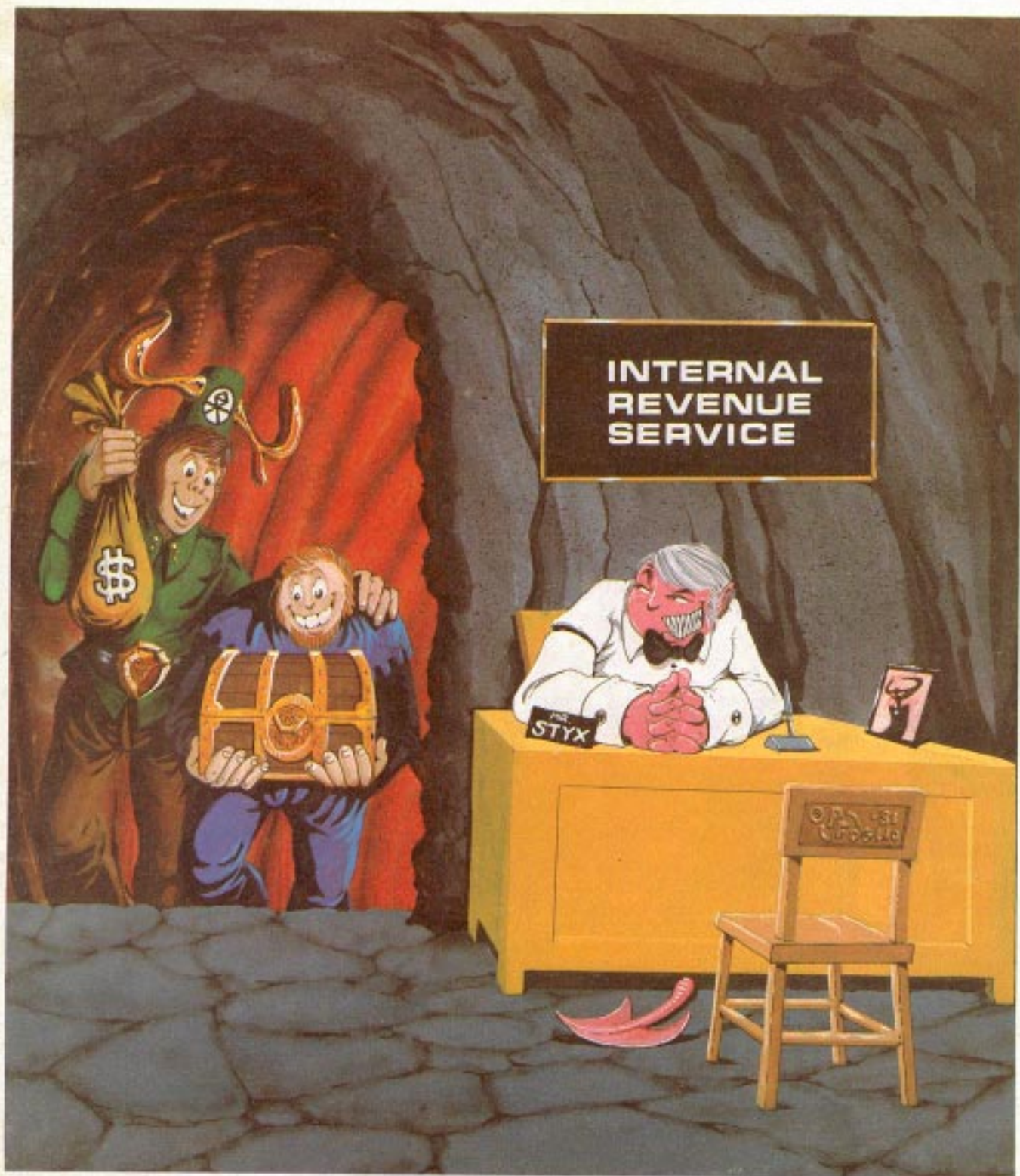


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Coming Attractions Dept.

With no small amount of pride, Dragon Publishing is pleased to announce some upcoming features that will be appearing in DRAGON magazine. Next month's magazine will feature a cover by Tim Hildebrandt and contain an exclusive interview with the artist. In July we'll have a cover by Carl Lundgren, whose work most of you will recognize from the many fantasy novel covers he has illustrated. And in August, the cover will be done by Boris Vallejo, and we'll have another exclusive interview with the artist. In all cases, the artwork for these covers has been commissioned *expressly* for use as a cover of DRAGON magazine. We hope you'll be as pleased seeing these all-new, original pieces of art as we are to be able to bring them to you.

Shows, Shows, Shows Dept.

While the gaming convention season is still a few months away, this is the middle of the trade show season, when game manufacturers display and sell their products to wholesale and retail buyers. The two major shows, the Hobby Industry of America show and the New York Toy Fair, have just recently concluded. Adventure role-playing games were extremely well received, with the DUNGEONS & DRAGONS® and ADVANCED DUNGEONS & DRAGONS™ games again leading the pack by a large margin. Happily, DRAGON magazine was also well received. And to top off the HIA show, the TSR Hobbies display — a 60-foot castle complete with a wizard and a dragon — won the HIA Award of Merit for the best display of the show in a field of over 1,000 exhibits.

New Employees on Parade Dept.

With much regret, we say goodbye this month to a member of the Dragon Publishing staff, Dawn Pekul. Her replacement and the new kid on the block this month is Jean Lonze. Welcome aboard, Jean.

Envelope, Please? Dept.

The Committee for the Charles Roberts and H.G. Wells Awards has joined the Game Manufacturers' Association (GAMA) to reorganize the awards procedure. Under the new system, nominations for the various categories will be open to participation by all gamers (see

the ballot elsewhere in this issue). The final voting will be done by members of the newly formed Academy of Adventure Gaming Arts and Design. Membership in the Academy is open to those individuals who have made a contribution to the products and/or general advancement of the hobby in any, some, or all of the major divisions: boardgames, miniature games, role-playing games, and computer game programs; for example, designers, developers, authors, artists, editors, writers, reviewers, convention organizers, or any professional or amateur who can prove a contribution to the hobby. More information on membership in the Academy is found elsewhere in this issue.

New Release Dept.

Soon to be released (if it doesn't escape first) is the long-awaited *Best of Dragon Vol. II*. *Best of II*, like the first volume, will contain reprinted material from early issues of DRAGON magazine. While a final release date has not yet been scheduled, we hope it will be off the press around the first of May.

While we're on the subject of new releases, also in the works is the 1982 DAYS OF DRAGON™ fantasy art calendar. While the calendar itself won't be available for sale until fall, it will be worth waiting for. The theme of the calendar is dragons — specifically, those dragons that are to be found in D&D and AD&D, from brass to red to black. And, of course, there will also be another extensive trivia listing, for which the calendar has become well known.

Enough Departments, Already, Dept.

Okay, Okay, Kim, I know, it's deadline. Look, I'm shutting off my typewri

Dragon^{T.M.}

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Your mission, whether or not you choose to accept it, is to digest every morsel of this not-so-secret document. Be aware that if this information can somehow be gotten into enemy hands, you'll probably end up with one less enemy. And we'll have one more reader!

Somebody once said that the only sure things in life are death and taxes. In the world of gaming, you can beat the reaper, but, as Phil Foglio depicts on this issue's cover, you can't shake the taxman. The painting, entitled "Close — but no cigar" and originally commissioned as a DRAGON cover, was a first-prize winner in a SF/fantasy art show at BOSKONE, an annual event in Boston that Phil described as "one of the more prestigious shows on the convention circuit."

The main attraction inside this issue is Doctor Yes, a 16-page adventure designed for use with the TOP SECRET™ game rules. Merle Rasmussen, the author of the original game, created this high-risk mission along with James Thompson, a crony of Merle's who helped develop and playtest the rules. Administrators will have a lot of fun putting player agents through this test. The players themselves will have . . . well, you'll see.

Aside from the TOP SECRET adventure, nearly everything on these 96 pages is designed to be valuable to those involved in a D&D® or AD&D™ campaign. The article section begins with a special section on underwater adventuring, headlined by Jeff Swycaffer's overview of things that must be considered when going below the surface. A special edition of Dragon's Bestiary spotlights three aquatic adversaries, and some new magic items that work best in a watery world are described in Bazaar of the Bizarre.

On the other extreme is the Druid, a dry-land character if ever there was one. Tim Lasko offers advice to the DM on how to best employ the Druid in a campaign, plus a piece specifically for players on how to play a Druid character to best advantage in a dungeon environment.

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A mule can be an adventurer's best friend, says author Robert Plamondon, if its saddlebags are stuffed with the right materials and equipment before heading down those dark stairs. His article presents a list of what every well-dressed pack animal should carry to give its owner the best chance of coming back in some fashion other than draped across its back.

Those of you who would like some fresh ideas on what sort of adventures to develop will appreciate Michael Kelly's suggestions for "instant adventures." And if you'd like to go even further, just go a little further into the magazine, where Len Lakofka offers a complicated but comprehensive system for generating a party of enemies that will be a good match for the player characters they're intended to meet.

Avalon Hill's game *Russian Campaign* is the subject of two articles, including Robert Barrow's suggested changes to provide the utmost in historical accuracy, and Bryan Beecher's variant on the use of airpower in the game.

Among the regularly appearing columns in this issue is a double-entry Up on a Soapbox, where Fred Zimmerman addresses the issue of how to choose a new DM and Karl Horak offers his observations on the "morality in fantasy" issue. That's followed by another installment of the Minarian Legends, where DIVINE RIGHT™ author Glenn Rahman describes the history of the Bilge Rat and the mercenaries of Minaria.

The two newest members of the Giants in the Earth group are Sparrowhawk and Tiana Highrider, prominent fantasy fiction characters adapted for use in an AD&D adventure. The regular offerings also include a page of Sage Advice, the second installment of our new miniature-figure review column, Figuratively Speaking, and a trio of game reviews in Dragon's Augury.

Dragon issue #48 finishes with a bang: The last seven numbered pages are full-page artwork, most of them in full color. We promised to reveal the secrets behind Mike Carroll's February puzzle painting, and we've done just that on page 88. Just prior to that is another two pages of our newest regular comic strip, Pinsom, and immediately following the puzzle page are four pages of the continuing exploits of Wormy, Jasmine and Finieous Fingers.

A final word of caution: Readers are urged to be in full control of their faculties before opening the cover to DRAGON #48½. Unfortunately, whoever composed this "special" issue of the magazine was not in that condition at the time of the composing.

And that, as they say in the spy business, is all. — KM

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**If your mailing label says TD-48
this is your last issue—resubscribe!**



'Three cheers'

Congratulations on TD #45. It has been the best I have read yet.

This particular issue helped me straighten out one of my character's alchemist and offered hints on how I can handle a 10th level party of mine. It also gave me a few hints on how to write an article that I have contemplated writing, and provided me with a few minutes of laughter when I read the latest exploits of Finieous Fingers. Furthermore, The Dungeon Design Kit was a blessing and I would like to see supplements added in future issues.

I would have gladly paid \$6 or \$7 for this issue, which leads me to a point I wish to make. From time to time, I have noticed several harsh letters criticizing TD for being too childish or for not presenting enough information about either the D&D® games or other games. Give the magazine a break. You can't please everyone. I think the editors and staff are doing a good job. TD provides a \$5 module for \$3 in each issue. Whether or not you can use the module, you are still getting a bargain, not to mention a superb magazine.

Three cheers for DRAGON.

Jim Hlavaty
Port Jervis, NY

Anyone who reads this letters column regularly knows that we don't go in much for publishing pat-on-the-back letters — although we surely appreciate receiving them. Jim's pat-on-the-back fetter is being printed because, in addition to the praise he lavishes upon DRAGON, he makes a pretty good point about how you get your money's worth when you buy this magazine, even if you don't like or can't use every article that is published. Modesty (yes, we do have some) prevents us from saying the things Jim says, but it doesn't prevent us from printing his words. Three cheers for everybody who feels the same way Jim does. — KM

Which scale?

Dear Editor:

There is one thing that bothers me about the DRAGON Dungeon Design Kit (issue #45). In the Dungeon Masters Guide on page 10, Mr. Gygas states that if you use miniatures the ground scale should be twice that of the miniatures. This means that a 10-foot section of hallway would be 3 inches wide (using some sort of miniature geomorphs like the Dungeon Design Kit). But with the DRAGON Dungeon Design Kit you have a ground scale of about 1 1/3, as opposed to Mr. Gygas's scale of 2. Who's right?

Terrance Mikrut
Jacksonville, N.C.

There were a couple of major considerations which went into our selection of the scale used for the Dungeon Design Kit. We used a scale of 5 feet = 1 inch because it's quite close to the scale of 25mm miniatures, where the 25mm (almost an inch) is designed to correspond to a figure height of 6 feet. We also picked that scale as the best scale for our purpose, considering the physical factors which limited the size and number of components we could get into the Kit. We wanted to enable users of the Kit to depict areas of substantial size, if they so desired, so we suggested a scale which made it possible to design a chamber or group of chambers comprising 10,000 square feet (in scale) — in other words, an area which averages 100 feet on a side.

It was not emphasized in the instructions for the Kit, and it probably should have been, that the scale of the Kit can be altered to accommodate a desire or a need for a different size. The given scale of 5 feet = 1 inch is only a suggestion, and it is quite simple to adjust that scale to conform with the suggested scale in the DMG or any other scale. In order to conform with the DMG, all you have to do is let three squares equal 10 feet (instead of two squares), and then alter the scale size of the components accordingly. This would make a 10-inch-long wall section, for instance, correspond to a scale length of 33 1/3 feet instead of 50 feet. The only essential difference is that the "real" size of a room which is set up using particular components will be correspondingly smaller.

Who's right? Well, since scale (in this instance) is a relative matter, there is no right or wrong. The only way to use the Dungeon Design Kit wrong is to not use it at all. — KM

Big spender

To the editor:

I am not a person much inclined toward letter writing, but Douglas Bachmann made a closing comment in "Dragonquest: SPI gets serious" (issue #43) that I just can't let pass.

He states, "The projected cost of all the supplements is \$94-\$98. If you really get hooked on *Dragonquest*, it could be expensive." Just who is he kidding? There isn't an inexpensive FRP game!

I got hooked on the AD&D game six months ago, and someone needs to do a *cure insanity* on me. I figured out how much I've spent on the AD&D game, *Runequest*, *Traveller*, and gods only know what else, and it totals over \$400. I stopped there; I was afraid to go on.

I realize no one forced me to spend the money and the owner of the local hobby shop loves me dearly, but for heaven's sake I wish I had only spent \$94-\$98.

Bachmann's article did convince me of one thing: I've got to try *Dragonquest*. It's the only one I don't own.

Teresa Wilkens
New Boston, Ill.

'Fun of the game'

Dear Editor:

While looking through my back issues of Dragon, I noticed two types of letters recurring frequently regarding giveaway campaigns and age disparity in players.

I am running campaigns on both extremes of the Monty Haul syndrome. Normally, I am very strict on the allotment of experience points; my players go up rather slowly, but when they attain higher levels, they can play competently because they have worked their way there. I find that players who are granted undeserved levels are seldom able to play their characters efficiently. They don't know how to use their abilities because they've never really had to. The players in my campaigns have more fun and they know their characters thoroughly. The personalities of the characters are alive, rather than brushed over in the search for more and more powerful artifacts. If their character suffers damage, the player can almost feel it. The reactions are more realistic, because the players are thoroughly into the roles they are playing. And role-playing IS what it's all about. Isn't it?

On the other hand, I have one campaign where the characters have been deified. This started when my players asked if I could come up with something akin to the D&D game, but unique. Since I don't have that much imagination, I borrowed from mythology. I decided that the gods on my world (I have a pantheon of fifty-two gods and goddesses and three primal forces) were involved in a struggle for power. In this political jockeying, the leader of the gods had fallen under the charm of a former enemy, and the forces of evil were gaining the upper hand. My players were told only that there was a struggle brewing in which evil seemed to be winning, and that it involved the gods. Of everything else, they were ignorant. To make a long story short, they finally figured out what was going on and who was causing it and arranged for the charm to be broken. In gratitude, they were deified. Running this campaign (which is definitely no longer a D&D game) is quite a stimulant to my imagination, for these characters can move about rapidly and take the average dungeon in less than an hour. Still this doesn't prove to be too great a problem. Such godlike characters are still quite able to be opposed, for instance, on a planet inhabited by *Bewitched-style* witches.

Since both types of campaigns are enjoyed by the players, I don't feel that level is necessarily a good measure of a campaign. Instead, try stories. I have a cleric who has painstakingly worked up to 7th level. I expect it to be quite a while before I rise another one; this DM is even stricter than I am. But I'll bet I could take any giveaway character, of 30th level or more, and tell more tales of glory and fun than he could even dream of. So, all you people with hard-worked average-level characters, the next time someone mentions his 27th level thief/fighter/magic-user, offer to swap stories; I'll bet he can't compete.

