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FICTION: "WINTER
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MARCH/APRIL 1980

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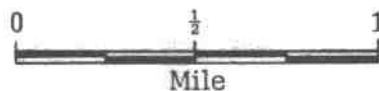
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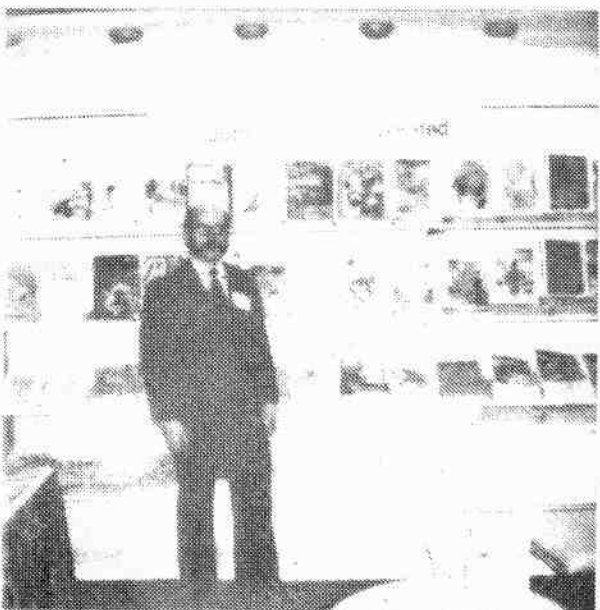
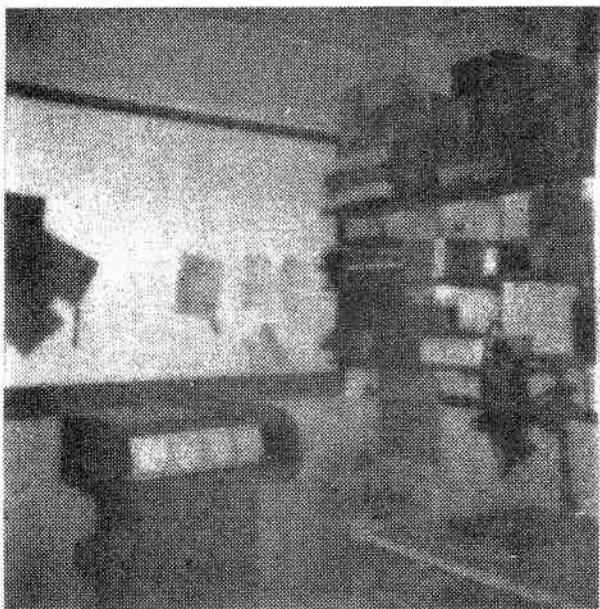
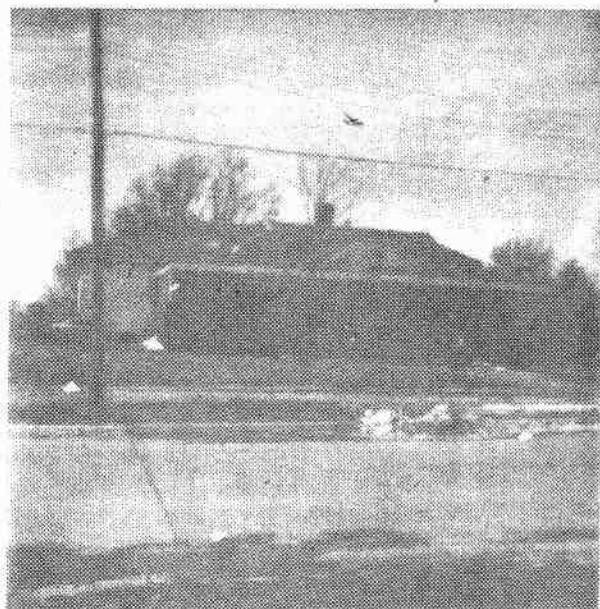


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THE DUNGEONEER

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It looks as though spring has sprung in the Midwest a bit early this year, and Judges Guild, Inc. is expanding from the heat.

Well, not exactly. We've been expanding all winter. Usually there is a post-Christmas slump in order from our dealers - this year there wasn't. We've needed to move into larger facilities for some time now, and the sudden advent of good weather has speeded the move. The Guild is now firmly ensconced in its new quarters: R.R. 8 Box 9, 1221 N. Sunnyside Rd., Decatur, IL 62522. The old building was 2400 square feet and this one is about 14,000, so with six times as much room (and with 3½ acres to build on) we shouldn't be needing to move again for about a year or so. The photos you see sprinkled around here are of our new facilities - the building used to be a gradeschool.

Naturally, *The Dungeoneer* moved into the same building. With a new filing system and the promise of fancy new color-separating gear, this rag will keep on getting better and better.

With the arrival of warm weather, people are starting to plan their summer convention trips. Judges Guild, Inc. will of course be attending MichiCon, Origins and GenCon, but coming up a bit sooner on the agenda is NovaCon, to be held at Oakland University (the site of MichiCon and WinterCon) late in March. Bob Bledsaw and Chuck Anshell of the Guild will be guests of honor, along

with science fiction author Harlan Ellison. For more on these conventions, see our complete convention listing on pages 30-32.

Our readers may have noticed that both this issue and the last one have been late. The first one was due to a printer delay: our cover, which normally takes about five days to get printed, took thirty-five due to employee illness, the holidays, and paper shortages plaguing our printer. This one is late due to the fact that your editor has been occupied for the past couple of weeks, moving boxes and desks just like everyone else here at the Guild. Hopefully the next one will be on schedule.

And you'll find, dear readers, that this issue is well worth the wait. We present the fourth installment of Seligman's FRP rules system, two well-developed magic-user sub-classes, a really fine short story by a pair of new writers, a secret cult by Marsh, two *Traveller*™ variant articles by Paley, and lots more. J. Mark Hendricks and Aaron Arocho are on well-deserved vacations - "The Arcane Elders" by Hendricks has been in every issue of *The Dungeoneer* since Day One, so I hope nobody gets mad if it misses an issue. The color is starting to come back after a long gray winter, and *The Dungeoneer* is keeping pace with the seasons by re-introducing color in its pages. So what are you waiting for? Start turning pages!

—Bryan Hinnen



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WORDS AND WHIPS

Herein we have three letters, plus a sampling of the responses to our reader survey. We've left off the names of the people who filled out the surveys (a lot of them were unsigned anyway).

Dear Mr. Hinnen,

In issue No. 15 of **The Dungeoneer** you strongly hinted that you'd like to receive letters about the contents of your magazine. Ah, but will you dare to print the unfavorable criticism below?

In "the Lab'Oratory" you tell this long story on how **The Dungeoneer** is not overpriced. Well, you listed all the good points, so I'll list all the bad points: 1) Its printed on toilet paper - not real white paper like your competitors. Lets face reality, Judges Guild products are not made to last. See how your "heavy stock" and other paper compares to anything produced by the Chaosium, and you'll see just how right I am. 2) Pointing out that your publication has very little advertising does not earn you any brownie points because you fill the unused advertising space with "not so great stuff". Also, you might get more advertising if you sent rate cards when they are requested. I never received mine which I requested three months ago. Keep in mind that your Booty Lists are advertisements too. 3) You then ramble on about such things as taking a page count of what you liked in a particular issue and dividing it into the cover price. If I did that with issue 15, I would have eight pages at \$2.80 cover price = 35 cents a page. That's reasonable?! 4) The material printed in **The Dungeoneer** is APAish. You print all of these awful serials and comics. Plus lots of articles on D&D, known to me as Dull & Dumb. The covers are simply awful, and the rest of the art is even worse than awful (except for Patrick Jenkins art). The only article/writing that caught my interest was "Tower of the Singing Doom". Thank goodness that this was my last issue of my subscription.

In conclusion, if you ever upgrade your target audience, which is college freshman and high school students, you might come out with a decent publication. Good luck.

Yes, I will dare. And I will resist the temptation to answer you in the same derogatory tone you have used, by answering each of your criticisms "with fairness, honesty and restraint".

1) There are three types of printing stock available to us. The first is newsprint, on which newspapers and pulp magazines are printed. It's not durable, but it is economical. **Galileo**, a science fiction magazine with 100,000 readers, prints on newsprint. The second is Southern Pride, which is better and much tougher than newsprint and costs 1½ times as much. This is the paper on which we printed our magazines until last issue. The third is 50-pound bond, which is more durable than Southern Pride, looks nicer, and costs twice as much as newsprint. All Judges Guild products aside from the magazines have always been printed on the top-quality 50-pound bond, and with this issue the magazines as well are done on it. Southern Pride wasn't that bad, and I don't think anyone else has complained about it. As far as durability goes, my research copies of **The Dungeoneer** get mauled regularly, and are holding up far better than my issues of the other publications, which get thumbled through much less often. The reason for their survival is the thick coverstock that the covers are printed on. Coverstock makes 50-pound bond look like toilet paper, and a lot of nationally known magazines, with thousands of times our circulation, print their covers on cheaper stock that will fall apart in a few months.

2) The quality of the articles in our magazines is a matter of opinion, and I'm sorry your opinion of them is so low. But we are fan magazines, intended to allow the common man to write something and get it printed. We don't try to be elite or exclusive; if an eight-year-old creates an interesting magic item for the "Booty Bag" or writes a good article, we'll print it. Conversely, we've had a lot of leaders in the industry write for us: Greg Stafford, Dave Arneson, Len Lakofka, Paul Jaquays and others. But if one of them sent us an article that wasn't well written, it wouldn't get printed. On the subject of ad rate cards, we haven't printed any lately — but if enough people asked for them, we would. Instead, we print our ad rates in our magazines on the average of once every other issue.

3) The responses to our reader surveys indicate that there were a lot more than eight pages of good material. But even with your discontented estimate, we find those eight pages to be cheaper than certain items on the market. Since you subscribed, the most you could have paid for that issue was

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\$2.50. You didn't have to pay any sales tax, and you didn't have to use any time or gasoline to go and buy it because it was mailed to your doorstep. Now, compare it to a 16-page module that costs \$5.49, plus tax, time and gasoline. Even if you only count eight of the 64 pages in **The Dungeoneer**, those eight pages are more economical.

4) The only portions of this fourth criticism that more than a handful of our readers would agree with are that Patrick Jenkins' art and "Tower of the Singing Doom" are excellent. When you paint us black, you use pretty broad brush-strokes. How can you make such a sweeping stereotype of us? If we are so "awful", why does our circulation grow by leaps and bounds? We don't concentrate on **D&D** **tm**, but it is the most popular FRP game today and there is a big demand for related material. However, we have devoted entire issues to other games. Issue 12 was devoted to **Traveller** **tm**, Issue 13 featured articles on the comic-book role-playing games **Superhero 2044** **tm** and **Villians & Vigilantes** **tm**, and Issue 14 consisted almost entirely of **Runequest** **tm** material. We'll be coming out soon with a feature issue on the products of **Fantasy Games Unlimited**, such as **Chivalry & Sorcery** **tm**. The general opinion concerning our serials, comics and covers is typified by the following letter. And our art is done by artists of professional quality, most being very talented amateurs whom we are trying to encourage. Our "target audience" reaches all the way from eight-year-old **D&D** **tm** enthusiasts to a number of grandmas and grandpas we know who play the game. Appealing to such a wide range of tastes is very hard, but we do our best, and we hope you'll reconsider subscribing. —Ed.

Dear Mr. Hinnen,

I thought I'd write and let you know what I think of the cover of **The Dungeoneer** No. 15. I'll bet a lot of people gave you a hard time for showing blood in living color. Sex and violence seem to be no-nos, particularly when aiming at a young and supposedly impressionable audience.

But people seem to forget that the entire foundation of fantasy role-playing - the advancement of levels - is done by having the characters kill monsters. A **D&D** session, if actually performed, would make the coliseum look like a picnic by the DAR. Fantasy role-playing involves the most violent acts I have ever known to be perpetrated - the only reason we're all not in jails and insane asylums is that it's only a simulation.

So I think it was a good idea to let people have a good look at what would have happened if it had been for real - a lot of blood and gore.

I don't suggest that you do this very often though. As for the rest of the magazine, it's up to its usual tricks of making all previous issues pale by comparison. You keep getting better and better. And bring back "A Private Hell"! If you're going to run serials, make sure that they continue so that the flow of the story is not interrupted for more than a two-month interval. "The Edge of the Galaxy" is funnier than any comic strip I see in the newspaper. There are obviously a lot of inside jokes for Judges Guild staff members, but there are enough "outside jokes" and inside jokes that can be figured out to make it a very desirable item. Keep up the good work.

Phil Lehman
Baltimore, MD

P.S. You're probably wondering why I don't subscribe. Well, the local hobby shop has a really cute counter girl, so it's worth a few extra dimes per issue, to have an excuse to go down there every day and see if **The Dungeoneer** has come in yet!

Thanks for the good words, Phil. As a matter of fact, after that cover got into print very few people complained about it. Perhaps the lack of indignant outrage is due to the fact that the axeman is not shown in the act of chopping some poor monster to ribbons. Blood itself is okay, I guess, as long as it isn't flowing. —Ed.

Dear Editor,

I am very disappointed in your mailing department. When I worked on **The Dungeoneer** staff, we never overlooked mailing an issue to a subscriber, at least to the best of my knowledge. If your paying subscribers get as few issues as I have you should be giving them their money back.

Please send me Issues 8, 9, 11, 12 and 14 immediately! [The writer then details a change of name and address due to leaving college and getting married.]

Joleen S. Rigan
Flushing, MI

Joleen, has it ever occurred to you that you might not be getting your magazines because your last name has changed and you no longer live in the same city? We mail our magazines with bulk rate postage. Even if you left a forwarding address at your college you wouldn't get them, because our wonderful Postal Service will not forward bulk mail. They throw it in the garbage.

If you move or change your name, you must inform us. If you don't tell us, we'll keep sending your magazines to the old address and the post

office will keep throwing them away. We can't afford to check every month to see that you're still living at the same address, and we can't be held responsible for your failure to inform us of the change.
—Ed.

The following are a selection of comments garnered from the responses to the reader survey printed on pp. 59-60 of Issue 15.

I prefer game-aids that are primarily useful to aid me in designing my own campaign, rather than using the game-aids as "canned" dungeons. City State is great - many characters, prices, buildings, etc. that I can use as reference.

However, your newer D&D aids—115 - 119 are great. I'll probably use these as "canned" dungeons for play at home/club.

I would like to see more play-aids patterned after Tegel Manor, Dark Tower, and Caverns of Thracia.

I hope you will be printing more of Bill Paley's fiction writing. "Monster Matrix" is one of my favorite articles and I greatly missed it in this edition of *The Dungeoneer*. I think you should print all the monsters you received in the mail, but paying the authors must be expensive so I can see why you don't. That goes for the Booty Bag too.

Thanks much for a well put together magazine. The things I look for in a zine of this type are tables, charts, and some background into the time periods that are covered by the games: AD&D, Traveller, Arduin Grimoire, C&S, and the Judges Guild City State and connected Campaign Maps. Ideas for future articles as follows: Everyday type things (the Village Blacksmith Shop or the Sword-Smith) how to make magical ink, school in D&D, Traveller items (hardware), new D&D spells written as the format in the *Players Handbook*, how to use material components, religious sects useable in D&D, and a good set of naval rules for D&D.

I missed the Booty Bag and Monster Matrix in this issue. You should have split up Seligman's article and put it in two issues.

The cover doesn't look very good in this issue. I am pleased to see Under Sky King's Light ending with this issue - all of the other serials I like.

Try to continue using a lot of Paul Jaquays work in *The Dungeoneer*.

I would really like to see a good article on painting fantasy miniatures (like the best paints to use, best painting methods, etc.).

Players' Errors In 'Under Skyking's Light'

By Bill Paley

As was mentioned early in the serial, the series of games in this particular campaign were played by totally inexperienced players. In many ways, it showed in their play, and their constant need for advice from the judge.

There was a great deal of hesitancy shown by the players until the final sequences. Then, when the party was split, the smaller portions, weakened, were annihilated because the group leader suddenly began to act boldly, attacking anything he found.

There was a constant lack of information which the players labored under, due to their lack of interest. Townsfolk, if asked, in many cases would have informed the characters of the monsters and rumors in the area at the time of their exploration. Instead, the party would ride forth, ignorant of what they might encounter.

Once encountered, the party involved themselves in several battles that they could have avoided, such as with the White Dragon. Unfortunately, they considered the fact that the beast was sleeping as more of an advantage than it actually was.

Finally, they made little or no use of the advantages affordable by the different character classes and races. Little role-playing was performed, and when it was, the Elves were as Human as the others, and all the varied personalities that were possible melted together into one personality that was repeated from character to character.

Hopefully, the lessons to be learned from this series for less experienced players are to gather information from various sources, be ready to run if the enemy is too powerful, and finally, play the character as an individual, and the game will be more enjoyable for all.



The Mystic: A New Magic-User Sub-Class

By Jon Mattson



Mystics are a sub-class of Magic-Users who specialize in many of the darker arts of Sorcery, that which is generally referred to as Black Magic. Their spells can be separated into three main groups: Necromantic (Raise Dead, Speak with Dead, etc.), Summoning (Summon Shadow, Conjure Spirit, etc.), and those spells which pertain to the areas of Prediction and Detection (Divination, Detect Magic, etc. - Note that this category is not generally considered Black Magic, however). A brief perusal of the spells used by mystics will reveal that many of the Summoning spells (as well as a few other miscellaneous conjurations) are mainly concerned with the field of Demonology. Finally, mystics of the higher levels begin to get certain special and/or unusual conjurations such as Astral Spell, Etherealness, and Raise Dead. Though spells such as Raise Dead are not usually considered to be Black Magic when used by clerics, they often are when used by mystics: unlike clerics who ask for divine help in raising a person from the dead, mystics use slightly more arcane methods to achieve this end.

Because of their dealings with the "Darker Powers", mystics are generally considered neutral to evil in alignment, though good mystics are not totally unheard of (after all, it's not impossible for a person to use Black Magic for basically good purposes). Thus, if a non-player mystic is encountered, he will be good only 20% of the time, neutral 30% and evil 50% (though the chances are even that he will be lawful or chaotic). Player characters may, of course choose whichever alignment they wish for their own mystic character.

As with Magic-Users, the prime requisite of the mystic character is intelligence (minimum of 14 to this score), but a character must also have a score of 12 or better in wisdom to become a mystic due to the clerical-type spells sometimes used by this class. All bonuses to experience because of exceptional prime requisites are based only upon intelligence, however.

Only humans, half-elves, gnomes, and non-player elves can become mystics. Humans are unlimited in level progression as mystics, but half-elves, gnomes, and elves are limited to seventh, eighth, and fifth level respectively (one lower if the character's intelligence score is seventeen, two lower if it is sixteen or less). Non-human mystic characters can be multi-classed only as Fighter/Mystics (half-elves, gnomes, and elves) or Mystic/Clerics (half-elves and non-player gnomes or elves). However, the class of mystic does not mix well with other classes: Fighter/Mystics subtract one from the level they could normally progress to as fighters, and characters can only be Mystic/Clerics if they have a wisdom score of fourteen or more (fifteen or more for characters which are good in alignment), as well as the usual intelligence score of fourteen or more. Though it is possible to become a Mystic/Cleric/Fighter, this is very rare: Such a character must have scores of seventeen or more in strength, wisdom, and intelligence. Only half-elves and non-player elves and gnomes can become Mystic/Cleric/Fighters.

Considering the many restrictions given above on becoming a mystic and the limited number of "Weapon" spells such a character can learn (see below), this class may seem somewhat weak and overly exclusive at first glance. However, mystics gain certain advantages which Magic-Users and illusionists do not. Their spells, though they are not generally useful in combat, are quite powerful for their level---Legend Lore, for instance, is a sixth level Magic-User spell, but mystics get it as a third level one. However, one of the most noticable advantages is the fact that mystics can wear leather armour (studded or normal), though they cannot use shields of any sort. Unfortunately, this is partly counter-balanced in that multi-classed mystics, regardless of their other class(es), can still wear only leather or magical armour (still no shields). Finally, mystics gain the benefit of using six-sided dice for hitpoints instead of the usual four-sided dice for magical types.

Other information concerning mystics is listed below:

Saving Throws, Hit Chart Progression, & Weapon Proficiency: Same as Magic-User of the same level.

Weapons Usable: Daggers (magic or normal), Staves, Darts, Slings

Magic Items Usable:

- all potions not restricted to fighters
- all rings
- magic daggers
- mystic scrolls, and cleric and magic user scrolls with spells usable by mystics
- staff of striking, rod of cancellation, rod of rulership, rod of resurrection (50% of the time), all wands except wands of polymorph, fear, and cold
- miscellaneous magic items usable by all classes, books and similar written works usable by Magic-Users, all amulets and medallions, all elemental controlling devices, cloaks of protection, and all crystal balls (see below)

One of the main devices used by mystics as a concentration aid and focusing point for their magical powers is the crystal ball. As explained previously, mystics may use any type of crystal ball, and there is a good chance (75% plus 2% per level of mystic) that they will immediately recognize harmful ones from beneficial ones. As with Magic-Users, mystics can use a crystal ball only three times per day, however, this excludes using the crystal ball in conjunction with spells (see below) --- this the mystic may do as often as he wishes.

