

OLYMPUS

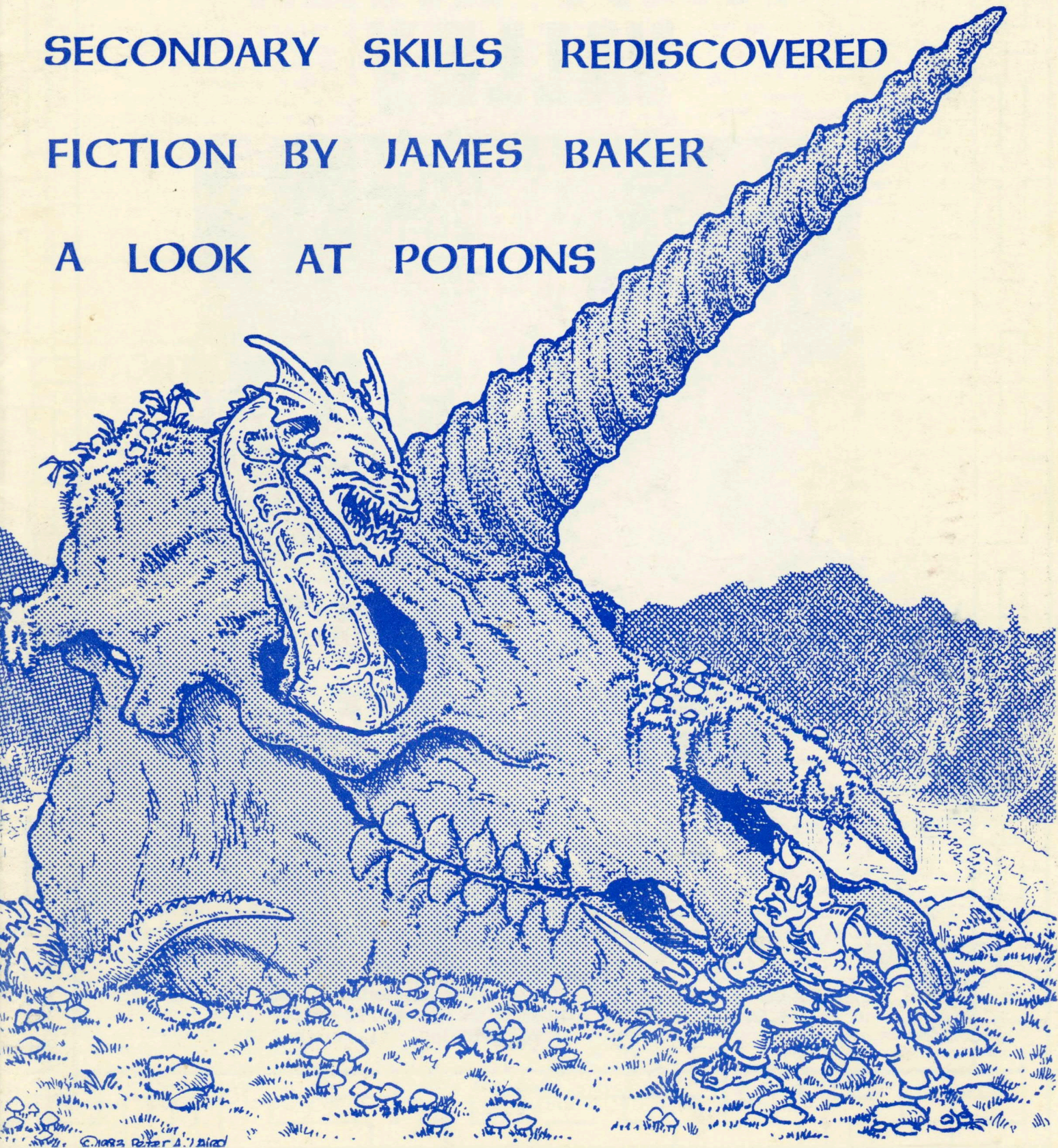
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THE NARKONEN—A NEW INSECTOID RACE

SECONDARY SKILLS REDISCOVERED

FICTION BY JAMES BAKER

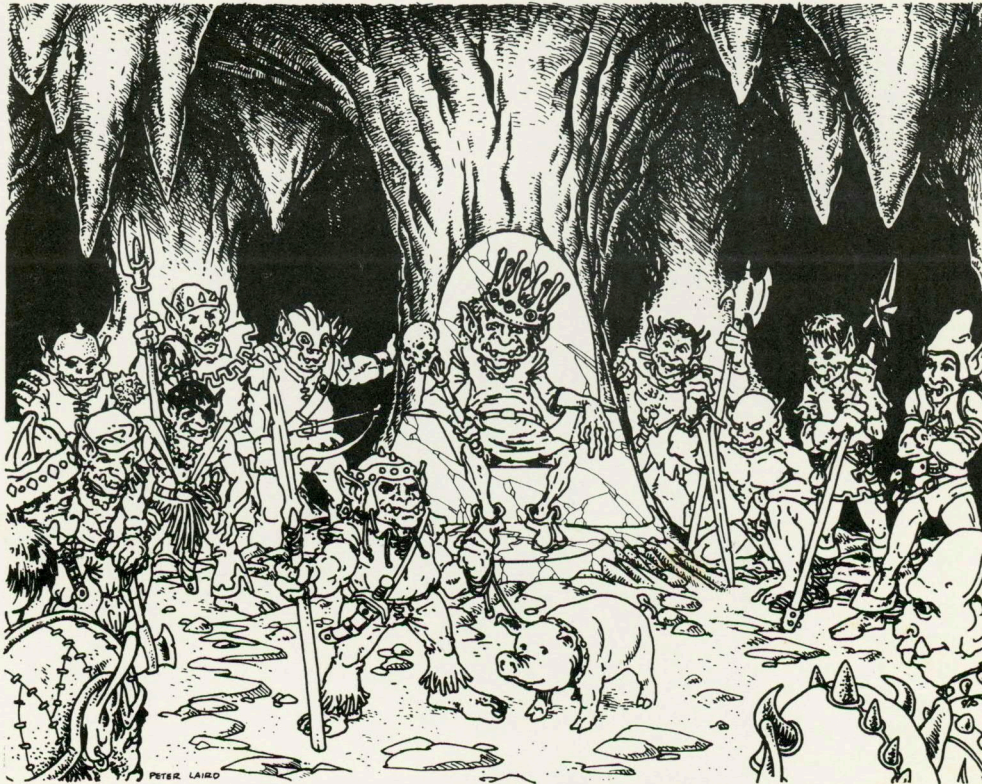
A LOOK AT POTIONS



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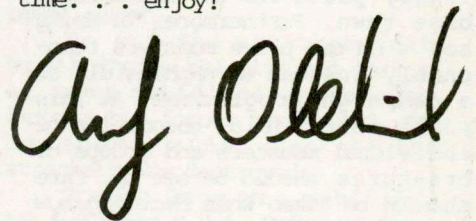
As I sit pounding the keys of our trusty computer, Scott and Royce are diligently laying out the last pages of issue five. And what an issue it is! From Peter Laird's awesome cover, to the two-page potions spread by yours truly, to a really neat article on secondary skills tucked way in the back, this issue is one of quality.

Many changes have occurred since last issue. Most obvious is the drastic drop in cover price (fifty cents) and subscription price (now seven dollars). Hopefully, these prices will remain this low. On another subject, Stephen Breeser, our red-headed executive editor, has moved to the balmy shores of the Pacific in the state of Florida. Format-wise, we have improved greatly (if you usually read magazines from the back, turn to the cover now).

This issue, we bring you the Narkonen, an in-depth, civilized insect race dreamed up by my associate, Scott Roy. Accompanying his article is a fabulous illustration by Scott Sackett--expect to see more of him in the future. For our fiction feature, we chose "Dreams Can Be Fatal"—a nice story for those of you who choose to read late at night. Due to the great response we got for Putzo the Wizard, he returns for a second installment, and in no less than half-page size. Paradox is yet another cartoon feature by Mike Ni that will make you think twice next time you answer the door. Jeff Galinkin, trusted friend and author, has done a whiz-bang job on what it really means when two spells meet (it usually means you're meat). In the artists'

department, we had to do some scrambling, but came up with some really neat illustrations. Also, Royce has some thoughts on monster population that we decided to put to press. Speaking of Royce, Mercury is back with some interesting news. Tinker, Tailor, Soldier, Smith by Robert Wallach takes a good look at secondary skills. To cap off the articles, I wrote an article on jumping, something that comes up in at least one out of every five dungeons.