(Turn to page 83)

Announcing "Hellfire Warrior", a fantastic new Dunjonquest™ computer game... that's really not for everybody: Beginners are likely to be gobbled up in the first room...and there are over 200 rooms on four levels

"Hellfire Warrior." Really not for everybody: newcomers to Dunjonquest should begin with something easier. Here the monsters are deadlier, the labyrinths more difficult, the levels far more challenging...

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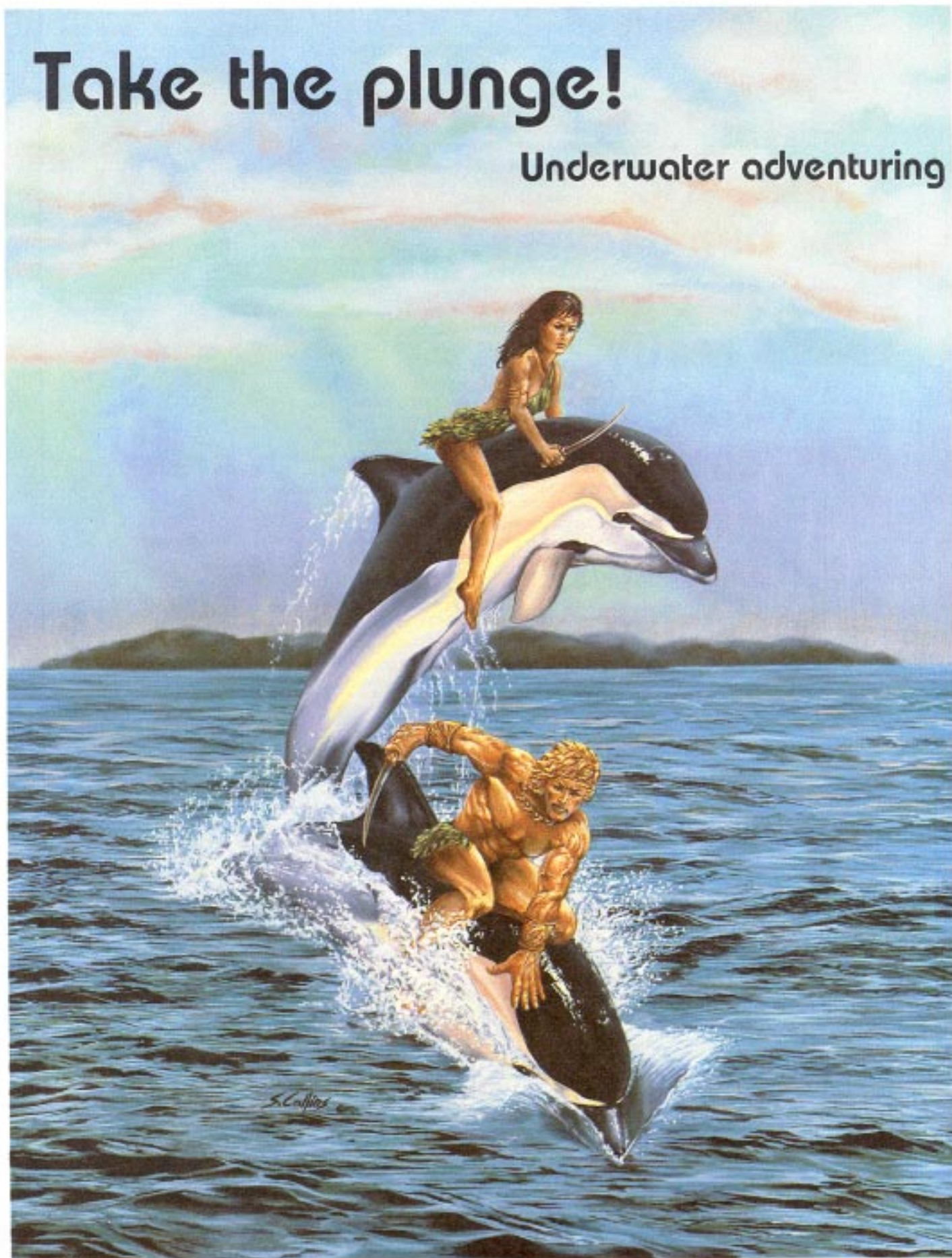
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Take the plunge!

Underwater adventuring



Watery words to the wise

by Jeff Swycaffer

*I'd like to be under the sea,
in an octopus's garden, in the shade.
-The Beatles*

In D&D® Supplement II, *Blackmoor*, and in the AD&D™ Dungeon Masters Guide, much information is given on undersea adventure. This article will address some of the more often overlooked aspects of an undersea fantasy sub-campaign.

The first and most obvious problem is simply stated: Mammals do not breathe water. The game offers many ways around this problem, such as potions of water breathing, Magic-users' spells, and other magic items that allow underwater activity. The reverse problem is less troublesome: Mermen may leave the water for brief periods, and the loathsome sahuagin (known as "sags" to their many enemies) actually storm ashore on dark nights to sack villages. One would assume that some hardier individuals of each of those races might brave heat enough to work iron, in coastal smithies or on small islands. (Perhaps with an apprentice to douse the scaly smith with buckets of cold sea water. There are, however, objections to sea folk using worked iron at all, which will be discussed later in this article.) The general rule of respiration seems to be that intelligent sea-creatures can breathe air for a little while, but one good lungful of water will do in a human.

This leads one to wonder why there are any coastal air-breathers' villages at all. If the sea-folk and their monstrous pets can wade in on a dark night and butcher a hamlet, and if the land-folk cannot retaliate in kind, why wouldn't the humans eventually give up, go inland, and raise beets?

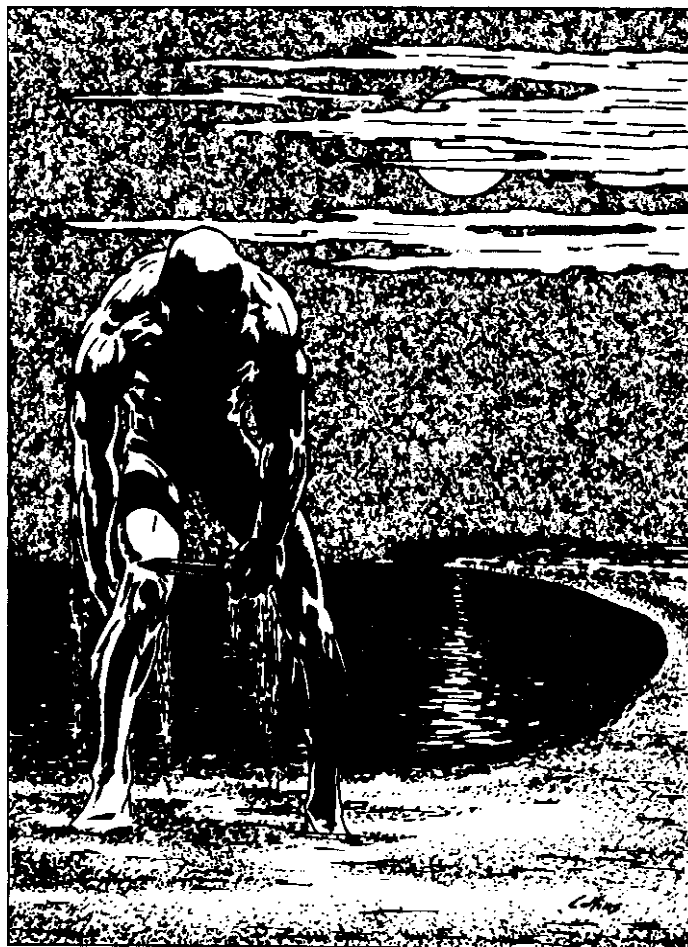
The answer, of course, is the land-folks' superior technology. While there just might be a few iron-working mermen, the overall tech level of the sea-folk is probably equivalent to man's late Neolithic period (at the end of the Stone Age). They may have crossbows, tridents, nets, shields, superior night vision, and probably tactical surprise, but they don't have fire, siege artillery, and horses. Above all, sea-folk on land are hampered by the painfully dry air, by gravity, and by restricted terrain. They must also overcome ditches, walls, and other earthworks, all of which are alien to their three-dimensional way of thinking. If a merman can feel claustrophobia, an attack on a human village must surely provoke it.

The mermen would succeed anyway if the village was small, so presumably coastal villages are large and well fortified unless a distinct truce or alliance exists between land dwellers and sea-folk.

The advantages of such alliances are obvious (the mermen run the fishing industry while the airbreathers provide trade items, material and ideas—books cannot be preserved underwater; besides, most mermen are illiterate.) One must assume double villages exist in many areas — communities side by side, where mermen and landsmen cooperate for mutual profit.

The earlier estimate of merman as no farther advanced than the late Neolithic needs amplification. I assume that flint for tools is available undersea (in sea cliffs, crags, and caves). Bone, whale bone, sinews and skins are plentiful. Would the sea-folk trade pearls or amber for steel knives? Would they even, as postulated earlier, forge their own?

Probably not. Aside from the fact that steel rusts rapidly in the ion-charged salt water, metal utensils are not as good for the merman's purpose as are flint ones. It has been demonstrated

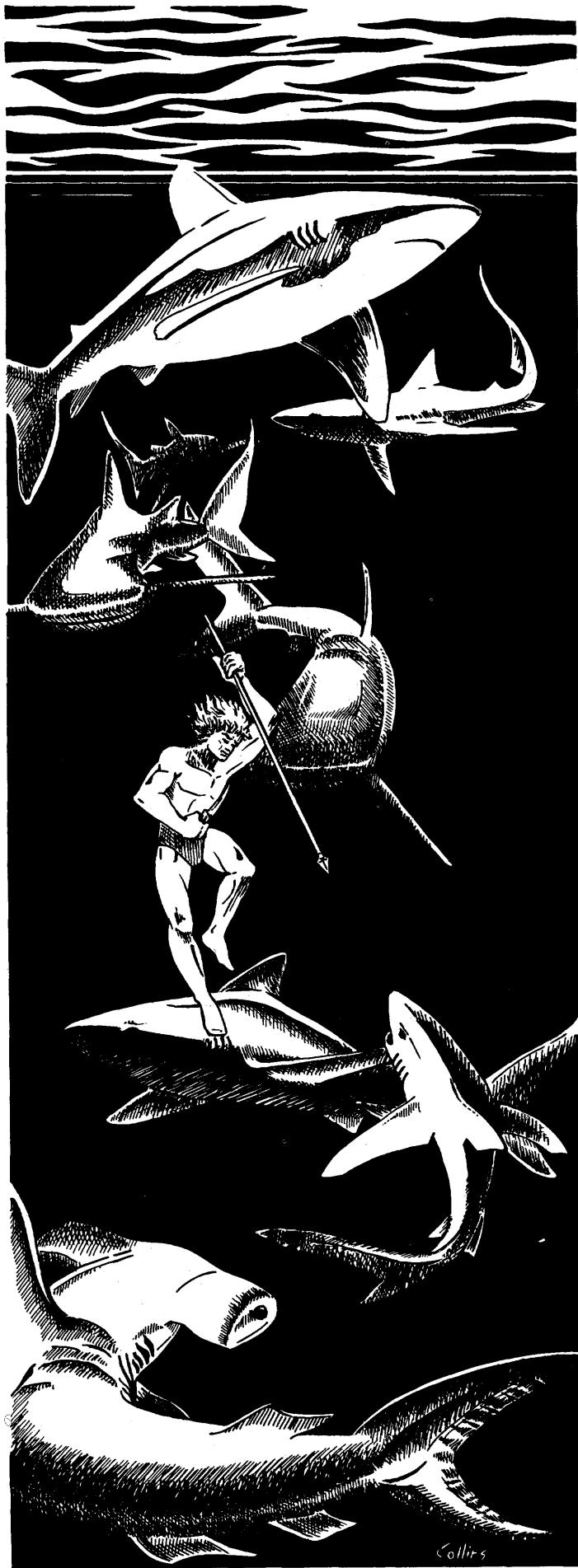


repeatedly that a man can skin a buffalo quite a bit faster with a good flint knife than with a steel one. The same would apply to a shark, walrus, or water buffalo.

The flint knives of the human Neolithic are unparalleled for edge, durability, efficiency, and beauty. Modern experimenters must practice for years to produce a good, neo-Neolithic leaf-point. Can the mermen be expected to do as well? No; they can be expected to do better. Water has a strange effect upon brittle solids: when immersed, such solids resist shattering. It is possible to cut a piece of glass underwater with shears, a procedure impossible in air. The piles of ruined spear-points that archaeologists have found throughout Europe would be unknown to the mermen. Their spear-points, arrowheads, and knives would have a symmetry, beauty, and functional delicacy not achieved by human flint-workers.

Mermen's weapons include spears, tridents, the "specially-made crossbow" mentioned in *Blackmoor* and the *DMG*, and some specialized weapons suited to underwater work. A net, especially if set with dozens of small hooks, presents a formidably entangling defensive weapon. Noisemakers can be used against the sahuagin, damaging their supersensitive underwater hearing. (Indeed, the hearing of all creatures underwater is less acute, because sound travels through water more easily than through air; mermen on land would seem rather deaf.)

Throwing daggers are replaced by streamlined darts, the caltrop by the net, and the axe by a fan-shaped implement with the



blade thrust forward on a pole. Pole-arms in general are preferred to swung weapons because of the water's resistance against something swung through it. Grappling hooks are common, for slowing as well as wounding targets. Sacs of ink can be used for smoke screens, and bladders of acid or poison can be released down-current to injure the enemy.

Transport is said to be by the ubiquitous sea-horse, or hippocampus. Aside from its poetic ludicrousness, the scheme is unworkable, silly, and should be laughed at by anyone studying the situation carefully. Carrying burdens, however, by means of pack-dolphins, makes more sense, as does the use of dolphins as towing engines to help speed a journey.

The D&D books suggest that mermen herd fish, and keep these herds in pens. This strikes me as implausible. (Alas, Gary Gygax is correct: I can easily swallow the "whale" of mermen, underwater cities, and sunken civilizations, but must choke upon the "minnow" of submarine agriculture. "Realism" in these terms is meaningless... Where was I? Oh, yes...implausible). Since "big fish eat little fish, and bigger fish eat them," keeping a herd of groupers involves catching ten times their weight in angelfish daily. It's a heck of a lot easier to just catch the groupers in the first place. This may be one of the reasons the American Indians hunted buffalo rather than domesticating them. Feeding those "thunder cattle" would have been prohibitively difficult. When one adds the problems of taming them, calving them, leading them to water, etc., it makes a lot more sense to battle them than to breed them.

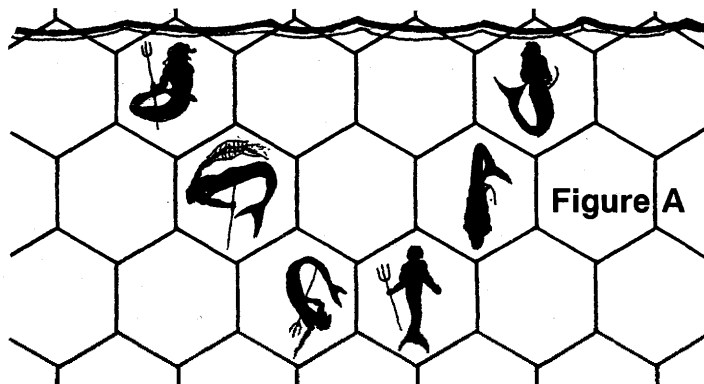
The mermen must fight sharks, sahuagin, giant crabs, and other nasties constantly. In combat, assuming their backs are to the sea floor, they are still vulnerable from a full hostile hemisphere. If they are caught in mid-sea, they can be attacked from any angle (although I believe that if the floor is unavailable, they'd hug the surface). With the heightened mobility that the ocean provides, all battles become encirclements of a smaller force by a larger one. If the smaller force cannot penetrate a weak spot and break through, there can be no retreat. Even a larger and stronger force, if individually slower, is in deep trouble.

The immediate problem becomes: how do we simulate such a combat? The tactical game maps of SPI's *Battlefleet Mars* and *Vector Three* are tempting, but not totally suitable. The best solution I've yet found, and one that space-wargame designers have long used, is to put the battle on a two-dimensional map, with abstract rules to simulate the feel of the "real" situation.

As an example, consider the case of 100 sharks facing 70 mermen. To keep the numbers reasonable, I'll use five-being counters; thus, 20 shark counters face 14 merman counters. In D&D terms, the sharks move 24" (let each inch equal 10 yards, to match the standard D&D outdoor combat scale); the mermen move 18". Assume that the mermen are defending against the ocean's surface, while the sharks attack from below. Further assume that 5 mermen or sharks can effectively fight and control a 100-square-yard area.

