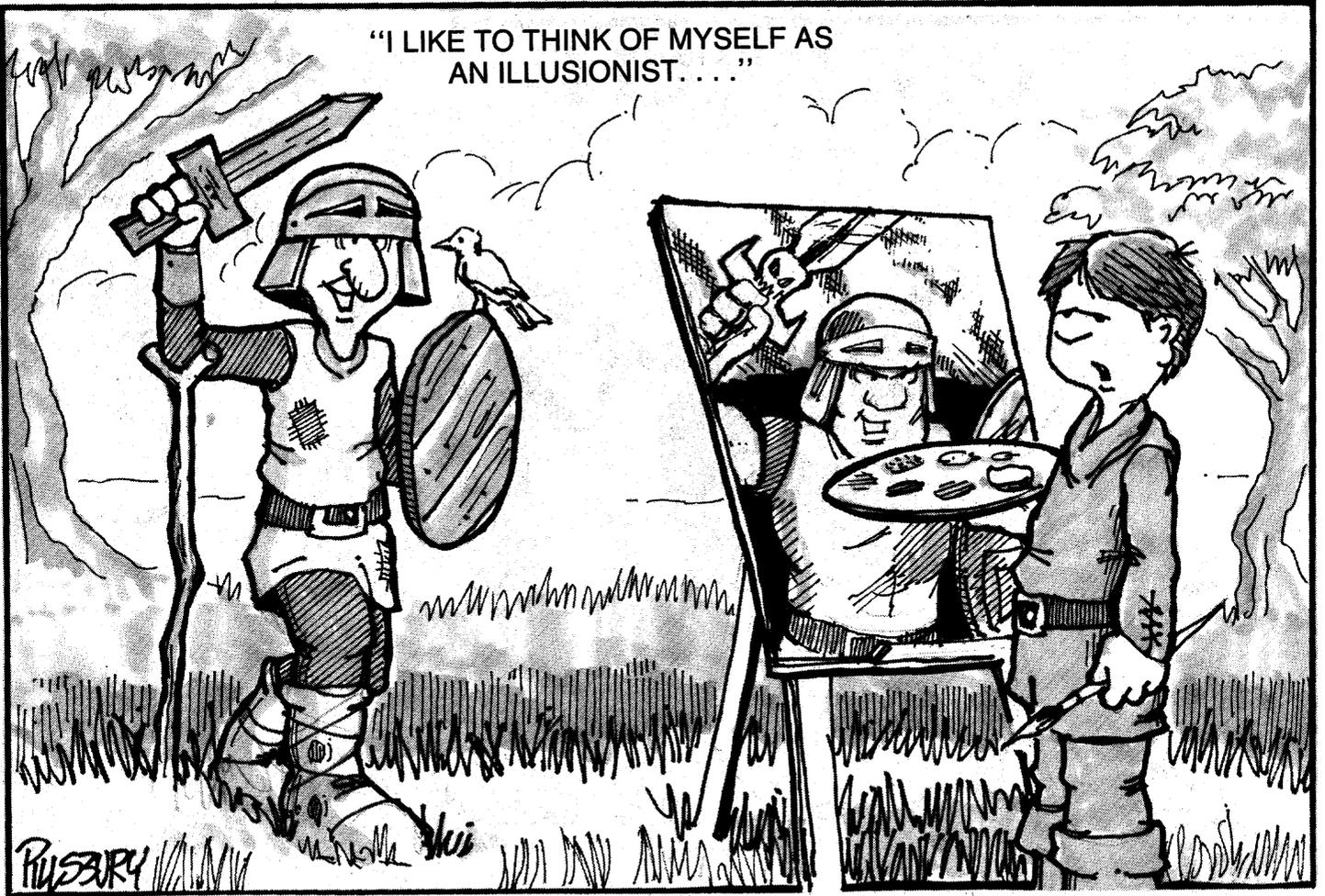




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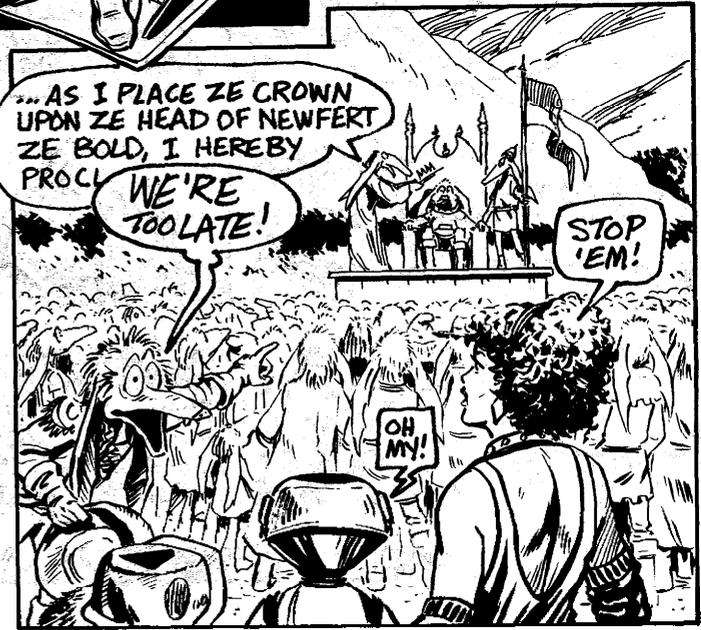
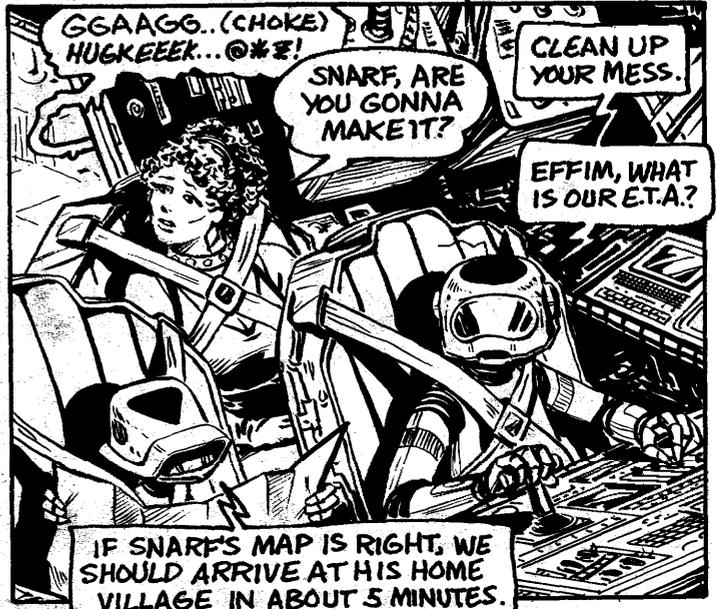


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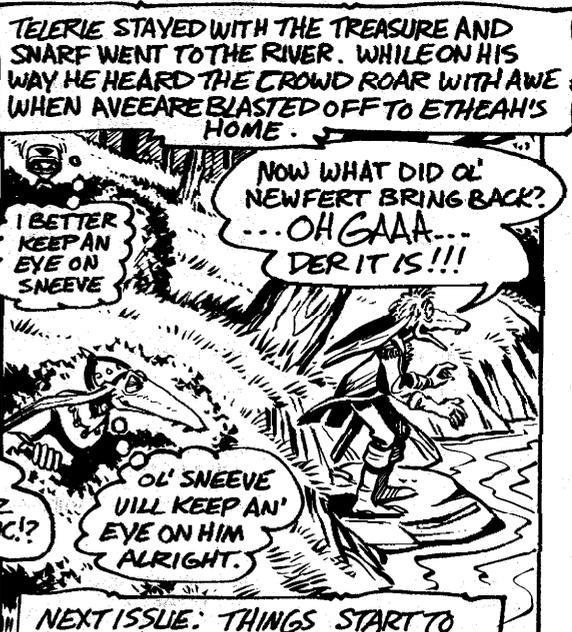