OLYMPUS is moving up in the world. This is the first time we've had an over-abundance of articles. We actually had to cut some articles out! That puts us in great shape for next issue, however. If you like paladins, next issue is for you! Chivalry, paladinhood, and feudalism are all topics that will be touched upon in issue six. That ish will be on time - this is a promise. Which brings to mind another point I was going to make. I heartily apologize on behalf of the whole OLYMPUS staff for getting this issue out so late. Issue four came out in early April and was headed Jan-Feb. As of this printing, we are one issue behind, but to avoid confusion we headed this one July-Aug. Subscribers - do not worry, you will receive six issues no matter what happens. See you next ish, and in the mean time... enjoy!



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MONSTER

POPULATION:

An Important Part
of Creating Your

Campaign Milieu

By Royce Kallerud

In many campaigns, monsters, humanoids, and demi-humans are poulated with little regard to their inter-relations. They are slated to a tiny spot far off in the wilderness or they are dropped into a forest with a small group of friends to keep them company. Other monsters get to creep about a dungeon oblivious to their next door neighbors. Still more sit in the wilderness near a town or close to large and hungry predators. In most cases, such situations would create problems. Monsters would be driven off or killed, and most areas would soon become desolate.

When starting a campaign, it is necessary to first place monsters that will live in the campaign area. At first, a marks on the map will be sufficient, until it is necessary to detail an area for an adventure. By placing monsters before all else, the DM can easily determine the most likely place for the characters' base town. Furthermore, in doing so, a DM can place monsters reasonably instead of haphazardly as a campaign progresses. At this point territorial boundaries of individual monsters and groups of creatures should be set up. Care should be taken when deciding how much area a monster needs to live. A dragon will keep other predators out of a fairly large area as it eats huge amounts of meat, whereas a dryad probably will not be noticed by any other monsters near its home, a DM doesn't have to create a perfect working ecosystem, just a reasonable model.

After individual and group monsters have been placed, large tribes should be located. The DM should recall that humans are not the only creatures possessing a civilization. In cases of campaigns with demi-humans and humanoids, the problem of placing these settlements too close together



may arise. If the proud towns of Hobbiton, Dwarfville, and Orchome are placed in close proximity of each other, a volatile relationship may be created.

Of course with certain races proximity is likely, as well as convenient for play. If an area is well suited to both dwarves and gnomes, it is probable that both will be present. Trade, and

perhaps intermingling, could then be common between these races. It is up to the DM to decide which races will get along. Such relationships can create great adventures, as a party of tallfellow halflings rushes to save its elvish friends, from an orcish attack. For guidelines concerning racial preferences, the DM could consult the racial

(cont page 16)

Do I Make It?

Jumping in AD&D

by Andrew Oleksiuk

The magic-user whips out a scroll. He reads the magic words aloud. The fighter watches as the wizard soars over the abyss. Moving back a few steps, the fighter shifts the weight of his pack. He runs and leaps!

"Do I make it?" the player asks.

"Aaahhhhhh," the DM replies in a mystified tone. He quickly pages through his Dungeon Masters Guide, he panics as he discovers that a section on jumping is not to be found within. "Hmmm, I don't quite know for sure. Let me think about it!"

What the DM needs is a justifiable way of determining how far any given character can jump. There are many factors that could affect the success of such a jump. A list might include factors ranging from strength, dexterity, and weight, to movement, encumbrance, and difficulty of the jump. Whereas a system using all of these factors would be confusing, a simpler method could be devised using only two or three of the above modifiers. Due to their availability and ease of handling, the two factors of movement and dexterity will comprise the system below.

When a player attempts a jump, the exact horizontal distance he must leap should be withheld. For example, a 12' chasm should be described as "just longer than your 10' pole" or "twice the length of the mage's staff" or some such drivel.

How far the character can actually jump is determined by his movement rate. This is illustrated in the chart below:

Character's Move Rate	Length of Jump
12'/round	d8+5 feet
9'/round	d8+2 feet
6'/round	d8 feet
3'/round	d4 feet

Dexterity is incorporated into the system as follows. For every point of dexterity over fif-

teen, the character adds one foot to his jump. Furthermore, when attempting any sort of jump, the character must make a save vs. his dexterity or fall **at the end of the jump**. (A save vs. dexterity means you must roll under your score on a d20). This fall results in the character losing one tenth of his hit points (rounded up). An example of this system in use follows.

Konan the fighter is confronted by a pit filled to the brim with bubbling acid. Knowing only that it is about twice the length of his sword, Konan decides to risk it (seeing that there are four ogres hot on his trail). As he moves at 9' per round in the dungeon, Konan should roll a d8 and add two to this. He ends up with five. With a dexterity of 17, he adds another two to his total for a grand tally of seven feet. Since the pit was six feet across, the DM informs Konan that his attempt was successful. However, ironically, he rolled a 20 for his save and stumbles when he hits the other side.

These parameters should be used logically. If a character wishes to avoid a dead rat, he should not require the use of this article. Similarly, do not take this article as law to base the mechanics of your universe upon. It is merely one example of an easy way to handle a common occurrence in a campaign

DRAGON RAGE

A MINI-GAME REVIEWED

Dragon Rage is another release in a continuing line of small boardgames by Dwarfstar. It is a two-player game in which one player defends a walled city and the other player controls an invading force of various monsters that attempt to take over the city.

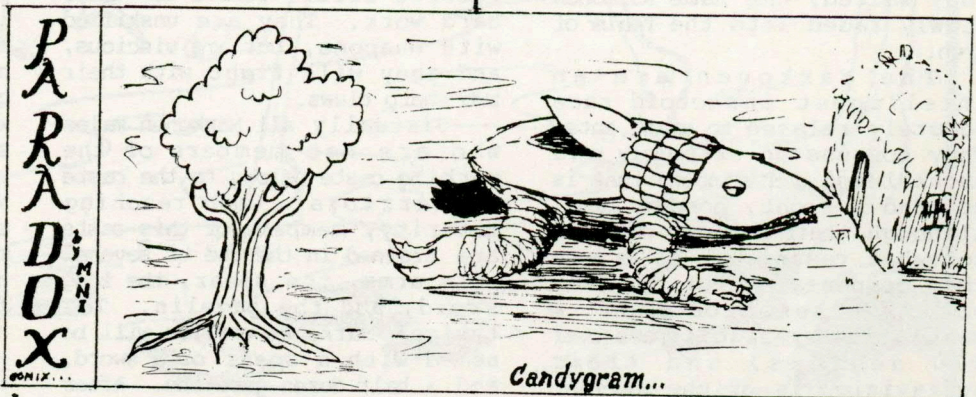
The first scenario pits two dragons against the the towns cavalry, infantry, archers, and militia, as well as a hero and a wizard. In other scenarios players choose their own forces, or use predetermined armies of creatures; the invader may also attack with sea serpents, giants, orcs, goblins, trolls, a tyrannosarus rex, wurms, young dragons, and evil heroes and wizards.

The combat system allows players to hit the dragon in various places causing a multitude of effects. Dragons have the option to walk, slither, bound or fly. The movement options become limited as hits on the wings and legs. This combat system is sufficient for the game; it is not overly complicated.

To win the attacker must break inside the city and destroy as many buildings as possible before his forces are killed. The defender wins when all the attackers are destroyed.

Dragon Rage was published by Heritage U.S.A. Unfortunately,

(cont page 16)



NARKONEN

A New Insectoid Race

By Scott Roy

Frequency : Rare
No. Appearing:
Wandering: 3-12
In Lair : Any
Armor Class : 4 plus
Move : 90'
Hit Dice : 2 and up
% In Lair : 10%
Treasure Type:
Individuals: K
In Lair : Z
Attacks :
Unarmed: 2
Armed : 1
Damage :
Unarmed: 2-8 (x2)
Armed : See Below
Special Atks : See Below
Special Defs : See Below
Magic Resist.: Standard
Intelligence : Very
Alignment : Lawful Evil
Size : Large
Psionics : None
Level/XP val : Variable

Long ago, when the world was still young, the insectoid Narkonen dwelt in the green meadows along the shores of a long forgotten sea. They dwelt in peace for many ages until the armies of a mighty king marched into their lands. In the resulting wars, the Narkonen were forced to flee from the fertile lands along the sea, until they eventually settled in a great swamp far to the the south of their former home. In the years that followed, the Narkonen remained secluded in the heart of the swamp, brooding their revenge on the race of mankind. They watched, and they waited. And as they waited, the name Narkonen slowly faded into the realm of myth. . .

The Narkonen are an intelligent insectoid race remotely related to giant ants. They possess an extremely hard exoskeleton (chitinous) that is colored a light, powdery blue. Although their sense of smell is somewhat restricted, it is more than compensated for by their superior sense of sight. A Narkonen's eyesight spans over 270 degrees, and their infravision is of the superior type (90'). Due to their exceptional vision, Narkonen are surprised only 1 in 6.