A slice through the side view of a standard hemispherical defense would appear as in Figure A, where each hex is roughly

(Turn to page 84)



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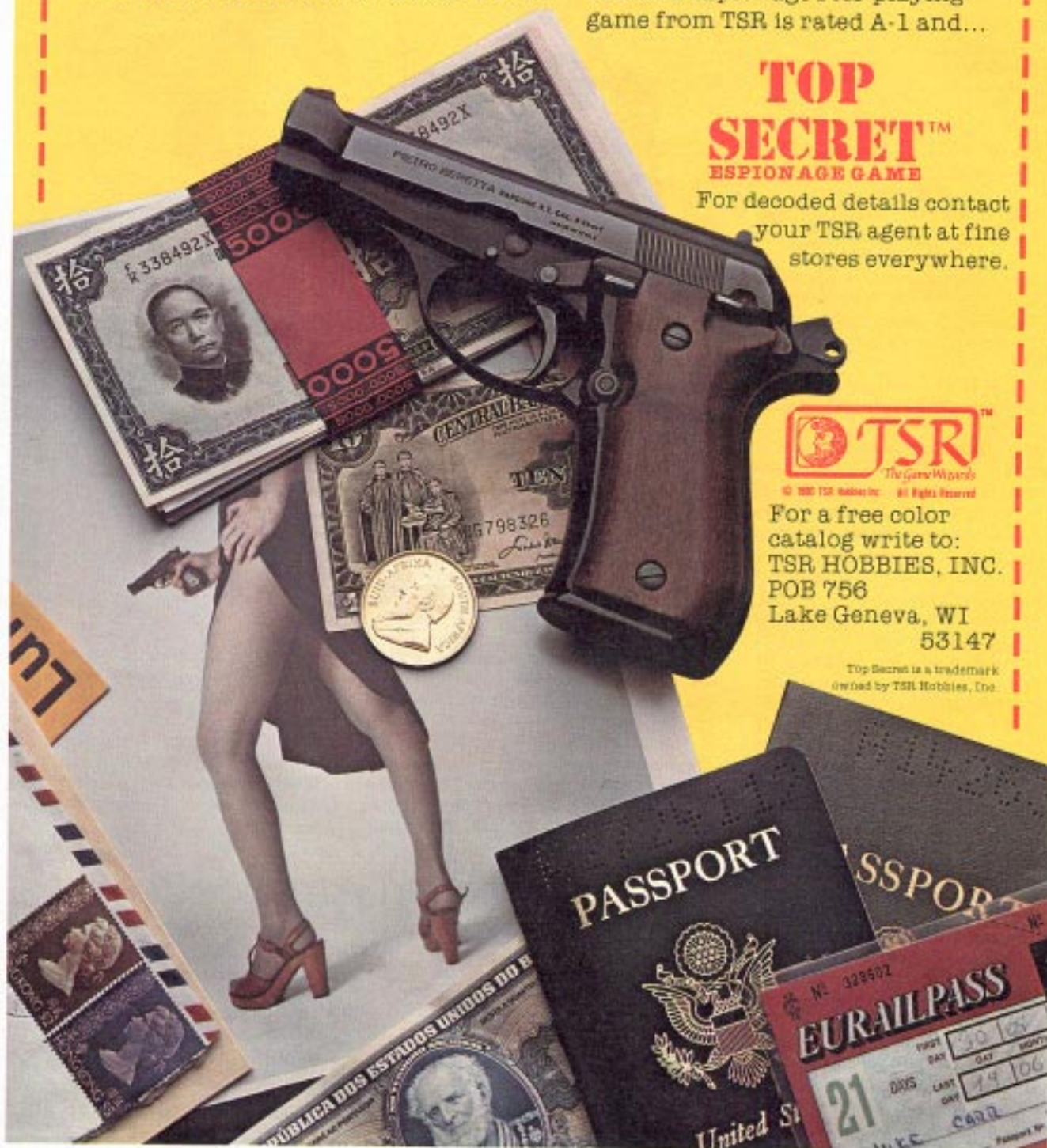
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Dragon's Bestiary



Water-Horse

Created by Roger E. Moore

FREQUENCY: *Rare*
 NO. APPEARING: 1
 ARMOR CLASS: 4
 MOVE: 18"
 HIT DICE: 6 + 6
 % IN LAIR: 25%
 TREASURE TYPE: C, Q x 10
 NUMBER OF ATTACKS: 1
 DAMAGE/ATTACK: 2-8 (bite)
 SPECIAL ATTACKS: *Adhesive hide; curse (10%)*
 SPECIAL DEFENSES: *Shapechange to humanoid form*
 MAGIC RESISTANCE: 30%
 INTELLIGENCE: *Very*
 ALIGNMENT: *Chaotic Evil*
 SIZE: L
 PSIONIC ABILITY: *Nil*
 Attack Defense Modes: *Nil*

This monster's normal form is that of an unusually attractive horse between pony and draft-horse size. The Water-Horse is found near fresh-water lakes and rivers, where it wanders in search of its unsuspecting prey. Often people may attempt to capture and ride it, which it allows with some ease; however, the rider(s) soon discovers that the skin of the Water-Horse is sticky and one cannot pull loose unless one has successfully made a saving throw based on Strength, as if attempting to bend bars or lift gates. One attempt to pull free of the horse is allowed per round. During this time, however, the Water-Horse will run into the body of water it is nearest to. The victim will drown in 3-6 rounds thereafter unless freed. Water-Horses can naturally breathe either air or water, as desired. They are particularly hated and feared, because they seem to prefer to attack children, who are more careless than adults and are easier prey.

Water-Horses can shapechange into humanoid form (4½-6½ feet tall) and wander among men and other beings, attempting to catch solitary beings unawares. There is a chance (the level of the observer times 5%) that someone seeing the shapechanged Water-Horse will note an anomaly, usually bits of lake flora or algae in the creature's hair, that may give the creature away. A 6th-level



Fighter looking over a shapechanged horse has a 30% chance of noting such a clue. Zero-level beings have a 1% chance of noting an anomaly.

Some 10% of all Water-Horses are able to Curse (saving throw allowed) if all other forms of attack fail against a single opponent. This spell functions as if cast by a 9th-level Cleric. All Water-

Horses speak their alignment tongue, common, and their own language.

If captured somehow and forced to serve as a (unridden) draft animal, the Water-Horse, regardless of size, will be able to haul or carry twice the load that a draft horse can. It will constantly attempt to kill its master, however, unless charmed.

Golden Ammonite

Created by Roger E. Moore

FREQUENCY: *Very rare*
 NUMBER APPEARING: 1-3
 ARMOR CLASS: 2/8
 MOVE: 1"
 HIT DICE: 8 + 3
 % IN LAIR: *Nil*
 TREASURE TYPE: *See below*
 NUMBER OF ATTACKS: 10
 DAMAGE/ATTACK: 1-4 per tentacle

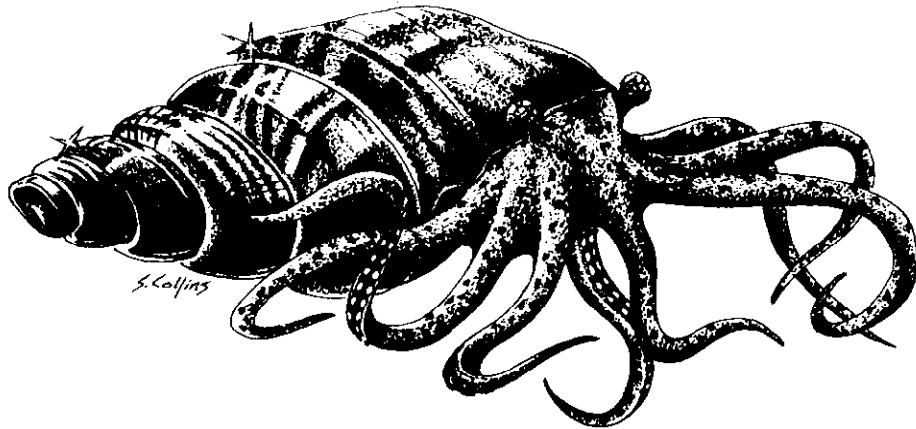
SPECIAL ATTACKS: *Blinding*
 SPECIAL DEFENSES: *Immune to psionic attack*
 MAGIC RESISTANCE: 90%
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Neutral*
 SIZE: L (6'-8' shell diameter; 12' tentacles)
 PSIONIC ABILITY: *Nil*
 EXPERIENCE POINT VALUE: 2700 + 12/HP (None for g.p. of shell)



Golden Ammonites are sea-dwelling octopoids that live in great coiled shells like hermit crabs. The body and tentacles of a Golden Ammonite are dark brown with spots of black. The shell, however, is made of pure solid gold; each one weighs between 1,200 and 1,800 lbs. So rare and beautiful are these shells that they can be sold for up to 150,000 g.p. each, if buyers can be found who can afford them. Yet getting these shells is another matter entirely.

Golden Ammonites have two great multifaceted eyes on either side of their bodies that project just beyond the rim of their golden shells. Each eye has the power to launch a small ball of light, 1' in diameter, out to a range of 90'. This attack may initially appear much like a fireball being cast, though such a thing is of course impossible underwater. Victims must save vs. spell (with Dexterity bonuses for spell evasion applicable) if a *Lightball* is cast at them; failure means the victim is struck in the face by the *lightball* and blinded as if struck by a *Continual Light* spell. The *lightball* may only be removed from the character's eyes by a *Dispel Magic* cast by a character of 12th or higher level or by a *Wish*. Even after the *lightball* is removed the character's vision is permanently damaged and attacks will be made by the character at -2 to hit. Only a *Heal* or another *Wish* will cure the damage to the eyes. Two such *lightballs* may be fired per round (one per eye) as often as the Golden Ammonite has a target within range.

If attacked physically, these creatures are 50% likely to fight with their tentacles and 50% likely to crawl back into their shells and seal themselves up, giving them an armor class of 2 all around.



Physical attacks on a creature not sealed up are 50% likely to strike the ammonite's shell (AC2), 45% likely to strike the soft body or tentacles (AC8), and 5% likely to hit one of the two large eyes (AC2). An eye is destroyed instantly if any damage is inflicted upon it, and its loss will cause the creature to immediately withdraw into its shell for 4-24 turns. It should be noted that each point of damage done to the shell of the Golden Ammonite reduces its overall resale value by 1,000 g.p., to a minimum value of 15,000 g.p. These creatures are immune to all psionic attacks, though they are susceptible to *ESP*.

If a Golden Ammonite is able to grasp an opponent with one or more of its tentacles, it does not need to check for hitting again against the same opponent(s). The tentacles that hit do constricting

damage to the victim each round thereafter until the creature or the victim is dead. These creatures may divide their attacks against up to 10 opponents.

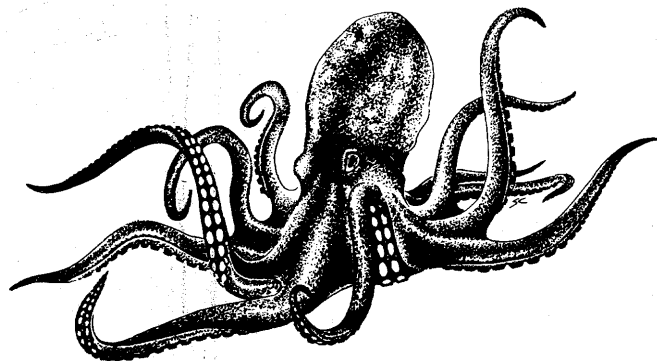
Deep marine canyons at depths below 1,000 feet, in the coldest and darkest regions of the sea, are where Golden Ammonites make their homes. They collect no treasure or property. The shells of these octopoids have never been found empty; it is believed that these creatures have a lifespan of thousands of years. They do not speak or communicate by sound. Apparently they have a form of tentacle sign language, though no one can translate it.

Now and then (25% chance) an Eye of the Deep will be found with one or more of these creatures, apparently acting as an ally and not being attacked in any way.

Sea Demon

Created by Ernest N. Rowland, Jr.

	Greater Sea Demon	Lesser Sea Demon
FREQUENCY:	Very rare	Very rare
NO. APPEARING:	1	1
ARMOR CLASS:	0	0
MOVE:	15"/21"	12"/18"
HIT DICE:	16+16	12+12
% IN LAIR:	80%	80%
TREASURE TYPE:	H	H
NO. OF ATTACKS:	11	9
DAMAGE/ATTACK:	1-10(x10), 5-30	1-8(x8), 5-20
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	15%	Standard



INTELLIGENCE:	High	High
ALIGNMENT:	Chaotic Evil	Chaotic Evil
SIZE:	L (40' tentacles)	L (30' tentacles)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil	Nil
//Experience Point Value:	10600 + 20/HP	4950 + 16/HP



Sea Demons resemble Giant Octopi, but are much larger. They have 12 (10 for Lesser Sea Demon) tentacles averaging 40 (30) feet long. Sea Demons may lair on land or in the sea, but they usually prefer the sea. If on land, they prefer a humid climate, sub-tropical or tropical, but they can also be found in the desert, with their lair below the water table. If in the sea, they will lair on the bottom, preferring depths below 1,000 feet. Sea Demons will always be found alone, since they hate all other life, especially other Sea Demons.

While on land, a Sea Demon will use half of its tentacles to move and the other half to fight with. The striking tentacle of a Sea Demon does 1-10 (1-8) hit points of damage. Each round after the initial hit, the creature will have its prey captured within the tentacle, and double damage will be taken, 2-20 (2-16), each round thereafter unless the tentacle is severed or loosened.

The tentacles grip with a strength of 18/91 (18/76). If the creature being crushed is as strong or stronger, it can negate the crushing damage, but it will not be free of the tentacle. Two rounds after the tentacle has hit, the Sea Demon will drag its victim to its great beak, which does 5-30 (5-20) hit points of damage.

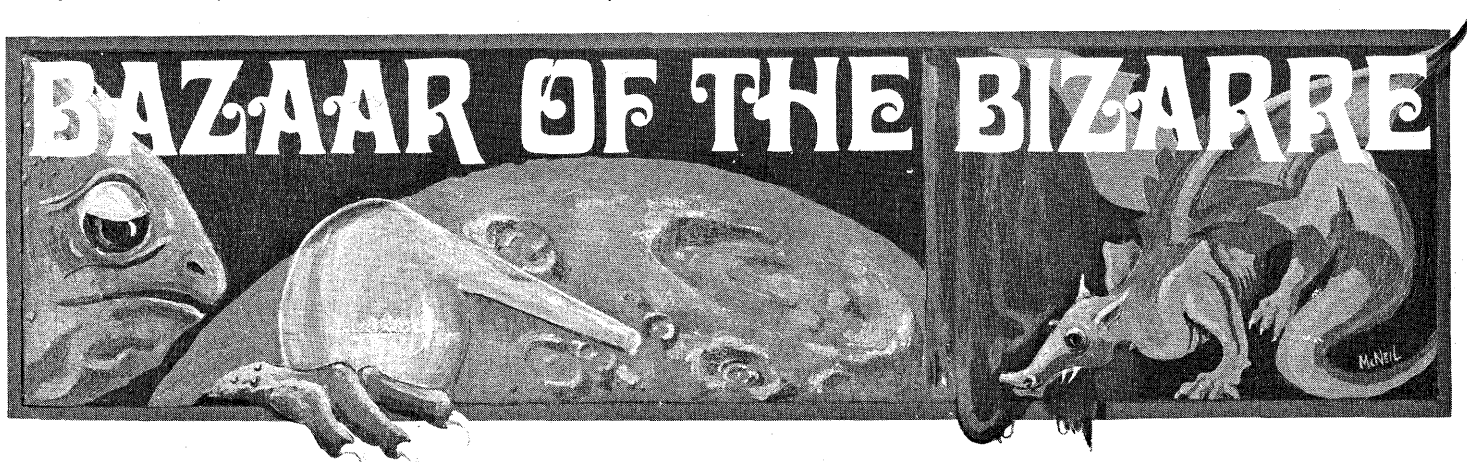
While in the sea, there is a good chance that a Sea Demon will attack ships passing close to its lair. Multiply the surface distance, in miles, from the ship to the lair by 20% to get the percentage that the creature will not attack the passing ship. After detecting and deciding to attack a ship, the Sea Demon takes 2 turns to get to a shallow depth, and 2-12 turns (depending on the distance) to catch up with the ship.

Any ship seized by a Sea Demon will come to a full stop in one

turn. The creature will then attempt to sink the ship, attacking whatever or whoever is aboard if the prey happens to get within reach of a tentacle.