As mentioned above, the mystic may use a crystal ball to aid him in casting spells. However, for it to help him in any way, he must be able to hold and see it. Below are listed various mystic spells and the bonuses given to them by using a crystal ball in the conjuration.

All detection spells including Locate Objects: Increases range by 50%.

ESP: Increases range by 25%.

Augury, Divination, Precognition, & Identify: Plus 10% chance of spell success.

Magic Jar: The crystal ball can be used as the magic jar.

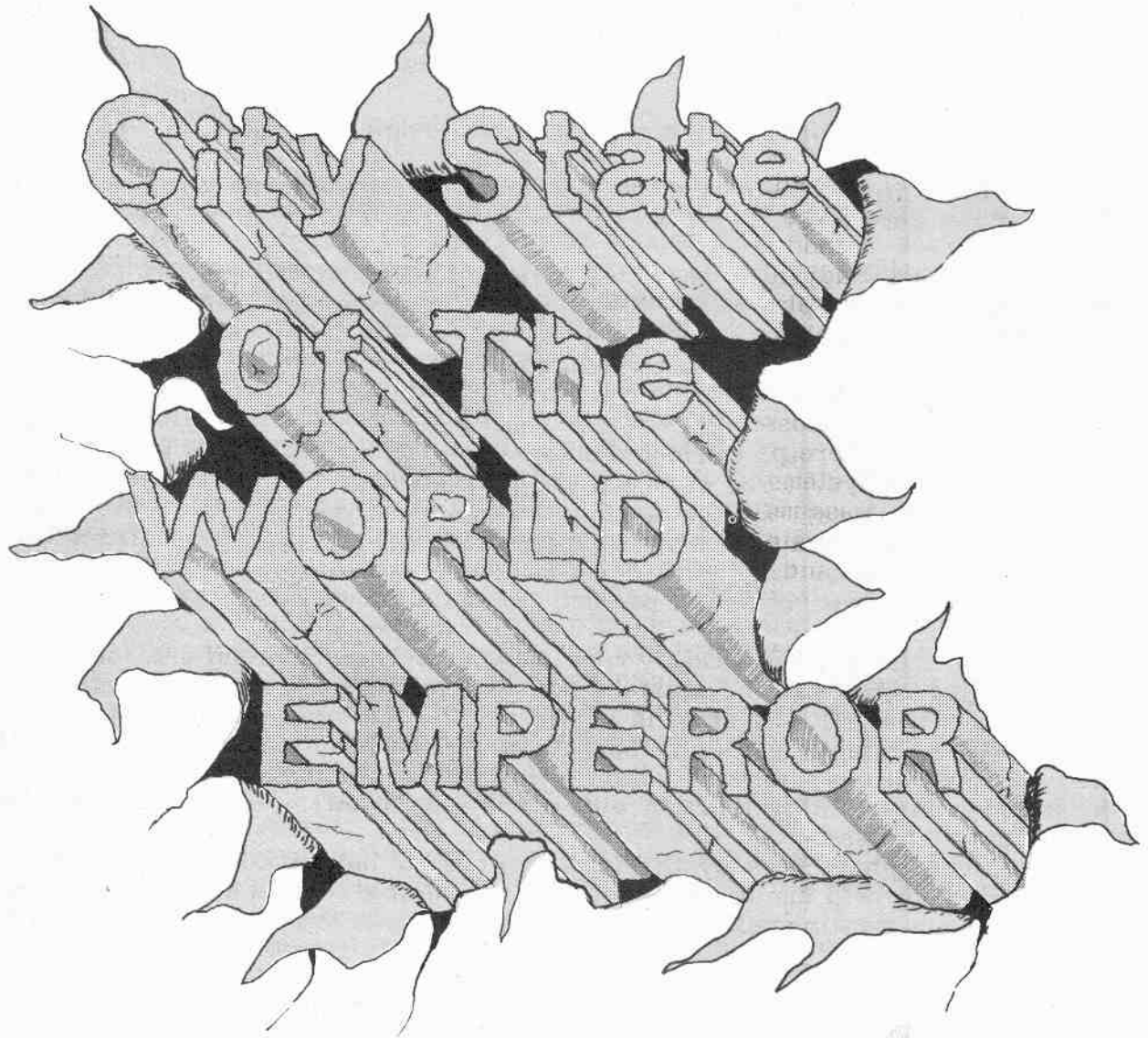
Card Tell: The crystal ball can be used as the material component-see spell.

Speak With Dead: Increases mystic two levels of experience for the purpose of this spell.



(Continued on page 42)

Judges Guild



It's Coming!



A New And Radically Different Expertise System

By Bill Seligman

This is the fourth article in a series dealing with a totally different method of using spells, skills, weaponry, and other abilities in a role-playing game. The first article, "A New and Radically Different Magic System," appeared in #7, and dealt with a method of having players create all their own spells, rather than using some fixed list of what spells they can have. The second article, "A New and Radically Different Skills System", dealt with a similar method of skills creation, and it appeared in #10. With the third article, "A New and Radically Different Combat System," a method was demonstrated of designing any weapon a player desired and being able to use it directly without coming up with a whole new combat table for each weapon -- this appeared in # 15.

In this article, I plan to tie the three above systems together into a somewhat coherent whole. Methods of character generation, character development, expertise in certain areas, and a discussion on some unusual aspects of magic will be presented. The three systems above were presented in a semi-modular fashion: You could use any one or two of the above systems in your game without using the third. For the rest of this series, I am going to assume that you are using all three systems -- magic, skills, and combat -- and so the remaining articles are going to describe the implications, arrangements, charts, tables, and other material needed to round off and balance out the system.

DEFINITION OF TERMS

There are some specific differences in this system that should be explicitly presented beforehand. First of all, all characteristics (Strength, Wisdom, Constitution, Intelligenece, Dexterity, and Charisma) are rolled using 3d10 (= three ten-sided dice). All hit dice are d10s as well, with a "half a hit die" refering to a d5 (roll a d10, if the number is greater than 5 subtract 5 from it). Saving throws, combat "to-hit" throws, and Danger Factor rolls are all rolled on percentile dice, and one is always trying to "roll low" -- i.e. if there is a 15% chance that something will happen, the player is trying for a roll of 01-15, rather than 86-00. By keeping "events happen on low rolls" the player will be better able to keep track of which numbers he/she wants to see and which he does not.

A few more terms -- the measure of the power of a character is expressed in terms of Rank (= levels in the old D&D tm system). The measure of the power of a spell is measured in terms of Order (= levels in the old D&D tm system). The depth of the dungeon is expressed in terms of Floors (= levels in the old D&D tm system). A "level" is now a device for determining if a surface is horizontal.

Also, the Silver Piece (=SP), not the Gold Piece, is the standard coin used in this system, as described in the notes at the end of the third article.

CHARACTER GENERATION

In order to get characters started down their path of individuality, I allow my players a choice for their characters after they roll their characteristics: they can have a spell (five uses per week, all of which can be used up in one day), a skill (chance of success-

ful use of the skill: 10%), or extra fighting ability (an additional half a die added onto the normal d10 of initial hit points) absolutely free. However, to get the free spell or skill, they must present their ability to the DM, and have him figure out what the Danger Factor is for that ability. If they still want to take the chance, the percentile dice are rolled, and if the character doesn't make it and does not die through the damage taken, the player must play that character, even with one hit point left.

But if a player kills off his/her character by researching this free ability, then of course the player must generate another character (assuming he/she still wants to play). If you allowed the new character to try for the same ability, this would upset the game; for example, if a player chose an ability that you computed a 99% chance of failure, then the player could just keep generating characters and getting them killed off until he got a character that rolled the 00. So, when initially generating a character, if one kills him or her off by exercising an option (either spell or skill gaining) then when generating the next character you cannot use that option.

For example, assume a player creates a character, then wants to research a spell. He gets unlucky, or tries for too powerful a spell, and kills off that character. If he generates another character, he can only choose to try for a skill, and again kills off his character, the next character the player generates must go for extra fighting ability, no matter what the player's characteristics indicate.

Going for extra fighting ability as the initial bonus is failsafe, since you simply roll the extra half die, rather than computing any Danger Factors for abilities as given in the first three articles. It may not be the best decision a player can make for his character, but it cannot be a totally wrong decision.

These extra bonuses are not assigned without forethought. Without them, all initial characters are almost alike. Also, it can be very tough for characters starting out to get hold of enough money to research abilities; the judicious choice of the first ability of a character will keep a character going quite a while until he/she has enough money to start gaining abilities.

Rationale: all people hypothetically start out at 0 Rank. To progress from 0 Rank to 1st Rank, the Rank all player characters start at, a character goes to some school -- a college of magical knowledge, a tribal circle, oral knowledge passed from generation to generation, or whatever. The graduation exercises for this school is some demonstration of what the character wants to make of his or her life. This consists of researching a spell five times, or gaining a skill, or a demonstration of fighting ability. This is paid for by whatever school the character comes from.

(This also provides a basis for heredity tables, or previous experience tables, and other such material that many JUDGES are fond of generating. I am not going to provide anything like that -- I am not in favor of giving a player anything for or against his character that he did not earn or deserve himself).

Now that we've got some characters generated at 1st Rank, let's see how we can get them higher.

EXPERIENCE

To get from 1st Rank to 2nd Rank, a character needs a base of 2,000 experience points (abbreviated EP). As demonstrated in the notes at the end of the previous article, some special races require more than 2,000, but that shall be part of the next article. For every new skill or spell the player gains when going from one Rank to the next, the player needs 500 more EP to reach the next Rank. This includes the free bonus ability when the character is first generated. So, after a character is first generated (and we shall assume for the moment that all example characters hereafter discussed are Human), that character will need 2,000 EP to reach 2nd Rank if he/she chooses extra fighting ability, or 2,500 EP if that character chooses to gain a skill or a spell and succeeds. (Note: the 500 EP is only added on to the EP requirements if the player actually gets the ability. If the player fails to gain the ability, takes the damage, and survives, the 500

EP is not added on).

After 2nd Rank, or in general from Nth Rank to the next Rank, you need twice as many EP to reach the next Rank as you needed to reach the previous one, plus 500 EP for each new skill or spell you get while going from this Rank to the next.

Note that spells or skills improved by Replacement do not add 500 EP to get to the next Rank. Don't worry -- I'll amplify this later on, but I'm mentioning it here for reference purposes.

What system for assigning EP should you use? That can be up to you -- any system that assigns about 300-350 EP for each hit die of monster killed will work fairly well. I've experimented with several systems, and here is the one I am using as of now (7/28/79): for each hit die one rolls to generate a creature, evenly divide 200 EP per hit die to each member of the party. In addition, for every point of damage a character does, he/she receives 15 EP, and for every point of damage a character takes he/she receives 5 EP. In addition, I give 100 EP for every successful use of a skill, since expertise in a skill is not usually otherwise rewarded. This skill EP benefit applies only to skills for which a success roll must be made -- if a skill has a 100% chance of doing what it is meant to do I don't award anything.

Enough of EP systems. Let me give a few examples of determining how many EP it takes to get from one Rank to the next, ranging from 1st to 10th Rank. (If your players start going above 10th Rank within one game-year, I'd suggest you sit down and re-evaluate how you're running your system.)

Example 1: A character decides to choose extra fighting ability as her initial bonus, and continues to improve her fighting ability as she goes up in Rank, without researching any abilities. Her EP requirements look like this: 0 for 1st Rank, 2,000 for 2nd Rank, 4,000 for 3rd Rank, 8,000 for 4th Rank... 16,000, 32,000, 64,000, 128,000, 256,000, 512,000 and the character is at 10th Rank.

Example 2: A character wants to be heavily into magic. He chooses a spell for his free bonus, and for every Rank he goes up he researches a new spell. His EP requirements would look like this: 0, 2,500, 11,500, 23,500, 47,500, 95,500, 191,500, 383,500, 767,500 and the character is at 10th Rank.

Example 3: A character goes for a bonus skill, then decides to research two new skills at every odd-numbered Rank. So she researches an additional 1st Rank skill to go with her bonus skill, and her EP requirements look like this: 0, 3,000, 6,000, 13,000, 26,000, 53,000, 106,000, 213,000, 426,000, 853,000 and the character is at 10th Rank.

Example 4: A character researches a bonus spell, and that's it. Rather than researching new spells, he decides only to deal with Replacements to the spell he has, or additional uses of the spell per week. So his EP requirements look like this: 0, 2,500, 5,000, 10,000, 20,000, 40,000, 80,000, 160,000, 320,000, 640,000 and the character is at 10th Rank.

Given the virtues of Replacement, you'll find the 4th example to be quite frequent, so I'll get to Replacement next. One final note -- I generated the EP requirements for all 10 Ranks for each character all at once in the above examples. This is not how it is done in actual play -- the EP requirements for the next Rank are only determined after you get to the Rank before it.

REPLACEMENT

Adding spell after spell to a character's repertoire can be very expensive, in terms of both money and experience. However, there is a method of substituting knowledge of one spell for another, rather than just adding a new spell on. This is called Replacement. I discussed Replacement of spells and skills briefly in the second article -- here is a more complete explanation.

Let us assume that we have a character who researches a 1st Order Fireball as her free bonus ability. (If you glance at the first article, you will see that a typical 1st Order Fireball does 1D5 damage, and has a three-hex range and a one-hex diameter.)

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After much trial and tribulation, she finally gets 2,500 EP and becomes 2nd Rank. Even though she has the spell for five times per week, she feels that for a 2nd Rank person, she would be better off with a 2nd Order spell. (Yes, it is a shame that the term "level" has been ruined for us all.)

She discusses this with the Judge, and decides that increasing the 1D5 damage to 2D5 damage (2D5 has a slightly higher average than 1D10), making the spell 2nd Order, would suit her. Without Replacement, she would have to research a whole new 2nd Order Fireball, then continue to re-research it until she had done it five times and could cast both a 1st Order and a 2nd Order Fireball, five times per week each.

However, with Replacement, she has another choice. She can research a 2nd Order Fireball, replacing all her 1st Order Fireballs with 2nd Order ones. So instead of having five 1st Order Fireballs per week, she'll have five 2nd Order Fireballs per week. How much does this cost, and how long does it take, and what is the Danger Factor?

Here I have to make a minor digression from the point to make something clear. Normally, with the bonus ability, you treat any additions to that ability as if you were researching that ability for the first time. Now, if you were to research a spell five times by yourself, paying for it yourself, the cost, time, and Danger per spell would gradually go down as described in the first article. However, the bonus ability is paid for by your school, and you only have to roll once, not five times, to see if you are damaged. Since you never made the investment yourself for your free ability, you don't get the benefits from it either. So if you were to convert a five-use-per-week spell you got as a free bonus to a six-use-per-week spell, i.e. research the spell again, you would have to pay full cost, take the full time out to research, and compute the Danger Factor with K in its unmodified form.

While the Time, in weeks, is figured out normally in this case (2 weeks, which is the normal length of time it would take a 2nd Rank person to research a 2nd Order spell for the first time) as is the Danger Factor ($K=6$, explicitly, for any form of Replacement) the cost is figured at 25% of the cost of researching all the spells being replaced. This is computed as follows:

1st researching -	1000 SP
2nd researching -	750 SP
3rd researching -	500 SP
4th researching -	250 SP
5th researching -	250 SP
Total spent -	2750 SP

All the costs were figured according to guidelines in the first article on magic. 25% of 2,750 SP is 688 Sp, and this is the cost that this character must pay to Replace her Fireball spell.

Now, if later on she wishes to change her 2nd Order Fireball to a 3rd Order Fireball (say, by doubling the diameter of the ball of fire) it would cost 25% of the money invested so far in the spell, that is 2,750 SP for the first spell, and 688 SP for the Replacement, equals 3,438 SP, 25% of which is 860 SP. That is what it would cost to Replace this spell a second time.

This procedure would be used in the case of skills in the same way. Replacement always costs 25% of whatever has been invested in an ability and any past Replacements of that ability, and always has a K of 6 when calculating the Danger Factor as given in the notes at the end of the third article.

MAGICAL EXPERTISE

Well, how do you become an expert mage? First of all, you "spend" Ranks researching spells. I don't mean spending Ranks as you would be spending money. One spends Ranks by spending time doing something while progressing from one Rank to another--- if you spend the time researching at least one spell for any reason, or researching any

(Continued on page 21)

The High Priesthood of Thebes

By Steve Marsh



Novels are swarming with the details or the workings of secret cults. Until recently the Judge was forced to just shrug and ignore the Sons of the Serpent (worshippers of Set), skip over Des Cultes Wormes and leave the priests of Azura to Conan. Though some detractors consider this 'zine obscene, this is not the place to unveil the hideous orgies indulged in by the nefarious owners of the **Necronomicon** or **The Verdigris Testament**. Such blasphemes will be left to more daring souls. Instead, the purpose of this small piece is to introduce the lawful cult of Thebes and to provide an example for Judges as to how to add cults to their campaigns.

Needed:

- 1) The cult headquarters, hidden in desert wasteland and guarded by 500 insanely devout dervishes and 200 heavy foot.
- 2) A few cult temples in oases scattered about the edge of the desert. Each should have a dervish camp nearby.
- 3) Some initiates and buildings in several of the larger cities.
- 4) Egyptian Gods. Their power can be limited to the desert, the initiatory buildings (sanctuaries), the cult members (as detailed in the following) and the afterlife.
- 5) A player interested in joining.
- 6) The following rules.

Open to Men only: Lawful-Good and Neutral Clerics, Magic Users, Thieves and Fighters. No one with natural psionic ability or Charisma of less than 12 will be accepted. (Of course other cults will have different restrictions on membership - the Cult of the Kraken, for example, which doesn't allow Lawfuls.)

- 1) All creatures are as if first level if they are alive. The initiate is invited to join by a member of the cult. This can come either by paying 10% of what one owns as tithe to a cult Cleric, or by doing some favor for a cult member which he decides to reward in this manner. In cities where the cult is just getting a start, membership may be by solicitation. After being invited to join, the initiate reports to the nearest of the initiatory buildings that the Judge has placed. He is circumcised, forbidden to eat fish and must abstain from wine. He is led thru an artificial cave that is the interior of the building, until he reaches the center of the building which is supported by a massive pillar. He reads the magical inscriptions thereupon and after learning to repeat them word-perfect he is bound and led blindfold to the Gate of Men. There he is taken in custody by a magical creature called a Portophorus (in reality a second level cultist dressed up in a fancy costume). He is enwrappt in a storm and questioned by the voice of the storm. Then he is taken back to the central pillar, called The Pillar of Hermes, and made to swear, at sword-point - and by the sun, moon, and stars - that he will remain loyal to the cult.

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Level	Cult Name	Costs	Benefits
1	Portophorous	10% of all personal goods -1 Wisdom May make no profit from any cult member May worship any Egyptian Gods No fish	Heals at plus one/day or spell Plus one intelligence Password AMOUN Plus 1 vs. weather magic

- 2) To progress to the third level one journeys to a cult temple. He is led into a deep, dark grotto and left. After he falls asleep he awakes to the amorous advances of voluptuous females which he resists. He is led to a chamber and cleansed with holy water. Suddenly the room fills with living serpents. As his courage holds he is led to a great statue of a griffon which teaches him more secrets of reality, including how man ceased to be divine and can yet be.

Level	Cult Name	Costs	Benefits
2	Neocoris	-1 Strength Must choose an Egyptian god Serve a geas for the cult May not slay serpents	Immune to snake poison Plus 2 vs. seduction Needs one less engineer than usual for a construction project Functions as if strength not lost Serpents cannot crush or bite Password HEVE

- 3) To go on in the cult one returns to the desert temple. He goes into an area full of the dead and is consigned to stay with them. A light graces the dark and he is lead to coffin of Osiris. There it is asked if he was in on the slaying of the master. As he denies this he is seized and carried off by to Tapixieties (men who bury the dead), and carried into a brilliant hall. A personage, looking like the king of kings, offers him his crown if he would rather accept it than undergo the terrifying trials ahead. The hopeful throws the crown down and tramples it underfoot (which is what the Tapixieties suggested). The king strikes his head from his body and the player is carried off and the body is wrapped in burial clothes. The body is cast into a bottomless pit and tumbles down. As it nears bottom, lightning lances out and strikes the hapless corpse... and suddenly it lives! Charon fishes him from the river and carries him live into the Greek hell. There he is pardoned for a period of one year, after which he must return, without any spells, weapons, etc. - on oath. Use of magic, etc. is a breaking of the above oath and it will cause him to be stranded in hell.