Narkonen will usually be encountered in small raiding parties. Such Narkonen will almost always be of the warrior caste (explained below). In the rare event that twelve Narkonen are encountered, the twelfth will be a member of the priest caste (also explained below). If Narkonen are encountered in their lair, there will be females equal to 20% and young equal to 30% of the total number of males encountered. Females have two hit dice each, and young have one. Neither females nor young will fight, but instead will attempt to flee to the nearest place of safety.

Narkonen society is structured around a rigid caste system composed of five distinct divisions. The lowest and largest group consist of all slaves, young, and female Narkonen. Members of this caste are considered to be the slaves and servants of the higher four castes, and will be treated accordingly. Male workers form the next caste, and they are followed by the warrior caste, the noble caste, and the priest caste in that order of status. A Narkonen is always answerable to a member of a superior caste, and disobedience to a higher caste brings swift retribution from its members.

The caste composed of workers is the largest male caste in Narkonen society. Ninety percent of all Narkonen males are members of this group. They form the backbone of their society, but receive little reward for their hard work. They are unskilled with weapons, but are viscious, and they will fight with their two sharp claws.

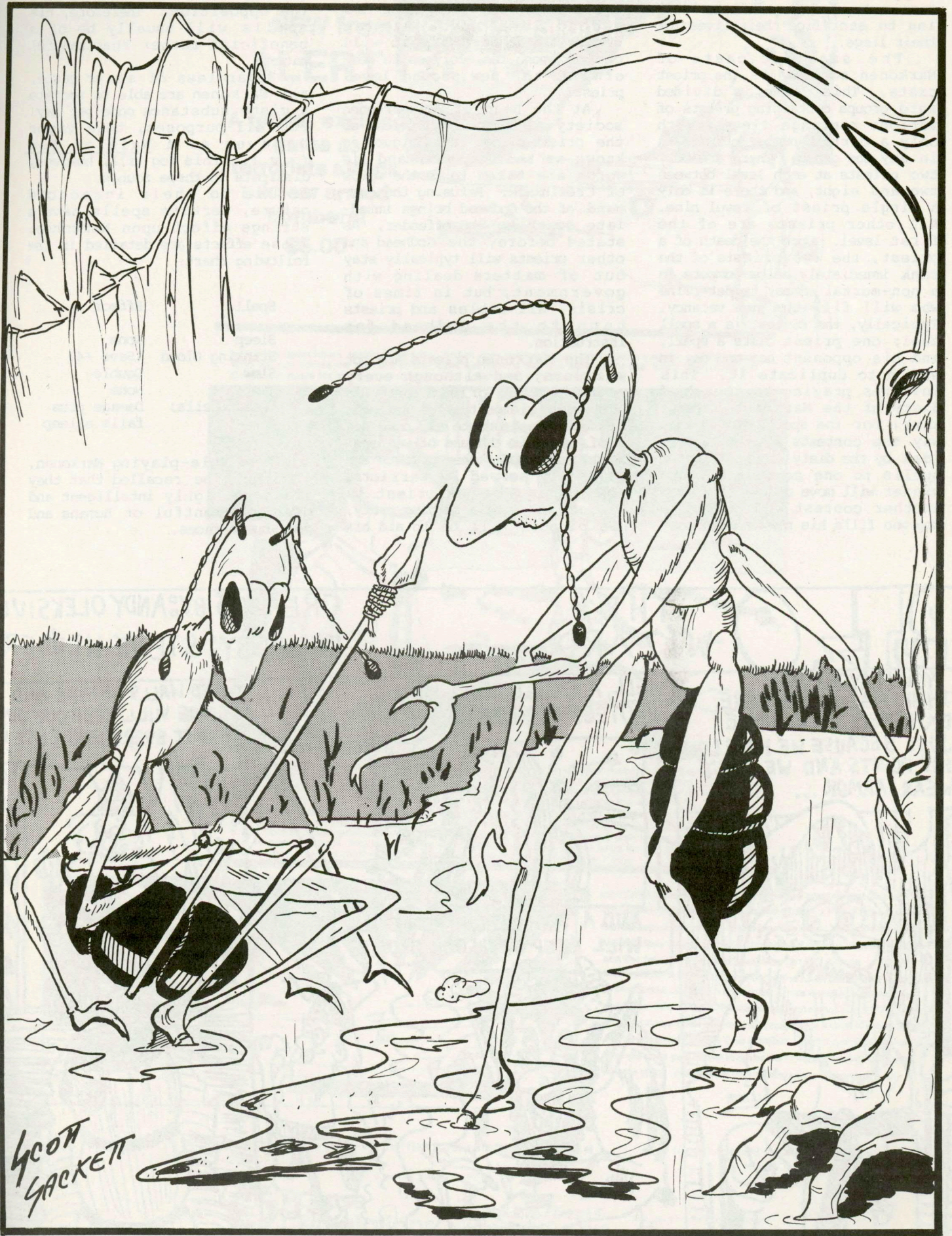
Virtually all Narkonen males who are not members of the working caste belong to the caste of warriors. Upon reaching maturity, members of this caste are trained in the use of several pole arms, the spear, the long sword, and the javelin. The typical Narkonen warrior will be armed with a spear or a sword, and a half dozen javelins. After mastering the use of these weapons, a warrior is considered ready to serve the

nobles and priests. At this time, priests will treat his natural exoskeleton with arcane compounds. These materials have the effect of hardening the chitinous material, giving the warrior an effective armor class of three. A veteran warrior (with three or more hit dice) is often rewarded for brave deeds by having his exoskeleton retreated, lowering his armor class still more. When a party encounters a Narkonen raiding party, their will typically be one veteran for every three green blooded warriors. A breakdown of this is as follows:

Narkonen Encountered	Statistics
Fourth	3 hd 2 ac
Seventh	4 hd 1 ac
Tenth	5 hd 0 ac
Eleventh	6 hd 0 ac

The twelfth Narkonen will be a priest, usually of fifth or sixth level.

The noble caste comprises only a tiny fraction of Narkonen society. Typically, Narkonen nobles are divided into several distinct houses which govern different branches of society. This has the advantage of minimizing rivalry between the various clans of nobles. Note that although nobles are subservient to priests, the priests generally do not interfere in government functions. During times of hardship, Narkonen nobles are quick to unite among themselves, working for mutual benefit to solve the problems that beset them. Upon reaching maturity, Narkonen nobles will have their exoskeleton treated in a similar manner as warriors. However, the process which nobles undergo is far more elaborate, and gives the noble an effective armor class of -2. However, nobles are not trained in the use of weapons. Instead, each noble will have an escort of two to four bodyguards at all times. These



bodyguards are drawn from the warrior caste, and they will be willing to sacrifice their lives for their liege.

The smallest caste of Narkonen society is the priest caste. This caste is divided into groups containing priests of various rankings (levels) with only a certain number of priests in any one group. There are only two priests at each level between two and eight, and there is only a single priest of level nine. All other priests are of the first level. Upon the death of a priest, the two priests of the rank immediately below compete in a non-mortal combat to determine who will fill the new vacancy. Typically, the contest is a spell duel; one priest casts a spell, and his opponent has one day in which to duplicate it. This involves praying to the chief diety of the Narkonen (Crezinkark) for the spell, and in this way the contests are really decided by the diety (he won't grant spells to one contestant). The winner will move up one rank, and another contest will be held to see who fills his now vacated pos-

ition. This process continues until only the empty spot is a second level post. At this point, the high priest will choose among the acolytes to determine the new second level priest.

At the head of all Narkonen society sits the high priest of the priest caste. This figure is known as the Godhead, and his words are taken to be the words of Crezinkark. Refusing the command of the Godhead brings immediate death to the offender. As stated before, the Godhead and other priests will typically stay out of matters dealing with government, but in times of crisis, all nobles and priests turn to the Godhead for instruction.

The Narkonen priests are not warriors, and although every member of the priest caste has his exoskeleton treated to lower his armor class to -3, none are proficient in the use of weapons. High ranking Narkonen priests are generally served by warriors, however. When a priest is encountered with a raiding party, his purpose will be to aid his

own warriors rather than to hurt the opposition. Therefore, his spells will usually be of a beneficial rather than baneful nature.

Regardless of sex or caste, all Narkonen are able to secrete a misty substance once per day. For all purposes, this vapor behaves as a Wall of Fog (q.v.). This fog will, however, dissipate in three rounds.

Due to their insectoid nature, certain spells have a strange effect upon Narkonen. These effects are detailed in the following chart:

Spell	Effect
Sleep	None
Stinking Cloud	(Save +4)
Slow	Double
Haste	None
(Cold Spells)	Damage plus falls asleep

When role-playing Narkonen, it should be recalled that they are both highly intelligent and deeply resentful of humans and demi-human races.