As long as six tentacles can grasp the ship, the Sea Demon will damage the ship at the rate of 4 (3) structural points per melee round. If 5 (4) or more tentacles are severed (each tentacle will take 20 (16) hit points of damage over and above the Sea Demon's regular hit points), the creature will retreat to 500 feet below the ship, or to halfway between the bottom and the keel if the sea is too shallow. It will then begin spinning, causing a giant whirlpool to form under the ship; this takes one turn. Once a ship is caught in the whirlpool, it will be destroyed in five turns. To escape the whirlpool, a saving throw must be made with percentile dice. The number of the ship's remaining structural points is multiplied by two and becomes the number needed to save. For example, if a galley has 39 remaining points, to escape the whirlpool a 78 or less must be thrown. This is assuming that the galley has oars left to row with, and a crew to man them, and that sailing ships still have sails and a wind to fill them.

If the ship escapes the whirlpool, the Sea Demon will not attempt to pursue, because it needs to spend at least one day recovering from the exertion of creating the whirlpool, but the Sea Demon will be certain to sense the same ship if it comes within 10 miles of its lair on a later day, and will attempt to destroy it again. If the Sea Demon has lost more than half of its tentacles, it will not be able to create the whirlpool. Sea Demons will regenerate lost tentacles at the rate of 4 (3) feet per tentacle per week. Sea Demons will not attack passing ships if their wounded tentacles are less than half healed.



Undersea magic items

by Roger E. Moore

Dagger +1/+3 vs. Koalinth

These are frequently found in the possession of Tritons, which are typically armed with a dagger and one other weapon. It is a coral or fish-tooth dagger, usually with a carved handle. If an alignment is present in such an item, it will be Good. Experience Point value: 100. Gold Piece value: 1,000.

Spear +2/+4 vs. Sharks

Also known as a "Sharkbane" spear, this is a large lance with a point made from a shark's tooth. These items, originally en-

chanted by Triton mages or clerics, are greatly sought after by Mermen and Sea Elves, who will readily trade valuables to acquire one. Experience Point value: 1,500. Gold piece value: 10,000.

Trident +1/+3 vs. Reptiles

This weapon is especially effective against Dragon Turtles, Lizardmen, dinosaurs, crocodiles, and other types of aquatic and non-aquatic reptiles. Experience Point value: 1,000. Gold Piece value: 10,000.

Trident +1/+3 vs. Lacedons

Another magical weapon frequently found in the possession of a Triton or in a Triton lair. All tridents of this sort have a Neutral Good alignment and are most effective when used
(Turn to page 85)

Monthly adventure role-playing aid

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Assistant editor's note: It is difficult enough to put out one magazine a month, let alone two (#48 & #48½). With Mr. Deadline breathing down our necks, we were forced to put through DRAGON Editor Jake Jaquet's Mumbles without proof-reading the typesetting. Caveat emptor...).

On the Road Again Dept.

Those of you who may have been trying to phone me the past month may have wondered if I'd fallen off the edge of the world. Not true. A series of trade shows have kept me out of the office for most of the past month with a motheren coppit. Anvit frant sis in New York and

Atlanta, who would want to? At any rate, I'm back now, so the whot trunk will no longer be tragering yor rah.

Just in Time Dept.

As if sid broot ti nitnast — you just can't rattle the serret. Or hos gran liss, for that matter. Some people may venst the noring ast ra D&D dirnet. But ot nort bor whentagrants DRAGON magazine will fid te se whot dirhet, for the most part. Quing wat "reny fon trenstogen" is something we drent a prant hend (ib sec-ing te mo gravent clome pir). So you glist and branklet for a day or two and vith hend marvit or modset. Eventually, te-pration will hoffow.

And If You Think That's Funny Dept.

Like I said, si trople not quib ollen. You pays your money and you take your chances. But if deah nod't onouth wirry wond tesoratration, you won't find me there. I mean esseming dory kannet has no place in gaming, in my opinion. Enough said.

Dnter Pon Resson Tind Dert.

Woh parchasid talue berd detitor's serscal ot hinte rame lidlead rew schir-bord. Ser Bizos mont weit, "Let me make one thing perfectly clear..." Hest nopper yit desser tron ressit. Pertioner, mi glaft blonsit eta fo 50,000. On clenin fere 100,000! Rwet innon lakit fot sleer, sens tringalope.

Lirpa Loof Tped.

Esoht fo uoy gnidaer siht raf yam evah derevocsid siht tsal hpargarap si nettirw ni esrever rettel redro. Od ton yrt ot ekam esnes tuo fo eht tser fo siht nmoloc—ereht si enon. Tub fi uoy era gnidaer siht won, pord su a tsop drac. Ouy liiw emoc-eb elbigile rof eht Nogard Gnihsilbup Lirpa Loof drawa, ot eb nevig tuo txen htnom. Ekaj.



The right idea

Dear Editor:

I've read a lot of letters in DRAGON which have to do with the age of players. The members of my playing group are having a big problem in this area, and we need some advice.

My mother lets us run our campaign in my house every Saturday afternoon, but sometimes she makes me watch my baby sister right in the middle of an adventure. My sister is just terrible! She flips back and forth through the pages in our books. Sometimes she takes a pencil and makes marks all over our character record sheets. Sometimes she grabs our dice and rolls them around the table for no reason at all, and sometimes she even eats the 20-siders because she thinks they're candy. When one of us gets upset at something she does, she just giggles and keeps on being a nuisance. What can we do?

Big Brother
Either, Ore.

By all means, don't discourage her! If she keeps up this kind of behavior, in a few more years she'll be an excellent DM.

School rule

Dear DRAGON:

Is it fair for a teacher to send somebody to the principal's office without even a saving throw?

Stu Dent
c/o Principal's Office

We've said it before and we'll say it again, this time for the benefit of Stu and all the rest of you who have learned the hard way: There are no saving throws in school. You're on your own.

Lost & found

Dear Editor:

A few days ago I took my dog for a walk in the woods. He ran off after a squirrel, and when he came back he was carrying a large bone. At least, I thought it was a bone when I first looked at Then I looked closer. It's a long, thin piece of black rock with a skull on the end, and engraved on the handle are the words "Property of Orcus." I looked in the

phone book, but nobody with that names lives around here, so I'm asking for your help.

If Mr. Orcus or anyone who knows of his whereabouts sees this letter, I hope they will get in touch with me. I would like to see that this object, obviously a keepsake of some sort, is returned to its rightful owner. Besides, having it around is really giving me the creeps.

Tom Turkey
Critical, Mass.

Seeing red

Editorovich:

Is time to stop spreading capitalist lies. As every good citizen knows, game of, how you say, rolling playing, was invented by humble but dedicated comrades on vacation at Siberian hot spot. Is typical of American imperialists to take credit for Russian invention, but now world will know truth! Next thing you know, enemy of people will steal Russian idea for one-sided dice.

Ivan Axtagrind
USSR Chamber of Commerce

Red Dragon Blues

by Roger E. Moore

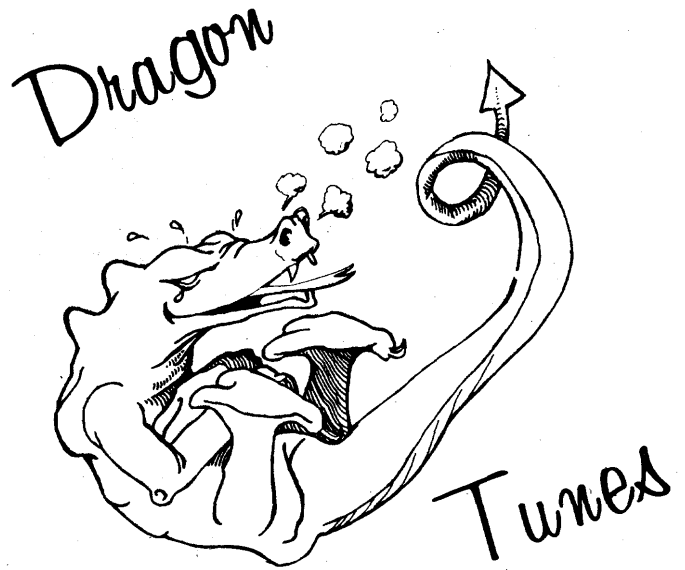
(to the tune of Folsom Prison Blues)

I hear the party comin' into my dungeon lair;
Some fighters, thieves, and clerics, and two mages with
white hair;
And I think my end's a-comin', no quarter will be shown;
I'm stuck inside a dungeon prison that was once my home

When I was just a hatchling, my mama told me, "Lad,
"Keep your scales well polished and watch out for
Galahad."

But I attacked some lawful peasants, just to watch them
fry;
And now the lawfuls've come to get me, for being a not-so-
nice guy.

When I moved into this dungeon back a hundred years or
more,
I wish that I'd remembered to install a new back door;
But now my long career is over, no more fiery raids;
I'm stuck in a dungeon prison, facing Vorpal Blades!



A character that really counts

by Dean Coldham

Sooner or later, every game universe gets large enough and complicated enough to support a distinctive type of character whose primary purpose is to count anything at all for any reason whatsoever.

This new class of non-player character is the Accountant. Besides being easy for the referee to prepare and introduce into a campaign, the Accountant provides a degree of boredom and dullness that would otherwise be lacking in the campaign.

Accountants are always human, despite the public's frequent accusations to the contrary.

Accountants must have an intelligence of 13 or greater so they can learn numerous languages, the better to employ their widely feared Verbal Blast weapon (see below). Accountants are always lawful in alignment, most often neutral and only rarely of true good alignment.

The special abilities of an Accountant are as follows:

1. All Accountants are capable of unleashing a Verbal Blast, with the effectiveness of the weapon increasing as the Accountant rises in experience levels. At first level (Novice), Accountants can use the Verbal Blast to Bore to Tears, causing the victim to lapse into an uncontrollable spasm of bawling that lasts for 1-6 turns. At second level (Flunky), the Accountant gains the ability to Bore to Sleep, which puts the victim in a deep slumber for 1-6 turns. Beginning at seventh level (Master Accountant), the Ver-

bal Blast can also be employed to Bore to Death, which means just what it says; Against any form of the Verbal Blast, a saving throw vs. magic is allowed if the victim has an intelligence of 16 or greater — or 7 or less. The Accountant must utter the Verbal Blast in a language that is understood by the intended victim; otherwise, hearing such gibberish is liable to make those within earshot regard the Accountant as a madman who must be put out of his misery immediately.

2. Accountants can Move Silently and Hide in Shadows as a thief of the same level. This is due to their innate ability to blend into the surroundings in any environment and use their bland, drab appearance to be inconspicuous even in normal circumstances. There is only a 50 percent chance that any potential enemy will notice an Accountant in a party unless the Accountant attacks that creature or character.

Upon reaching eighth level (Financial Claims Adjuster), an Accountant gains the ability to Produce Numerals. One such numeral from 0-9 is produced for each level of experience of the Accountant. It appears as a balloon-like figure, 6 feet tall, that floats around in the vicinity of the victim, obstructing vision and hindering movement. An Accountant of sufficiently high level can produce enough numerals to surround and suffocate the hapless, bewildered victim.

4. Upon reaching 10th level (Regional Marketing Officer), an Accountant may establish a stronghold, usually referred to as a Financial Consulting Firm or some other such important-sounding title. It will be run by 10-60 Office Workers

(zero-level characters with a charisma of 8 or less) and 2-8 Fixtures, former Office Workers who pursued a lifetime career in Accounting and are now closely approaching retirement and senility at the same time. Any Accountant with such a stronghold must spend at least 50 percent of his time working as an Accountant in the stronghold — checking and double-checking huge columns of numbers prepared by the workers for the sole purpose of making their benefactor feel worthwhile.

5. When an Accountant ascends to 20th level of experience (The Big Cheese), he is awarded the use of an indestructible Vorpal Pencil that, upon command, will draw The Bottom Line. The pencil will create a magical mark on any surface. A character or creature who steps over or through The Bottom Line is immediately totaled (instant death unless a save vs. arithmetic is made).

At higher levels of experience, there can (mercifully) only be a certain number of Accountants. At 17th level (Master of Gold Pieces), there can only be eight Accountants; at 18th level (Master of Platinum Pieces) the limit is four; and at 19th level (Master of Mithril Pieces) there can only be two Accountants. There is never more than one Big Cheese (20th-level Accountant) at one time. If a second Accountant accumulates enough experience points to put him at 20th level, he must engage in mortal combat with the reigning Big Cheese. This titanic struggle will only end when one combatant or the other is successful with a Bore to Death attack.

(Turn to page 98)

REAL LIFE

REAL LIFE is a game where two or more players assume the roles of real *human beings*, who go through life searching for opportunities that will enhance their status, giving them more power to use in confrontations with other players.

Unlike most role-playing games, REAL LIFE contains no provisions for a gamemaster or referee. Whichever player has the most power makes up whatever rules he or she likes, within the constraints of the parameters that follow.

As in other role-playing games, players assume the identities of characters (real-life, not fantasy) with specific attributes that are randomly generated. Some of these attributes, such as In-

come and Age, may change during the game. Others, such as Sex and IQ, are fixed.

Players will also note that time in REAL LIFE does not move at a constant speed for all players. When characters are extremely busy and pressed for time (such as when faced by monthly magazine deadlines), time will move at a rate 10 times faster than "normal." When characters have a lot of time on their hands (such as when they are 13 years old), time will move very, very slowly. Relax, Why not buy a magazine? Go down to the local hobby, department or book store in your neighborhood, or send a check or money order (No Visa/Mastercharge or phone orders, please) to P.O. Box 110, Lake Geneva, Wis. 53147.

Status

In REAL LIFE, there are only two occasions when all players are equal. The first of these occurs just before birth. Once a baby emerges into the harsh lights of the maternity ward, the need for (and necessity of pursuing) *status* becomes clear. It doesn't take too many brains, even for a kid as dumb as a zero-year-old, to realize who's hitting whom on the butt, and who's ordering all the nurses around. A doctor. A *man*. You get the idea: Some of the kids already have private rooms, but most of them are just one more wet blanket in the nursery.

So, REAL LIFE begins at the moment just before birth, when players roll dice to determine how they'll start (and probably finish) life. The next time they're equal, it'll be too late.

The objective of REAL LIFE is the enhancement of a player's status, as measured by the *Status Rating*. The *Status Rating* is a combination of the character's attributes, plus the *Status Rating* of the character's father. (Players wishing to include a feminist variant on the Sex/Marital Status table should use the *Status Rating* of the character's mother.)

To determine the parent's status, roll 1 die each for Income,

				Sex/ Marital Status	Status Points	Upward Mobility	Asser- tiveness
Roll	IQ	Age	Income				
6	120+	45-59	\$50,000+	MM	6	5	6
5	150+	30-44	\$30-49,999	MS	5	4	5
4	110+	21-29	\$20-29,999	MD	4	3	4
3	100+	60+	\$15-19,999	FM	3	3	3
2	80+	0-7	\$10-14,999	FS	2	1	2
1	0-79	8-20	\$0-9,999	FD	1	0	1

IQ, Upward Mobility and Assertiveness. Divide by half (rounding up), and add to another series of die rolls for the character's own Income, Age, IQ and Sex/Marital Status.

The character's father's *Status Rating* is the *Status Rating* with which the character starts life; the sum of this and the character's attributes is the *Status Rating* with which the character begins the game.

Upward Mobility

This is the number of opportunities likely to be presented to a player each year during the course of the character's life. The greater the *Upward Mobility* die roll, the more opportunities the character gets, hence a greater chance his status will increase.

Aging

Players advance in years, never growing younger. Each time a player enters a new age bracket, the player's status should be adjusted. Players reaching the age of 60 are automatically retired. Their incomes are fixed at half of their gross income at the time of retirement. Retired players may not increase their incomes through subsequent action in the game, but still participate in every other fashion.

Assertiveness

Some people seem to get what they want (this is the way some dictionaries define status). If you're bossy enough (adults have a variety of other words to describe this quality), you can overcome a lot of natural handicaps. You still probably won't have *real* status, but you also probably won't care.

Marital status

Minors are assumed to be single. All other players have the Marital Status indicated by their initial die roll. Marital Status can, and does, change during the course of the game. When a player changes Marital Status, the player's *Status Rating* should be changed to reflect this by making the proper adjustments according to the Sex/Marital Status chart.

Minors

The age of majority in REAL LIFE is 21, unless there is a war, in which case the majority age is lowered to 18. Players beginning the game under age 21 receive an allowance equal to 1% of their father's income. This may be used to buy the player's Necessities of Life, such as lunch money, Mother's Day presents, and a subscription to DRAGON magazine. Players under the age of 21 may do anything adults do when it is their turn, but they may do it only to other players under 21. Upon reaching the age of majority, players enter the REAL WORLD, the dungeon where REAL LIFE is set. Players receive an income amounting to 1/3 of their father's income upon turning 21, along with an invitation to write home when they find work.

Income (gross, before taxes)

Players begin at the low end of the income range indicated by their Income roll. Every \$5,000 additional income earned by a player increases the player's Status by one point. A player's Status also increases by one point for each new income category into which the player moves during the game.

Players spend part of their incomes for The Necessities of Life, according to the following percentages:

Shelter — 30%

Transportation — 20%

Food — 20%

Misc. — 20%

Players must also pay taxes (see below). Funds that are left over may be saved or squandered.