Level	Cult Name	Cost	Benefits
3	Melanphores	None	Plus 10% on resurrection odds

- 4) After a year, the cultist finds himself in the Greek hell (unless he decides he will rise no more in the cult). There the circle of terror grows tighter and tighter and it becomes apparent that Pluto will use any flaw in the character to justify keeping him in hell for ever. Suddenly a figure of light appears and places a sword in his hand, telling him to attempt his escape. As he flees the light becomes a shield on his arm. Suddenly he is surrounded. In spite of his valor he is overcome and taken and bound, carried off by spectres, and they are gone. The king stands there and arms him with the boots of Anubis, the shield of Isis and the cap of Orcus. Then he is given a draught of honey, milk, water, wine and gruel and armed with a sword. Reality seems to part and he is told to go forth and slay the first creature he sees. A beautiful woman approaches and, when slain, gives forth a vile smell as if he had slain the entire underworld.

Level	Cult Name	Cost	Benefits
4	Christophori	Whenever PANIS is said if he doesn't save his strength his strength is halved Three months Scars patterning his forearms	Password SASYCHIS Can never be retained in any hell longer than three months without his soul going free.

Adds plus 3 to morale rolls of party

- 5) For this all he must do is travel on foot to the central headquarters and return on foot.

Level	Cult Name	Cost	Benefits
5	Balahate	The journey	Password CHYMIA A figure of an owl that acts like a familiar. It costs 1000 GP a month to keep the cult placated so that the figure will act. Upon the word JOA as a random figure equal to a monster summoning spell of random level (1 - 8). Each time one pays one is entitled to 1 - 4 uses that month.

- 6) This degree includes membership in the cult's ruling council, and is reached through various instructions and rituals in the central headquarters. It is bestowed by the hand of the god the applicant has chosen. All that is required is the successful invocation of a god (Hmm, did I really say "all"?)

Level	Cult Name	Cost	Benefits
6	Astronomer at the Gate of the Gods	May have only one god (the one summoned) May have no retainers (must give up)	Plus one vs. Fire Plus 10% with potions and other alchemical items Plus 25% in dealings with stars Password IBIS

- 7) To qualify for this degree one must undertake a quest determined by the great council. After performing the quest, he then is taken to a palace of Manes (departed spirits of former masters of the cult). There he is given the drink of Oimellas and finds that all the penalties incurred against his requisites are revoked. Then he challenges the current leader of the cult. The winner is master of the cult and the loser joins the Manes. If he wins he is given a crux ankh that functions as if a wand, only its energy can be manifested in any endeavor that would consume 6 dice of energy.

Level	Cult Name	Cost	Benefits
7	Saphenath Panchah	He is the master of the cult and as such he has control over its resources and personnel.	Password ADON

Passwords give passage against magic barriers of a level lower than the level of the password in dice strength. Passwords may be used only once a day.

The cult exists to stop evil and to curtail the growth of any religion except Egyptian ones.

Lawful players must use their cult abilities against chaotic and neutral ones, to stem the flow of other religions.

To become cult master means to renounce other goals, as to resign means to have the entire pantheon after you. Of course one may sell out to the dark gods or to another cult or religion. One may see lots of interesting things happening as options get thick.

This is a very simple system. Half of its potency is in the fact that a player needs to react as detailed but isn't told to unless it specifically states so. If he keeps his trust and honor going strong he'll be okay, but just one bad step could really sink him. Try it, you'll like it.

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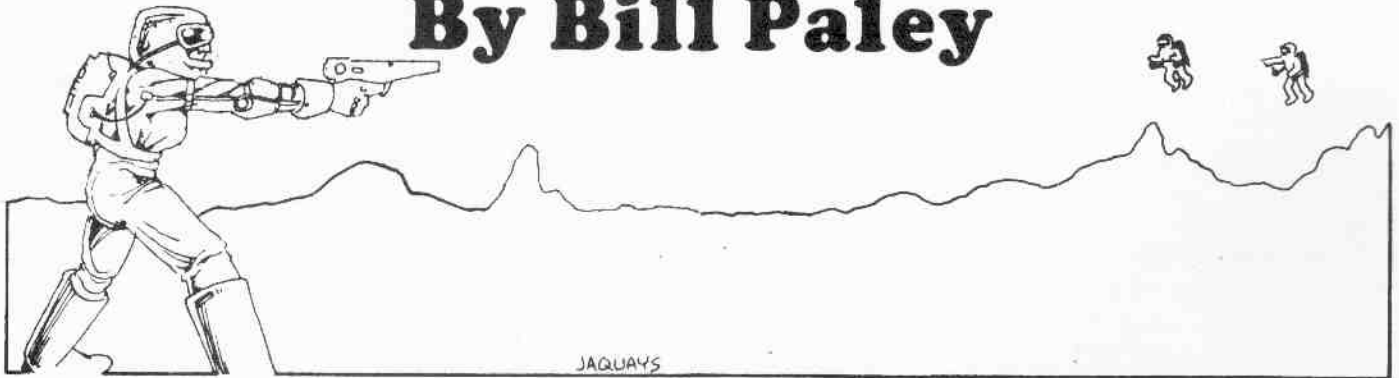
The Caverns of Thracia

By

*PAUL
JAGGERS*

The "Other" Class In Traveller

By Bill Paley



Although the Traveller™ rulebooks do not specifically so state, it seems that the "Other" class (as opposed to Army, Navy, Scouts etc.) is meant basically as a street person. In 1001 Characters, "Other" is defined as any non-military type who the group might encounter, with any skills. This leaves open the chance for imaginative referees to prepare non-military career charts and attendant skills.

SPIES

Persons of the intelligence trade, of course, are fun for the referee as well, because he may be on a mission while ostensibly working for or with the players.

Occupational Skills

	1	2	3	4	5	6
1	Admin	Gun Cbt	Commo	Vehicle	Brawling	Bribery
2	Recruiting	Blade Cbt	Electronics	Bribery	Streetwise	Streetwise
3	Forgery	Brawling	Computer	Vehicle	Interrogate	Interrogate
4	Forgery	Gun Cbt	Commo	Bribery	Cryptograph	Interrogate
5	Forgery	Blade Cbt	Electronics	Gun Cbt	Cryptograph	Interrogate
6	Gambling	Brawling	Computer	Brawling	Cryptograph	Ctr-Insrgt

Roll one die for column, then one die for line. A Spy receives one of these for entry into the service.

Assignments

First, roll one die for area of assignment: 1-2 Duty, 3-5 Staff, 6 Special.

Duty	Staff	Special
1 Raid	1 Admin	1 Intelligence School
2 Raid	2 Admin	2 Ctr-Agent School
3 Raid	3 Admin	3 Cryptography School
4 Ctr-Insrgt	4 Cryptograph	4 Admin School
5 Police Ctr-Agent	5 Cryptograph	5 Recruiting
6 Ctr-Agent	6 Interrogate	6 Ctr-Insrgt School

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Duty resolution:

	Raid	Ctr-Insrgt	Ctr-Agent
Survival	7+	6+	4+
Decorations	6+	10+	8+
Promotion	5+	8+	7+
Skills	5+	4+	7+

Decorations: "Honor roll" only: equivalent to MCUF

Promotions: rank totem pole starts at Second Lieutenant

Staff resolution:

Staff posts automatically give skill in that particular post. Survival is automatic, promotion 10+, no decorations.

Die modifiers for duty and staff resolution:

Survival -- +1 if Intel 8+

Promotion -- +1 if Intel 9+, +1 if Soc 10+

Special resolution:

Intelligence School: Same as in Mercenary, plus Instruction

Counter-Agent School: Roll 4+ on one die to gain each of the following skills:
Computer, Brawling, Streetwise, Interrogate

Cryptography School: Roll 4+ on one die to gain each of the following skills:
Computer, Cryptography, Admin, Electronics

Administrative School: Roll 4+ on one die to gain each of the following skills:
Computer, Admin, Electronics, Commo

Counter-Insurgency School: Roll 5+ on one die to gain each of the following skills:
Ctr-Insrgt, Cun Cbt, Blade Cbt, Instruction, Brawling, Streetwise

Spies may come from a previous stint in the military (having failed a re-enlistment), but only if they have completed Intelligence School. If so, they may start at one rank lower than that which they held at the time of mustering out. (Roll 5+ to enlist, +1 if Intel 9+) Once past the age of fifty, they may only receive staff assignments. If they receive the same assignment three times in a row, they will only have that assignment from that point on. There is mandatory retirement at age seventy.

New Skills

Counter-Insurgency:
(Ctr-Insrgt) This skill gives the character the ability to interdict and otherwise impede any revolutionary or terrorist activity. The degree of his effectiveness is of course commensurate with the level of his skill in this area, but ties in closely with Intelligence and Cryptography skills at the referee's discretion. For example, a spy with a first-level skill in Counter-Insurgency might have one chance in six of happening upon a band of terrorists -- three chances in six if he is looking for them.

Cryptography:

This skill gives the character the ability to break codes and ciphers. Basic chance to crack a simple code is 11+ with one week of work; average code 12+ with two weeks of work, difficult code 13+ with four weeks of work. DM +1 for each level of Cryptography skill. Also, for each level of Computer skill held concurrently, DM +1, but a computer is required for use to apply this DM.

The spy who advances far in levels of Counter-Insurgency school is very effective in many areas of "dirty fighting," such as guerrilla warfare and harassment and interdiction. A spy who is sixth level or higher in this skill may put together the nucleus of anti-government plotters. This does not determine the course of the possible revolution or the probability of its success. The revolution is played out by the characters or is resolved by the referee.

CIVIL SERVANTS

	Police	Bureaucracy	Detective	Labor
1	+1 Str	+1 Intel	+1 Str	+1 Str
2	+1 End	+1 Soc	Blade Cbt	+1 End
3	+1 Educ	+1 Intel	+1 End	+1 Str
4	Gun Cbt	+1 Educ	+1 Dex	+1 End
5	+1 End	+1 Intel	Gun Cbt	+1 Str
6	+2 End	+1 Educ	+1 End	+1 End
1	Brawling	Admin	Brawling	Brawling
2	Commo	Admin	Brawling	Blade Cbt
3	Vehicle	Admin	Blade Cbt	Mechanical
4	Gun Cbt	Bribery	Gun Cbt	Steward
5	Streetwise	Forgery	Forgery	Streetwise
6	Bribery	Computer	Streetwise	+1 Str
7	Computer	Computer	Bribery	Vehicle
DM: +1 if Tech Level 8+				
Use this chart if Educ 8+				
1	Commo	Admin	Brawling	Steward
2	Commo	Admin	Streetwise	Vehicle
3	Vehicle	Bribery	Streetwise	Vehicle
4	Vehicle	Forgery	Bribery	Mechanical
5	Interrogation	Computer	Forgery	Mechanical
6	Computer	Computer	Jack o'Trades	Electronics
7	Computer	Computer	Electronics	Electronics
DM: +1 if Tech Level 8+				

Civil servants may work until age 70, and they will receive retirement pay after 20 years as in the military. After retirement, they use these charts as if they were normal charts from *Traveller*™, Book One. To begin, though, he must roll one die: 1 Police, 2 Bureaucracy, 3 Detective, 4-6 Labor.

Survival rolls are required as follows for each four-year term: Police 3+, Detective 4+, Labor 3+ (2+ if Tech Level 5+). After the survival roll, the player may roll two dice in an attempt to change profession. The policeman may opt to try for detective work or a bureaucratic position, then rolls: 10+ means he has been accepted into the detective squad, 8+ means he has a desk job as a bureaucrat. If a laborer, 10+ makes him a bureaucrat. If a detective, 7+ makes him a bureaucrat. DMs: +1 if Intel 8+, +1 if Educ 8+.

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+2 if Soc 10+.

CRIMINALS

Although there is a poor survival rate for "crooks," they can have reason to learn almost anything. You can fill in what their particular criminal records are, once you know their abilities.

They are able to maintain a random number of "terms" in their "service." To find their number of terms, first roll one die: 1 only one term, 2-6 roll two dice for number of terms.

Also, starting age may vary. Roll for number of years of age subtracted from 18 as follows: 1-5 subtract number of years shown on die, 6 roll two dice and subtract that number of years from 18.

Each term, a criminal may gain one or two skills (roll one die: 1-4 one skill, 5-6 two skills). The criminal may only use the charts in Book One; however, he may choose any chart he desires. Each term, they must roll 7+ on two dice to survive, DM of +1 for Str 8+, +1 for Intel 9+.

These characters would be especially useful to the referee as masterminds for crime syndicates, pirates, or leaders of gangs of thugs. They are not necessarily useful as player-characters.

SMUGGLERS

After a random number of "terms" (2-8 if you have two four-sided dice, otherwise roll one six-sided die and add one) a character rolls a die for each term: 1-5 gives two skills for that term, 6 gives three skills. To roll each skill, roll one die twice: once for column and once for line.

	1	2	3	4	5	6
1	Pilot	Pilot	Pilot	Gunnery	Mechanical	Gambling
2	Gunnery	Engineering	Zero-G	Ship's Boat	Mechanical	Streetwise
3	Engineering	Navigation	Zero-G	Electronics	Electronics	Bribery
4	Navigation	Gunnery	Vacc Suit	Mechanical	Jack o'T	Brawling
5	Ship's Boat	Navigation	Vacc Suit	Forgery	Gun Cbt	Blade Cbt
6	Computer	Pilot	Electronics	Jack o'T	Gun Cbt	Forgery

Smugglers also have some expertise in some of the items they smuggle. Gun-runners will have one level of skill in whatever weapon type they carry. Drug smugglers will have one level of Medical skill. Other skills gained in this manner should be chosen as appropriate to the type of planet to which he is smuggling goods to.

Smugglers may have their own ship, very likely stolen with forged papers. If they have level two skills in both Mechanical and Electronics, they will have made several modifications in the basic makeup of the ship, using the following order of priorities: speed, camouflage, defense, offense.

Smugglers are also likely to have excellent working knowledge of both the planet and the system into which they smuggle goods. Additional systems will depend upon levels of Navigation skill.

Obviously the smuggler has many advantages regarding skills. This is offset by their high mortality rate. At the end of each term, two six-sided dice must be rolled to survive: 8+ indicates survival, with DMs of +1 for Str 9+, +1 for End 9+, +2 for Intel 9+, and +1 for Educ 9+.



EXPERTISE SYSTEM (Continued from page 12)

magic item (yes, more on that next article) you have "spent" that Rank researching magic. If you research any skills (except Combat skills -- more on that below) you have spent that Rank practicing your skills. If you do neither of the above, i.e. research neither magic nor skills (except Combat skills) then you are considered to have been practicing your combat abilities. Note that you can spend a Rank doing any two or all three of these things -- you've spent a Rank both with magic and skills if you deal with at least one of each; you've spent a Rank with magic and combat if you research at least one spell and one Combat skill; you've spent a Rank with skills and fighting if you've researched one skill and one Combat skill, or you have at least one skill previous to that Rank and you research nothing; and you spend a Rank doing all three if you research a spell, a skill, and a Combat skill each at least once, or you have at least one skill previous to that Rank, and you research a spell, and you research a Combat skill.

Whew! When you type it all out, it seems longer than it actually is. Now, since this is the section on magical expertise, let's discuss what spending a Rank in magic research implies, and other methods of acquiring magical expertise. It should be noted that expertise in any field is nothing special, and all that I will be expanding upon is really already part of the system as presented so far.

Go back to the first article, or to the notes at the end of the third article, where you'll notice the formulae with the term "MAX (S-M,1)" or something like it frequently printed. Also noted is that S means the level (now Rank) of the spell-user. What this really means is the total number of Ranks the character has spent in magic research. This includes the hypothetical increase from 0 Rank to 1st Rank, if a free bonus spell was researched. Thus, a character who has spent five Ranks researching spells will do a better job than a character who has never spent any Ranks in spell research at all, even if both of them are at the same Rank.

In addition, it states in earlier articles that for every five spells one has that relate to the current spell being researched, K is reduced by one. Thus, the more spells one researches, the safer it will be for one to research yet another spell. Note, however, that once you choose the association between one spell and another, that association cannot change; e.g. if you are researching a Firebeam spell, and reduce the K value of researching it by associating it with five other spells that also use fire, then all those five and the Firebeam can only be associated with fire spells from then on. And since the relationship between all five spells and the new spell being researched must be the same for each spell, it usually pays to specialize.

A specialty, if a character chooses to have one, should be chosen carefully. It should offer a wide enough range of variations to satisfy any probable needs of the character. One might also consider that, in Replacing a spell, the Replaced spell and the Replacing spell must be very closely related. So be extremely careful in choosing "joke" specialties. To become an expert in spells that use skateboards may leave a character with very few options for the future.

COMBAT EXPERTISE

For the most part, combat expertise is very direct -- for every Rank you have spent in combat practice, that is, you have either not researched a skill or a spell, or you have researched at least one Combat skill, you gain an extra half die in hit points. (Those familiar with the formulae in the third article will recall that one's hit points are added to one's Attack Value, so this increases both one's attack and defense ability).

So now we should define a combat skill. A combat skill is one that improves one or more of the following: a character's Attack Value, Defense Value, Hit Points, Strength, Constitution, Dexterity, or decreases the number of Dexterity points needed for that character to use a special weapon.

All combat skills, plus increasing a character's Intelligence, Wisdom or Charisma work differently than gaining skills like Picking Locks.

For a normal skill, each time the skill is used one rolls the percentile dice, with the

chance of 10% per Rank the skill was possessed that the skill will work. This is a trifle impractical with the skills listed above; to roll each time one hits to see if one have the increased Attack Value, or to roll every turn to see if one has the increased Strength, will create interminable die rolling and would not be terribly realistic.

So the roll for success for each of the above skills is set up differently. When one first gets the skill (i.e. rolls higher than the Danger Factor on percentile dice) there is a 10% chance the character will get the skill immediately. If he does not, another roll is made every time the character goes up in Rank, increasing the chance of success by 10% each time. For example, say that a character decides to research a skill to increase his Attack Value by 5. (For future usage, let's say that to increase one's AV by 5, or by 1D10, represents the same average increment.) He rolls the percentile dice and gets the skill. He then rolls to see if he makes the 10% chance to get the +5 AV and does not make it. When he goes up one Rank, he would then roll against a 20% chance of getting the skill, and if he did not get it when he went up yet another Rank he would try to roll less than 30% on the percentile dice to get the skill. He would continue to roll each time he went up in Rank until he got the skill.

To increase any characteristic means that some other characteristic must be decreased. No characteristic may be increased above 30 (on 3D10 being rolled to generate all characteristics). Therefore, to research an increase in one characteristic means a simultaneous decrease in another characteristic; to research such a skill means using both characteristics in determining the cost of the skill.

The characteristics involved in increasing one's AV are Strength, Dexterity, and/or Constitution. The characteristics involved in increasing one's DV are Dexterity and Constitution. Increasing one's hit points involves Constitution; decreasing one's Dexterity Point requirements involves Dexterity.

Now here comes the very complex part. Everything is nice, simple, and neat if these skills are researched only once. But these skills may be researched more than once (indeed, any skill may be researched more than once, either for reasons of Replacement, or because one wishes to increase one's chances of success). Also, some sort of incremental system has to be set up to distinguish between trying to gain a skill that gives +5 AV and one that give +10 AV. There are ways of tackling all of this, but it ain't easy.

First of all, the Judge must understand that there is no natural "Rank" separation for skills, unlike spells. The cost and time for developing a skill is totally dependent on its complexity (the number of characteristics it uses). A Judge must be careful to determine how complex a skill is, and if necessary state that for a given skill a given characteristic is used more than once.

For ordinary skills, this should be simple enough for a competent Judge to determine. (If you weren't competent, you wouldn't be subscribing. You don't subscribe? Shame, shame!) For example, it is obvious that a skill like Detecting and De-activating Traps is more complex than Detecting Traps, and both would be less complex than Detecting and Determining and De-Activating Spells. For the first, I would say it uses Intelligence, Wisdom, and Dexterity; the second would use Intelligence and Dexterity; the third Dexterity once and Intelligence and Wisdom three times each (remember, we are talking about a skill [non-magical] that can influence magical spells).

How does this relate to Combat skills? Some of the Combat skills a character can research can be used with one or more characteristics. Whether the player chooses to research a combat skill using one or more characteristics (and the reasons for using more than one will be clarified below) for every 5 points of AV, DV, or hit points (= HP) increased, or for every 5 points of Dexterity points decreased, or for every point that a characteristic is increased (and a another characteristic chosen by the player is auto-



matically decreased) it counts as one use of each characteristic the player is using to research that skill. (Remember, 5 points [of anything] is equivalent to 1D10. In case it comes up, 3 points is equivalent to 1D5.)

So if a player wanted to research a skill to increase his AV by +5, he might use Strength once. If he wanted to increase his AV by +10, or perhaps 2D10, that would use Strength twice.

Now, here it gets a little sticky -- what if a player researches a skill to get +1 Strength with -1 Wisdom. He gets the skill, but doesn't make the initial 10% roll. But it takes a long time to get to next Rank, so he wants to do one of two things:

- 1) He wants to increase his chances of getting the skill. How to work this will be discussed in the Skills Expertise section of this article.
- 2) He wants to research another +1 Strength w/-1 Wisdom.