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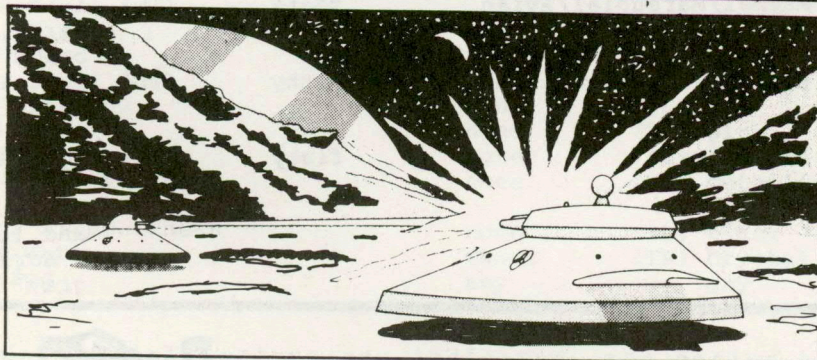
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Those Ever Elusive

by Andrew Oleksiuk

Most Dungeon Masters have little pet peeves about areas they think should have been clarified in the Dungeon Masters Guide. This author is definitely among those ranks. Every time a character picks up a potion, chaos breaks loose as the Dungeon Master says to the player "You feel as if you could control a black dragon" or "You feel as if you can resist fire." Let us be serious.

Supposedly, every potion has some identifying characteristics. However, these all-important factors are nowhere to be found in the Dungeon Masters Guide. So, this author took it upon himself to create some guidelines for all parties interested.

The tastes, colors in the charts below should hold as sufficient to determine one potion from another. However, do change any characteristic that you deem unfit. Most of the colors were chosen at random, but there are some clear differences for each section.

The potions were broken down into four groups. These groups are: Physical Change, Mental Change, Control Potions, and Miscellaneous. Physical Change potions, as the name might suggest, affect the body in some way. Mental Change potions obviously disturb the mind in one way or another. Control Potions are self-explanatory and are actually a subsection of the Mental Change group. They are listed separately, however, due to the large size of this section. The Miscellaneous potion section is basically all those that do not fit into the above three categories.

Obviously, most neophyte characters will not have access to this list. It is up to the Dungeon Master to decide if they can gain such information through NPCs or treasures can contain books on identifying potions and the like.

PHYSICAL CHANGE

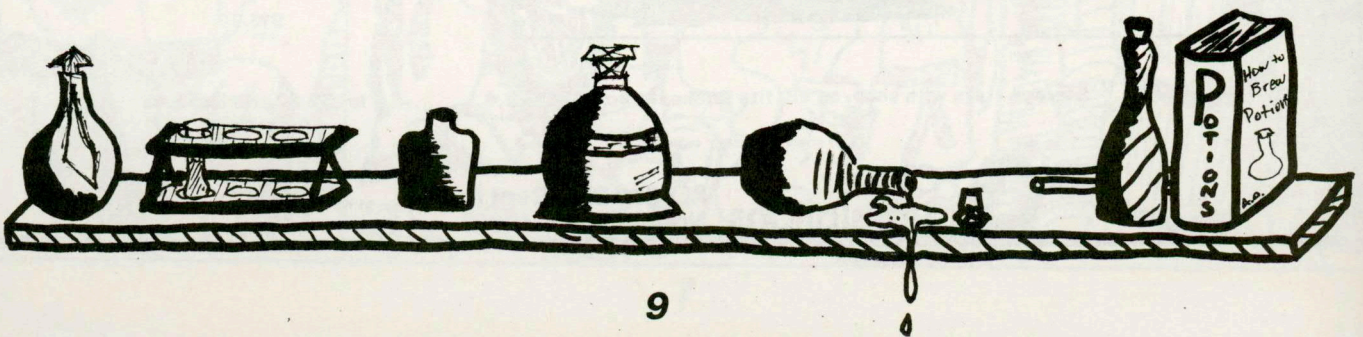
Potion	Taste	Color
Climbing	none	(OP) scarlet
Diminution	none	(OP) purple
Fire Resistance	none	(OP) ivory
Flying	none	(OP) yellow
Gaseous Form	none	(OP) emerald
Giant Strength		
Hill	salty	(OP) brown
Stone	salty	(OP) gray
Frost	salty	(OP) ivory
Fire	salty	(OP) orange
Cloud	salty	(OP) light blue
Storm	salty	(OP) dark blue
Heroism	none	(OP) orange
Invisibility	none	(OP) gray
Invulnerability	none	(OP) red
Levitation	none	(OP) white
Polymorph	none	(OP) lavender
Speed	none	(OP) blue
Super Heroism	none	(OP) dark orange
Water Breathing	none	(OP) turquoise

MENTAL CHANGE

Clairaudience	bubbly	(OP) gray
Clairvoyance	bubbly	(OP) black
ESP	bubbly	(OP) green
Philter of Love	bubbly	(OP) pink
Philter of Persuasiveness	bubbly	(OP) red

CONTROL POTIONS

Animal		
Mammal/Marsupial	meaty	(TL) dark brown
Avian	meaty	(TL) light brown
Reptile/Amphibian	meaty	(TL) light gray
Fish	fishy	(TL) dark gray
Mammal/Marsupial/Avian	meaty	(TL) light & dark brown ¹
Reptile/Amphibian/Fish	fishy	(TL) light & dark gray ¹
All Animals	fishy	(TL) light & dark brown and light & dark gray ¹



Potions

Potion	Taste	Color
Dragons		
Any Single	bubbly	(TL) as per color of dragon
Evil	bubbly	(TL) all evil dragon ₁ colors
Good	bubbly	(TL) all good dragon ₁ colors
Giant		
Hill	oniony	(TL) brown
Stone	oniony	(TL) gray
Frost	oniony	(TL) ivory
Fire	oniony	(TL) orange
Cloud	oniony	(TL) light blue
Storm	oniony	(TL) dark blue
Human		
Dwarves	sweet	(TL) dark brown
Elves/Half-Elves	sweet	(TL) light green
Gnomes	sweet	(TL) brick red
Halflings	sweet	(TL) yellow ₁ & green
Half-Orcs	sweet	(TL) white
Humans	sweet	(TL) gray
Humanoids	sweet	(TL) black
Elves/Half-Elves/Humans	sweet	(TL) gray & light ₁ green
Plant		
Undead	herbal	(TL) green
Skeleton	bitter	(TL) dirty white
(See note two below for details on other undead)		
Lich	bitter	(TL) black
MISCELLANEOUS POTIONS		
Extra-Healing	none	(TL) red
Healing	none	(TL) pink
Longevity	none	(TL) blue
Oil of Etherealness	none	(TL) metallic silver
Oil of Slipperiness	none	(TL) black
Sweet Water	sweet	(TP) crystal
Delusion	any	any

¹ When multiple colors are indicated, the potion has a ribboned appearance similar to that of marble.
² Potions controlling undead between the range of skeleton and lich all have bitter tastes and colors that are various shades of gray, the stronger undead having darker shades. Although ordinary people cannot distinguish between the various colors, a cleric can determine to which undead a certain color refers with about half an hour of thought.
(OP) = Opaque (TL) = Translucent (TP) = Transparent

Sorry, No Guarantee

Some Thoughts on Breaking Weapons

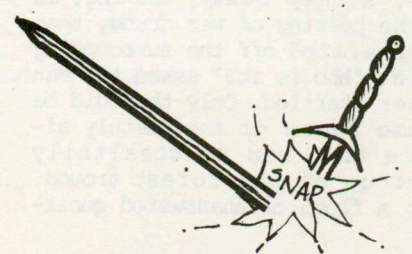
By Stephen Breeser

"Here is a fine sword which I picked up in the West Farthing of Lentile," claims the proud armorer. "For fifty gold coins I may be persuaded to part with it."

"Quite a pretty penny for a sword, but I'm sure it will serve me well. Here is your gold, shopkeeper!" exclaims a burly fighter as he places a small sack of coins on the counter in front of him.

A week later in a dark and didimous forest, the same fighter stumbles upon the cave of an ogre. After two blows, the sword shatters, and the burly fighter becomes an unwilling ingredient of the ogre's stew.

The above shows the morbid demise of a skilled fighter. He most likely would be alive today (as an old man, of course!) if it were not for the poor quality of the sword which he purchased. He became just another innocent victim of the free trade system. Does every sword, every bow, every shield have to be in perfect condition. Dishonest businessman didn't just arise lately. They have always been around; overtaxing Roman citizens, painting over rusty shields, and trapping people with the small print of a contract. All you devilish GM's who want to give your characters an unpleasant surprise once in awhile, slip them a "mickey" in the form of their trusty weapon or armor. Also, such misfortunes may lead to some very interesting play, and will challenge your players ability to survive in strange circumstances. Try it once, if your play is getting boring. A weak bowstring here or there can not hurt to much; can it?