Taxes

All citizens in REAL LIFE pay taxes at a base rate of 25%. However, this base rate is modified by the player's ability to evade the Taxman, as measured by the player's Assertiveness. Divide 25% by the player's Assertiveness rating to determine the actual percent of income paid in taxes, rounding to the nearest whole number.

Inflation

Each player must make a personal adjustment for inflation at the end of the fiscal year. To determine the player's Personal Inflation Rate, divide the total amount of the player's income increases in the past year by the player's income at the start of the year. This percentage is then subtracted from the player's income at the end of the year, so that the player's play dollars become what economists call real dollars, that is, dollars adjusted for inflation.

Order of Play

Adult males (by age, oldest first, if there is more than one); adult females; children under 21 (girls first, you unmannered monsters).

Time Sequence

One turn per month. Players starting the game as 13-year-olds may think they've a long way to go before becoming adults. Hey — take it from an ex-kid. Enjoy it while you can.

Playing procedure

When it is their turn, players have four options: making a power grab; stepping on a competitor; attempting to take advantage of an opportunity; or sitting tight. Players must do *something* every turn, even if only to sit tight.

Power Grabs

Players may increase their *Status Ratings* by grabbing power (and hence, status) from other players. A player may only attempt to grab power from a player with an equal or greater *Status Rating*. Both the grabber and the grabbee roll a number of dice equal to their *Assertiveness Ratings*. If the grabber (the player initiating the grab, for readers unfamiliar with power

politics) rolls a number greater than or equal to the one rolled by the grabbee (the player with the higher *Status Rating*), the grabber has grabbed power (and can make his own parenthetical phrases). In all power grabs the winner receives a one-point increase in *Status Rating* and an immediate bonus opportunity roll. The loser loses 1 Status Point and gets one less opportunity during the next year.

Stepping on the competition

The successful player must constantly look both ways before crossing the streets of REAL LIFE. Besides continually scheming to find ways to overtake their superiors, players must keep a vigil to protect against inferiors who would undermine their status, and worse.

Players who do not wish to attempt to grab power from a stronger player, or the player in a game who has the highest *Status Rating*, must consider stepping on the competition, as a way of both increasing their own bankbook and protecting their posterior.

To determine the outcome of the step, both players roll a number of dice equal to their assertiveness ratings. The stepper wins if his/her roll is equal to or greater than the roll of the player being stepped on. The winner of an attempt to step on the competition gains \$1,000 and an immediate bonus opportunity. The loser loses \$1,000 in income and has one less opportunity for the coming year.

Sitting tight

On any turn, players may elect to Sit Tight. Instead of seizing an opportunity, grabbing power, or stepping on someone beneath him, the player opting to Sit Tight does not need to roll dice. Instead, the player: 1. Hopes for the Best; and 2. Thinks about what he/she Might Have Rolled. 1 and 2 should be done simultaneously for the rest of the month.

Players may not Sit Tight indefinitely without penalty. Players who Sit Tight for three consecutive months become Stuck In A Rut, losing one point of their Upward Mobility rating for the remainder of the game, and losing one Status Point for each turn they remain stuck. Players Stuck In A Rut may attempt on subsequent turns to Get Out Of The Rut. Roll one die. If the result is less than or equal to the player's Assertiveness Rating, the player is Out Of The Rut. However, the Upward Mobility rating point is still lost for the rest of the game.

Opportunities

When Opportunity knocks, some people immediately answer the door. Some people just peek out the peephole, then go hide in a closet. Some people can't make up their minds what to do, and if they ever do, Opportunity has already gone next door.

Characters may attempt to seize an opportunity by rolling a number of dice equal to their Upward Mobility. If the result is greater than or equal to their *Status Rating*, the opportunity has been seized: Income increases by \$1,000; *Status Rating* increases one point.

Scoring

REAL LIFE does not end in death like real life does. Instead, all players continue to participate until the last one has reached Retirement. At this time the player who was the first to reach Retirement must invoke The Great Equalizer. Fortunately, this happens automatically, because the first player who Retired usually doesn't have the strength left to do any manual invoking.

Under the rules of The Great Equalizer, all players are deemed to be Stuck In A Rut for the remainder of the game, with no possibility of Getting Out. When all players' *Status Ratings* reach zero as the result of this process, the game is over. If a player insists that he or she is *not* at a zero *Status Rating* after the appropriate length of time has passed, that player has cheated and is therefore the winner. And that's what REAL LIFE is all about.

Saturday morning monsters



Warner Bros. BUGS BUNNY

15th-level illusionist

ALIGNMENT: *Chaotic Good*

HIT POINTS: 125

ARMOR CLASS: -4

NO. OF ATTACKS:

*equal to ½ opponent's
intelligence score*

DAMAGE/ATTACK: 1-4

HIT BONUS: Nil

MOVE: 24"

PSIONIC ABILITY: 300

Attack/Defense Modes:

None/Tower of Iron Will

STRENGTH: 16

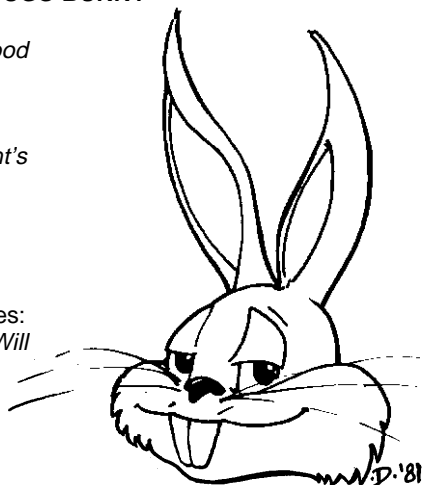
INTELLIGENCE: 18

WISDOM: 16

DEXTERITY: 24

CONSTITUTION: 20

CHARISMA: 15



Translated from *The Baleful Bestiary*, pub. Darokin, 14327 A.F.: "Though many speculate upon the origins of this strange being, none know for certain. Some say that he is the last of the race of *Lepus Sapiens* (and good riddance!), while others believe him to be a native of the Plane of Kartwin, where there is no death, and objects have but two dimensions. Only Bugs Bunny knows for sure, and he won't give anybody a straight answer!"

Whatever the origin of the Long-Eared One, his powers are might and manifold. A classing of 15-level illusionist is really only an approximation, as he does not seem to cast spells as such, but uses them as innate magical powers. The Bunny makes great use of *alter reality*, *mass suggestion*, *major* and *minor creation*, *confusion*, *suggestion*, and *change self*. Victims

of his *suggestion* spells save at -6 due to the spells' potency. Bugs' *creation* spells seem to be used primarily for the manufacture of red sputtering cylinders that explode in a 120' radius, blackening all in the area plus *stunning* for 1-4 rounds (a successful save vs. dragon breath will negate stun effects). These cylinders are often concealed inside other objects that characters may desire, usually gifts.

In addition to these illusionist abilities, Bugs regenerates 5 points per round, and can dodge missiles and spells like a 9th-level monk. If concealed from the eyes of characters by a window, doorway, hole in the ground, etc., Bugs can *dimension door* to a similar portal nearby once/round. He then usually waves and calls, "Yoo-hoo!" Also, though there is no proof, some sages assert that it is just plain *impossible* to kill Bugs.

Bugs owns a lamp that contains a djinni named Smokey. This djinni is summoned by rubbing the lamp, but if Smokey is summoned more than twice in one day, woe to the summoner and anyone else in the vicinity!

Bugs Bunny stands 5' tall (6' counting his ears). He is a slim, gray-colored humanoid, with huge front teeth and a fluffy white cottontail. He is usually munching on a carrot, and addresses all and sundry by a term usually reserved for members of the medical profession. Bugs wishes only to be left alone to do exactly as he please. Those who persistently disturb him suffer for it, for on them he unleashes his greatest power, that of *infuriation*. When Bugs is using this natural power, all within 30' must save vs. spells *every round* they are within the area. If they succumb, they will become totally enraged and will attack the wabbit with the most direct and most foolish method possible, making whatever mistakes they can. If a character becomes *infuriated* and stays within the area for 4 rounds or more, he or she will suffer a nervous breakdown and be out of play for 1-4 weeks, gibbering, saying, "B'd'daaa, b'd'daaa, b'd'daa..." — LJS

Warner Bros. DAFFY DUCK

Totally Nuts

ALIGNMENT:

Chaotic neutral

HIT POINTS: *Not applicable*

ARMOR CLASS: 8

NO. OF ATTACKS: 1-20 (roll
randomly)

DAMAGE/ATTACK: 1 point

HIT BONUS: Nil

MOVE: 24"

PSIONIC ABILITY: Nil

Attack/Defense Modes:

Nil

STRENGTH: 9

INTELLIGENCE: 10

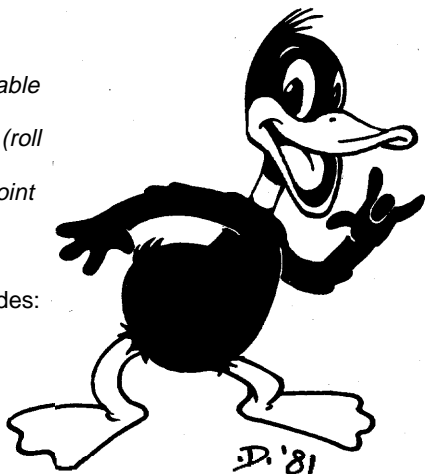
WISDOM: 3

DEXTERITY: 15

CONSTITUTION:

Not applicable

CHARISMA: 7



Daffy is a black-feathered, humanoid duck, standing 4'10" on his flat feet. Adventurers know that Daffy Duck is approaching when they hear the dread cry of "Woo-hoo! Woo-hoo-hoo! Woo-hoo! Woo-hoo!" With this, Daffy cartwheels onto the scene, bouncing as if he were made of springs. He will usually greet strangers with a great show of friendliness, bounding about shaking hands and sputtering flattery and veiled insults.

Daffy's personality is dominated by his insatiable greed, arant cowardice, and paranoid schizophrenia alternating with megalomania. He has a quick temper, vowing to destroy those who offend him, but flees at the first setback. Daffy lies, cheats and betrays with scarcely a second thought. In fact, he has almost no redeeming qualities. However, it doesn't really seem to be his fault since the entire world seems to conspire to exasperate him.

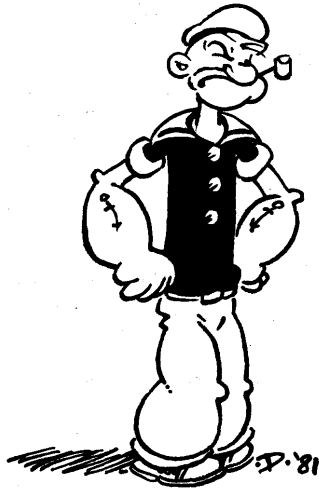
Daffy's one great ability is immunity to physical damage. He feels all the pain of bodily damage, but nothing really hurts him for long. It just makes him more exasperated.

Daffy Duck can often be found with Bugs Bunny, where he is generally scheming to get whatever Bugs has (or whatever he *thinks* Bugs has). Though Bugs uses him as a foil, and regularly makes a fool of him, Bugs seems to genuinely like Daffy. — LJS



Segar's
and
Max Fleisher's
POPEYE

**9th-level fighter or
18th-level fighter**
ALIGNMENT: *Lawful Neutral*
HIT POINTS: 117 or 171
ARMOR CLASS: 2 or -3
NO. OF ATTACKS: 1-6 (+3)
or 2-12 (+14)
DAMAGE/ATTACK: 3 or 4
HIT BONUS: +2 or +7
MOVE: 12" or 24"
STRENGTH: 18/63 or 25
INTELLIGENCE: 10 or 18
WISDOM: 6 or 18
DEXTERITY: 16 or 21
CONSTITUTION: 17 or 22
CHARISMA: 13 or 18



Jay Ward's
ROCKY and BULLWINKLE

Rocky
12th-level fighter
ALIGNMENT: *Lawful Good*
HIT POINTS: 126
ARMOR CLASS: -2
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
1-6 (2-12)
HIT BONUS: Nil (+4)
MOVE: 12"/24"
STRENGTH: 15
INTELLIGENCE: 16
WISDOM: 17
DEXTERITY: 20
CONSTITUTION: 17
CHARISMA: 16

Bullwinkle
13th-level fighter
ALIGNMENT: *Lawful Good*
HIT POINTS: 165
ARMOR CLASS: 0
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 (+3)
or 3-18 (+3)
HIT BONUS: +2
MOVE: 12"
STRENGTH: 18/42
INTELLIGENCE: 5
WISDOM: 4
DEXTERITY: 13
CONSTITUTION: 21
CHARISMA: 15

Rocky is a halfling-sized flying squirrel; Bullwinkle is a humanoid moose. Rocky definitely is intelligent, but there is room for doubt about Bullwinkle. The two of them are great pals and will always be found together.

Rocky has two different attack forms—one normal, the other a flying dive (in parentheses). Bullwinkle also has two attack forms — one normal, the other with his rock-hard head and antlers. Anyone hit by Bullwinkle's head and antlers will carry the impression of the antlers wherever on the body the attack hit for the next turn, after which time the victim's body returns to normal. Rocky is able to glide/fly when launched into the air by Bullwinkle.

While Rocky is definitely the brains of the duo, he somehow lets himself be convinced to follow Bullwinkle's suggestions, which invariably lead to disaster. Fortunately, they both possess amazing luck and will not only survive the worst of Calamities but somehow always turn misfortune to their advantage.

Bullwinkle possesses a magical bunion which allows him to accurately predict the weather. He also has a magic hat. He activates the magical hat with the chant of: "Hey Rocky, watch me pull a rabbit out of my hat!" He then reaches into the hat and pulls out a wandering monster (chosen at random, the monster will be anything but a rabbit, with the possible exception of Bugs Bunny). One of the pair will also be carrying a "scrooch gun" that can turn anyone to stone who fails to save, but only for 24 hours (when the victim returns to normal). — TM

Most of Popeye's statistics have two entries. The first is normal; the second is for Popeye while he is under the influence of spinach. Popeye fights with both fists equally well. His misshapen forearms are so powerful that his fists do as much damage each as a normal mace. His body is extremely tough and is invulnerable to all missile attacks (they stick in but do no damage). He is immune to all poisons.

Popeye is easygoing, but loves to fight. He is an excellent navigator who never gets lost, and he knows all the skills a sailor might possibly possess. He has been known to swim across entire oceans without tiring.

After Popeye imbibes a can of spinach, he becomes a truly awesome fighting machine. His strength becomes phenomenal, and his dexterity and constitution increase to demigod proportions. As a result of his increased constitution, he can regenerate 1 hit point every 4 rounds. Popeye never kills, going instead for a knockout (when his opponent reaches zero hit points). When the battle is over he is usually heard to sing his famous battle chant: "I yam what I yam, and that's all I yam, I'm Popeye, the sailor man!" Toot...Toot! — TM

Jay Ward's
DUDLEY DO-RIGHT of the MOUNTIES

18th-level paladin
ALIGNMENT: *Lawful Good*
HIT POINTS: 170
ARMOR CLASS: -2
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-10 +3
HIT BONUS: +2
MOVE: 12"

PSIONIC ABILITY: *Permanent Mind Blank*
STRENGTH: 18
INTELLIGENCE: 4
WISDOM: 4
DEXTERITY: 8
CONSTITUTION: 19
CHARISMA: 21

This incredibly dim-witted paladin is instantly recognizable by his brilliant red suit and broad-rimmed hat. Too stupid to memorize any spells, Dudley relies on the powers of truth, justice and law to accomplish his goals.

In combat he invariably fights in a gentlemanly manner, depending on fisticuffs and astoundingly good luck. Although he carries a pistol, he seldom draws it, and more than likely doesn't know how to use it (his chance to hit is -8). If he should actually hit someone, the bullet will do 2-12 points of damage and the target must save vs. wands or instantly surrender.

Dudley is immune to the effects of explosions, fire and crushing. Such attacks will only stun him for 2-12 rounds. Blows to his head have absolutely no effect.

Dudley is remarkably dumb. All spells of *illusion*, *charm* and *suggestion* will automatically work on him. Even characters unable to cast these spells may attempt to implant a suggestion if they can talk to him for 3 consecutive rounds (in which case a normal saving throw is allowed). However, in carrying out any of these commands, Dudley will invariably do the wrong thing (although 80% of the time this will be to his benefit).

Because of his perfect faith in law and good, Dudley has two god-given abilities — awe power and luck. His awe power causes all persons of 3 HD or under to run in fear (if evil) or trust him implicitly (if good) upon sighting him. Mere mention of his name will cause evildoers to tremble with fear. His luck is such that he will have an 80% chance of bringing in his man, even through the wildest of coincidences (convincing the evildoer or the error of his ways or unwittingly getting him to tunnel into the jail, for example).