Alternative 2 is not that simple. All increases to a person's AV, DV, hit points, and so forth are always thought of as being modified from the base value. If a character's Strength was initially rolled as 20, all modifications using skills-gaining must always be thought of as modifying that 20 value. This player first researches +1 Strength w/-1 Wisdom, which uses 2 characteristics. The second research must be +2 Strength w/-2 Wisdom, which uses Strength twice and Wisdom twice. Now, according to the rules in the second article, the time it takes to research is equal to the number of characteristics in the skill, plus one, minus the number of characteristics used the same way in one other skill, in weeks. So the time it takes to research this skill is two weeks, because one use of Strength and one use of Wisdom was duplicated in the first skill researched. However, the cost of the skill is still as indicated in the article: 4,000 SP.

Now, why would anyone ever want to use more than one characteristic to increase her AV or DV? If you have a Strength of 30, you'd just use that to increase your AV, and you've have the minimum possible Danger Factor for researching that skill. To encourage, a player to vary the usage of his/her characteristics, and thus have a well-balanced character, you can encourage your players to use different characteristics in this manner: let us say you get +5 AV using Strength. That costs 1,000 SP, and takes you two weeks. Now, say you want an additional +5 AV added on to that. You could research +10 AV using Strength twice, costing 2,000 SP and two weeks, or you could get +5 AV using Dexterity, which being based on a different characteristic, doesn't give you an increase in cost, so it costs 1,000 SP and takes two weeks, then the same thing can be done with Constitution. Then you could research the skill using Strength twice (2,000 SP) and the same cost would apply when using Strength and Dexterity, then Strength and Constitution, the Dexterity and Constitution, then Dexterity twice, then Constitution twice, and so forth.

With all this talk about having simultaneously a +5 AV and a +10 AV (if the +10 AV skill went through, the +5 AV would have automatically succeeded, if the +5 succeeded the +10 would have been pending until it succeeded, in which case the +5 would vanish and the +10 would take its place) perhaps a word of explanation should be provided. When a skill is gained by succeeding in making the Danger Factor roll, it is "pending". Unless a skill is specifically researched to affect the pending status of another skill, whether a skill is pending or not has no effect on the status of another skill. (In the parenthetical statement above, the +5 skill does not vanish, it just becomes trivial if the +10 is gained). So when the +5 AV is gained, it becomes pending until the roll is made to finally gain the skill. The same is true for the +10 skill. The success is rolled for separately. In general, when going up a Rank and there are several pending skills to roll for, the player may choose in which order they should be rolled for, with the effects considered to be non-simultaneous.

Finally, a statement about increasing AV and DV in general -- the AV of any character may be increased up to +10 beyond its base, but this must be for a class of weapons (bare hands, swords, clubs, bows, etc.). The same applies to DV, except it must be applied to a class of armor (cloth, leather, chain, etc.). Beyond +10 in either AV or DV you must research for a specific weapon -- not just a specific type of sword like a broadsword, but one specific broadsword. Of course, one may research bonuses in AV and DV repeatedly for many armors or weapons. But if you lose the specific wea-

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pon or armor you researched with, you lose the bonuses in AV or DV you get with it until you get the equipment back. You also lose all bonuses if you are not using even the class of equipment you have researched the original +10 bonus for -- if you researched for swords and you are using a bow, there is no bonus unless you have researched and gained a skill giving you a bonus in AV using that weapon. (You can also research bonuses in DV using a weapon).

SKILLS EXPERTISE

There is no really explicit skills expertise. Because of the business of overlapping characteristics as used for skills decreasing the amount of time to research the skill, one gains skills expertise simply by having a good repertoire of skills. There are some aspects of skills research that should be amplified, however.

Replacement of skills -- like spells, Replaced skills must closely resemble their Replacing skills. To determine the chance of success of the skill after you've gained it, take the percentage chance the Replaced skill would succeed and average it with 10%. For example, say you have a skill called Detecting Traps with 40% chance of success per try. You then Replace that skill with Detecting and De-Activating Traps. The average of 40 and 10 is 25, so initially the skill would have a 25% chance of success per try, increasing by 10% each time you go up a Rank.

Increasing the chance a skill will succeed -- every time you research a skill the chance it will succeed goes up by 5% (or by 1-10% if you are willing to take the chance). Re-researching a skill costs the same in both time and money and Danger Factor as researching the original skill cost; unlike spell research the cost does not go down.

A PAUSE

After all these complicated explanations, let's take a pause and review what the major points of this article have been.

Magic expertise is in building up a good repertoire of spells, and having spent Ranks in researching spells or magic items.

Combat expertise is in having spent Ranks researching combat skills, and in having spent Ranks in practicing combat by implication.

Skills expertise is in building up a good stock of skills, and in researching and Replacing them judiciously.

Some points that should be remembered from previous articles:

Independent of what and when you research, every Rank you go up you gain 1D10 in hit points automatically. The extra 1D5 is awarded for having spent a Rank in combat.

Replacing an ability does not add the 500 EP to the requirements for the next Rank, as researching a new skill or spell would.

The easiest way of gaining the extra 1D5 in going from one Rank to the next is to not research anything between those two Ranks. If you never research any abilities, your hit points will start racking up, and in consequence your AV and DV as well.

MAGICAL ADDENDA

There has been a lot of magical research going on in my campaign, and my players are constantly creating and questioning about new facets of my spell system. I'd like to pass on some of this information to you.

One of my players investigated into what direction he could Replace his Healing spell, which did 1D5 points of healing, personal contact only.

Here are some of the directions he determined:

To Replace it with a Wounding spell (1D5 damage, personal contact only) would not increase the Order of the spell.

To Replace it with a 2D5 Healing spell, or a 1D5+3 Healing spell, would increase the Order of the spell by one.

To Replace it with a spell that would either Wound or Cure, at his option, would increase the Order of the spell by one.

To Replace it with a "Cure at a Distance" spell would increase the Order by one for a range of three hexes. It would increase the Order by one for every additional three-hex range increase after that.

The above is included so that some Judges can get a better idea of what the system is about.

Another thing that began to come up is the creation of magical symbols, and of implanting magical spells into material objects. I pondered this quite a while, because I realized that my answer to the problem would also establish the cost of all magic items that I allocated in my universe.

The answer I came up with is this:

A symbol may be assigned a spell as a passive ability. For example, a symbol of anti-Charm spells, or a symbol for door-unlocking may be devised. The investing of this symbol with this power requires that a spell be researched of two Orders higher than the spell normally would be. Thereafter, the symbol, when carried by the creator of the symbol (as an amulet, or even as a tatoo) will perform its function as long as it is on or within the awareness of the user. The symbol only has meaning to the user, and will only function for the user, and any item with the symbol on it will only give the symbols effects for the user and not for anybody else.

Assigning a spell to a magic item -- any ordinary item may be enchanted with one or more spells. Two things must be done to the item first. A "Conditioning" spell must be cast on the item to enable it to accept spells. The Condition spell is of 5th Order. Any spell may now be researched and placed into the item, but it will be two Orders higher than it normally would be, and it will only stay in the item for the length of time, in weeks, that it took to research the spell you put into the item (it is the effort that counts here, and not the Rank of the mage).

The second procedure is to assign a Dominance rating to the item. (Guess what? Dominance ratings are defined in the next article). The spell is called Personify, and it assigns a Dominance rating to the item of 1-100. When an item has a Dominance rating, the spell researched to be put into the item will be permanent. However, since the item does have a Dominance rating, it might very well have a personality. Methods of defining are, of course, in the next article. Often the fact that the spells are permanent are well offset by an item's personality.

ERRATA

Would you believe it? I'm not perfect. Here are some mistakes I've made in previous articles:

In the first three articles, I mentioned the amount of damage one gets if one fails to gain an ability by a bad roll on the Danger Factor is TIME-1. This is wrong. The amount of damage you should get if you do not gain an ability is equal to the number of weeks you spent researching the spell (TIME alone) in ten-sided dice.

In the third article, I published a method of weapon design, along with a set of tables of weapons and armors generated under the system. A number of SCA people have had the chance to read those tables since I wrote the article, and finally one of them checked up and informed me that my weights as given for my weapons were too large by a factor of two. Sure enough, I looked it up, and they were right. Thanks to Mark Swanson and Dan Pierson for pointing this out.

The solution -- the weights, rather than being in kilograms, are in Strength points. The numbers are correct, but the units are not. One kilogram needs two Strength points to carry it and move at full speed, and one has twice as many Strength points as the value

of this Strength characteristic. The diameter of those cylinders that are shaped into weapons should be decreased by a factor of the square root of two, and the thickness of the armor should be halved. This does not change anything in the system itself, but decreases the historical inaccuracy.

IN PARTIAL CONCLUSION

Another article has come and gone, each more complicated than the next as new facets and implications of my system come up and I have to handle them. I'd like to thank Sam Hutchens, Michelle Nathan, Robert Sacks, Howard Mahler, Jonathan Bayer, Eric Berend, Bill Morrison, and Gertrude Seligman for aiding and abetting me in the refinement of this system so far.

The next article will deal with allocation. Now that we have all these fancy abilities, how do we assign them to non-player-characters and people encountered while exploring one's world? What sort of magic items are now possible, and how should they be generated? Considering that money has a very crucial importance in the development of abilities, what would be a workable treasure allocation system? And either in the next article or the following one, we shall get into monsters, both player and non-player, and what new ghoulies, ghosties, and things that go bump in the night are now possible under this new system.

That will finish off the information part of the series, but after that I shall be creating scenarios and mini-dungeons that have been allocated and are meant to be run under this new system. No, it never really ends, does it?

As always, any questions about the system may be directed to me: Bill Seligman, 667 Rugby Rd., Brooklyn, NY 11230. Any general comments on the system should be addressed to the "Words & Whips" column. Any insults and similar irrelevancies may be burned in the fireplace to attempt to ease the energy crisis.



Winter Encounters

By J. Brightman & W. Sommers



he old bard sat in the corner, munching a piece of sausage, sipping from a mug of wine. The innkeeper had been more than happy to provide a meal, knowing that a few songs and a story or two would bring the local bumpkins flocking. The food was not of the finest, but far better than hunger, and feasting in some Lord's keep required a better appearance (with a rueful glance at the patched russet tunic and frayed remains of lace on the cuffs) and more talent than he could muster. More talent, that is, at composing pretty lies about the Lords and Lordlings.

Well, time for a thought about his selections for the night. Queen Eleanor's Confession, perhaps, and the Knight of Liddeadale. The Rising of the North was always well received in these parts. Then some stirring tale of bold knights in shining armor (it's easy to be bold on horseback, behind a quarter-inch of armor, while facing footmen in leather), or perhaps a tale of some vertuous Paladin doing battle with an evil Dragon. Ah, how the yokels loved Dragons. But Paladins? If he could only tell the true tale of the last bunch of Dragon Hunters he had known. . . .

Delatar was frustrated, bored, cold, bored, angry, and BORED! As if being a bald, hippy, homely Elf was not sufficient, life had conspired to trap her with this motley crew. Logan Lioneyes, Half Halfling, Half Dwarf, (a more unlikely combination she'd never seen) was always arguing with Throrfin over the ownership, allocation, and rationing of the beer they'd insisted on bringing. Usually they'd get drunk together and decide it was time for some weapon practice. The Dwarf with the great Battleaxe of his kind, Half-Dwarf with a two-handed Sword, two feet longer than he himself. No one was about to argue with either of them, even during the rare times they were sober.

Then there was Omai, follower of 'The One True Faith' (at last count, she had heard of some three hundred 'One True Faiths'). A reasonable companion, well versed in the arts of Healing, but with unlimited homilies on the subject of religion.

Lomar of the Many Magics spent most of his time with a book in front of his face, disturbing no one. Simon, though, a Master of Mental Energy (a science even more arcane than the Mage's) was constantly practicing the lesser sendings of his art. The restless eddies of mental force made her scalp itch.

The other two Fighters didn't cause much of a problem, except that eight people in a small cold cave made everything a problem. Still, Deneb seemed to be a competent Swordsman, if not on the level of the others, and Kurat, Scout and Mountaineer, was their best chance of finding the lake they sought.

The plan had seemed straightforward, if hazardous. The Archmage of Grunwald had offered a fabulous price for the shell of a Dragon-Turtle. While these rare monster were deadly, they were relatively slow, and would be vulnerable to the arts of Lomar and Simon. So they had trekked up into the Dragon Hills in early fall, heading for the lake Kurat knew that was rumored to be the lair of one of the fabled beasts. Unfortunately, their way had led through the territory of two of the dreaded Black Dragons. Their pack horses were lost or slain, half their supplies destroyed, and two fine Swordsmen killed. The rest of the group might well have joined them, destroyed by the acid breath of the Dragons, but Lomar finished an incantation and drew a mighty bolt of lightning down on the male. In the meantime, Simon buffeted the female constantly with raging energies, which few creatures of this world could face. She flew off at last, shrieking but all knew that the fell beast would seek revenge for her mate. Dragons have short tempers and long memories.

So, the party faced a long cold winter, short of supplies, with the specter of a stalking Dragon when the journey was resumed.

Thinking thus, Delatar came to a decision. Why not seek the lair of the Dragon now! The beast might be sluggish from the cold (little was known of live Dragons, for few cared to conduct research) and its lair must be within a reasonable

distance of their cave. Also, there was always the legend of Dragon hoards!

Surprisingly, most of the party agreed. Throrfin immediately volunteered to guard the supplies, not wishing to be separated from his beer. Logan, however, was ready for a fight. Lomar refused to leave the relative warmth of the cave, but if Simon could hold the beast (and perhaps restrain the acid breath), well, good iron properly swung would penetrate even Dragon hide.

While little snow fell in this part of the hills (the mountains were impassable until spring), the weather was chill and the party sent plumes of vapor through the air as they prepared the little expedition next morning. Bows over shoulder, Swords loose in their scabbards, the group was ready to move.

"Well, Kurat," rasped Delatar, as the icy air caught at her throat, "She went that way. Find us a Dragon!"

"We probably can. The Black Dragons are swamp dwellers, liking the wet and the warmth. I was surprised to see one in the hills this time of year, much less two. But there are hot springs in these hills, some of them able to boil the flesh off your bones. In a low-lying area one or two such might form a marsh that would suit these damned lizards. So keep an eye out for any sign of mist or fog forming in the cold air." Here he paused for a moment, giving a tug to his fulsome beard. "I don't feel very happy about six of us hunting for a Dragon. Simon's arts are all very well, but that's still a lot of lizard. And in a swamp. . . ."

"My Sword will hack through any Dragon," broke in Logan. "And in any case, its too damned cold to stand here. By Freya's bouncing buttocks! Let's move!"

"Do not blaspheme, my son, for this enterprise is dangerous enough. Little need to offend any aspect of the divine presence. Yet I have heard that such beasts have long memories for those who have injured them. Can you imagine such a beast dropping on our camp some night while most of us sleep? Better to seek it now!"

"Very well, Omai," Kurat said resignedly, "Yet I wish Lomar had chosen to join us. Since he has not, let us be off."

The morning passed uneventfully. The sparse vegetation and the few wild goats they spotted did little to break up the landscape. Only Simon and Omai escaped a boredom nearly equal to that of the cave. Yet vigilance was not relaxed. The Dragon might not know that she was prey instead of predator, nor were Dragons the only things to roam these hills.

The sharp eyes of Kurat were the first to

spot the wisps of mist. The party quickened its pace, only Kurat missing out on a renewed vigor. He breathed a silent wish that they might live to congratulate themselves, if this was indeed the right place.

The way led them to a narrow defile through one great rocky hill. The clifflike sides of the hill threw their path into deep shadow, and the damp gray rock cast a chill on the party's spirits. The noon meal, welcomed such a short time ago, now sat sour and heavy on their stomachs. A fey mood settled on the group and they walked in silence.

That silence may have been their salvation, for as they rounded a bend in the passage, they came upon a sight to fulfill their worst forebodings. Before them floated an eight feet Chitinous Ball with a large eye in the center. From the top of the ball snaked stalks bearing ten smaller eyes. Fighters and monster froze in mutual astonishment.

But the disciplined mind of Simon registered the scene immediately: Eye Tyrant! With desperate speed he began building a wall of force between the group and the terror. "Arrows at the eyes!" he yelled, and turned his full concentration to the wall.

The shout broke the stillness - on both sides. The Fighters, hardened adventurers all, unslung Bows and reached for arrows. But it was the monster that struck first. From one of the small eyes, a magical ray lashed forth, striking Omai and Logan, slashing their armor like paper. Both staggered under the terrible blow.

But Delatar's first arrow skewered an eye. A fortunate shot by Kurat slashed another off at the stalk. One fifth of the magical armament out of commission!

Denab had less luck. Drawing back the string of his mighty Bow, it broke with a twang! Pulling his Sword with a roar he sprang forward. One vicious slash of his trained sword arm and four more eyes were destroyed.

Now, however, the full attention of the monster turned to the Swordsman. Rock disintegrated to dust around him, while the red ray which had caught Logan and Omai opened a deep wound in his leg. Then the party watched in horror as a pale green ray flickered down his body. Before their horrified eyes, his flesh turned to calcined stone.

His heroic attack had gained the time needed, and now Simon's wall was complete. The monster's magic rays struck in vain against a wall of force, invisible save where the conflicting energies flashed in crimson flares which ripped and tore at the very fabric of reality. Yet the gross matter of the Fighters' arrows passed unhindered.

In another place, something roused to per-

ception. Not to the battle, but to the flaring energies which signaled: Feed! It began to stir.

At short range the powerful Composite Bows drove through even the heavy natural armor of the Eye Tyrant, while Simon's wall, forged of the energies which held the universe together, protected the Fighters from its rage. The monster's remaining rays lashed futilely, lighting the shadowed pass with weird flares of light. Finally, a fortunate shot found the central eye, into whatever passed for vital organs in the unnatural beast. With a final rage of flailing energy, the Eye Tyrant expired.

It was these final thrusts, unavailing of themselves, which proved Simon's undoing. For the flares had attracted one who sought such energies. Passing through the weakened dimensional barriers, the Demon appeared on a ledge behind Simon.

At the terrifying assault on his mind, seeking to drain his very essence, Simon gave a cry and turned. Desperately trying to build a defence, Simon strove to funnel his energies. As the two strove, rocks shattered, the air itself crackled, and nightmare became reality as the weakened dimensional barriers gave awesome, horrifying, glimpses

of other planes.

Few can stand even a moment against the might of a Denizen of the Hell Planes, and Simon was weakened from the earlier battle. As the arrows of the adventurers rained without effect on the Demon (for a body which can survive the energy storms and acid vapors of the Hell Planes is proof against mere matter) the focus of the conflicting energies moved toward, and finally touched Simon. Then the Demon disappeared!

Joyful, unbelieving, the group rushed toward the still standing figure of Simon - to be met by a countenance of total blankness. The shell remained, but the mind had gone to feed the Demon.

Dejected, only Delatar and Kurat holding any semblance of health, the party bound its wounds and headed back for the cave, leading the vacant body of Simon. With much of their force gone, including the mighty power of Simon, all thoughts of the Black Dragon, or the Dragon-Turtle, were gone. It would be a grim return to Grunwald, with a cheerless winter ahead.

Yes, a true tale of adventuresome Dragon Hunters, but one he would never tell. The minstrel started to tune his harp.





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WISCON 4 (SF), Mar. 7-9. SF3, POB 1624, Madison, WI 53701.

HALCON 3 (SF), Mar. 7-9. The Halcon SF Society, POB 3174 South, Halifax, NS, Canada B3J 3H5.

TRISTATE II (G), Mar. 8-10. Queen City Gamers c/o Wanna Play?, 5923 Hamilton Ave., Cincinnati, OH 45224.

LUNACON '80 (SF), Mar. 14-16. Lunacon '80 c/o Walter R. Cole, 1171 East 8th St., Brooklyn, NY 11230.

MIDWESTERCON I (SF), Mar. 14-16. Frank Russell, 50 Capri Dr., Florissant, MO 63033.

UPPERSOUTHCLAVE 10 (SF), Mar. 14-16. Red Carpet Inn, Bowling Green, KY (location). POB 8423, Louisville, KY 40208 (information).

COASTCON '80 (G), Mar. 14-16. CoastCon, Inc., POB 6025, Biloxi, MS 39532.

MON CON IV (G), Mar. 14-16. Mon Con IV, Mountainlair Student Organization Wing, West Virginia University, Morgantown, WV 26505.

GAMEFAIR V (G), Mar. 21-22. Bobbie Wittmer c/o Student Activities Office, Illinois Central College, East Peoria, IL 61635. (309) 694-5202.

SIMCON II (G), Mar. 22-23. SimCon II, POB 5142 River Station, Rochester, NY 14627.

SPRING REVEL (G), Mar. 29-30. TSR Hobbies, Inc., POB 756, Lake Geneva, WI 53147.

NOVACON 5 (SF, CU), Mar. 29-30. Order of Liebowitz c/o Oakland University, Rochester, MI 48063.

URCON II (SF), Apr. 5. URCon II, POB 6647, Rochester, NY 14627.

WERECON II (G), Apr. 11-12. Werecon II, Box 69 Student Center Bldg., Wayne State University, Detroit, MI 48202.

COMMON USERS' GROUP (CU), Apr. 13-17. Common Users' Group, POB 5108, Denver, CO 80217.