"Dreams Can Be Fatal"

By James Baker

As he sat by the warmth of the blazing, red-orange flames of the fire, his mind drifted off into his own private dreamworld. The scent of pine was heavy in the air and tiny wisps of smoke lazily drifted forth from the smoldering coals of a white birch log. The heavy scent of pine came from the freshly hewn logs of the cabin. Miles and miles in the middle of a savage land it sat like an effigy of solitude in the bleak desolation that encompassed it. The man was content though, because he was born in the wilderness and it was the only home he knew. He had no money, yet was one of the richest men in the world for he had something other men could only dream about. Freedom.

The comfort of the fire and the stillness of the forest caused the man to doze off now and then until finally, he was overwhelmed by drowsiness. It was Christmas Eve and snow was falling rapidly outside the shelter of the cabin. There was already four feet of snow on the ground and it was coming down even harder now, without showing signs of a break. Christmas Eve indeed! Outside, the snowstorm turned into a raging blizzard and the temperature dipped to a nippy sixty-seven degrees below zero. The gale force wind howled through the valley like an affirmation of rage sending snow flying in all directions, causing towering snowdrifts to form.

All of this was unobserved by the man for he had drifted off into a deep slumber, leaving all his worries behind and entering into his own fantasy world of the imagination. He dreamed of ages past when magic abounded and dark secrets lurked around every corner.

He dreamed that he was sitting by the crackling blaze of a fire with his feet propped up on the hearth inside a cabin made of pine, just as he was doing now, when there came a rapping at the door. A deep heavy, booming, as of the beating of war drums, that reverberated off the surrounding hills. "Who is it?" asked the man rather startled. Only then did he become aware of the deathly silence that had so stealthily crept up on the forest around. Then a flood of unanswered ques-

tions rushed through his mind like a torrent of water from a spring thaw.

"Impossible!" he said to himself. "Nobody could have survived the blizzard raging outside. He'd have been buried alive in the snow."

As he drew nearer to the door, a knot of fear and apprehension gripped him. A fear of what lay beyond. He tried to stifle it, but after a few more steps it became so intense that he shook uncontrollably as if in the latter stages of hypothermia. "Be ye man or god?" he muttered. An intense feeling of the bitterest cold gripped him like the fangs of a wolf, biting into him and numbing his flesh.

Then it happened. A blast with the force of a lightning bolt struck the door and blew it asunder, sending splintered fragments of wood through the air like a barrage of missiles. The man was thrown against the far wall with boneshattering force from the phenomenally powerful blow. Upon impact he lost consciousness and began falling deeper and deeper into the eternal abyss that borders life and death, where time has no meaning. Dark shapes flitted past, mere shadows, and death cries rose in the air like the howl of a banshee. Death had come at last. The last thing he heard was a cacophony of voices fortelling his destiny. A destiny of ill-fate and tragic death. His death!

With a lurch he sat bolt upright in his chair, eyes wide, hands cold and clammy. His pulse was beating at twice its normal rate and the words of doom were written all over his face.

An audible sigh of relief could be heard throughout the interior of the cabin. The man was fully awake now and scanning the room to confirm the fact that it was only a dream until after several moments he was satisfied and breathed another sigh of relief.

He got out of his chair and put some more logs of poplar and birch on the fire as it began to chill off. Outside things hadn't got any better. The wind could still be heard howling throughout the valley, and snow began to fall harder, reducing visibility to zero. The snow had now reached

a depth of nine feet and drifts up to fifteen feet had formed around the cavern, while the had temperature dropped another thirteen degrees leaving it now at the almost impossible eighty degrees below zero. Never had he encountered such a storm in all his years. Gale force winds had now attained a speed of sixty miles per hour loosening the wooden shingles on the cabin roof.

After adding some more logs to the fire, the man got out his teakettle, filled it with water and in a short time had it whistling, breaking his stillness around it. While gently sipping at his tea he got out his dutch oven, filled it with stew, and put it to warm over the heat of the fire. He was having this for a snack, and to ward off the chill of the evening air, for it was icy cold out. When the fire burnt down to red hot coals the savory stew began to bubble and steam, giving off a pleasant aroma. A sure sign that it was ready to eat. Upon consumption of the delectable meal, warmth and nourishment flooded into his veins, warding off the encroaching chill.

As the evening wore on, the man contented himself by sitting near the fire and staring into the unfathomable depths of the flames, while outside the wind wailed forlornly like the bawling of a child. His trusty hunting knife hung loosely at his side.

It was nearing midnight and the man was getting ready to climb into the warmth of his bed when abruptly the forest went deathly still. All noise of the wind had abated, not a noise could be heard. It was as if the forest itself had been willed to silence by some unseen power. Slowly the man loosed his knife from its sheath and silently stalked towards the door. With his huge knife in one hand and an oaken staff in the other, he looked like a warrior-mage from out of the occult past.

While nearing the door an intense feeling of the bitterest cold gripped him like the fangs of a wolf, biting into him and numbing his flesh. The swift messengers of the night brought back the recollection of his earlier dream, and went deathly pale.

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Tinker, Tailor, Soldier, Smith

The Long Forgotten Secondary Skills

by Robert Wallach

Before fighters begin their training as warriors, or clerics begin their training as priests, they are apprenticed in a certain field unrelated to their future profession. Such apprenticeships can last for any length of time, but will usually end after about six years. In addition to fighters and clerics, other characters will also undergo training prior to becoming adventurers. This training is what is known in Advanced Dungeons & Dragons as a secondary skill. When used properly, secondary skills can help a character to overcome a situation that would otherwise present a problem. Some secondary skills will help a character in such mundane tasks as appraising gems and jewelry found during an adventure. Other skills can be of help in more critical situations, such as foraging for food in a hostile wilderness. A description of some of the secondary skills which can aid an adventurer are detailed in the following paragraphs.

Armorer: An armorer's job is to make or repair armor and certain weapons. A character with this secondary skill will have been apprenticed for a number of years, and will be skilled in the proper care and maintenance of all types of armor and weapons fashioned from metal. If given proper materials to work with (a forge, crucible, etc.), a character with this secondary skill can repair such items which are damaged. Note that under no circumstances will the character be able to manufacture new items. (Editor's note: this skill will be especially useful if the ideas from No Guarantee are also used.)

Bowyer/Fletcher: A bowyer is a professional craftsman skilled in the manufacture of bows; a fletcher is similarly able to produce arrows for both normal bows and crossbows. Usually, a craftsman will possess both skills, and hence the

combined name of bowyer/fletcher. A character apprenticed in this field will be capable of repairing bows and manufacturing arrows providing sufficient tools are available. Thus, a character with this skill would not be able to produce new arrows while he is adventuring in the wilderness.

Farmer/Gardener: Beyond being skilled in the planting, tending, and harvesting of crops, a farmer or gardener is also somewhat knowledgeable with regards to where plants grow and which plants are edible. Thus, a character with this secondary skill will be able to forage quite effectively in wilderness situations. When searching for food, a character with this skill will be able to locate enough food for one person for one day for every three hours of searching. Note that despite his skill, there is still a five percent chance that the character will gather poisonous foods. If such a situation occurs, the Dungeon Master should determine the type of ingested poison at random.

Fisherman: A person skilled in this profession is capable of fishing with a net. Like a gardener or farmer, a fisherman can gather food in the wilderness. Note, however, that the character must have a fishing net in order to obtain food with this skill. There must also be a body of water of some type. When using a net, a fisherman can gather enough fish to feed one person for one day in one hour. When fishing in an ocean, there is a five percent chance that some fish caught by the fisherman will be poisonous. In such a situation, the Dungeon Master should determine at random who receives the poisoned fish, and the type of ingested poison should be randomly.

Forester: A character apprenticed to a forester is knowledgeable in basic forestry

skills, certain aspects of botany, and various aspects of a forest environment. Characters with this secondary skill will have a base fifty percent chance (rather than thirty percent) when attempting to evade monsters in a forest. In addition, rangers with this skill will gain a bonus of ten percent when tracking creatures in a forest. Forestry also provides certain benefits for druids. A druid with this skill will be able to locate mistletoe when in a forest environment. In general, a druid will be able to gather enough mistletoe for one month. However, the druid will require the entire day to search, and no other activities can be performed by the druid that day. Note also that this mistletoe will be quite bulky, and it will require a good deal of space to transport.

Hunter: A hunter is a person trained in the arts of tracking and killing game. Like fisherman and farmers, a character with this skill will be able to locate food in the wilderness. In general, a character will be able to locate food for one person for one day for every hour of hunting. In addition, any ranger with hunter as a secondary skill may add three percent to their tracking rolls in any wilderness environment.