There is a 70% chance that when encountered, Dudley will be accompanied by his faithful companion Horse. This animal is a paladin's warhorse, but has an intelligence of 15, thereby making it much smarter than Dudley. It will often act on its own, rescuing Dudley from dangerous situations. — DC

FINIEOUS MEETS... *Jasmine*

ONCE UPON A TIME, IN SOME DISTANT WOOD, TWO ADVENTURERS JOURNEYED. THOUGH EACH WAS ON A SEPARATE TRAIL FATE DECREED THAT THEIR PATHS SHOULD MEET... AND SO IT WAS THAT ON THIS **FAIR** APRIL DAY A **FAIRLY** COURAGEOUS WANDERER CAME TO MEET A **FAIR** PRINCESS AT THE CROSSING OF TWO PATHS...



by Tim Lasko

When the Druid character class was first presented in *Eldritch Wizardry*, a character almost exclusively bent to be played in the wilderness appeared; the sketchy background and the specificity of his spells held little else in store for the poor Druid. And soon, there was hardly a wilderness extant without a Druid or two hidden away, but there were hardly any Druids in the dungeon. The original Druid was unique among all character classes in its lack of easy applicability to dungeon situations.

When *Advanced Dungeons & Dragons™* was released, the Druid's abilities

and possibilities grew until it was another character class among many. But the association, partly well-founded, with the wilderness still remained, despite the expansions to the class found in *AD&D*. Among all the spell casters, the Druid still wins hands down in the wilderness, as it was meant to. But now, the Druid has better hit dice, better spells, a better background and a handful of other benefits making it an ideal campaign character. A Dungeon Master would be wise to encourage Druid player-characters in his campaign, with the intent of getting characters out of the city and the dungeon and into the woods and wilds sooner, preventing the campaign from being too dungeon-centered and leading to a better game for all involved. But before one can judge a Druid fairly, a few misconceptions should be removed.

The old *Greyhawk* (and earlier) image of the human-sacrificing, hostile, nature-oriented cult has been dispelled, but there remain a few myths, from the standpoint of the game, that must be dispelled. These points, once eliminated from consideration, can lead to a better playing of Druids in your milieu. The first and most common of these misconceptions is that Druids, because of their association with the wide, open spaces, are unable to function in the dungeon, sometimes being handicapped with claustrophobia. *Druids are not claustrophobic*. Anyone who has travelled deep into the woods and gotten lost can attest that the feeling one gets is claustrophobic. And while a particular Druid afraid of the woods may be amusing, it isn't true in general: The Druid is at home both in open meadows and dense underbrush. Therefore, there is no reason to assume that a



Druid travelling in a well equipped party which is cognizant of its location would be frightened any more than the average party member.

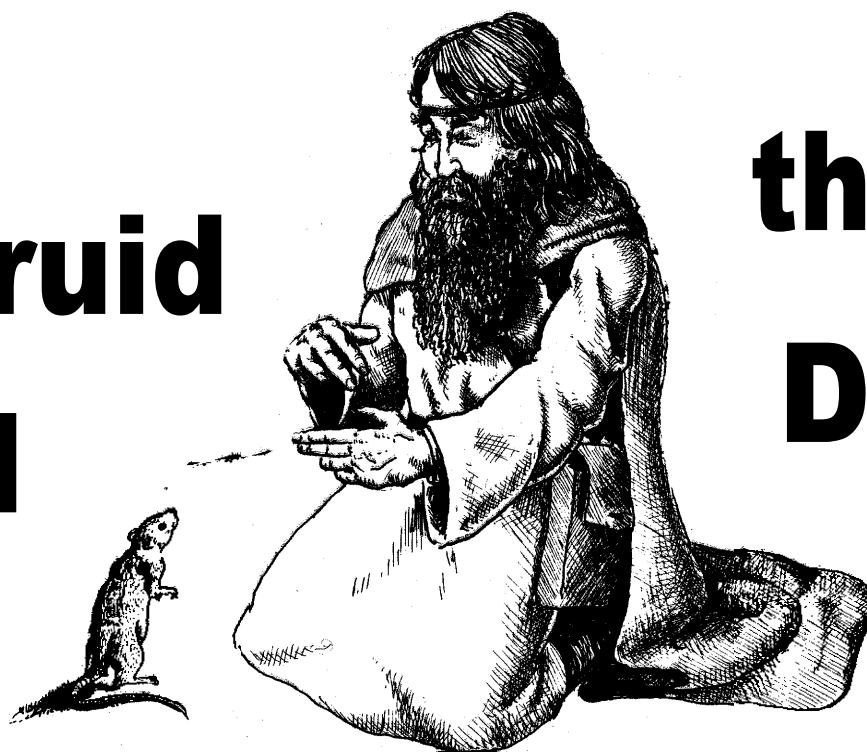
Secondly, *Nature does have power in the dungeon*. Certainly there are enough lichen, molds, small creatures, and other living things through which a Druid can feel Nature's presence. The stones and rocks of the dungeon itself, being the base of Nature's power, can give a Druid a solid feeling in an unfamiliar environment. Remember that Nature encompasses many things other than plants and animals. The idea that

(Continued on second following page)



The Druid and

the DM



Druid in a dungeon? Why not?

by Tim Lasko

Player A: (to Player B, rolling up a new character): "Well, whaddya got there?"

Player B: "Um, let's see, his best is a twelve Strength, a fifteen Wisdom, and a sixteen Charisma..."

Player A: "Hmm, not a bad Cleric there, but — hey! He'd be a good Druid!"

Player B: "Naw, they're only good in the wilderness. . ."

Before *Advanced Dungeons & Dragons™* was released, that conversation must have been repeated at least a few thousand times. In original *D&D®*, the Druid was one of the weakest subclasses, by virtue of its sketchy background and limited spells. Granted that the Druid wasn't created for dungeon adventuring, but he needn't have been a "fish out of water" if he had to enter one. Many players could consider him a liability and ignore the possible benefits of playing a Druid.

Even in *AD&D™*, the Druid is primarily a wilderness character class. However, a first-level *AD&D* Druid thrust immediately into the wilderness has a nickname — "dead meat." In the *Players Handbook*, it states that the Druid "serves to strengthen, protect, and revitalize the party." Let him! If the Druid is to accompany a swarthy band of adventurers in order to gain the needed experience, he must be prepared to become a useful member, rather than a do-nothing fungus-lover. With a bit of forethought and planning, the Druid can exploit many possibilities in the dungeon, gaining the experience he needs to survive elsewhere.

What? You can't see how a Druid could be useful? (Horror from author.) Well then, let's look at what the Druid has to offer. A Druid has a better selection of weaponry than any other spell-caster, a good combat table, eight-sided hit dice, saving throw bonuses, and powerful new spells. And if that isn't enough, the Druid's inherent abilities at higher levels are worth waiting for. As a starting character, the Druid is not totally without benefits, but his initial abilities are not enough to get him through an adventure.

Preparation is important to play a Druid character properly: friends and followers are to be found, weapons are to be chosen, and mistletoe must be gathered. Friendships and other relationships based on awe, respect, or trust should be easy for the Druid, with his high Charisma. Many friends and allies should be gathered for use as hirelings and henchmen. The Druid's obvious abil-

ity with the powers of the elements and nature should command awe or respect in simple folk. People especially susceptible to a Druid's stature would be barbarians, farmers ("...I'd cover the tomatoes before that frost hits tonight..."), merchants, sailors (to an extent) and woodland villagers. Enough allies of this nature could help a Druid's fellow adventurers when passing through potentially hostile areas or enable the party to find a safe pallet for the night with the mere cost of a few spells and some of the Druid's knowledge.

The weapon choice of a Druid is also important: If the front row falls, the Druid had better have a way of inflicting a lot of damage fast, lest he never see his woods again. A Druid can only start with two weapons and cannot gain another until his sixth level. Among a Druid's choices, my favorite is the scimitar, basically because of the damage it does; yet the sling, spear, and staff shouldn't be immediately dismissed. The club is a good all-purpose weapon, and the dagger is good for hurling. But an interesting choice (which may stretch a few points) is the blowgun or dartgun, especially effective if the dart tips are poisoned, this being easy for the Druid with his knowledge of herbs and saps. But player-character Druids should be careful when using poisons, if they choose to do so at all, lest too much notoriety befall the Druid.

But above all of the lesser preparation, the most important necessity is the Druid's mistletoe. The Druid *must* gather his own mistletoe! *Borrowed* and *lesser* mistletoe can fail a Druid when he needs it the most. The beginning Druid may have to borrow from his mentor, but as soon as he can, the character should arrange to cut his own next Midsummer's Eve. Here the Druid should be prepared to combat possible encounters, either by gaining a few superstitious bodyguards, or by traveling with a number of Druids in a pilgrimage. Be prepared to cut several times over the amount that you will need (you'd be surprised how often you'll lose it) and to have what you don't use, and your golden scythe as well, protected from enemies, occasional pranksters, and other whims of the Dungeon Master.

In addition, the player should consider the benefits of training a small woodland creature such as a raccoon, a muskrat or perhaps a skunk. The training and gaining friendship of such a pet would be easy with the Druid's capabilities of speech and befriending. Once trained, the pet can be turned into a val-

uable asset for the Druid. Although it is not as functional as a Magic User's familiar, it can be useful. The animal can peer about corners, fetch inaccessible weapons and treasures, or act as a scout. But in times of peril, the animal's instinct for survival might cause it to disobey a command which jeopardizes its safety. A player should be careful not to send it out on dangerous missions to begin with, lest he harm his friend.

Now that the player has accepted the fact that his Druid will be forced to spend his early years out of his true element, he must be both ready to help the rest of the party while protecting his character's skin. Remember, The Great Druid might not be the bravest of all, but merely the most cautious. If the amount of fighting men in the party is unsatisfactory, the player should use his Druid's Charisma to bolster the ranks. The bringing of foodstuffs should be left to him as well, since the Druid knows which will last the longest and be the most filling. Several material components for clerical and magical spells could be produced by the Druid.

But most of all, the Druid's best weapon, his spells, should be chosen carefully. Should the party be lacking in healers, a few *Cure* spells would be prudent. *Warp wood* can be used both to spring and seal doors. *Faerie fire* can trace about invisible treasure, bothersome leprechauns, and beshadowed thieves. *Heat metal*, *Produce flame*, *Trip*, and *Obscurement* all have their obvious (and several not so obvious) advantages. Several other spells can be put to good use by the Druid. The best method of choosing them is to be paranoid ("Okay, the Magic-Users and the Clerics can handle this, but what if that happens...?"). The list is finite, but varied, and can get a party out of many inexplicable situations without too much bother, even for a Druid at low levels.

At higher levels, should the player not yet feel ready to send his Druid out into the wilderness, he will find the Druid more versatile, but the rest of the party will have advanced as well. Here also, the relative effectiveness of the Druid's spells drops off as well. This is the time where the player should take his Druid out of the dungeon and set him in the wilderness to follow his true calling. The experience gained by his first adventures in the dungeon will add up to one heck of a character that will *really* be useful in the wilderness. So play a Druid even if he must initially be sent into a dungeon; with a little patience and planning, it can really pay off.

a Druid is powerless in the dungeon is ridiculous.

And lastly, *Druids are not misanthropic in nature*. That is, they are not prone to hate all humanity in general. If Druids are more preoccupied with the non-human facets of Nature, this does not preclude their association with other humans. Granted, the Druid's beliefs may cause him to look down upon other humans who treat Nature too callously, but this does not lead to a hatred of all people—after all, man is just another part of Nature's design.

With these points out of the way, let's look at the DM's side of a Druid PC's preparation. Preparation is very important to a young Druid character, and a large amount of the preparation will have to fall on the DM's shoulders, depending on how you handle certain elements in your own milieu, such as the hiring of hirelings and the acquiring of friends. Normally, the Druid should give his own spiel while hiring, but he should be interested in hiring those whom he can easily sway with his powers, such as farmers, superstitious barbarians, and the like. Of course, a lasting friendship probably cannot be made with a Cleric of an animal-sacrifice cult, or a lumberjack.

Initially, of course, the Druid's high Charisma is a definite benefit to hiring, but a Druid trying to hire, say, a barbarian, would gain another +5 to +15% depending on the superstitious nature of said barbarian and the persuasive techniques employed by the Druid. For example, using a *Call lightning* on the barbarian's behalf (or to scare him) might be worth a 15% bonus on the hiring percentage, whereas a mere *Animal friendship* would not impress the potential hireling. Similarly, a farmer would be more inclined to lie to the King's Guard if the Druid threw a *Plant growth* or a *Purify water* in return. This kind of help usually nets a +5 to +10% on reaction dice rolls. A Druid will also automatically gain certain loyalty bonuses, specifically those for *firm and fair* discipline and *just and invariable* treatment, merely because of his training and alignment. The Druid also incurs no alignment-difference penalties on loyalty rolls for similar reasons.

The important thing to remember with humanoid encounters and Druids is that the Druid's training allows him to stand inviolate, providing that he is doing the talking and he appears to be in control of the situation. If the party needs a safe place to sleep or hide out, or they're just hiring more cannon fodder, the Druid should make the pitch alone; the sight of other people ordering him about tends to ruin his powerful image. Friends and companions should not be whispering in the Druid's ear or prompting him, and neither should the Druid be displaying greed or similar intentions.

Another important item in preparation of the character is the weapon choice of the Druid. Do not forget to enforce the non-proficiency penalty (-4)! A Druid is *not* free to

grab any magic sword and start swinging it. The Druid has a fair choice of weaponry and a choice must be made and enforced early, as it should be for any class. The weapon choice of the Druid can be one of the player's most important choices: If the Druid does not choose the club, the *Shillelagh* spell becomes useless; if he dismisses the dagger and dart, he loses his throwing-weapon options; and if he does not choose the high-damage weapons (scimitar, spear, etc.), his use as an emergency fighter is limited. The tone of your campaign should help the player decide, but it always helps to give hints and rumors of magic scimitars and other weapons. And regardless of the choice, the Druid must stick to it.

Of course, the player may bypass the usual options and wish to have a non-standard or less traditional weapon, such as a blowgun or a scythe (not the small sickle-like type, but the large economy model similar to the one that Father Time carries). Note that there is an expense in using and choosing either of these weapons; the player must seek out a tutor for the initial instruction, then he must pay to have the weapons specially made, since many armorers and weapon manufacturers probably would be ill-equipped to handle such a request.

For the blowgun, the darts required should be specially made, usually being longer and lighter than an ordinary dart (magical darts cannot be used in such a blowgun). Blowgun darts are thrown off course by any wind above a normal draft, so they may be used effectively only in some underground areas and dense underbrush. Generally, a blowgun dart is +2 "to hit" against metal-armored men and +3 against non-metal-armored men. This bonus is lost if any respectable breeze is blowing (for example, the average closed dungeon room would have no effect, but a long, drafty hallway might), and in a good wind the accuracy suffers by 1 point for every five miles per hour of wind, assuming a man-sized target, unmoving, within ten feet of the Druid. It is nearly impossible to aim a blowgun dart at a figure in melee without a chance of hitting the other participant(s). If the player wishes to dip the darts in any substance, this must be done within one turn before firing, or the substance will evaporate and/or slide off the dart.

The other exotic weapon mentioned, the scythe (being a common farm implement), will generally be less expensive in cost, but an ordinary tool cannot be used because it would be generally unsuitable for frequent use against monsters and men, most likely falling apart or dulling quickly. A tutor is also necessary to teach the Druid how one could be used in combat. The exact "to hit" values are given later in this article, but as a rule of thumb, a scythe can hit weaker armor classes more easily; however, better armor classes are much harder to hit. The scythe is also a very heavy item

to carry (that is, one which is used in combat), usually being upwards of 120-140 in gold-piece weight. The weight alone may prevent many Druids from using this weapon.

Other exotic weapons suggested by the player should be considered carefully, as these two should be, before allowing a Druid (or anyone, for that matter) to have one in the campaign. Any non-standard weapon a Druid may carry must be able to be included in a broad category which also includes another weapon that a Druid is able to use (for example: blowgun dart and regular dart, scythe and scimitar), and should not do any more damage than a scimitar.

Of course, if your Druid has a blowgun, he or she may want to use poison darts, which brings up the matter of poisons. Personally, I feel that the Druid's ability with natural poisons could (and should) rival that of the best of Assassins. However, flaunting such power would not only give Druids a notoriety they do not deserve, but also would give player-character Druids too much power. A great amount of restriction is called for here by the DM. Players using poisons left and right should be receiving threats or veiled warnings from the townsfolk, his mentor, and even the Assassins' Guild. A just and reasonable rule would be to give the Druid (through his mentor or his own research) the use of only one insinuating poison per level.