INTERNAT'L PURDUE WORKSHOP (CU), Apr. 21-24. Michael Golden, Purdue University, W. Lafayette, IN 47907.

CAPCON '80 (SF), Apr. 26-27. Terry Hollern, 45 W. Blake, Columbus, OH 43202.

- MARCON XV (SF), May 2-4. MarCon XV, POB 2583, Columbus, OH 43216.
- KUBLA KHANATE (SF), May 2-4. K. Moore, 647 Devon Dr., Nashville, TN 37220.
- WVU CON (G), May 2-4. B. Bullinger c/o Mountainlair Student Organization Wing, West Virginia University, Morgantown, WV 26505.
- LEPRECON VI (SF), May 2-4. Leprecon VI, 3112 N. 26th Pl., Phoenix, AZ 85016.
- CANGAMES '80 (G), May 16-19. CanGames '80, 201-360 Dundas St., Vanier, ON, Canada K1L 7W7. (613) 745-2073.
- GENGHIS CON II (G), May 23-25. Denver Gamers' Ass'n., 2527 Gaylord St., Denver, CO 80205.
- WHATCON II (SF), May 23-25. WhatCon, POB 2802, Station A, Champaign, IL 61820.
- GRIMCON II (SF), May 25-28. GrimCon, 1749 Sonoma Ave., Berkely, CA 94707.
- MICHICON IX (G), Jun. 6-8. Includes DipCon '80. Oakland University, Rochester, MI (location). MDG, POB 787, Troy, MI 48099 (information).
- X-CON 4 (SF), Jun. 6-8. X-Con 4, 6107 W. Lisbon Ave., Milwaukee, WI 53210. (414) 351-0991.
- PRO-CON (SF), Jun. 12-14. Tony Toscano, 242 N. University, Provo, UT 84601.
- MACC COMPUTERFEST '80 (CU), Jun. 20-22. Jim Crowley, 4008 Rickenbacker Ave., Columbus, OH 43213. (614) 239-9931.
- ORIGINS '80 (G), Jun. 27-29. Strategy & Fantasy World, Valley Forge Shopping Center, King of Prussia, PA 19406.
- NANCON III (G), Jul. 4-6. Nan's Toys and Games, 1385 Galleria Mall, 5015 Westheimer, Houston, TX 77056. (713) 622-0760.
- ARCHON 4 (SF), Jul. 11-13. Archon 4, POB 15852, Overland, MO 63114.
- PHRINGECON (G, SF), Jul. 11-13. PhringeCon, POB 1072, Phoenix, AZ 85001.
- OKON '80 (SF), Jul. 19-20. Okon, POB 4229, Tulsa, OK 74104.
- AUTOCLAVE 4 (SF), Jul. 25-27. Diane Drutowski, 2412 Galpin, Royal Oak, MI 48073.
- CWA CON (G), Aug. 1-3. CWA, 3605 Bobolink Ln., Rolling Meadows, IL 60008.
- MICHICON (SF), Aug. 15-17. Diane Carey, 1916 Cadillac St., Flint, MI 48504.
- GENCON XIII (G), Aug. 21-24. Joe Orlowski c/o TSR Hobbies, Inc., POB 756, Lake Geneva, WI 53147.
- NOREASTCON 2 (SF - 38th WorldCon), Aug. 29 - Sep. 1. NorEastCon 2, Box 46 MIT Branch PO, Cambridge, MA 02139.
- WINDYCON VII (SF), Oct. 10-12. Windycon, POB 2572, Chicago, IL 60690.
- CONCLAVE 5 (SF), Oct. 31 - Nov. 2. Waldo and Magic, Inc., POB 444, Ypsilanti, MI 48197.

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WINTERCON XI (G), Nov. 21-23. MDG, POB 787, Troy, MI 48099.

AQUACON (SF), Feb. 12-15, 1981. Aquacon, POB 815, Brea, CA 96261.

DENVENTION II (SF - 39th WorldCon), Sep. 2-7, 1981. Denvention II, POB 11545, Denver, CO 80211.

*** SPECIAL NOTICE ***

Some confusion has arisen over the fact that there are two MichiCons. The one at Oakland University is the old familiar wargames convention run by Metro Detroit Gamers. The later one is a relatively new science fiction convention with guests of honor Alan Dean Foster and Theodore Sturgeon.



Warlocks: A New Magic-User Sub-Class

By Anthony D. Barnstone

Warlocks are a Magic-User sub-class designed for use with the original *Dungeons & Dragons*™ rules by Gygax and Arneson. Like Magic-Users, they can only use daggers for weapons. Their particular specialties are in the fields of demonology, fire, the occult, and the distillation of poisons. As Warlocks deal with the occult, their practices are generally kept secret (remember the angry villager rule!). They make use of fire, brimstone, candles, chalk, tarot cards, and like equipment for the sum-

moning of demons and for their other magic. At 10th level they begin to deal in alchemy, advancing one level in alchemy for every two levels they advance as Warlocks thereafter. They must be Neutral or Chaotic in alignment, with a strong tendency towards Evil. Their prime requisite is intelligence, minimum score being 13, but they must also have a wisdom score of 15. They use 4-sided dice for hit points, having a maximum of 10 hit dice, thereafter adding one hit point per level.

Levels and Experience Points Necessary To Attain Them

Level	Title	Points	Spells & Levels						
			1	2	3	4	5	6	7
1	Incantor	0	1	--	--	--	--	--	--
2	Diviner	2600	2	--	--	--	--	--	--
3	Magus	5200	2	1	--	--	--	--	--
4	Magian	10400	3	2	--	--	--	--	--
5	Occultist	20800	4	2	1	--	--	--	--
6	Evolator	37600	4	2	2	--	--	--	--
7	Mystic	53000	4	3	2	1	--	--	--
8	Diabolist	80000	5	3	3	2	--	--	--
9	Master	120000	5	4	4	2	1	--	--
10	Warlock	250000	5	4	4	3	2	--	--
11	Warlock, 11th Level	400000	5	4	4	3	3	1	--
12	Warlock, 12th Level	550000	6	5	5	4	3	1	--
13	Warlock, 13th Level	700000	6	5	5	5	4	2	--
14	Warlock, 14th Level	850000	6	6	6	5	4	2	1
15	Warlock, 15th Level	1000000	6	6	6	5	4	3	2
16	Warlock, 16th Level	1150000	7	7	7	6	4	3	2
17	Warlock, 17th Level	1300000	7	7	7	6	5	4	3
18	Warlock, 18th Level	1450000	7	7	7	7	6	5	3
19	Warlock, 19th Level	1600000	8	8	7	7	6	5	4
20	Warlock, 20th Level	1750000	8	8	7	7	6	5	5

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Warlocks may prepare poisons of 1d6 damage points per level, i.e. an 11th Level Warlock could blend a poison that, if drunk, would do 11d6 damage. He can, of course, prepare poisons of lesser potency as he desires. Cost in materials and preparation time, per d6 of potency, is 100 GP and 1 week. Warlocks may use all magic items usable by Magic-Users.

Warlock Spells

Level One

1. Detect Good
2. Detect Magic
3. Read Languages
4. Read Magic
5. Protection/Good
6. Protection/Fire
7. Darkness, 5' r.
8. Create Fire
9. Sonic Boom
10. Ventriloquism
11. Fire Immolation
12. Memory Blank
13. Distraction
14. Invisible Fist
15. Locate Object
16. Staff Light
17. Magic Breath

Level Four

1. Magic Broom
2. Wall of Visions
3. Animate Dead
4. Mass Hypnosis
5. Haunt I
6. Occult Vision
7. Freezing Doom
8. Conjure Elemental
9. Light - Rune Spell
10. Dimension Door
11. Create Monsters I
12. Animal Training II
13. Polymorph Others II
14. Shapechange III
15. Pentangle of Power
16. Pentangle of Fire
17. Circle of Summoning

Level Two

1. Detect Invisible
2. Detect Evil
3. Protection/Evil
4. Infravision
5. Clairvoyance
6. Clairaudience
7. Water Breathing
8. Hypnosis
9. Curse
10. Glide
11. Air Walk
12. Magic Mouth
13. Rune of Closure
14. Word of Opening
15. Net of Fire
16. Pyrotechnics
17. Snake Rope
18. Speak with Dead
19. Speak with Animals
20. Speak with Monsters
21. Shapechange I

Level Five

1. Dimension Walk
2. Mind Message
3. Animal Servant
4. Growth/Animal
5. Diminuation
6. Protection/Demons
7. Invisible Stalker
8. Amulet Construction
9. Mass Pestilence
10. Haunt II
11. Mirror Being
12. Charm Monster
13. Dragon's Teeth
14. Star Fire
15. Curse of Bloody Revenge
16. Treasure Curse
17. Create Monsters II
18. Animal Training III
19. Polymorph Others III
20. Shapechange IV

Level Three

1. Improved Invisibility
2. Phantasmal Forces
3. Image
4. Fear
5. Pestilence
6. Create Hell-Weapons
7. Hell-Blast
8. Aura of Occult
9. Telepathy
10. Wizard Eye
11. Dispell Magic
12. Remove Curse
13. Continual Darkness
14. Continual Light
15. Mirror Door
16. Charm Animals
17. Warlock Seal
18. Animal Training I
19. Polymorph Others I
20. Shapechange II
21. Pentangle of Weakness
22. Night Shadows

Level Six

1. Blind
2. Anti-Magic Shell
3. Dispell Evil
4. Mind Blank
5. Control Weather
6. Passwall
7. Simulacrum
8. Feeblemind
9. Dispell Enchantment
10. Protection/Demons 10' r.
11. Summon Occult
12. Castle Construction
13. Magic Doll
14. Create Monsters III
15. Shapechange V
16. Pentangle of Summoning
17. Pentangle of Draining



Level Seven

- | | | |
|------------------------|-------------------|------------------------|
| 1. Thousand Arrows | 6. Dispell Occult | 11. Fire Storm |
| 2. Reincarnation | 7. Demon Gate | 12. Demon Pact |
| 3. Disintegrate | 8. Death Ray | 13. Death Walk |
| 4. Earthquake | 9. Meteor Swarm | 14. Shapechange VI |
| 5. Summon Djinn/Efreit | 10. Nova | 15. Pentangle of Death |

Spell Explanations

Most of these spells are similar to the effects of spells and magic items already familiar to the experienced Judge; their parallels are listed. Those which are entirely new spells are explained in full.

Level One

Detect Good: As the anti-clerical spell of the same name.

Detect Magic: As the magic-user spell.

Read Languages: As the magic-user spell.

Read Magic: As the magic-user spell.

Protection/Good: As the anti-clerical spell.

Protection/Fire: As the Ring of Fire Protection.

Darkness 5' Radius: As the magic-user spell.



Create Fire: A spell by which the Warlock can combust even wet or green materials, though it will not ignite non-combustibles. Casual examination of the burned object will attest to spontaneous combustion, though *Detect Magic* will reveal the true cause. Range 6", Duration 6 turns + level of Warlock.

Sonic Boom: Causes a 10' square area of the Warlock's choice to experience a powerful sonic boom. All caught within will be stunned for 2 - 8 melee turns and take 1 - 6 points of damage. In addition, there is a 25% chance of deafness resulting. Those who Save vs. Magic are stunned for 1 - 4 melee turns as the only result. Range 15".

Ventriloquism: As the magic-user spell.

Fire Immolation: A spell which immolates a creature in fire for 1d6 damage per melee round. The creature must be in contact with the earth (or in indirect contact, such as through boots and a rug) for the spell to affect it. Duration 1 melee round for every 5 levels of the Warlock. Thus a 1st level Warlock could cast it for 1 round, a 6th level Warlock could cast it for 2 rounds, etc.

Memory Blank: Thrown only upon intelligent or semi-intelligent creatures. This spell can blank out a certain memory or memory pattern in the victim at the Warlock's command. There is a 10% chance per week (cumulative) that the creature will notice its blank spot, but will often (unless of high Wisdom... Judge's option) assume that the information was merely forgotten. If it realizes the way in which the memory was lost the only way to recover it is by *Dispell Magic*, *Remove Curse* or some form of hypnosis. Those who Save vs. Magic take no effect, but if wearing a Helm of ESP or Telepathy or Amulet of ESP, the required saving throw is 00 on percentile dice. Range 90".

Distraction: Effective only upon creatures of five hit dice or less (creatures such as Wereboars, which have 5 + 2 hit dice, are affected). This spell will cause the victim's mind to become temporarily distracted. If in a combat situation, this will cause it to have -2 on both attack and defense. It is also good for such things as sneaking up on guards, and is subject to a Save vs. Magic for each victim, those making the save taking no effect. The spell affects ten hit dice of creatures. Range 12", Duration 1 - 4 melee rounds.

Invisible Fist: This is what it sounds like, striking an enemy for 1d6 + 1 (2 - 7) points of damage, +1 for every level of the Warlock. Upon reaching the 5th Level (Occultist), the Warlock may use it for other activities such as opening chests and lifting things (up to 100 encumbrance points per level of the Warlock). Only one such action is permitted at a time, of course. If the Warlock's attention is distracted for any reason from control of the fist, it will immediately strike him and dissipate. The fist is floating and moves at 12". Range 3", Duration 2 turns or until an action is completed by the fist.

Locate Object: As the magic-user spell.

Staff Light: A spell to cause a normal or magical staff, wand or rod to create light, not equal to full daylight, in either a circle of 4½' diameter or a ray 180' long and 1" wide. Duration 8 turns + level of the Warlock. Note that, if the item used as a medium is magical, range and duration are doubled.

Magic Breath: A magic gust of strong wind. This is not of hurricane force but is sufficient to blow out a torch, raise blinding clouds of dust to conceal an escape, scatter papers, or power a small sailboat. Range 12", Duration 2 turns.

Level Two

Detect Invisible: As the magic-user spell.

Detect Evil: As the magic-user spell.

Protection/Evil: As the magic-user spell.

Infravision: As the magic-user spell.

Clairvoyance: As the magic-user spell, except that no living medium is required.

Clairaudience: As the magic-user spell, except that no living medium is required.

Water Breathing: As the magic-user spell.

Hypnosis: The Warlock looks his victim in the eyes and bids him to fall into a trance. Failing a Save vs. Magic, or if willing to try this out (Judge's option), he is for the duration of the trance under the Warlock's control. He will not perform suicidal tasks, and the asking of such will cause the breaking of the trance. In most other aspects it is similar to a *Charm*. Upon reaching the 5th Level (Occultist), the Warlock may also install post-hypnotic suggestions, such that upon a certain signal, the victim will again fall into a trance (this time subject to a Save vs. Magic at +1), and either obey the Warlock if he is present or perform some pre-ordained action. Upon being performed once the post-hypnotic suggestion disappears from the victim's mind and will not affect him again. Range 3", Duration 1d6 + 2 turns + level of Warlock.

Curse: When thrown upon any person, it will cause his luck to turn awry. It gives -4 to saving throws, attack and defense, and halves the chances of finding secret doors, or not running into wandering monsters, or not triggering a trap, or other situations where luck enters. Range 3", Duration 6 turns.

Glide: This spell allows the Warlock to glide down from heights at a ratio of 1:20, vertical drop to horizontal motion. If he is falling down a well he's out of luck, but if it is a fairly broad shaft (at least 40'

in diameter), he may be able to turn a tight spiral and stay clear of the walls. The motion is 6" per turn, but it is possible to dive sharply and double speed. Duration 1d4 + 6 turns + Warlock's level.

Air Walk: A spell allowing the Warlock to walk on a cushion of air 2 inches above any solid or semi-solid (or even liquid) surface. This can be used for water walking, avoiding pressure-sprung traps, leaving no footprints and other astounding feats. Duration 1d6 turns + Warlock's level.

Magic Mouth: As the magic-user spell.

Rune of Closure: A glowing rune that appears when the Warlock touches a portal, lock or chest, which will make it remain closed and extremely hard to open. Persons of 18 (00) strength have one chance on a d6 of opening it. Duration is until it is opened. The Warlock who placed it may open it easily and without magic; *Dispell Magic*, *Knock* etc. have chances of opening it cut in half.

Word Of Opening: When uttered, this spell will cause any locked, spiked or barred portal, lock or chest to fly open. It has normal effects against *Hold Portal*, but is impotent against a *Wizard Lock*. Range 9".

Net of Fire: This spell weaves an ever more complex net of fiery strands in a 10' radius around the Warlock. In the first melee round, creatures crossing the barrier will take 1d6 points of damage, in the second 2d6, in the third 3d6. After the third melee round it begins to unwind and die out, so the fourth melee round will only do 2d6 and the fifth will do 1d6. This is automatic damage, seeping its way even into the joints of armor. Undead and cold-using creatures take double the normal amount of dice of damage.

Pyrotechnics: As the magic-user spell.

Snake Rope: This spell will enchant an ordinary 50' rope to act like a Rope of Entanglement, with AC 2 and ten hit points. Duration 2 turns.

Speak With Dead: As the clerical spell.

Speak With Animals: As the clerical spell, except that there is no assurance that the animals will not attack the Warlock's party, or that the animals will perform a service.

Speak With Monsters: As the clerical spell.

Shapechange I: This spell allows the Warlock to change into any other *human* shape, such as from male to female, or from Warlock to Fighter. However, the Warlock will not gain the abilities of that form until he reaches the 6th Level (Evolator). Thus a Warlock with a strength of 10 who changes himself into a burly barbarian would still have only a strength of 10, unless he was at least 6th level when he cast the spell. Duration 4 turns + Warlock's level. Maximum number of changes 1d4 + 1.

Level Three

Improved Invisibility: As the magic-user spell, except that upon reaching the 5th Level (Occultist), the Warlock can attack while invisible, appearing as a shadowy phantom. This has the effect of bringing his armor class down to 4, such added protections as Bracers of Defense being figured from that point. Duration 6 turns + Warlock's level. Note: the Warlock can only use this spell on himself.

Phantasmal Forces: As the magic-user spell.

Image: The creation of lifelike images of people, creatures or things that last until dispelled or the Warlock is slain. These images will not disappear when touched (item touching them does not make contact, but passes through), and they cannot move. Can affect a 10' x 10' area for every 3 levels (at 4th Level the Warlock could affect a 20' x 10' area). This area must be surrounding the Warlock. Duration 2d6 turns.

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Fear: As the magic-user spell except that it affects only one being.

Pestilence: A spell to incubate disease in a creature by lowering its tolerance. As the anti-clerical spell *Create Disease* the effect is immediate and the amount of days for incubation, duration, and recovery per **Blackmoor** are translated into melees in combat, turns in dungeons, and normal in wilderness. (**Blackmoor** gives excellent guidelines for dealing with this spell.) Range 15".

Hell-Blast: A blast of Hell-Fire that shoots from the Warlocks palms and engulfs anything in an area 10" x 30" in front of him, doing one die of damage for every two levels he has, rounding down, each melee caught within it. Duration three melees.

Create Hell-Weapons: A spell which creates one or more weapons of biting cold or Hell-Fire which strike once for the maximum damage possible (double damage for Undead) and disappear. They do no damage to their wielders. It can create three small weapons, two medium, or one large one. Duration six turns or until a hit is made.

Aura of Occult: A spell that surrounds the user with an aura that makes him appear to all Undead or occult creatures to be one of them, so that they will not generally attack him. If he attacks them, though, the spell is broken and they will see him for what he is. Range 12". Duration six turns.

Telepathy: A spell allowing mind to mind silent communication between the Warlock and some other being. Physical contact is needed or the telepathy will not work. The nature of this communication breaks down all language barriers. Duration eight turns.

Wizard Eye: As the magic-user spell.

Dispel Magic: As the magic-user spell, but with a +5% chance of working.

Remove Curse: As the magic-user spell.

Continual Dark: As the anti-clerical spell.

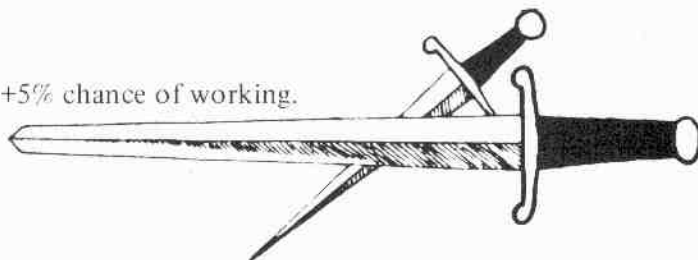
Continual Fire: A spell which, when thrown on any ordinary fire of up to 10' radius will cause it to burn until dispelled.

Mirror Door: A spell by which a Warlock can enchant a full length mirror to provide a two-way ultra-dimensional door through walls. When the spell is cast, another, identical mirror is created on the other side of the wall through which contact is established. If either mirror is broken while a being is inside, the portal is broken and the creature is stuck inside, until set free by a *dispel magic*, *passwall*, or another mirror door spell. It is possible to manifest oneself while stuck within by uttering moans which will appear to issue from the wall. It takes one melee to pass through the door. Note that whatever size mirror is used in this spell will also be the size of the portal. Duration six turns.