Husbandry: A character skilled in this trade has basic knowledge of most farm animals. He will be able to calm such animals when frightened, and he will be able to care for them in the wilderness. Thus, a character with this skill would be able to perform such tasks as finding proper food for horses in the wild.

Jeweler: A jeweler is a person skilled in the appraisal of gems and jewelry, and the manufacture of jewelry from precious metals and gem stones. A character apprenticed to a jeweler will gain several

benefits. During an adventure, he will be able to appraise gems and jewelry within 100 gold pieces of their actual value. Furthermore, an apprentice jeweler can attempt to improve upon the quality of a gem. When doing so, he has a ten percent chance of increasing the gem's base value by one category. However, if he fails, there is a twenty percent chance that the gem will be destroyed. He may only attempt this once upon any gem.

Carpenter/Mason: A carpenter is a person skilled in building large items with wood and similar materials. A mason is similarly capable of building structures out of stone. A character apprenticed to a mason has the ability to repair damaged buildings. Providing he has proper materials, he can repair a single 10x10 foot wall section in six hours. Furthermore, a mason is capable of detecting large traps dealing with stone (very much like a dwarf). When searching for an entire turn, a mason will have 2 chances in 6 of finding large scale traps such as pits and falling blocks. A character apprenticed in carpentry, on the other hand, is capable of repairing wooden items such as carts and wagons. With proper tools, he may repair a badly damaged cart in about six hours.

Navigator: A navigator is a person skilled in plotting courses for ships at sea. Using a sextant, an apprentice navigator can plot a course with a fair degree of accuracy. However, due to his inexperienced understanding of currents and weather, a trip planned by an apprentice navigator will always have a twenty percent chance of going awry. In such an instance, the ship will be lost at sea (see the Dungeon Masters Guide for rules concerning lost parties).

Sailor: A sailor is a person skilled in the handling of watercraft of all types. He will be able to work either as a single crew member aboard a large vessel, or he can manage a one person craft alone. Note, however, that their is no possibility of controlling a large vessel single handed, nor is it possible to teach other people (in a reasonable amount of

time) how to perform certain functions. Note also that all sailors can swim.

Miner: A character once employed as a miner will have retained some basic skills relating to underground environments. Like a dwarf, he will be able to detect sloping passages, depth underground, and direction of travel. Note, however, dwarven characters with this secondary skill will not gain additional bonuses to any of their skills. Furthermore, non-dwarven characters who were once miners will typically have poorer health than their contemporaries. This is due to the dust from shattered rock, and coal, often resulting in dreadful diseases such as "black lung." All miners will therefore have an additional five percent chance of contracting a disease above and beyond the normal percentage.

Shipwright: A shipwright is a craftsman skilled in the building of all kinds of watercraft. While an apprenticed character will not have sufficient training to actually build a large, ocean going vessel, he will be able to build rowboats and rafts, providing he has appropriate tools. Such construction will generally require two days for a raft and seven for a boat. Furthermore, an apprentice shipwright can repair boats and ships of all types. In order to effect a permanent repair, the boat must be in drydock. Even so, there is a ten percent chance that the repair will prove faulty in some way. Temporary repairs can be made while the boat is at sea, but in this event there is fifty percent chance that the repair will fail within one day of being fixed. After this second failure, the ship must reach drydock to be repaired by the apprentice.

Weaver/Tailor: A weaver is a character skilled in the making of baskets, mats, ropes; and cloth, using both reed and thread. Given proper reeds, an apprentice weaver can make a watertight basket in approximately one hour. With thread, a weaver can weave a three foot by three foot section of cloth in a day. A more difficult discipline of a weaver is making ropes. Given the

appropriate materials (which must be bought in a city), a weaver can make a fifty foot length of rope in day. However, due to the imperfect skill of an apprentice character, there is a five percent chance that the rope will break the first time it is used. Note that the weaver must have a loom on which to work. A tailor, on the other hand, is a person who creates and fits various types of clothing. An apprentice tailor can fit clothing to almost any person in approximately fifteen minutes. However, even the finest tailor cannot fit a human shirt to a halfling. A tailor can also make new clothing, providing he has the appropriate materials. Generally, it will take about a week to manufacture a complete outfit (shirt, pants, etc.).

Trapper: A trapper is a person who specializes in the trapping of small animals for pelts and skins. A character apprenticed to such a figure will have learned several basic skills with regards to locating and trapping animals. When in the wilderness, an apprentice trapper will be able to determine with seventy-five percent accuracy the type of animals living in an area. Note however, that the apprentice will only be familiar with creatures from which pelts are obtained. Furthermore, a trapper will be able to set snares to capture such creatures. He will require one day to set up his snares, and thereafter he will gather between one and three pelts per day. After one week, however, the area will be depleted. The DM should also remember that other things besides beavers live in the wilderness!

The above list is merely a set of guidelines to help you expand your campaign into areas that are often ignored. Note that the list is not complete; there are several skill categories, such as the gambler, which are left for your own devising. You may base them upon these, or make them different entirely. Remember, however, that secondary skills are merely small tidbits of knowledge acquired by a character early in their life. The aids they provide should be minimal, but helpful if used cleverly by the player.

Keeping RPG's a Challenge

The Essence of the Game

By Scott Roy

Consider the following.

Joe "typical fighter" Schmoie is walking down a dungeon corridor in search of the fame and glory he knows he deserves. As he nonchalantly daydreams about gold and naked elfmaids, he suddenly stumbles upon a huge chamber wherein a huge red dragon sits quietly licking his chops. Normally, Joe is game for any fight, but this beast looks to be about the size of a city block. As he sizes up all the advantages in his favor, it becomes fairly obvious to Joe that fried fighter is on the agenda. Suddenly, however, a smile glows upon his face. He is now seventh level! No longer is he a meek little soldier of fortune, but rather a towering hulk who attacks three times for every two attacks of his opponent. That is all the incentive Joe needs, and with the knowledge that the odds are strong in his favor, he confidently wades into battle. . .

And another.

Gumby the Mighty, almost master of magic, slowly rises to his feet after being dropped through the floor by a not-so-friendly trap door above. As he gazes about the natural cavern in which he stands, he notices that a rather large contingent of goblins is rapidly charging his way. He almost laughs, knowing that he can outrun them easily, but then the thought of four hundred experience points starts rattling about in his brain. He quickly sizes up the situation, and concludes that the goblins will reach him in exactly nine segments. As he is contemplating a Web spell, he realizes that he will have to act within exactly seven segments to snare the charging foe. He is about to invoke the better part of valor, not trusting to his friendly twenty sided die, when it

suddenly dawns on him that his dexterity is eighteen. He has a plus three initiative bonus vs. the goblins! Glowing with confidence, Gumby turns to face the goblins, knowing that even ill luck cannot possibly hinder his success. . .

And yet a third.

Gomer Pyle, aspiring young assassin, is standing in the shadow of a tapestry wondering what to do. Just ahead of him, guarding the door to his victim, stands a towering figure with the name Mr. T upon his shield. Gomer, being no ordinary alley tramp, realizes that his poisoned dagger can easily drop this monolith inside of a round. However, even to one of Gomer's limited intellect, it is obvious that Mr. T is not going to stand waiting for the poison to act. Gomer calculates that the hulking figure will probably get one strike before he falls. With a gulp, however, Gomer Pyle realizes that the man's huge long sword will probably make that all that is necessary. But perhaps not! Pulling out his trusty Players Handbook, Gomer concludes that at most Mr. T could inflict fourteen points of damage. Trembling, he glances at his character sheet to discover that lady luck is smiling upon him. He has fifteen hit points! With great confidence, Gomer puts his books away and prepares to pounce upon the adversary before him. . .

Do you notice anything that these situations have in common? In all three, the characters are utilizing knowledge of which they could not possibly be aware. In the first, Joe is employing the idea of level, an artificial invention which would hardly exist within a fantasy setting, to decide that he will attack three times every two rounds. In the second, Gumby is calling upon

a quantification of a physical ability to resolve the dilemma he faces. Such an idea is revealed to be completely ludicrous when one sits back and tries to determine what his own strength or dexterity might be. In the last situation, Gomer is utilizing the concept of hit points with regards to weapon damage. When one considers the definition of a hit point as established in the Players Handbook, it becomes obvious that the people of a fantasy setting would have almost no notion of their hit point total, let alone how many hit points of damage a specific weapon could inflict. In short, the characters in the above three settings are being played as numbers written upon a sheet of paper rather than as living, breathing figures in a fantasy world. They are therefore being played out of role, destroying much of the challenge and enjoyment that could be present in Advanced Dungeons & Dragons.