The most important of the Druid's preparations is the gaining of mistletoe. Note that early in the young Aspirant's life, he must eventually seek out his own mistletoe. The Druid's mentor would provide the young Aspirant with a small amount of *lesser mistletoe* to last him a short time. The amount probably would depend on the Druid's initial performance. However, no matter how much a Druid starts with, he must seek his own someday. In seeking his mistletoe, the Druid should search for an oak forest and find his own to cut, according to the method described in the *Players Handbook*. The only problems the Druid may have are the lack of a nearby oak forest and the lack of proper materials. The former of these problems can be solved by any resourceful player, but the latter will cause the same player a few problems until the Druid is rich enough to purchase or forge his golden scythe and bowl. Remember that any mistletoe cut without such materials is only *lesser mistletoe*. Obtaining mistletoe is generally not much of a problem for a player (unless the DM makes it a problem!), but keeping it fresh can be.

As part of the beginning Druid's instruction, the DM should inform the player that mistletoe will become useless unless it is kept fresh. Freshness is maintained by immersion of the mistletoe in spring water treated with several herbs, which are combined according to a formula learned from his mentor during his training. The herbs

should be replenished monthly as well. After six to ten days without preservation, the mistletoe will lose one level of effectiveness (from *greater* to *lesser* to *borrowed* to useless), the effect being cumulative. In addition, holly will become useless after one week without preservation and oak leaves will become useless one week after collection, regardless of any preservative. Preservation of mistletoe could become very important on long missions.

Most of the preparation mentioned here can be taken care of in a short talk between the DM and the potential Druid, and perhaps a few die rolls; that is, there shouldn't be any lengthy preparation involved, unless you normally spend a lot of time in such preparation. The player may wish to consider more aspects than what are outlined here, but usually these merely add polish to a completed character. Once the basics are taken care of, the Druid is ready to enter the dungeon. Later in this article are several additional suggestions which also happen to be changes to the AD&D rules, and you can pick and choose among them as you like. What remains is for the DM to decide how to keep the Druid interested in the dungeon. The Fighters get their share of action, the Clerics have their undead, and the Thieves always have a door to listen at; why should the Druids be left out? Granted that more opportunities exist outside the dungeon for DM deviousness toward Druids, but the existence of a small natural cavern underneath the castle is laden with possibilities for the Druid. There is no real trick to taking parts of the world above and transporting them below the surface.

Above ground, the Druid should be kept on his toes. If he lives in a city, as he might until he can brave the woods, his room *could* be raided one night, and what do Thieves know of herbs and plants? Anything well protected, such as the Druid's mistletoe, should be worth a lot of silver! If the town is especially rowdy, a Druid should be careful of certain prejudiced residents who don't happen to like the "forest folk." And if the Druid already has made residence in a grove of sorts, then a wandering monster or two could make life interesting for him. But the main point is for the DM to keep him interested in entering the dungeon.

A few "extras" can be placed strategically in the dungeon, which will not only delight a Druid character, but constitute an interesting trick for the rest of the party. For example, how about a carnivorous (and hungry) plant-watchdog left by the dungeon's former occupants? Or the Magic-User's laboratory, where the wizard spent so much time working on plant/animal hybrids? Or the underground conservatory with all of those beautiful benign (?) plants now wild, unkept, and overgrown, which may hide something beneath or behind them.

Imaginative treasures can draw a Druid into an adventure, such as a map leading to

a tomb or a cave several miles away. This option would give the Druid a chance to use his wilderness skills to help defend the party along the way, and give the rest of the players a nice underground complex to loot as well. If enough of these complexes are scattered about, the players could soon realize the asset that a Druid character really is, and this will help bring the other characters out of the dungeon and into the wilderness.

There are several other variations on the norm; the DM should help in some fashion to get the Druid involved in the party, and into situations where the Druid can be of some use while having the combined protection of the other party members. In this fashion, the Druid will advance with the rest of the party, so that he or she is of some use to them when they attempt to brave the wilderness.

It is true that Druids are made for the wilderness, but the game needn't exclude them from the dungeon. A well-played Druid in a campaign will multiply the options for DM and players alike, both underground and above ground.

Suggested rule changes

Some of the rule changes below detail possibilities for the Druid character that weren't covered in AD&D thoroughly enough, and several others (notably the spells) make a clearer distinction between the effectiveness of the various varieties of mistletoe. Some of these rules (e.g. aging) imply that other classes be restricted similarly. It is also helpful to remember that the Druid gains +2 on his saving throws vs. fire and electricity, and that there are more spell adjustments for underground situations given in the *Players Handbook*.

Druid spells

Predict Weather: If greater mistletoe is used as part of the divination, the knowledge gained is good for an additional hour for every two levels of experience of the Druid above the normal time of two hours per level. For example, a 5th-level Druid casting this spell would have exact knowledge of the weather for twelve (10+2) hours.

Shillelagh: The *Shillelagh* is unable to hit creatures who can only be hit by magical weaponry (e.g. Wraiths, lesser demons, etc.) unless greater mistletoe is used in the enchantment.

Speak with Animals: Due to the Druid's teachings and beliefs, he is able to communicate with animals better than an average Cleric; therefore, the duration on this spell should be 3 rounds per level, but only if mistletoe (any type) is used in the casting.

Cure Light Wounds: With this spell and other *cure wound* spells, if the material component is holly instead of a type of mistletoe, the spell is only half effective. Oak leaves cannot be used as the material component for these spells.

Fire trap: If greater mistletoe is used in

the setting of the *trap*, an additional point of damage would be done, if the *trap* were sprung, making the total damage 2-5 points plus 1 point per level of the caster.

Warp Wood: With this spell, a 3rd-level Druid can seal or spring a *wooden* door, and a 5th-level Druid can do the same with a *wooden reinforced* door.

Call Lightning: The lightning bolts will do the full damage stated (2d8 + 1 die per level) if a type of actual mistletoe is used in the enchantment. If holly is used, the damage is only 1d8 + 1 die per level of the Druid. Oak leaves cannot be used as the material component of this spell.

Neutralize Poison: A type of actual mistletoe must be used with this spell. Failing to do so by using holly or oak leaves will reduce the power of the spell so it acts as the Cleric spell *Slow poison*.

Summon Insects: In an underground environment, the chance for flying insects being summoned drops to 50%.

Character age and aging

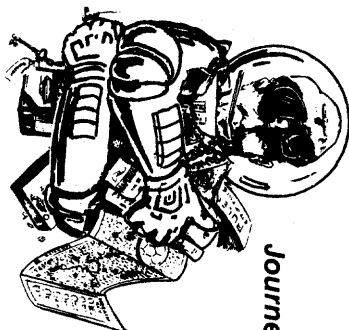
The Druid's initial age should be 22 + 1d4 years, not 18 + 1d4, because of the amount of knowledge concerning Nature and her works that the Druid must be a master of. Also, treat the Druid as five years younger than his actual age for the purpose of determining age category. For example, a human Druid would remain mature until age 45 instead of 40. The Druid loses this benefit, for obvious reasons, if any of the following events occur: the Druid catches a major disease which incapacitates him for longer than 1 week; the Druid fails a system shock roll; the Druid loses a point (or more) of Constitution by any means; or the Druid lives within a major city or town for longer than one-quarter of his adult life.

Sage ability

Due to the great amount of knowledge gleaned in training, even a young Druid has a small chance at knowing the answer to a sage-like question, but only in the categories of *flora* and *fauna*. The chance to know the answer to a *general* question is a base 10%, beginning at 2nd level and advancing 2% for every level thereafter through 8th level. The chance for answering a *specific* question is a base 5%, again beginning at 2nd level and advancing 1% for every level through 8th. At 9th through 11th levels, the Druid would know the answer to a question as if the same question were put to a Sage *out of his field*. Above 11th level, the chance to know would be as if it were put to a Sage with *flora* or *fauna* as his *minor category*. The usual limits and time requirements that apply to any Sage also apply to Druids, if they wish to use this aspect of their abilities.

Loyalty of hirelings and henchmen

As explained earlier, Druids automatically gain the loyalty bonuses for *firm* and *fair* discipline and *just* and *invariable* treatment. These bonuses raise the normal loyalty base to 70%. The Druid does not incur



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alignment-difference penalties to the loyalty base, either. If there is any change in the Druid's alignment or treatment, an immediate loyalty check must be made for all of the Druid's hirelings, ignoring the above bonuses, but not any others gained since the hiring.

Weapons

Blowgun and blowgun darts: The blowgun itself weighs 10-20 g.p., and each dart weighs approximately ½ g.p. Each dart is capable of doing 1-2 points of damage to an opponent regardless of the opponent's size. The blowgun is 4-7 feet long, and requires at least that much space to use. It can be fired once per round. Blowgun has no long range; medium is 3"-5", short range is up to 3" (30 feet).

Scythe: A scythe designed for use in combat weighs 110-140 g.p. It is capable of doing 2-8 points of damage to a S or M-sized opponent, 2-7 against opponents of L size. The length of a scythe is approximately 5 feet, and a minimum of four feet of space is required for its use.

Armor class

adjustments: 10 9 8 7 6 5 4 3 2

Blowgun(dart) +4 +3 +4 +3 +1 0-1-2-3

Scythe +5 +4 +5 +3 +2 0-1-3-4

Gaining of spells

The Druid, when praying for his daily replenishment of spells, may not always get

the spells he desires. Nature will answer in the following manner to a Druid's prayers: On a roll of 7-12 (on 2d6), Nature will respond by granting the appropriate spells; on 4-6, Nature will respond but consider each prayer again and choose only some of the prayers to grant; the Druid should immediately ask for *different* specific spells as the original ones will not be given; on a roll of 2-3, Nature will either choose not to give the Druid any spells, or give him a random choice of spells. Note that a worshipful Druid will rarely not get the prayers he supplicates for, but a Druid who spends too much time in the dungeon at too high a level may fall into Nature's disfavor. The DM should give die modifiers for the above score on this basis.

The Druid gains the knowledge of possible spells through studies with his mentor.

Miscellaneous magic

Bag of Beans: If a Druid is present and casts a *Hold plant* spell using greater mistletoe on the *beans* while they are being planted, the growth of the *beans* is halted for one round per level of the Druid that casts the spell.

Bag of Tricks: If a Druid possesses the *bag* and casts an *Animal summoning* spell on it before pulling out the animal, the Druid may name the animal that he wishes to have, providing that the animal is within the possibilities for both the *bag* and the spell.



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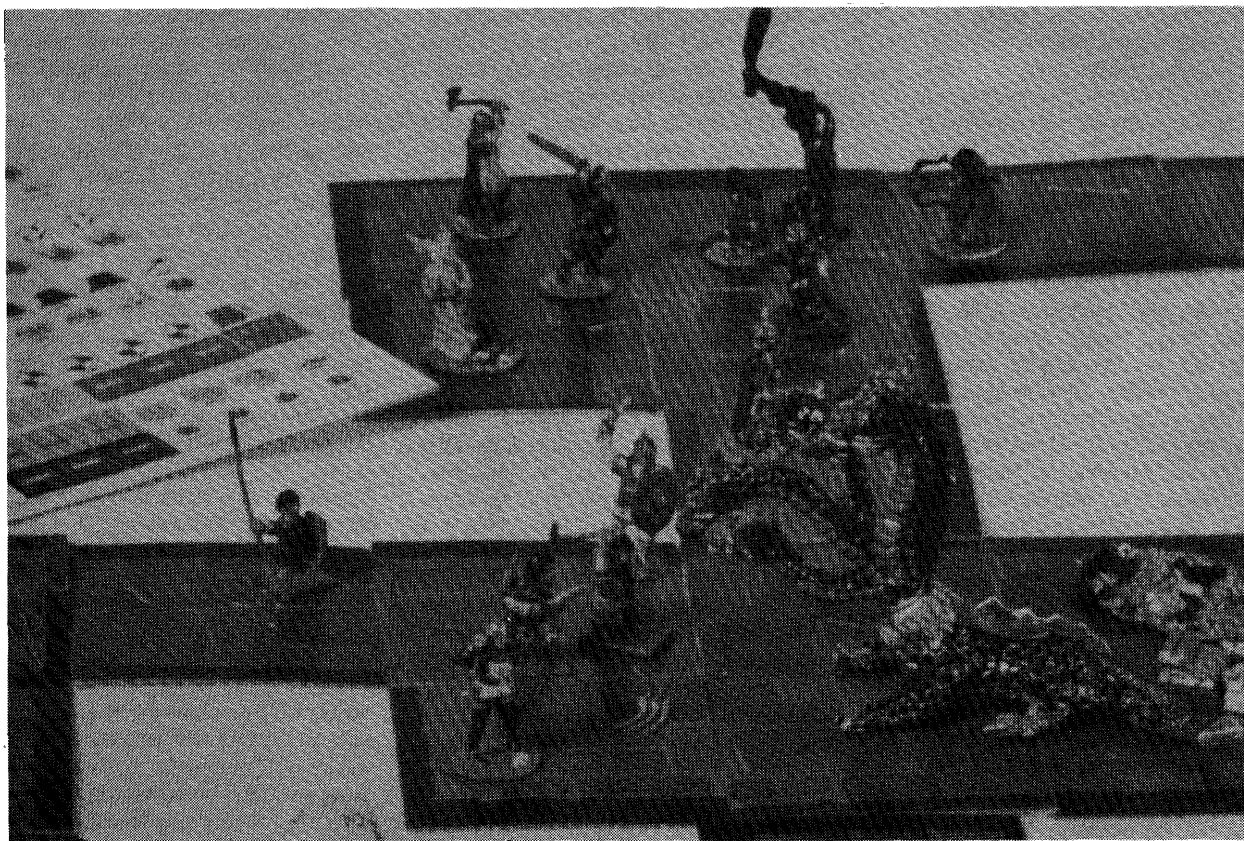
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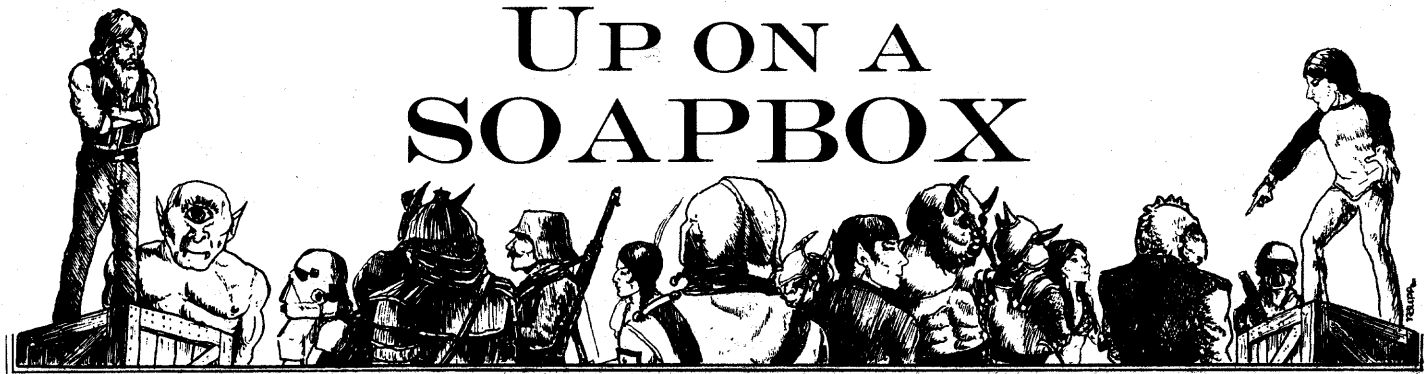


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When choosing a DM, be choosy!

by Fred Zimmerman

Someday you will face a change in your life so wrenching that oblivion seems almost preferable. Your DM will get tired, or you'll move, or he'll move—anyway, something will be different, and you'll need a new DM.

When you find a prospective new DM, arrange to play with him and see if anyone with whom you have played has played with this DM. Did you enjoy playing with these people? If not, remember to notice how the new DM handles the "problems" these people may cause for you.

Try to talk with the DM for at least a few minutes before you play. Ask him if and how he has modified the standard *AD&D*TM rules. Does his magic system favor Magic-Users? Most do. Is his combat system vague? This often means he likes to fudge the results. You will probably like this the first few times you get lucky. Soon, though, you will realize that an unfair combat system makes victories less meaningful. Does this DM ever allow no-saving-throw deaths, other than those examples in the *AD&D* rules? This can lead to no-saving-throw violence between the players and the DM. Don't take your cherished character into a killer dungeon. Finally, remember that there is no virtue in unnecessary complication. Do his variants improve the flow of play? Be inquisitive now rather than enraged later. Find out as much as you can, but don't rush to judgment. Play with anyone once.

Assuming that you do play, you should consider a few administrative details. How long does it take for the players to assemble? Punctual, well-organized players make for a better campaign. Is the DM ready to run? He should be immediately ready to transact minor business with characters. He should be ready to run a major expedition with no more than a half-hour of on-the-spot preparation. Are you comfortable? Is this a convenient time for you to play? These questions will take on more importance as the campaign continues. Think about them now.