Charm Animals: A spell to charm one large animal, such as an elephant or buffalo; 1 - 4 medium sized animals, such as wolves; or 2 - 12 small animals such as rabbits. Duration six turns + level of caster.

Warlock Seal: A spell which when thrown on a book, scroll, etc. . . will make it absolutely unopenable to all except the caster. It will also disintegrate anybody who touches it. It appears as a small golden seal with the Warlock's logo. It can only be dispelled by magicians whose levels add up to the original casters + 4.

Animal Training I: This is not a spell per se, but rather a learned science. The program trains the animals to: 1) obey simple commands; 2) do housework; 3) do simple tricks. It takes one week per animal to train, with an eight-hour work-day.



Polymorph Others I: As the magic-users spell, except the Warlock can polymorph the creature only to a similar shape, such as human to orc. As the spell *Shape Change I* the characteristics of the creature remain the same until the Warlock reaches 6th level. Lasts until dispelled.

Shape Change II: As *Shape Change I* except the Warlock may turn into any human or animal shape, not gaining animal combat abilities until the 8th level. Duration six turns + Warlocks levels. Number of changes 2 - 7.

Pentangle of Weakness: The Warlock draws a mystic pentangle on the earth and specifies one type of creature, such as fighters, Undead, giant class, etc. If that creature steps on the pentangle he is immediately drained of 50% of his strength points. Duration of weakness 4 - 16 game hours. Duration of pentangle 2 - 8 game hours.

Night Shadows: When thrown on any object this spell will douse it in the deepest of shadows making it totally undetectable to normal vision, and even to infravision. When thrown on a living being, it allows him to *Hide in Shadows* as a 10th level thief. There is no duration for inanimate object, for living creatures the spell lasts for 12 turns.

Level Four

Magic Broom: A spell to enchant a broom so that it will fly as a *Broom of Flying* and obey it's master as an intelligent creature. Once destroyed, he can never make another one, and he takes 2 - 20 points of damage too. If anyone but the user attempts to use the broom without express permission from the Warlock the broom will act as an animated broom until called off. Treat as Armor Class 3 with 20 damage points and susceptible to fire. Duration until destroyed. Note that a Warlock can 'call' it as a *Broom of Flying*.

Wall of Visions: A wall in the same dimensions as a *Wall of Fire*, it is made up of nightmare creatures from the viewers brain. All viewing it must save vs. fear, and any passing through it have a 35% chance of insanity, and a 5% chance of dying from fear. Duration 8 turns. Note that this does not affect Undead or unintelligent creatures.

Animate Dead: As the magic-users spell.

Mass Hypnosis: As hypnosis, except the Warlock need not look the victims in the eyes but swings an amulet or bright piece of metal and it hypnotizes 4 - 16 creatures.

Haunt I: The recipient of this curse is haunted by an astral entity upon performing some action, or at a certain hour every day. He is subject to a *Fear* spell upon materialization of the being (usually a lost soul or the soul of a murderer). Duration until *Remove Cursed* or exorcized.

Occult Vision: As precognition in the Psionics section of **Eldritch Wizardry**, only the ability to predict correctly goes up at a rate of 2% per experience level attained.

Freezing Doom: A spell to freeze solid 2 - 16 man-sized creatures (adjust for other sized creatures). They will remain frozen until set free by a *Dispel Magic* spell or by fire from hell.

Conjure Elemental: As with magic-users but with a 75% chance that fire elementals don't need to be controlled.

Light-Rune Spell: The Warlock draws a rune of light in the air with his middle right finger which causes an aura 20' around him that causes all hidden things, including invisible one to come into full sight. Duration two turns.

Dimension Door: As the magic-user spell.

Create Monsters I: An ability to create giant-class monsters as retainers. The relative power of the creature determining the amount of time necessary to create it. For instance, an orc might take only a day to create, while an ogre might take a month. The Warlock must first research the methods of monster building, the level of the monster determining the cost (for guidelines use the magical research section, in the back of **Men & Magic**). Retainers thus created will have +2 on loyalty rolls. Note that the Warlock must have access to a graveyard or some other source of bodies as material in constructing the monsters.

Animal Training II: The second part of the animal training program takes twice as long as the first. It trains animals to : 1) Understand human speech; 2) Carry messages; 3) Fight with their natural weapons (on command).

Polymorph Others II: As *Polymorph I* except the Warlock can also change the being into animal form, gaining all attributes of that creature.

Shape Change III: As *Shape Change I & II* except the Warlock can also become giant class creatures, not gaining giant class fighting abilities until 9th level. Duration seven turns + caster's level. Number of changes 2 - 8.

Pentangle of Power: The Warlock draws a pentangle on the floor and specifies a type of creature as in the *Pentangle of Weakness*, and if that type of creature tries to cross the pentangle, he is blocked by an invisible wall of force. One pentangle will hold a doorway, two will hold a 10' corridor. Duration 1 - 6 game hours.

Pentangle of Fire: As above, except that if the creature type tries to cross the pentangle he is immolated in Hell-Fire, doing 2 - 12 points of damage per melee spent in the pentangle. Duration until dispelled.

Circle of Summoning: A mystic circle that is composed of many rare materials, including silver, blood, and various holy and curse dusts that give the Warlock a 15% better chance of summoning any Demon into it, and a 5% better chance of control. Because of the materials necessary to make the circle it is often not used. Generally it takes about a month to gather the supplies, and costs about 1000 GP to pay for and prepare them.

Level Five

Dimension Walk: A spell by which the Warlock can walk from his home dimension to another, the 'distance' of the dimension determining the amount of time necessary to arrive there, and the amount of monster encounters along the way. This spell should only be included if the judge feels capable of including other dimensions, and parallel worlds in his universe. Otherwise consider the spell to be similar to *Dimension Walking* as of Psionics in **Eldritch Wizardry**, the level of mastery being levels that the Warlock has had the spell.

Mind Message: A spell which acts as telepathy at close ranges for up to four people. If the receivers are far away it becomes a one way communication, and can often be weak or in the form of dreams. A crystal ball gives +20% of contact.

Distance	Chance of Failure
Up to 100 Miles	5%
For every 100 Additional Miles	+5%
Receiver is on a Different Plane	60%
Receiver is Dead	95%

Animal Servant: Summons an extra-dimensional bull elephant to fight for the Warlock or a Roc to flee on. Duration eight game hours.

Growth/Animal: As the magic-user spell.

- Diminuation:** Thrown upon 2 - 8 creatures, shrinks them to a fraction of their original size (1/Warlocks level). So an 8th level Warlock could shrink them to 1/8th their normal size. Lasts until dispelled.
- Protection/Demons:** A spell to surround the Warlock with a shell through which Demons cannot penetrate, or affect him through. Because of demonic magic resistance though, there is a chance that the Demons can break through. This magic resistance is cut in half as regards this spell, however.
- Invisible Stalker:** As the magic-user spell.
- Amulet Construction:** A learned ability, the construction of amulets. The Warlock must put some of his life force into them to give them their power. 50,000 Experience Points: Amulet of Demon Slaying - three uses; 25,000 Experience Points: Amulet of Demon Control - +15% Chance; 10,000 Experience Points: Amulet of Hypnosis - 4 on saving throw.
- Mass Pestilence:** As *Pestilence*, except the spell can affect 2 - 16 creatures. Range 18".
- Haunt II:** Like *Haunt I* but the creature is haunted by a ghost, who may feel like doing some physical harm to the victim.
- Mirror Being:** The Warlock summons forth a netherworld spirit into a mirror, who is obliged to answer three yes or no questions with a 95% veracity.
- Charm Monster:** As the magic-user spell.
- Dragons Teeth:** A spell by which Dragons teeth can be enchanted so that when they are thrown onto the ground, they will spring to life as chainmail armored fighting men with two-handed swords. The type of Dragon determines the resistance of these men to various forms of attack. For instance, men created from a White Dragons teeth would be as susceptible to fire and lightning as the Dragon was, and be less affected by attacks by water and earth. The age of the Dragon determines the experience level of the fighters. Thus an adult Dragon would create 4th level fighters. One spell enchants 3 - 18 teeth. These men will fight until killed for the Warlock, or for a maximum of six turns, and then disappear into the earth.
- Star Fire:** This spell creates a miniature star in the air that gives off light in a 300" radius, at brighter than normal daylight. Undead flee in terror. Anything that flies into it is disintegrated, no saving throw, though this douses the star. It can be moved at 6" per turn. Duration eight game hours.
- Curse of Bloody Revenge:** A dying blow curse by which a Warlock can come back to torment or kill their own killer as a skeleton-type creature of Armor Class 2 and 8 Hit Dice. It attacks with two claws for 1 - 12 each, and on any score of 4 above that score necessary to hit or/and 18 - 20 in any case, it attacks as a *Necklace of Strangulation*, fastening the claws around the victims neck and killing him in 2 - 5 melees. Even if the body is destroyed, the hands will continue to strangle, needing a *Remove Curse* to still them. It can only be hit by magical items, and is held at bay by very holy items.
- Treasure Curse:** A spell to curse a Warlocks treasure, so that anybody stealing it will act as if they had put on a *Ring of Contrariness*, until such a time as they no longer possess any of the treasure. A *Remove Curse* has a 50% chance of working -1% per level of the Warlock.
- Create Monsters II:** As *Create Monsters I* but the Warlock can create Undead monsters at double the cost and time.
- Animal Training III:** As *Animal Training II* but it takes two times the time. It trains the animals to: 1) Speak human language; 2) Use weapons to attack on command.
- Polymorph Others III:** As the magic-user spell *Polymorph Others*.

MYSTIC (Continued from page 7)

LEVEL	TITLE	HIT DICE (d6)	EXPERIENCE	SPELLS						
				1	2	3	4	5	6	7
1	Medium	1	0	1	-	-	-	-	-	-
2	Seer	2	2150	2	-	-	-	-	-	-
3	Soothsayer	3	4300	2	1	-	-	-	-	-
4	Clairvoyant	4	8500	3	2	-	-	-	-	-
5	Agur	5	17000	3	2	1	-	-	-	-
6	Oracle	6	35000	3	3	1	-	-	-	-
7	Prophet	7	60000	4	3	2	-	-	-	-
8	Occultist	8	90000	4	3	2	1	-	-	-
9	Necromancer	9	130000	4	3	3	1	-	-	-
10	Mystic	10	225000	4	4	3	2	-	-	-
11	Mystic, 11th level	10+1	450000	5	4	3	2	1	-	-
12	Mystic, 12th level	10+2	675000	5	4	3	3	1	-	-
13	Mystic, 13th level	10+3	900000	5	5	4	3	2	-	-
14	Mystic, 14th level	10+4	1125000	5	5	4	3	2	1	-
15	Mystic, 15th level	10+5	1350000	5	5	4	4	3	1	-
16	Mystic, 16th level	10+6	1575000	5	5	4	4	3	2	-
17	Mystic, 17th level	10+7	1800000	5	5	5	4	3	2	1
18	Mystic, 18th level	10+8	2025000	5	5	5	5	3	3	1
19	Mystic, 19th level	10+9	2250000	5	5	5	5	4	3	2
20	Mystic, 20th level	10+10	2475000	5	5	5	5	4	4	2
21	Mystic, 21th level	10+11	2700000	5	5	5	5	5	4	3
22	Mystic, 22nd level	10+12	2925000	5	5	5	5	5	5	3
23	Mystic, 23rd level	10+13	3150000	6	6	6	6	5	5	4
24	Mystic, 24th level	10+14	3375000	6	6	6	6	6	6	4
25	Mystic, 25th level	10+15	3600000	6	6	6	6	6	6	5
26	Mystic, 26th level	10+16	3825000	7	7	7	7	7	7	5
27	Mystic, 27th level	10+17	4050000	7	7	7	7	7	7	5
28	Mystic, 28th level	10+18	4275000	7	7	7	7	7	7	6
29	Mystic, 29th level	10+19	4500000	8	8	8	8	7	7	6

SPELL TABLES --- MYSTICS (MAGIC-USERS)

1st Level			2nd Level			3rd Level		
1. Augury (C-2*)			1. Clairaudience (M-3*)			1. Detection*		
2. Detect Charm (C-2)			2. Clairvoyance (M-3*)			2. Divination (C-4*)		
3. Detect Evil (M-2)			3. Detect Invisibility (M-2)			3. Find the Path (C-6)		
4. Detect Illusion (I-1)			4. Detect Lie (C-4)			4. Legend Lore (M-6)		
5. Detect Magic (M-1)			5. ESP (M-2)			5. Mind Over Body*		
6. Device Empathy*			6. Know Alignment (C-2)			6. Non-Detection (I-3)		
7. Find Familiar (M-1)			7. Locate Object (M-2)			7. Protection From Evil, 10'r (M-3)		
8. Find Traps (C-2)			8. Object Reading*			8. Remove Curse (M-4)		
9. Identify (M-1)			9. Phantasmal Spirit*			9. Sensitivity to Psychic Impressions*		
10. Predict Weather (D-1)			10. Precognition*			10. Summon Shadow (I-5)		
11. Protection From Evil (M-1)			11. Speak With Dead (C-3*)			11. True Sight (I-6)		
12. Read Magic (M-1)			12. Unseen Servant (M-1)			12. Wizard Eye (M-4)		

4th Level

1. Animate Dead (C-3)
2. Card Tell*
3. Contact Other Plane (M-5)
4. Dispel Magic (M-3)
5. Exorcise (C-4)
6. Feign Death (M-3)
7. Hypnotism (I-1)
8. Mental Blast*
9. Monster Summoning 1 (M-3)
10. Stone Tell (C-6)
11. Summon Spirit*
12. Vision (I-7)

7th Level

1. Astral Spell (C-7)
2. Etherealness*
3. First Level Magic-User Spells*
4. Gate (C-7)
5. Limited Wish (M-7)
6. Monster Summoning 4 (M-6)
7. Raise Dead*
8. Summon Good/Evil Forces*

5th Level

1. Aura Alteration*
2. Charm Person or Mammal (D-2)
3. Conjure Elemental (M-5)
4. Conjure Spirit*
5. Magic Jar (M-5)
6. Mind Blank (M-8)
7. Monster Summoning 2 (M-4)
8. Spiritwrack (M-6)

6th Level

1. Aerial Servant (C-6)
2. Cacodemon (M-7)
3. Invisible Stalker (M-6)
4. Monster Summoning 3 (M-5)
5. Pentagram of Protection*
6. Probability Travel*
7. Reincarnation (M-6)
8. Trap the Soul (M-8)



Notes Regarding Spell Tables:

*-Indicates a new or changed spell-description follows below.

Letters and numbers in parentheses () indicate the class and level of a spell if it is a duplicate. C-Cleric; M-Magic-User; D-Druid; I-Illusionist; i.e. (C-7)-Seventh level cleric spell.

Letters and numbers in parentheses () with asterisks(*) indicate that the spell is exactly the same as the one from a different class and level (see immediately above this) but no material component is necessary.

SPELL EXPLANATIONS

First Level Spells:

DEVICE EMPATHY (Divination)

Level: 1
Range: Touching
Duration: 1 round/level
Area of Effect: One Item

Components: V,S
Casting Time: 1 round
Saving Throw: None

When this spell is cast, the mystic may handle one mechanical (not magical) device and understand its uses and powers merely by studying it: Note that the mystic must be able to touch the device to receive the psychic impressions from it, and he must be able to study it for a minimum of one round after the spell is cast. Also, there is

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a 2% chance per level of the spell caster that he will be able to discover who used the device last before he did, but in this respect the spell must be cast on the object within a day of the mystic receiving it.

Second Level Spells:

OBJECT READING (Divination)

Level: 2	Components: V,S
Range: Touch	Casting Time: 1 round
Duration: 1 round/level	Saving Throw: None
Area of Effect: Object Touched	

This spell is exactly like the psionic ability of the same name except no psionic energy points are expended in using it.

PHANTASMAL SPIRIT (Illusion/Phantasm)

Level: 2	Components: V,S,M
Range: 3" plus 1"/level	Casting Time: 1 round
Duration: Special	Saving Throw: Negative
Area of Effect: 4" square plus 1" square/level	

This spell is much the same as Phantasmal Force with two exceptions. First, the image created is that of a spirit-like being (i.e. a lich, ghost, spectre, etc.) since it will be misty and have little apparent substance. Second, once the image is created, the mystic need no longer concentrate on maintaining it. It will simply float around where it was conjured up, getting no attacks, until someone touches it (when it will disappear) or disbelieves it by successfully making a saving throw versus illusion as is done for the fourth level illusionist spell, Phantasmal Killer. However, any creature seeing the Phantasmal Spirit and believing it to be real must make a saving throw versus magic successfully or flee in panic for 1-6 turns (not applicable if the victim has ten or more hit dice). In addition, anyone attempting to pass by the spirit while they still believe it must successfully make another saving throw (versus paralyzation) or be quite unable to do so because of their fear. The material component of this spell is a bit of fleece and some object from, touched by, or greatly resembling a ghost, spectre, wraith, or other spirit.

PRECOGNITION (Divination)

Level: 2	Components: V,S
Range: 0	Casting Time: 5 Segments
Duration: 1 turn	Saving Throw: None
Area of Effect: Special	

Except for as noted above, this spell is the same as the psionic ability of the same name (though, of course, no psionic energy points are expended in using it).

Third Level Spells:

DETECTION (Divination)

Level: 3	Components: V,S
Range: 12"	Casting Time: 5 Segments
Duration: 5 rounds/level	Saving Throw: None
Area of Effect: 1" path	



When a Detection spell is cast, the mystic may detect any one thing of his or her choice. He merely speaks the name and/or description of what it is he wishes to detect and he immediately detects that item or person if it is in range of the spell. The spell has a path of detection 1" wide in the direction the mystic is facing and he can turn 60° per round. Note that the item to be detected can be as general or as specific as the user wishes. The mystic might use the spell to detect evil (as per the spell of that name) or to detect a magical wand of fireballs which has exactly twenty charges and is black with red jewels and a white tip. The item is completely up to the caster (and, as mentioned previously, particular people can be named) but the mystic could detect only one type of thing per spell.

MIND OVER BODY (Abjuration)

Level: 3
Range: 0
Duration: 1 day/level
Area of Effect: One person

Components: V,S
Casting Time: 1 round
Saving Throw: None

Except for as noted above, this spell is exactly the same as the psionic ability of the same name (though, of course, no psionic evergy points are expended). Note that it can be used only once a week.

SENSITIVITY TO PSYCHIC IMPRESSIONS (Divination)

Level: 3
Range: 2" sphere
Duration: 1 turn/level
Area of Effect: 1" to every side

Components: V,S
Casting Time: 2 Segments
Saving Throw: None

Except for as noted above and for the fact that no psionic evergy points are expended, the spell is exactly the same as the psionic ability of the same name.

Fourth Level Spells:

CARD TELL (Divination)

Level: 4
Range: 0
Duration: 1 turn
Area of Effect: Special

Components: V,S,M
Casting Time: 1 round
Saving Throw: None

By means of this spell, the mystic is able to predict the future of one object, person, or place, usually by reading cards. Of course, only important events can be foretold, with extremely important events being more obvious (bonuses to chance of spell success are up to the dungeonmaster). The base probability of a successful prediction is 50%, plus 2% per level of the mystic and modified by the amount of time into the future the caster wishes to predict, as indicated below.

Amount of Time Into the Future*	Bonus or Penalty to Success Probability	Level at Which Possible
Up to one hour	Plus 10%	8
Six hours	Plus 7%	8
Twelve hours	Plus 5%	8
1 Day	Plus 3%	8
2 Days	Plus 1%	8
4 Days	-----	8
1 Week	-----	9
2 Weeks	-----	10
1 Month	Minus 1%	11
2 Months	Minus 3%	12
4 Months	Minus 5%	13
8 Months	Minus 7%	14
1 Year	Minus 10%	15
2 Years	Minus 12%	16
4 Years	Minus 15%	17
8 Years	Minus 17%	18
16 Years	Minus 20%	19
32 Years	Minus 22%	20
64 Years	Minus 25%	21
Over 64 Years	Minus 30%	22

*-If your time isn't listed, pick the next highest one that is.

Note that only one item, person, or place can have its future predicted per spell casting. A variety of things can be used for the material component, though cards are the most common. Below are listed the items that can be used and their bonus or penalty to spell success:

Item:	Bonus or Penalty To Spell Success
Tea Leaves	Minus 5%
Cards	Normal
Crystal Ball	Plus 5%
Crystal Ball & Cards	Plus 7%
Blessed Cards	Plus 8%

MENTAL BLAST (Enchantment/Charm)

Level: 4	Components: V,S
Range: 12"	Casting Time: 3 Segments
Duration: 1 Round	Saving Throw: Special
Area of Effect: Special	

This spell is similar to the psionic attack mode, Psionic Blast, but requires no psionic strength points to be used. The spell caster "Shoots" a wave of thoughts at the victim stunning, confusing, or even killing him. The spell has an area of effect in a twenty foot radius sphere, with the center no more than 12" away from the spell caster. All saving throws versus the spell are made against the defender's intelligence on three six-sided dice, i.e. the defender must roll three six-sided dice, modify the score as shown below, and get less than his intelligence score. Below are listed bonuses and penalties to the saving throw:

(Continued on page 59)

DUNGEONEER

DEPTHS

This Issue's Specially Featured Adventure

THE LAIR OF KREPACHE THE LEPER
BY NATALIE SILBERMAN,
MARK RUBIN AND BILL PALEY

Ninety years ago, the province shivered at the story of the great Knight of Evil and his doom. As the generations slid by, his tale was blurred, and the terror subsided. Now, once again, this vile creature is impressing his will on the province. He, and his groups of raiders, have destroyed three villages and two long caravans. Adventurers are gathering to destroy this base of evil, and eliminate the threat for another century.