The solution to this problem is to limit the information players receive to what the characters they are playing would actually know in a fantasy world. Rather than being given numerical data for such abilities as dexterity, hit points, and level, a player would instead be told that his character is exceedingly quick and agile, able to withstand many blows, or powerful in relationship to other adventurers in the area. The dungeon master, on the other hand, would keep a detailed record of the character's abilities for his own use when appropriate situations arise. Note that such a system would not require the dungeon master to do all the dice rolling in a campaign. Players could roll their own dice to hit monsters, for example. However, rather than being told what they need to hit, players would instead tell the dungeon master what they had rolled, and he would inform them whether or not their attack had succeeded. It is noteworthy, however, that the dungeon master should roll all damage to prevent players from discovering too well how many hit points their opponents, and thus themselves, have (as they would have no concept of what a hit point is).

This concept of limiting player knowledge to what characters would know can be further

(cont page 17)

Mercury

News in the Gaming World

TSR To Release New Miniature Line

TSR Inc. recently announced the release of their new miniature line. Currently being produced are the AD&D character sets Bards & Thieves, Clerics & Druids, Magic-Users & Illusionists, Fighters, Rangers, & Paladins, and Star Frontiers Characters and Monsters, and Federation & Sathar Spaceships. Each set contains 12 figures in foam liner. Future releases will include Top Secret Miniatures and the Monster Manual II.

Space Gamer Splits

Recently Steve Jackson Games decided to split The Space Gamer into two magazines, Space Gamer and Fantasy Gamer. The decision came with the reason that Steve Jackson Games felt that The Space Gamer's all-encompassing format was beginning to stagnate, and if they split it into two separate magazines it would appeal to strict players of SF or fantasy Games. Fantasy Gamer #1 was issued in July, both magazines will be bi-monthly.

Dragon Becomes Pure Fantasy

Dragon Publishing made a decision to cut SF out of Dragon, in a similar method to the Fantasy/Space Gamer split. Dragon

will become TSR's fantasy magazine, and Ares their SF magazine. Dragon Publishing plans to feature articles on such games as Star Frontiers, Gamma World, and Traveller in Ares.

Howard Thompson Folds Metagaming

Metagaming Concepts, originators of the mini-game idea, and publishers of The Fantasy Trip has ceased operations. The company has discontinued all research and development, but will continue running until all available stock has been sold. They also will be selling the rights to their line of boardgames and The Fantasy Trip line of products. The asking price for The Fantasy Trip is reportedly well into six figures.

The decision to fold Metagaming came from Howard Thompson, Metagaming's president. He said "It (boardgame production) hasn't been fun for me for a couple of for a couple of years." Thompson plans to take the existing revenue and start computer game software company in about a year.

Game Merchant Folds

The Game Merchant, a gaming advertisement and review magazine recently folded after their fifteenth issue. The decision came

after they had become bi-monthly because of a lack of advertisers. Alex Marciniszyn, the publisher said "Economics are bad and we had to fold."

Flying Buffalo Inc. Obtains Rights to PBM Feudal Lords

Flying Buffalo Inc. recently obtained the rights to Feudal Lords from Graaf Simulations. Feudal Lords is an Economic, Political, and Military PBM set in Medieval England. Rules may be obtained from Flying Buffalo Inc. for one dollar.

Flying Buffalo also recently bought their sixth computer to aid them in the running of their games.

Adventure Gaming Returns

Adventure Gaming after not publishing for a stretch plans to return to a regular monthly schedule. Tim Kask, editor of Adventure Gaming says Adventure Gaming is now here to stay.

-- Extra News Flash --

Steve Breeser, executive editor of OLYMPUS magazine, has decided to move to Florida and retire to the easy life. So far, only half of his plan is completed; the rest of the OLYMPUS staff refuses to let him go.

(from page 3)

preference tables on page 18 of the Players Handbook and page 106 of the Dungeon Masters Guide. The DM should also give these tables a look to see if his demi-human, humanoid and human settlements, are behaving in a reasonable manner towards each other).

In general, a DM should consider surrounding conditions when populating a campaign with monsters. If a practical plan is used a campaign will be much more acceptable and realistic for both the players and DM.

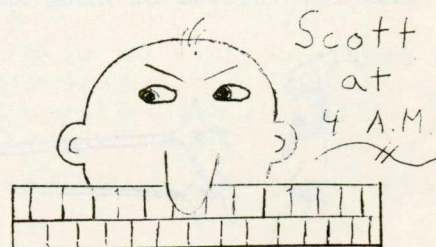
(from page 4)

they are out of business. Therefore, your best bet is to pick up a copy at a convention or local store. (Editors note: the rights to Heritage's games are currently in dispute. When it becomes clear who is publishing Dragon Rage, we shall let you know.) Dragon Rage was designed by Lewis Pulsipher. The artwork on the box is excellent, but there is no interior art. The counters are of high quality and the map is also well done although it does not lay flat on a table.

Dragon Rage is not a

classic, but it is a high quality boardgame. If you enjoy this type of game, buy Dragon Rage.

(Royce Kallerud)



Spell Reactions

Or What Happens When a *Fireball* Hits a *Cone of Cold* ?

by Jeff Galinkin

The great duo of Marvin the Mage and Cathartic the Cleric were on yet another adventure. This time, however, they were under attack. As the two stood wondering what to do, a large group of gnomes surged towards them, obviously with unfriendly intentions. Marvin decided to cast his wall of ice spell just as Cathartic was loosing a flame strike. The Dungeon Master was in a stupor. Finally, after a tense moment the Dungeon Master stated, "The flame strike causes the wall of ice to melt, drowning all the gnomes." The players were ecstatic. They had discovered an exciting realm of magical powers: spell reactions.

The spell reaction detailed above may seem a little far fetched, but many spells when cast together can cause a more destructive or beneficial force than originally intended. The idea of spell reactions can turn two or three relatively minor spells into an aid beyond the worth of two or three major spells. Can you imagine the prospect of an unseen servant with a strength spell cast upon it? It would be like having an extra invisible party member. Of course, this type of action has to be approved by the Dungeon Master. Such spell combinations and reactions are completely ignored in both the Players Handbook and the Dungeon Masters Guide.

Due to the preponderance of different spells, the possible

types of spell reactions are almost limitless. Relatively useless spells, such as a gust of wind, can be cast with a strong defensive spell, such as a wall of fire, to cause an effect similiar to that of a flame strike. The mage with a tongues spell and a polymorph self spell can be more convincing than ever as a blue dragon. On the subject of polymorphing, casting a charm spell upon a monster and then changing it into something can make a little wimpy orc into an elephant who will obey your every command.

The main question concerning spell reactions is, "Wouldn't two spells such as a fireball and a wall of ice cancel out the effect of each other?" The answer varies. Some say two spells of direct opposite effect would of course cancel each other out. Others say that only the lower level spell will be nullified. The more imaginative of us would say that magic is magic and that while frying your poor opponents you can also put them in cold storage. In the first case, an inventive Dungeon Master could really get nasty. Realizing the party's infinite stupidity in casting two spells with such opposite effects, the Dungeon Master could use these spells to actually hurt the party. A wall of ice could be melted by a fireball causing all the party members to have minuses to hit due to the now slippery floor. This idea of using spell

reactions to teach parties a lesson can be used even more effectively. A confident party can be jolted when its members realize they are in camp and their mighty cleric decides he needs a drink. He casts a create water spell just as the party encounters a group of monsters. At this time, the mage decides that a lightning bolt will dispatch the nasties. The mage will then get the shock of his life when he discovers the wonders of electricity. Spells being cast by opponents present another problem. That is, if the enemy decides to cast a spell and the party decides to cast a spell of direct opposite effect, both parties may suffer the consequences. Such actions will keep parties under control and make adventures more enjoyable for all.

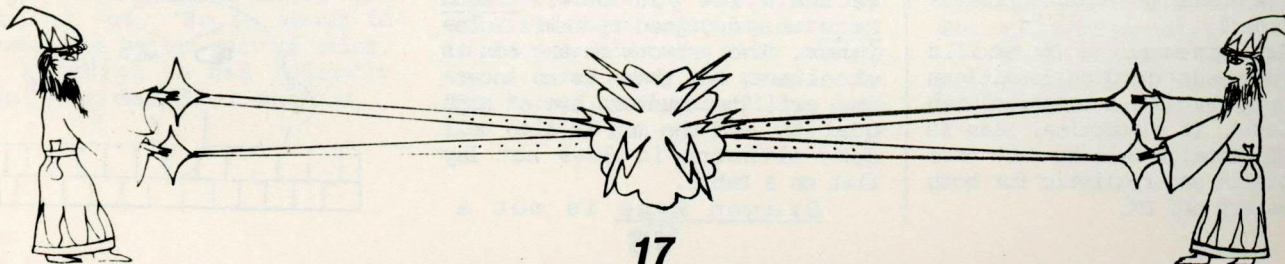
Problems do arise when working with spell reactions. Since there are few restrictions, needless arguments may arise between the Dungeon Master and the players of a campaign. These arguments can be prevented if the Dungeon Master makes a semi-intelligent set of rules regarding spell reactions. Such a set of rules should be consistent, so as to prevent abuse of spell reactions by parties. If used properly, the idea and application of spell reactions can make any campaign or adventure more exciting and fun for both the players and the Dungeon Master.