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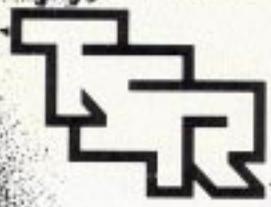
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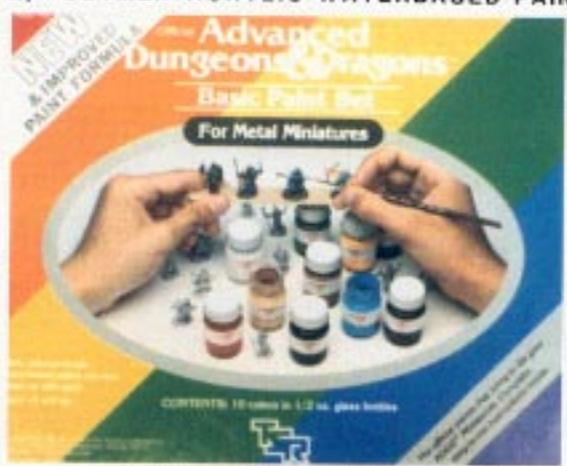
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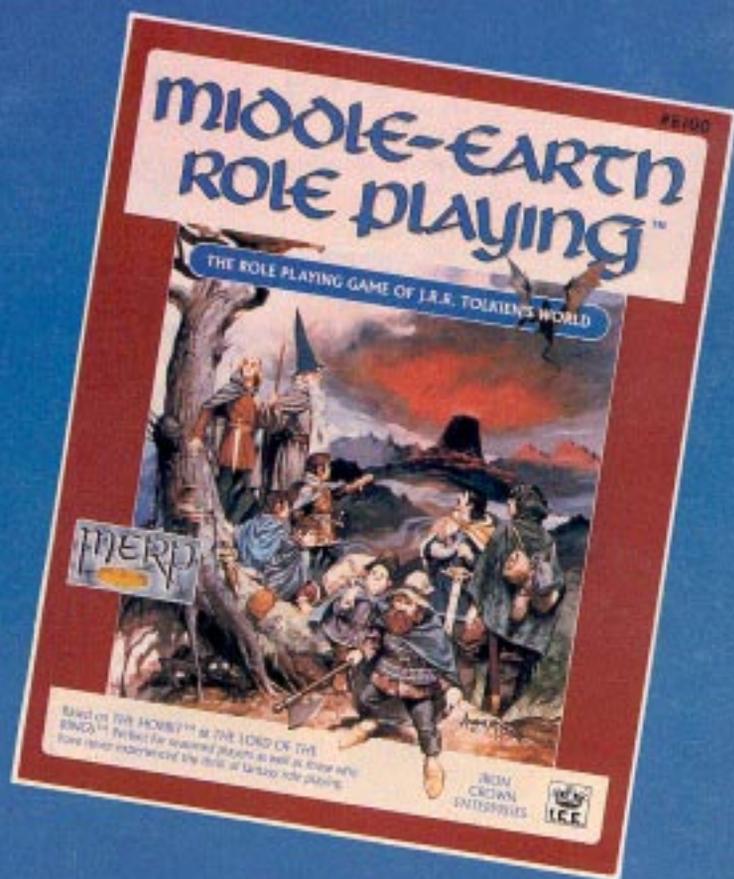
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