Krepache was a Lord of Great Power and Evil, and throughout his reign, he despoiled much that was good and beautiful. Finally, he was desecrating the temple of the Goddess of Health, having left the priest for dead on the altar. The aged man, with his dying gasp, called down the wrath of his Goddess, who, enraged, was quite inventive. The curse that fell upon Krepache was eternal life... and eternal leprosy.

The now immortal warrior was struck with insanity, and abandoned all of his possessions, wandering for many decades. Slowly, his senses cleared, and he laid plans to punish his former serfs for the indignities he had endured. Soon he had gathered a band of monsters and outlaws, and preparing their new base, they began to loot and pillage.

The "dungeon" is in the side of a large, low hill, on top of which is a corral and stables, of a horse ranch, at which the raiders' horses are kept. The passages are dank, but the room are relatively dry, with floors covered by woodchips and other such items to soak up the dampness.

Note: All beings killed (including adventurers) disappear upon death. See Room A.

- 1) The Common Room of a team of Humans under the will of Krepache. Their furnishing include two tables, six stools, three comfortable chairs, and a chest containing preserved foods. There is a chandelier hanging in the room center which is tied down near the door to Room 2. The five are: 1) Hal Durg: Class: Magic User, Align: NE, Level 4, HP: 12, AC: 10, SL: 3, STR: 10, INT: 15, WIS: 8, CON: 12, DEX: 15, CHAR: 5, Dagger +1 (Scroll: Fireball); 2) Friar Brimstone: Class: Cleric, Align: CE, Level 3, HP: 18, AC: 4, SL: 4, STR: 13, INT: 7, WIS: 16, CON: 14, DEX: 8, CHAR: 7, Warhammer (Scroll: Cure Serious Wounds); 3) Navus: Class: Fighter, Align: CN, Level 5, HP: 35, AC: 4, SL: 3, STR: 16, INT: 9, WIS: 9, CON: 12, DEX: 7, CHAR: 4, Broadsword (Arrow of Ranger Slaying); 4) Aloet: Class: Fighter, Align: NE, Level 5, HP: 13, AC: 2, SL: 3, STR: 17, INT: 5, WIS: 12, CON: 10, DEX: 11, CHAR: 12, Flail +1 (Ring of Water Breathing); 5) Bart the Bleeder: Class: Fighter, Align: N, Level 4, HP: 6, AC: 1, SL: 3, STR: 16, INT: 11, WIS: 10, CON: 3, DEX: 13, CHAR: 8, Light Crossbow (Platemail +2).
- 2) There are five bunks, a wash basin with jug filled with cold water, a small table with three-pronged candlestick and a bottle of wine. One or more of the bunks may be occupied. At the foot of each is a small chest filled with spare clothing and other personal effects. Under the wash basin in a secret panel in a small wooden jewelry case containing six Golden jeweled Rings worth 500, 700, 900, 1100, 1300, and 1600 Gold Pieces.

- 3) The common room of a group of eight Half-Orcs. 1 - 8 of them will be found here upon entering with the remainder to be found in Room 4. There are two tables laden with food, nine stools and two overstuffed chairs. An incense burner hides much of the stink of Half-Orc. A rack near the door holds eight Polearms. The Orcs wear Short Swords and Daggers. They are all Neutral, lead by: Garth: Class: Fighter, Align: N, Level 3, HP: 19, AC: 5, SL: 2, STR: 17, INT: 12, WIS: 12, CON: 13, DEX: 9, CHAR: 8, Battleaxe. They will attempt to bargain unless attacked.
- 4) There are eight pallets and blankets in this room, with a large chest of drawers, including one locked drawer. The drawer, if opened, releases a dozen Stirges into the room. At the bottom is a 2000 Gold Piece Gem.
- 5) This is the lair of six Ogres, leading to their treasure room in Room 6. Four will be found in this room, seated around a large table, playing at Knuckle Bones. Seventy-five Gold Pieces and a Scroll of Protection from Demons are on the table as well as the game equipment.
- 6) Two Ogres will be in here guarding a Golden statue of Krepache before his downfall. It weighs 7500 Gold Pieces, and is worth twice that as art to any museum.
- 7) This is the home of three Trolls who Krepache is studying to learn the secrets of regenerating tissue. The Trolls are kept well-fed and so are unlikely to pursue those who may stumble upon them. They will be found feasting on a whole cow. They have no treasure.
- 8) This is the Common Room for a group of ten Bugbears; 1 - 10 of whom will be here at any one time. The rest will be found in Room 9. These creatures are spoiling for a fight and any sounds reaching them will find them poised to attack. The room contains a long table with two benches and a large chair. All the Bugbears are armed with Battleaxe or Broadsword except for a young one with Heavy Crossbow and Short Sword.
- 9) There are five bunk beds in this room, and eleven small chests. The odd one is empty, but the lid has a secret catch, within which is a secret treasure map to a treasure worth 6000 Gold Pieces (to be prepared by the judge). Any Bugbears in here will be asleep.
- 10) This is the home of three Minotaurs who are Krepache's bodyguards on a raid. The three will usually (6 chances in 8) be asleep. If they are awake, they will attack, and they will chase the survivors even out of the dungeon completely. The room is incredibly foul, piled high with trash. Amidst the waste, there is an envelope containing a half-dozen pages from an adventurers journal, telling a tale of a treasure five hundred miles south of his home city.
- 11) This is the galley, with stoves, ovens, stacks of wood and food, run by four Orcs, they will surrender and will promise to show the way to the treasure. They will lead the group to Room A and they will escape (don't worry, if the group kills them in Room A instead of their escaping, however). In one corner will be a chest containing many bottles of spices and liquids. Included will be a decanter of endless water.
- 12) Here will be found six chests, each filled with 1 - 4 thousand Copper Pieces. All this coin will be guarded by an Androsphinx, who will remain unnoticed (due to an invisibility spell) until the entire group has entered. He will then intone:

"Thou enterst the room,
 Thou findest thy doom.
 A riddle will I,
 The answer thou try.
 If failure be
 I wilt eat thee.
 If answerest true
 My treasure give you."

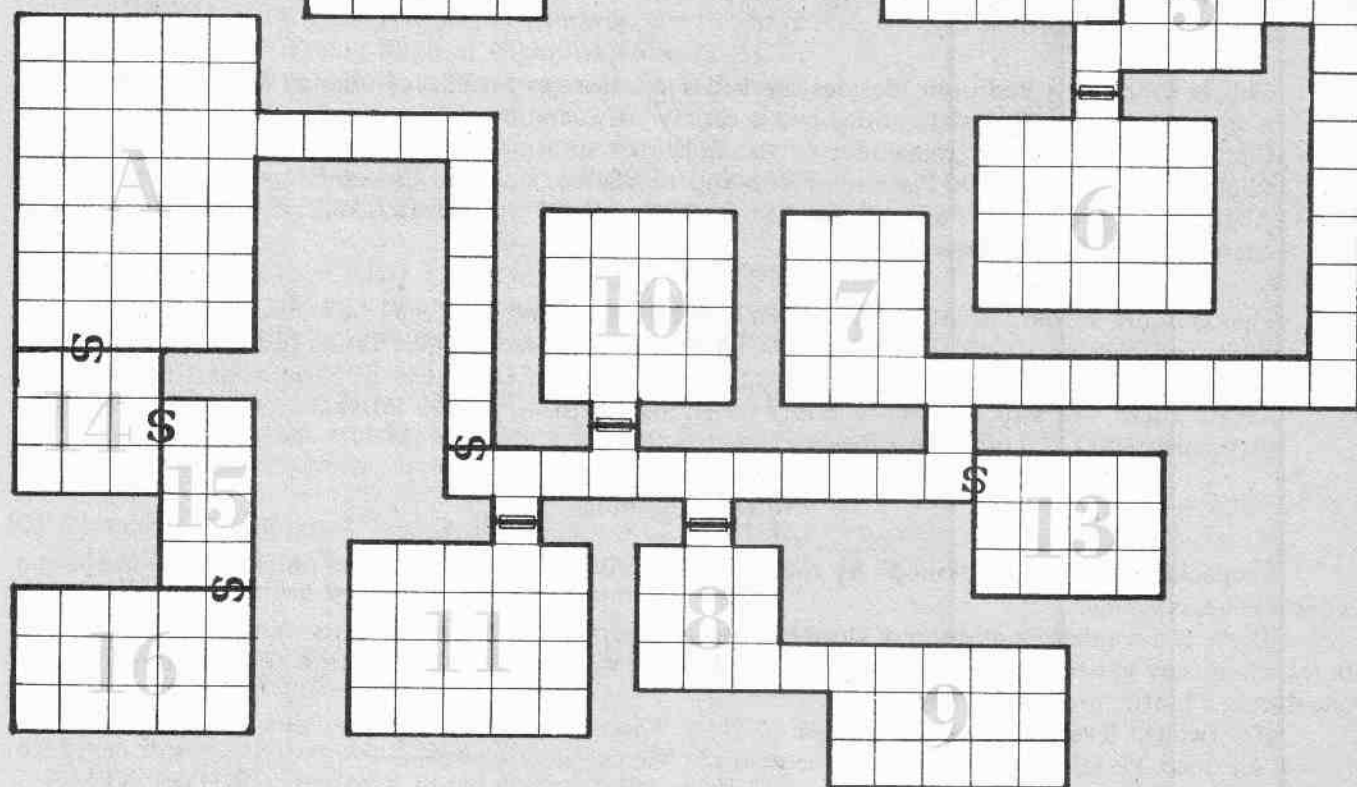
THE LAIR OF KREPACHE THE LEPER

Scale: 1/4" = 10 ft.



\$ Secret Door

⌋ Oaken Door
Bound in Iron



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He will then tell a riddle. If the players answer it correctly, he will walk with great dignity out the door. If they attack, he will fight to the death. If they answer incorrectly, or fail to answer at all within one minute, he will attack. Watch the time yourself, and do not repeat the riddle. You may remind them that they have only **one** chance at the answer. The riddle:

As soft as silk
As white as milk
As bitter as gall
A thick wall
And a green coat covers all

Answer: A walnut on a tree.

- 13) Two Ghouls run the torturers chamber of this small Warren. Krepache now enjoys horribly disfiguring young, handsome people and then letting them free (from one such the adventurers learn the location of this Warren). Equipment include braziers, pincers, pots of boiling oil and molten lead; the rack and other items of joy to any sadists out there. The Ghouls are allowed to eat any who die (or commit suicide) as well as other food, and due to being so well-fed, each has the maximum number of Hit Points. There are three prisoners at present with a possible 200 Gold Piece reward each.
- A) Perhaps eighty feet deeper than the previous rooms, this room is set up as a Throne Room, the walls covered by tapestries depicting war, pillage, rapine, etc. The throne itself is Silver-inlaid mahogany. The room is guarded by two Minotaur Zombies (with two Hit Points per Hit Die), as well as Zombies of EVERY creature killed by the group in its foray into Krepache's lair, at two Hit Points per Hit Die. The throne is worth 1500 Gold Pieces, but will crumble away to nothing if brought out of the dungeon. The Zombies will attack any living thing that enters the Throne Room unless Krepache is there. If slain again, the bodies powder away to dust.
- 14) This is Krepache's Study. Here, on the table and desks, are kept files of yellowed, ancient maps, and scholarly writing in unknown tongues. Living flesh will take one Hit Point of damage at the touch of this rancid paper, and exposure to sunlight or its equivalent will cause the paper to dissolve. In addition, there is a Druidic Scroll of Heat Metal repeated twice. There is a 25% chance of meeting Krepache here, else he is in Room 15.
- 15) This is Krepache's Bedroom. Besides the bed and a chest of drawers containing silken clothing, there is a stand holding full plate armor and a variety of weaponry. There is a Sword +1, +3 vs. Clerics, Chaotic, IQ: 2, but the remainder of the dozen or so armaments are non-magical. There is also a small chest containing 100 Platinum Pieces and a Potion of Undead Control. Krepache: Class: Fighter, Align: CE, Level 9, HP: 65, AC: 6, SL: 0, STR: 18 (37%), INT: 12, WIS: 6, CON: 8, DEX: 10, CHAR: 3, See Sword above.
- 16) The Treasure Room. Guarded by a seven-headed Hydra, fed by Krepache himself. The treasure includes six chests of Gold Coins (1000 - 10,000); ten chests of Silver Coins (2000 - 24,000); fourteen chests of Copper Coins (3000 - 60,000); one case of Gems (3 - 30) and a Staff of the Priest Kings. There will also be twenty boxes of goods worth 100 - 600 Silver Pieces and two boxes of furs worth 1000 - 10,000 Silver Pieces.

Notes to the Judge

Krepache, even though "killed" by the party doesn't die, he regenerates (in horrible pain) in about a week. He bears grudges.

There is a wandering monster, a Doppelganger. None of the other inhabitants wander (except at meal times when they get their chow at the galley). The beast will normally shadow the party until he can slay one during a battle, preferably unseen.

If a twelfth level Cleric pours a gallon of Holy Water on Krepache, blesses him, and then kills him, he will die dead. He (the Cleric) is risking the wrath of the Goddess, however.

Finally, there is a 30% chance that a group will be raiding. If so it is:

- 1) The Humans - 25%
- 2) The Half-Orcs - 30%
- 3) The Bugbears - 20%
- 4) The Ogres - 25%

Krepache will be along 50% of the time.

Leprosy is very seldom "catching" - and if it is, it takes years to develop symptoms. It tends to be familial (Dad gives it to the kids) but not genetically inherent (the kids can give it to Dad).

Monsters

Hit Tally Area

- 3) Half-Orcs: AC 6, Move 9", HD 1, HP 7, 2, 5, 7, 8, 3, 1, 3, ATK (weapons) Polearms, Short Swords, Daggers.
- 4) Stirges: AC 8, Move 3"/18", HD 1+1, HP 2, 9, 4, 8, 2, 7, 3, 4, 5, 8, 7, 2, ATK (1D3), automatic hit after first hit due to blood drain, 1D4 HP/round until 12 HP drained.
- 5) Ogres: AC 5, Move 9", HD 4+1, HP 30, 11, 24, 19, ATK (weapons) Morning Stars.
- 6) Ogres: AC 5, Move 9", HD 4+1, HP 31, 22, ATK (weapons) Morning Stars.
- 7) Trolls: AC 4, Move 12", HD 6+6, HP 31, 29, 45, ATK 2x(1D4+4), 1x(2D6). Regenerates 3 HP/round beginning 3 rounds after being damaged.
- 8-9) Bugbears: AC 5, Move 9", HD 3+1, HP 20, 18, 8, 9, 12, 13, 22, 11, ATK (first four have battleaxes, last five have broadswords). Young Bugbear (fights as Kobold): AC 7, Move 6", HD ½, HP 4, ATK (weapons) Short Sword, Crossbow.
- 10) Minotaurs: AC 6, Move 12", HD 6+3, HP 20, 11, 9, ATK (2D4) OR (1D4), plus Halberd.
- 11) Orcs: AC 6, Move 9", HD 1, HP 3, 2, 5, 1, ATK (1D8). They will immediately surrender; these statistics are provided only if the adventurers insist on butchering them.
- 12) Androsphinx: AC -2, Move 18"/30", HD 12, HP 55, ATK 2x(2D6). Special attacks by roaring (inflicts fear upon opponents); see *Monster Manual*.
- 13) Ghouls: AC 6, Move 9", HD 2, HP 16, 16, ATK 2x(1D3), 1x(1D6). Hit causes paralysis to all humanoids except elves. Those killed by ghouls become ghouls.
- A) Minotaur Zombies: AC 6, Move 12", HD 6+3, HP 15, 15, ATK (2D4) OR (1D4).
- 16) Seven-Headed Hydra: AC 5, Move 9", HD 7, HP (8/head), ATK 7x(1D8). Up to 4 heads may attack a single foe.

WARLOCKS (Continued from page 41)

Shape Change IV: As *Shape Change II* but the Warlock can also become a True Giant, gaining attack capabilities at the tenth level. Duration eight turns + caster's level. Number of changes 3 - 12.

Level Six

Blind: A flash of blinding light that comes from the Warlocks palms that blinds all below 4th level permanently, or else for 1 - 20 turns.

Anti-Magic Shell: As the magic-user spell.

Dispel Evil: As the clerical spell.

Mind Blank: As the magic-user spell.

Control Weather: As the magic-user spell.

Passwall: As the magic-user spell.

Similacrum: As the magic-user spell.

Feeblemind: As the magic-user spell.

Dispel Enchantment: Dispel the effects of magical curses, including freezing, stoning, and magical paralysis.

Protection/Demons 10' Radius: A 10' radius spell otherwise identical to the 5th level spell.

Summon Occult: A spell to summon a ghost (the supplemental monster) which will obey the Warlock's orders as an Invisible Stalker.

Castle Construction: A spell to create a magically raised castle of up to 300,000 GP value at half cost. If the Warlock then dies, the castle has a 50% chance of collapsing. The same effect can be created by *Dispel Magic* by magicians of at least twice the Warlock's level at the time of construction.

Magic Doll: The Warlock creates a wax image of a person with either fingernail shavings or a lock of the person's hair molded into the figure. After a days preparation, the Warlock can then bring it to life, on the stroke of midnight. This establishes a link between the doll and the victim such that the person feels what the doll feels. So that if the doll is placed over a flame, the victim feels intense heat. Note that while the Warlock cannot actually damage the person, he can easily incapacitate him. The doll cannot be destroyed without causing $\frac{1}{2}$ the possible damage in Hit Points to the victim, unless a *Remove Curse* is used on the figure first. It takes a *Dispel Evil* to relieve the victim, and that only for the duration of the spell. Duration, until destroyed. Range 100 miles.

Create Monsters III: As *Create Monsters I & II* except the Warlock can create True Giants. As a base, say that it takes six months to create a Hill Giant, with an additional six months for each more powerful type. Base research cost is 80,000 GP for Hill Giants, + 20,000 for each more powerful type.

Shape Change V: As before but the Warlock can turn into Undead-type monsters, gaining Undead attack capabilities at the 12th level. Duration nine turns + casters level. Number of changes 4 - 16.

Pentangle of Summoning: Again, the Warlock draws a mystic pentagram, and specifies a type of creature, and if that creature crosses, a Demon appears and attempts to kill whatever is nearest him, roll for which type. Note that the Demon cannot go out of the bounds of the pentangle.

BLIND



Pentangle of Draining: As before, except when the right type of character steps on it, his ankles are immediately grasped by skeletal hands that reach out of the ground. He is drained two life levels for every melee spent inside the pentangle. Only those with 17+ strength can break out from the skeletal hands, unless they destroy them. Count them as Armor Class 4, Hit Points 8 apiece (2 + 8 hands). Duration 2 - 8 melees.

Level Seven

Thousand Arrows: A spell to send thousands of magic missiles screaming down on a 40" square area doing 4 - 24 points of damage to all inside. Range 20". Duration one turn.

Reincarnation: As the magic-user spell.

Disintegrate: As the magic-user spell.

Earthquake: As the clerical spell.

Summon Djinn/Efrete: A spell that allows a Chaotic Warlock to summon an Efrete or a Neutral Warlock to summon a Djinn to serve them for eight turns or eight hours wilderness.

Dispel Occult: Dispels all Undead and occult-type creatures, sending Demons back into the Demons Plane.

Demon Gate: Summons a superpowerful Demon such as Orcus and Demigorgon similar to the magic-user spell *Gate*. Duration one melee.

Death Ray: A ray that shoots from the Warlocks eyes causing death to all caught within it at -3 saving throw. The ray is a 9" x 3" cone.

Meteor Swarm: As the magic-user spell.

Nova: A 100' radius explosion that makes all caught within it save vs. disintegrate, and otherwise take 6 - 60 points of damage. Range 24". Duration one turn.

Fire Storm: As the druidic spell.

Demon Pact: A pact made with a superpowerful Demon or Devil in order to be granted some wish. Depending upon the scale of the wish the Demon will ask for: 1) A sacrifice; 2) Somebody's soul signed over in blood; 3) The Warlocks soul, payment made in 1 - 10 years.

Death Walk: Enables the Warlock to walk to the land of the dead and retrieve a dead soul. The Warlock walks a narrow path from destruction, and there is a 20% chance of the Warlock being lost forever in the land of Hell, unable to return to the real world. This chance goes down 1% per level the Warlock attains, but there is always a 5% chance of getting lost. He must have a body for the soul to inhabit, and that body must make it's Constitution Resurrection roll or the soul is pulled back to Hell forever.