(from page 15)

extended to include such things as alignment. Rather than being given an artificial assessment of his character's general behavior and traits, a player would instead be told how he acts during certain situations. For example, instead of being told

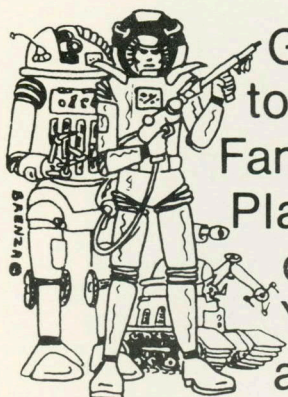
that he is lawful good, a player might be informed that he is honest and that he places the benefit of the group before the individual. In thus simplifying the information given to the player, the dungeon master alleviates much confusion that

may result, thus enhancing role playing in the campaign. Remember, role-playing is the essence of the game, and if players become too bogged down with statistics, the game will suffer accordingly. Keep it simple, and it will be more fun for all.



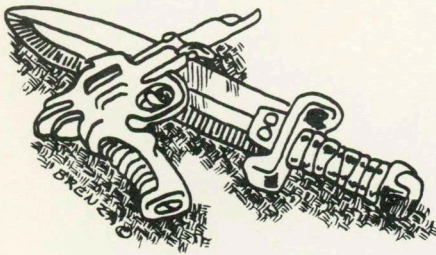
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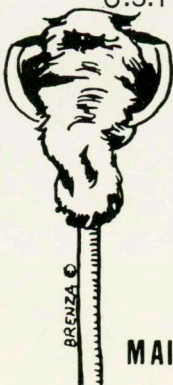
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In the U.S. \$10.20
InCanada \$12.20
Overseas \$13.20*
*surface mail



Name _____

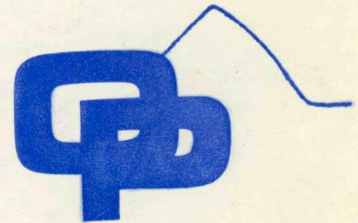
Address _____

City _____ State _____ Zip _____

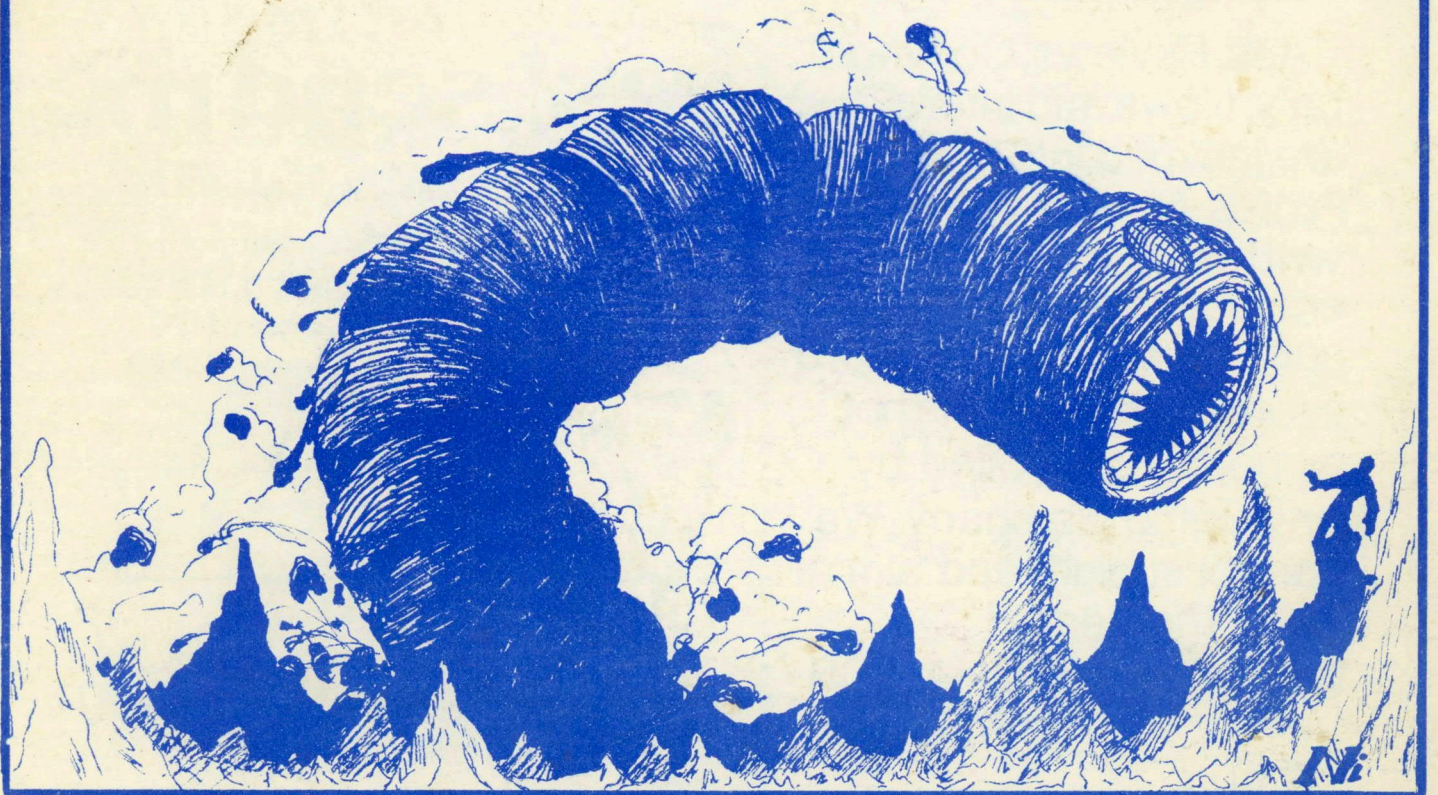
MAIL TO: N & B, 3753 W. 80th Place, DEPT. Q-1
CHICAGO, IL. 60652, U.S.A.

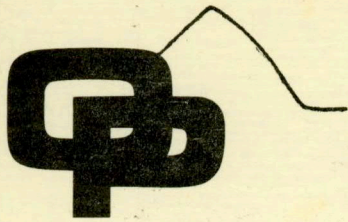


OLYMPUS



3114 RIVERFALLS DRIVE
NORTHBROOK, ILLINOIS 60062





OLYMPUS

3114 RIVERFALLS DRIVE

NORTHBROOK, ILLINOIS 60062

(312)564-8178

ADVERTISING RATES

Full Page: \$40.00
 2/3 Page: \$30.00
 1/2 Page: \$23.00
 1/3 Page: \$17.00
 1/6 Page: \$9.00

Guaranteed Position: Add 10%
 Inside Back Cover : Add 25%
 Inside Front Cover : Add 30%
 Back Cover : Add 40%

All advertisements will be in black and white.
 There will be no two-page spreads.

SIZE REQUIREMENTS

Please design all ads to fit desired size. Figures given below are the optimum measurements and may be altered slightly (c. 1/12").

Size	width	Height
Full Page	7 1/2"	10"
2/3 Page	4 11/12"	10"
1/2 Page	7 1/2"	4 1/2"
1/3 Page Horiz.	7 1/2"	2 11/12"
1/3 Page Vert.	2 1/12"	10"
1/6 Page Horiz.	4 11/12"	2 11/12"
1/6 Page Vert.	2 1/12"	4 3/4"

FREQUENCY DISCOUNTS

A 5% discount will be given when running the same advertisement three or more times. The discount will last until an ad has not appeared in two or more consecutive issues. The dis-

count will be refunded after the third payment, unless prepaid.

CLOSING DATES

Issue	Reservations Due	Copy Due
Jan.-Feb.	Nov.15	Nov.25
Mar.-Apr.	Jan.15	Jan.25
May-June	Mar.15	Mar.25
July-Aug.	May 15	May 25
Sept.-Oct.	July 15	July 25
Nov.-Dec.	Sept.15	Sept.25

GENERAL

1) All advertisements will be subject to approval and can be withdrawn from the magazine if deemed unacceptable by the publisher. The publisher reserves the right to place the word "advertisement" next to any advertisement.

2) Advertising agencies and advertisers assume full liability for any damages to the publisher due to their advertisement.

3) Cancellations and changes will not be accepted after the closing date.

4) Alterations in the rate will be immediately effective. For advertisers who have reserved space the new prices will come into effect 6 months after the change.

Circulation: 500