Shape Change VI: As the magic-user *Shape Change* spell.

Pentangle of Death: As the preceeding pentangles except that when the person steps on the pentangle, he dies immediately, no saving throw, and his soul goes to Hell.

Demon Summoning: In order to summon a Demon, a Warlock must first gather the rare and expensive materials used in order to tempt the Demon from the Demon's Plane and to protect the Warlock once the Demon is summoned. While the Demon is present on the Human Plane, the Warlock must concentrate intensely or he will lose control of the Demon. If this happens, the Demon will immediately attempt to dispose of the Warlock.

There are two reasons to summon a demon. First, if a Demon is successfully summoned and control achieved, the Warlock may demand that he answer three questions. Second, the Demon may be forced to go on a mission for the Warlock. The Warlocks range of control starts at 20 miles and goes up 20 miles for every two levels attained. The mission may not last more than 24 hours or the Demon will break from the Warlocks control. The Warlock may not continue giving orders to the Demon while he is on his mission without the use of a long distance telepathy spell of some sort, such as *Mind Message*. The use of a crystal ball doubles his range of control.

Warlock Level	Demon Type and Chance of Summoning					
	Type I	Type II	Type III	Type IV	Type V	Type IV
1	35%	30%	20%	15%	10%	5%
2	40%	35%	25%	20%	15%	10%
3	45%	40%	30%	25%	20%	15%
4	50%	45%	35%	30%	25%	20%
5	55%	55%	45%	35%	30%	30%
6	65%	60%	50%	50%	35%	35%
7	70%	65%	55%	50%	40%	40%
8	75%	70%	65%	55%	55%	50%
9	85%	75%	70%	60%	60%	55%
10	90%	80%	75%	70%	65%	60%
11	95%	90%	80%	75%	70%	65%
12	100%	95%	85%	80%	75%	75%
13	100%	100%	95%	85%	85%	80%
14	100%	100%	95%	95%	90%	90%

There is a 5% smaller chance of immediately controlling a Demon than there is of summoning it.

Chance of Regaining Control after being Broken

Percent per Warlock Level	Demon Type
6%	I
5%	II
4%	III
3%	IV
2%	V
1%	VI

Asking Questions of Demons

Demon Type	Veracity	Chance of Knowing
I	30%	20%
II	40%	30%
III	50%	45%
IV	65%	60%
V	80%	75%
VI	90%	86%

Materials for summoning Demons take 1 - 4 weeks to gather (half this time if the Warlock has assistants), and costs 300 GP per level of the Demon summoned. It takes at least an hour to carefully set up the materials. If the Warlock rushes in setting up, he has a -5% chance to both his summoning and to his control over the Demon. If the Warlock attempts to summon a Demon without any supplies, he has a -20% to his chance of summoning and a -15% to his chance of control. Setting up time can be halved with trained assistants, but if these assistants are untrained, there is a 40% chance of their making some error and having 5% subtracted from summoning chance and control.

The Armed Forces In Traveller

By Bill Paley

At the beginning of a **Traveller**™ campaign, each player is confronted with six choices for his character's development, Army, Navy, Marines, Scouts, Merchants, and Other. It's fine to have the choice, but how do they fit together and interact? This is how I have rationalized the system for use in my campaign.

Starting with the Army (within which I allow the players to choose from ground forces, sea fleet, or air and close orbit command), the police arm of a planet. This force is under the direct control of the recognized government of the planet, or the Imperial governor (usually a Duke) of the planet. Politically they either support the Imperium or not, dependent on their government's prevailing attitude. Usually they are controlled by governors appointed by the subsector government, but under conditions of Balkanization and other fragmentary systems, the governor is known as "Ambassador" and the Imperium will support one country in its attempt to gain world dominance.

Next, the Navy. Generally this force is supportive of Imperial policy and the government, as they continue to strengthen it. Planetary and subsector fleets, nominally controlled by the individual governing bodies, most often agree to, and join in with Imperial operations. The Navy is the second most powerful supportive force for the Imperium.

The Marines, and the Marines' elite Commandoes (irreverently known as the "Storm-Troopers") are powerfully behind the Imperium, willing to defend it to the end and beyond. The

Marines are trained to react unquestioningly to orders, and their officers are similarly conditioned. Since the Grand General of the Marines is the Emperor himself, there is unquestioning obedience to all Imperial edicts.

The Scouts, on the other hand, are chafing. Their vessels are generally under Naval control and are being used as patrol craft rather than their primary function of exploration. Officially, the Imperium supports exploration and further colonization, in fact, they suppress it. The giving of ships to promising scouts on a reserve basis is an attempt by Scout Commanders to sidestep the Imperial policy by allowing the free Scouts to do as they wish, hopefully exploring new worlds.

Most Merchants, especially those of the forty or so major lines within the Empire, are supported by the government, and given much leeway. Free Traders not affiliated with a major combine are often bogged down in a morass of regulations and administrative details, requiring bribes, forgery and other cheating to escape with a profit.

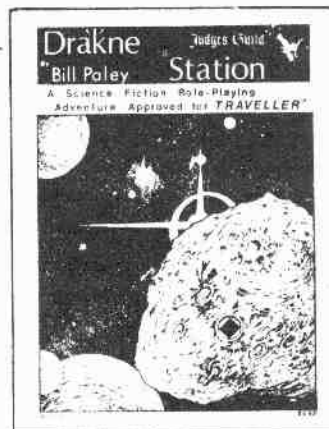
The Other Class is anything else... often the Underworld of deeply illegal activities, but just as likely they may be police or government bureaucrats.

There are flaws to this system, but it sets the tone for my players as they "live" in the **Traveller** Universe that I run. Anything that I find eases their problems identifying with their roles are so much the better for all concerned. Besides it's fun. . . . who wants to play Luke Skywalker?!

DRA'K'NE STATION

JG 105

By Bill Paley. 64-page booklet detailing a vast alien research station hollowed out of an asteroid. Sabotaged, with its crew either dead or in cold storage, it drifts through the void awaiting the incursions of players, still protected by its automated defense systems and one surviving alien. A complete, massive 12-level adventure for **Traveller**™, the first of its kind, this playing aid is profusely illustrated by Kevin Siembieda and includes insights on the culture, language and history of the wierd, reptilian Dra'k'ne aliens. This is a complete, well-detailed scenario, with several different types of research labs, repair shops, spare parts depots, recreation areas and more, and has been created and approved for use with **Traveller**™.





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- _____
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 - a) Background
 - 1) Lots of it
 - 2) Some Detail
 - 3) Just a little
 - b) Rooms
 - 1) Lots of Detail
 - 2) Some Detail
 - 3) Just a little Detail
 - c) Maps
 - 1) One Color
 - 2) Two Colors
 - 3) Lots of Detail
 - 4) Some Detail
 - d) Monsters
 - 1) Lots of them (Help)
 - 2) Some (we can take them)
 - 3) Just a few (I'll take him)
 - 2) Artwork
 - a) Lots of Artwork
 - b) Some Artwork
 - c) Just a little Artwork
 - 3) Inside Color
 - a) Lots of Color
 - b) Some Color
 - c) Just a little Color

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Decatur, IL 62522. Thanks for your time!



MYSTIC (Continued from page 46)

Condition:

Bonus or Penalty to Number Rolled

Defender is wearing Helm of Telepathy	Plus 2
Defender is using ESP on attacker	Plus 3
Defender's intelligence is greater than attacker's	Minus 1
Defender is prepared for spell	Minus 1
Defender has <i>Mind Blank</i> spell on himself	Minus 4

The effects of the spell vary according to the level of the creature(s) within the twenty foot radius sphere of effect, but all creatures, regardless of their level, are in some way effected if they are in the area.

Level of Creature	Spell Effect	Effect if Saving Throw is Made
Under 1	Death-saving throw made at plus 2 to roll-if made, see levels 1-4	
1-4	Death-normal saving throw.	1-6 points of damage; stunned 1-3 turns
4 plus 1-8	Stunned for 2-12 turns.	Stunned for 1-3 turns
8 plus 1-12	Confused: 1-6 turns	Confused: 1-3 turns
12 plus 1 or more	Confused: 1-3 turns	None

Note that wisdom bonuses do not apply to this spell.

SUMMON SPIRIT (Necromantic, Conjunction/Summoning)

Level: 4	Components: V,S,M
Range: 0	Casting Time: 1 turn
Duration: 1 turn/level	Saving Throw: Special
Area of Effect: Special	

When this spell is cast, the mystic is able to conjure up the spirit of one dead person or being. The name of the person to be summoned must be known and spoken when the spell is cast, and the spirit will appear in one of two forms. If the spell is a complete success (75% plus 1% per level of caster), the spirit will appear in the form of a spectre (see Advanced Dungeons and Dragons, Monster Manual) having all the abilities possessed by a spectre, but of course, being of the same alignment as the person was in life. Otherwise, the spirit will appear as a misty cloud with no special abilities (though it can, of course, speak and sense what is happening around it). If the spirit was a friend of the mystic's and/or of the same alignment as the mystic, it will do whatever the mystic wishes, i.e. it can be used to fight monsters, answer questions, etc. However, if the spirit summoned is of a different alignment (an opposite or near opposite one) and/or is an enemy of the mystic, it is allowed a saving throw versus magic (minus 1 to roll for every four levels the mystic has progressed). If it makes the saving throw, it may attack the summoner (70% chance) or simply go back to its own plane of existence (30%). If it fails its saving throw it is under the mystic's control as described previously. Note that spirits will have all magical abilities that they had in life. Also note that if a spirit is killed (as in combat), it is not permanently "Dead", but it loses use of its semi-corporeal body for 1-12 months and so cannot be summoned during this time. The material components are five burning black candles and some item owned or touched by the person to be summoned.

Fifth Level Spells:

AURA ALTERATION (Alteration)

Level: 5	Components: V,S
Range: Touch	Casting Time: 1 round
Duration: 6 turns or permanent	Saving Throw: Negative

Except as noted above, this spell is the same as the psionic ability of the same name (though, of course, no psionic energy points are expended). Beings that do not wish to have the spell cast on them are allowed a saving throw versus magic, and if they make it the spell has no effect.

CONJURE SPIRIT (Conjuration/Summoning)

Level: 5	Components: V,S,M
Range: 3"	Casting Time: 5 Segments
Duration: 1 round/level	Saving Throw: None
Area of Effect: Special	

When this spell is cast, the mystic can conjure up one type of spirit which will obey his commands, until it is slain or the spell duration expires. When the spell is cast, the Judge must roll to see what type of spirit appears and how many of that type:

- 1-2: Ghost (1)
- 3-5: Spectre (1)
- 6-7: Banshee (1)
- 8-11: Wraith (1 or 2)

The spirit will appear in the spot desired by the mystic (within spell range) within 1 round of the spell being cast. The material components of this spell are a small black candle (which must be lit while the spell is cast) and a pinch of dust which is scattered into the air. Note that if this dust is from an undead creature, the duration of the spell is increased by 59%.

Sixth Level Spells:

PENTAGRAM OF PROTECTION (Abjuration)

Level: 6	Components: V,S,M
Range: Touch	Casting Time: 1 Round
Duration: 1 turn/level	Saving Throw: None
Area of Effect: 20' diameter sphere	

This spell is similar to Protection From Evil but is far more powerful. When this spell is cast, all creatures standing within the Pentagram of Protection are almost totally immune to attacks made by evilly enchanted creatures (or goodly enchanted creatures in the case of evil mystics; evil or good for neutral mystics but it must be one or the other). Such creatures cannot pass through the sphere for physical attacks at all and most of their spells cannot pass through it either. In fact, the only spells cast by such enchanted monsters which can pass through the magical barrier are those that require light to pass through it (i.e. Light, Continual Light, Stone Gaze, etc.) and all savings throw versus these attacks are made a plus 4 to the defender's roll. Note that though sound can pass through the barrier, all magical reactions caused by the

sound are negated with two exceptions: the roar of a Dragonne (see Advanced Dungeons and Dragons, Monster Manual) and the sound of a horn of blasting. In addition, all other attacks (i.e. those by non-enchanted monsters) against the defenders are weakened -- the creatures within the barrier get plus 2 defence and plus 2 to all saving throws. Note that the beings within the barrier can attack normally with no ill-effect and can pass through the barrier at any time they wish. Also note that this spell can be made permanent (with spell of Permanency) but the Pentagram of Protection can never be moved from its original location. The material components of this spell are a mixture of powdered silver and holy water (unholy or cursed water for evil mystics) which is used to trace out a pentagram (circled pentacle) before the spell is cast, and five candles which are placed in each of the pentacle's points and lit when the spell is cast.

PROBABILITY TRAVEL (Divination, Evocation)

Level: 6	Components: V, S
Range: 0	Casting Time: 5 Segments
Duration: 6 turns plus 1 turn/level	Saving Throw: None
Area of Effect: Special	

Except as noted above, this spell is the same as the psionic ability of the same name (though, of course, psionic energy points are not expended).

Seventh Level Spells:

ETHEREALNESS (Evocation)

Level: 7	Components: V, S
Range: 0	Casting Time: 3 Segments
Duration: 6 turns plus 1 turn/level	Saving Throw: None
Area of Effect: Individual plus Special	

Except as noted above, this spell is the same as the psionic ability of the same name (though, of course, psionic energy points are not expended with its use).

FIRST LEVEL MAGIC-USER SPELLS

Level: 7	Components: *
Range: *	Casting Time: *
Duration: *	Saving Throw: *
Area of Effect: *	

*As appropriate to spell in question.

This spell (or rather, group of spells) is exactly the same as the seventh level illusionist spell of the same name, but the spells a mystic can get are slightly different:

Affect Normal Fires	Mending
Burning Hands	Message
Comprehend Languages	Nystul's Magic Aura
Dancing Lights	Push
Enlarge	Shield
Erase	Shocking Grasp
Feather Fall	Sleep
Friends	Spider Climb
Hold Portal	Tenser's Floating Disc

Jump
Light
Magic Missile

Ventriloquism
Write

RAISE DEAD (Necromantic)

Level: 7
Range: 3"
Duration: Permanent
Area of Effect: One Person

Components: V,S,M
Casting Time: 6 turns
Saving Throw: None

Except for as noted above, this spell is exactly the same as the fifth level clerical spell of the same name. Note that the mystic must have at least six turns of undisturbed concentration to cast this spell (as indicated under "Casting Time"), and, unlike clerics, he will need material components for the conjuration. The material components are two or more candles (which must be lit and within five feet of the person to be raised while the spell is cast), burning incense, and either some type of egg or a cocoon. Note that mystics may freely use the reverse of this spell, Slay Living, regardless of their alignment, but the range is then touching and no material component is necessary.

SUMMON GOOD/EVIL FORCES (Conjuration/Summoning)

Level: 7
Range: 9"
Duration: 5 rounds/level
Area of Effect: Creature Summoned

Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

When this very powerful summoning spell is cast, a force, or being, from one of the outer planes is able to pass through to our own. This being will be of the same basic alignment as the mystic summoning it (i.e. good, neutral, or evil), and it will appear in the form of a large monster with various abilities according to its alignment.

Good (Lawful, Neutral, or Chaotic): The being will appear in the form of a giant, winged unicorn with twelve hit dice (ten-sided). It is armour class negative two (can be hit only by magical weaponry and spells) and can travel by land (12"/turn) or air (24"/turn). Though it is 60% magic resistant, it can use the following spells once per day (except for the last two which it can use as often as it wishes): Cure Light Wounds, Cure Serious Wounds, Continual Light, Etherealness (as per mystic spell), and Astral spell. In addition, it instantly detects evil or magic. It can use its two front hooves in combat (2-8 points of damage/hoof) or can stab with its horn (4-16 points of damage --- double if it's charging). Note that its horn has one additional ability: any evil creature struck by it must make a saving throw versus magic or be paralyzed for 2-8 turns. Neutral creatures must make a saving throw versus magic or receive an additional 3-12 points of electrical damage. This creature is immune to death spells, charm, and fire-based attacks.

Neutral (Lawful, True, or Chaotic): This being will appear in the form of a double size and strength Amphisbaena snake with twelve hit dice (ten-sided). It does double damage when biting (i.e. 1-6 points per head plus poison) and is armour class negative two, but all other attributes are the same as for a normal Amphisbaena snake (see Advanced Dungeons and Dragons, Monster Manual). It is 50% magic resistant and is immune to cold and electrical based attacks.

Evil (Lawful, Neutral, or Chaotic): This being will appear in the form of a huge, ancient red dragon (see Advanced Dungeons and Dragons, Monster Manual). It is exactly like a normal creature of this type, but is 50% magic resistant and can only be hit by magical weaponry or spells. It is immune to fire-based attacks, and it can detect good and cause darkness (10' radius) any time it wishes.

This creature (regardless of the type) will obey the mystic's commands doing whatever he wishes until the spell duration has expired or the creature and/or the mystic have been killed. This spell is usable but once per week, and if the being is killed, another cannot be summoned for an additional 1-3 weeks by that mystic. The materials components of this spell are a small ball of wax or clay shaped into the form of the creature to be summoned and a special candle which must be lit while the spell is cast. This candle will be slightly different depending on the alignment of the creature to be summoned. For a good being the candle must be blessed (as per spell of that name) by a good cleric, for a neutral creature the candle must be of the most expensive sort, usually silver-colored, and for an evil creature the candle must be black and be cursed (opposite of spell Bless) by an evil cleric. Both the clay (or wax) and the candle disappear when the spell is cast.



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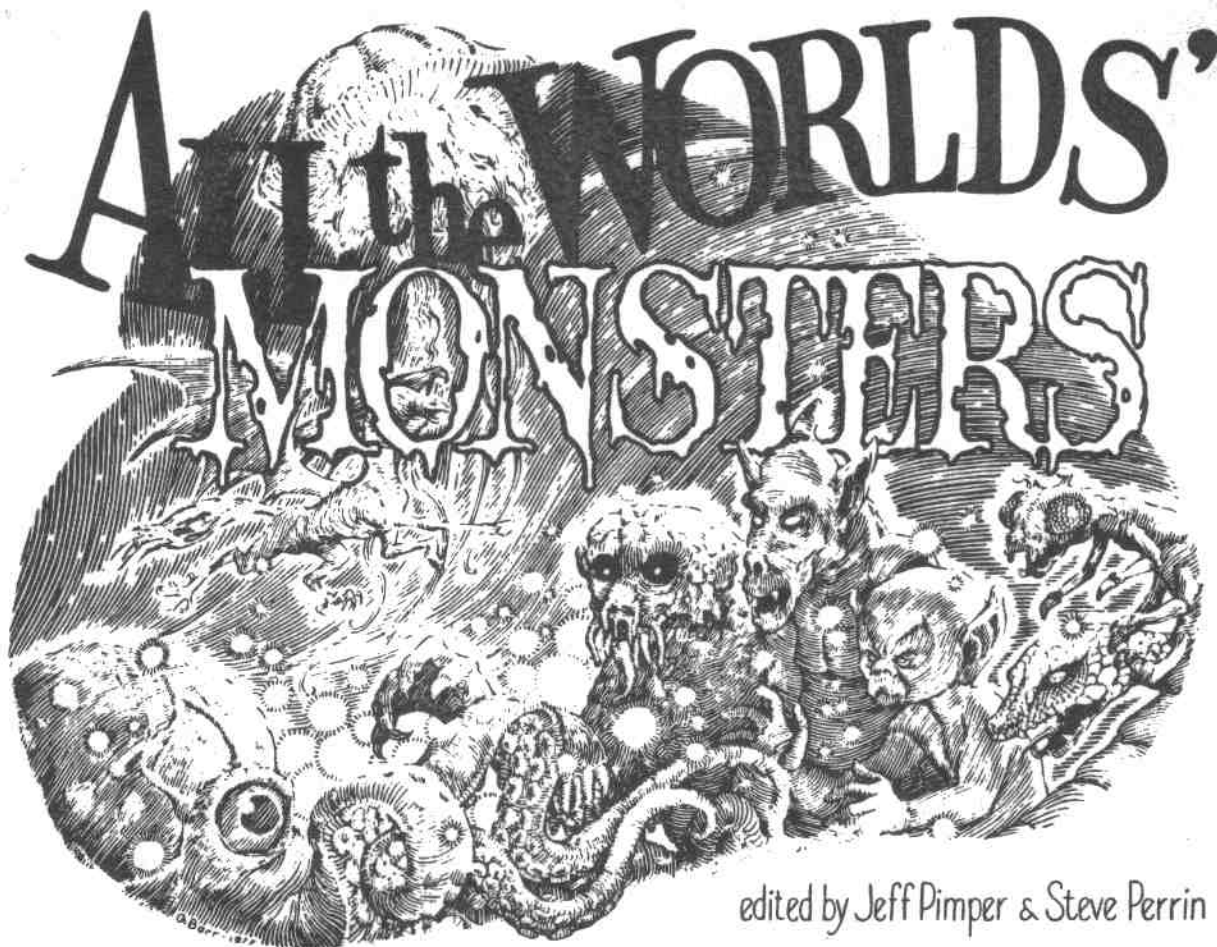
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