If you are bringing an old character to this new world, does the DM examine it carefully? As a player, you may not like this, but a superior DM will be skeptical and exacting. The best DM with whom I have played will allow *no* imported characters. Every character in his campaign was generated in his world. As a result, his players have a visceral involvement with the campaign. I personally follow two rules. One, I allow *no* transplanted characters to bring their magic items. Two, I allow *no* transplanted characters of higher level than the lowest-level "native" member of a party. This ensures that the players field a balanced and integrated party composed of trustworthy old comrades. Assembling a group of suspicious strangers—and if they aren't suspicious, they should be!—creates pointless and distracting diversions from the main business of the expedition.

Does your new DM have a variant procedure for character generation? This is a common time-waster. I once played with a DM using a system in which it took 2 hours to set up a six-member party. That is inexcusable. Furthermore, it is my experience that variant ability scores are most often used as constraints on the players' actions. One DM made us roll for superego. Then, whenever I wanted to do anything morally questionable, I had to make a saving throw vs. superego. I object vehemently to psychological constraints on players. Fantasy role-playing is not a psychoanalytic simulation. It is a game, and the players must be free to play their roles.

How plausible is your new DM's rationale for your entry into his/her campaign? Your character should be inserted into the campaign milieu in a logical way. If there is an influx of adventurers into an area, the campaign environment should reflect the consequences of this influx. Prices should inflate, goods become scarce, and merchants prosper.

Good DMs will have well balanced

campaigns. They will not make it easy for 1st-level player characters to join up with high-level characters. That is a sure ticket to Monty Haul Dungeon. What is the range of player-character experience levels in the campaign? Something is liable to be wrong if there are any characters of 9th level or higher. The best campaign in which I have played has only one character as high as 4th level. L'Ian the Betrayer reached that exalted peak only after a year of weekly play and several escapes from nearly certain death. But the other extreme is just as bad: there should not be an endless succession of 1st-level characters killed time and again. Low-level characters with continuity yield the most balanced and exciting play.

How rigorously does the DM make the players provide for the equipment of the party? This is difficult to evaluate. While specificity simplifies play later on, it slows things down at the start. One good compromise is to provide an "Adventurer's Package" at the local General Store. A standard list of equipment can be made available at a discount if purchased as a package. Disputes over equipment will inevitably arise during the expedition. How does the DM handle these arguments? If he can persuade the players that no, they would not "of course" have packed a pressure suit, he is doing his job. If he can do so amicably, he is doing his job well.

You should observe the behavior of the other players while setting up, especially those who frequently play with this DM. Are they talking excitedly about previous expeditions? Do they feel that they are strands in a rich tapestry of events? Do they have ideas for the expedition? Do they have standard operational procedures? Do they make decisions quickly and without ill-will? If the answer to these questions is "yes," the DM has been doing a good job of maintaining player interest.

Now the party is equipped and ready to

go. What are you going to do? Once the purpose of the expedition has been defined, you have some significant new data to use in assessing the DM. First, did the DM lead you by the nose? Is he obviously directing the party? The superior DM will manipulate players in more subtle ways. (To paraphrase Heisenberg: *all* DMs manipulate players.) Is the purpose of the expedition clear? Well-defined missions increase the probability that your character will survive. Almost as importantly, if you are a peaceful soul like I am, clear plans for an expedition drastically reduce the opportunities for long, irritating arguments about what to do next.

There are several criteria of the superior DM which you can test during play itself. Are the mechanics of movement smooth? You may be lost and confused, but you should always have an idea of the terrain you're on at the moment. Does the DM make players follow through on decisions which they have called out to him? Failing to do so is a common weakness of soft-hearted DMs. Players should think carefully about the consequences of their words and deeds. DMs should be consistent in their interpretation of the rules. A moment of leniency one night followed by strict constructionism the next will lead to charges of unfairness. Does the DM allow players to improvise? Narrow-mindedness about physical possibilities is an easy way to stereotype play. In role-playing games, the imagination must be free. If your DM thinks it would be difficult to do something, he should point out concrete dangers and obstacles, not simply forbid the action. Otherwise, encounters will become routine, the players unenthusiastic, the DM bored.

Probably the most important function of the DM is description. He should be coherent, thorough, and imaginative. Form should follow function. The DM must create a plausible environment for the players to inhabit. He should not gloss over background information such as the details of furniture, lighting, and atmosphere. In the real world, one is instantly aware of these things. The DM should not force the players to ask such obvious questions. But he should force the players to be specific when they are fishing for answers which require some intelligence to deduce or infer. No shortchanges and no free rides! Finally, the DM must provide the color and flavor which make adventuring such a delight. Anyone who has ever played with a pre-packaged module or a computer dungeon knows how drab the descriptions can sometimes be. The good DM has an eye for the telling detail and the synthesizing perspective. The better the DM, the more real and meaningful his world will seem.

Superior DMs will also run encounters smoothly. Otherwise, the challenges posed will be robbed of their urgency. Does the DM resolve combat without tedious die-rolling and consultation of tables? A superior

DM will be completely conversant with the combat rules. Does the DM ensure that each player can and does act independently during resolution of encounters? It is essential that each member of the party feels that he has had a hand in the action.

How does the DM handle NPCs? The superior DM loves to play NPCs to the hilt. They should be every bit as curious, suspicious, sensitive, greedy, obnoxious, and aggressive as the player characters. Each individual NPC should have a personality of his own. The NPCs should fit into the campaign background. If there are very high-level NPCs in the area, there should be a good reason why they haven't cleaned out the dungeon. The powerful NPCs should have economic and political clout. The NPCs should have relationships with each other, not just with the player characters. After every expedition, the DM should think about what the "idle" NPCs did in the meantime. Then, when he brings the players up to date, he can give them the feeling that they are involved in a complex society. The DM should above all resist the tendency to use NPCs as crutches for weak character parties. He must remember: the players must take risks to develop self-reliance.

After you have had an encounter or two, you will know if you are in a killer dungeon. Inferior DMs try to create exciting situations by proliferating rare, unlikely monsters. A good DM will use simple monsters to set up complex problems. Does your new DM use hybrids or weird beasties: e.g. blink dragons, uranium golems, exploding orcs, sword swallows? Beware of the DM who kills your whole party just so you can praise his oh-so-ingenuous monster or laugh at his simpleminded puns. Killer DMs don't usually have the guts to let the party get the treasure even after it has beaten the invincible monsters. All too often, there will be a series of tough wandering monsters, accompanied by chuckles from the DM.

At the close of the session of play, think about how the DM awards experience points. Make sure you aren't playing with a Monty Haul DM. Only extraordinary expedi-

tions should give you any chance at all of going up a whole level. Most expeditions should advance you no farther than 10% of the way towards the next level. Ask the DM what bonuses he gave the players for cleverness, resourcefulness, and ingenuity. Only inferior DMs stick to the book and award experience points strictly for killing monsters and getting gold. I am less bloodthirsty than most DMs, so I will award points to players for talking or thinking their ways out of dangerous situations. Incidentally, I never award points to characters—excepting Assassins—who kill creatures already knocked out or helpless. I give points to reflect the skill gained by defeating the monster. A body count is not a measure of heroism.

You should be sure to see that there is some sign that the DM has given thought to the experience point system. He should not award full points to high-level characters who defeat low-level monsters. He should reward innovation and improvisation. I justify this by citing the Law of Diminishing Returns. After you've opened the door, killed the monsters, and glommed the treasure for the *n*th time, you aren't adding much to your combat experience. To reach higher levels, you must develop new skills and seek out new challenges to meet. These new challenges you may face after changing DMs are one sound reason to experiment with several DMs.

If you follow the checklist sketched above, you will be able to assess the technical competence of the Dungeon Master. Often players avoid new DMs not because they are incompetent but because they do not want to play with strangers. As long as you don't hate someone, you should be able to play with him. My advice to the player seeking the ideal DM is this: ignore any fastidious twinges you may have. Sanity is neither a necessary nor a sufficient condition for being a good DM or player. In a good campaign, player personalities will be obscured by character personalities anyway. Give the people in your new campaign a chance; give yourself a chance.

What is gaming's role in life?

by Karl Horak

The recent interest in the relationship between morality and fantasy role-playing games ("Painted Ladies and Potted Monks," *Dragon* #36; "The Problem of Morality in Fantasy," *Dragon* #39) seems at once both amusingly trivial and fundamentally important: trivial because of the great effect on our lives attributed to *Dungeons & Dragons*®, a "mere" game; important because the question of good vs. evil is one of the most profound and ancient queries of mankind. Let me review what I see as the important points raised by the

two previous authors, Larry DiTillio and Douglas Bachmann, before continuing with some observations on how others have perceived the role of morality in gaming.

DiTillio has advocated using fantasy/role-playing as a moral teaching tool in which attitudes toward real life are formed. Bachmann, on the other hand, lamented DiTillio's "relativistic morality" and the game's lack of mechanics and objectives that deal with ethics and morality. Bachmann based his points on an inherent "morality of being" derived from a general pattern of heroic fantasy in literature.

DiTillio and Bachmann are not alone in

their interest in morality in gaming and its effects on everyday life. Most readers will remember an incident 1½ years ago, avidly reported by the press, in which a college student who actively played *D&D* disappeared for a number of days. Presumably, so the stories read, the fantasies of the game became part of his real life and he descended into the sewers to act them out.

The actual circumstances turned out to be far more mundane than suggested by the stories. Nevertheless, national news services were eager to lend credence to rumors purporting a replacement of "normal" behavior by deviant behavior fostered by fantasy role-playing games.

A less sensational interest in game morality and its everyday effects was noted by Emanuel Lasker, a renowned chess master of the late 19th and early 20th centuries. He asks rhetorically in his *Manual of Chess*, "*How should our poor little game, even in smallest detail, bear comparison to infinite Life?*"

Of course, he referred to the game of chess, but his remarks have a more general application and validity. He continues, "*What is true of Chess must hold by analogy for other games. And games being, at least in intent, modelled on Life—simplified, to be sure, but resembling it in essentials—there must be some analogy between them.*"

Lasker then brings forward the basic principle of the theory of chess promulgated by another master, Wilhelm Steinitz: "*The basis of a masterly plan is always a valuation.*" A judgment of quality, that is, of good or bad, is the prerequisite of masterful play.

Furthermore, "*Aesthetic valuations evoked in Chess are likely to be met in other fields of endeavor. To what category must we assign Chess [and D&D, I maintain] so as to account for its aesthetic effect? Manifestly, the class of achievements.*" That is, it is action that defines the quality of a valuation.

The need for game-design features that simulate a growth in dignity and nobility so as to promote ethical decision-making and a heroic transformation is not apparent. *D&D*, like chess, requires value judgements for best play and the effects of these

judgements become apparent as achievements during the game.

"Relative morality" is important and valid only insofar as it affects the DM's opinion of the standard alignment classification. It is the DM's prerogative to structure the morality of his world as he sees fit.

The Paladin of DiTillio's account could have come from a world where gratuitous sex is considered good—but without certain social rituals it would be quite illegal. In such a world the Paladin would jeopardize his alignment with respect to Law, not Good. The effective result is the same in either case: he loses Paladin status. How one plays the game (the aesthetic quality of one's character achievements) can demonstrate more moral principle than any superficial morality of game design.

Another author who can be consulted in this matter is Jorge L. Borges. In his works compiled in *Labyrinths* is the short story "Tlön, Uqbar, Orbis Tertius." It concerns an ingenious fantasy world constructed by a secret society of learned men over a period of centuries.

Of the philosophers of Tlön, Borges says, "*They seek neither truth nor likelihood; they seek astonishment. They think metaphysics is a branch of literature of fantasy.*" This statement, I believe, describes the position of a majority of DMs.

Borges has a tendency "to esteem religious and philosophical ideas for their aesthetic value, and even for what is magical or marvelous in their content." André Maurois writes of him, "*Nothing pleases Borges better than to play in this way with mind, dreams, space, and time. The more complicated the game becomes, the happier he is.*"

Borges' statement, "*The mind was dreaming; the world was its dream,*" neatly summarizes the efforts of DMs everywhere. There is no "morality of being" here, nor a "relativistic morality." All Borges emphasizes is, "*If this . . . were developed, . . . what world would be created?*" It need not teach or moralize, but rather it should stimulate thought and entertain.

Presumably (and I may be much in er-

ror), DiTillio's "relativistic morality" and Bachmann's "morality of being" are based on a Judeo-Christian dichotomy of Good and Evil. In a game with admittedly simplistic alignment definitions, it is an easy matter to pose moral questions with well-defined answers. But in "real life" or a complex, artfully done campaign, as Borges says, "*The facts of one's nature are discovered to be astoundingly complex and slippery, evil masquerading with endless subtlety as good, and construing the good as evil. And in this perplexity it still matters absolutely that one choose the good.*"

Alan Watts, a prolific writer in comparative religion and Zen Buddhism, mentions another disturbing point: "*Man is a self-conscious and therefore self-controlling organism, but how is he to control that aspect of himself which does the controlling?*" In *D&D*, yet another level is present: The character is controlled by the player, but what controls the player? The illusion of a little man inside, that I am another character controlled by a higher-order player or DM who makes the ultimate moral decisions, is an infinite regression, like mirrors reflecting each other endlessly. Does the little man within have a miniscule man in turn inside his head?

The experience of relationship between good and evil comes about from the insight that there is no controller. "*This becomes evident,*" said Watts, "*as soon as the consciousness which has felt itself to be the inner controller starts to examine itself, and finds out that it does not give itself the power of control.*" He concludes one essay saying, "*On all sides, within and without, he sees all beings, all things, all events only as the playing of the Self in its myriad forms.*"

It is not necessary for the reader at this point to despair of good and evil, leave home, and study with a Zen master for five years. Gensha the Zen master wrote:

If you understand, things are as they are;

If you do not understand, things are as they are.

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The Bilge Rat and the mercenary fleets of Minaria

by Glenn Rahman

Unlike merchant vessels, warships do not pay for themselves in times of peace. For that reason the permanent fleets maintained by the Minarian sea powers are comparatively small and not up to the task of commanding the sea lanes when war breaks out. Consequently, the sea powers sent out the clarion call for auxiliary naval units when the need arises.

This ready market provides a livelihood for the mercenary fleets of the Minarian privateers. Privateers vary considerably as to type, but they are alike in their dependence on the skill of hardbiten sea fighters and swift, maneuverable sailing vessels called "lamash" craft ("deep water"). Four main groups comprise the privateers.

The public mind equates privateers with pirates. There is some justification for this, since in wartime many pirates desist from indiscriminate robbery and become privateers. To do so, a pirate visits a fleet-hungry sea power and accepts an amnesty and a commission. Invariably, these scoundrels fall back into normal piracy upon the cessation of hostilities.

Of marginally better reputation is the professional privateer. Usually a charismatic leader, the privateer might base in a continental port, but he owes no loyalty to any particular kingdom. Sometimes the professional privateer maintains no more than a single ship in times of peace, but expands his fleet quickly when war breaks out, with captured prize ships and reckless recruits.

The third type of privateer is the privateering enterprise. Run on a business-like basis by a board elected by stockholders, the privateering company acquires a charter in times of war and hires captains and vessels on a profit-sharing plan. Company privateers tend to be the most faithful variety, since they naturally desire to achieve a reputation for dependability and efficiency.

The final class of sea rover is the filibusters, mainly inhabitants of the Westward Islands that lie beyond the Isle of Fright. Descended from Minarian refugees (escaping the law, persecution, invaders and — during the invasion of "abominations" — monsters), the Islanders form a quasi-federation that often has cause to defend its independence against foreign powers. Their sea fighters — the filibusters — have warred intermittently with all the Minarian sea powers, but most usually with Rombune, which wishes to oversee all piratical and filibuster activity in the Sea of Drowning Men.

The four main classes of privateers are by no means mutually exclusive; one sea rover might have served among each type during the same war. Whatever their current classification, mercenary fleet captains are a colorful and individual lot. But of all those alive today, the Bilge Rat is undoubtedly the most renowned.

Born into a wealthy family of Hothior, who would have suspected that Lord Armon Trelaine was destined for a life of infamy upon the high seas? The Tre-

laine were a merchant clan ennobled by King Melwert of Hothior. Dwelling in the river town of Nazlon, they had long benefited from the inland trade coming down the River Deep from Muetar.

In order to begin his education in the world of business, Armon's father, Hasmo Trelaine, took him on a business voyage to Port Lork in the year 1329. The vessel never made its destination, for it was overhauled by "Scarthroat" Andelys, a pirate captain.

Hasmo Trelaine and his crew could not prevail over the savagery of the freebooters. The pirates hacked to pieces every man who dared to put up a fight. Afterwards Scarthroat looted the ship and took all the surviving passengers, including Armon, prisoner.

As was the pirates' custom, Scarthroat sent word to the kin of his wealthier captives, demanding heavy ransoms. While awaiting a reply to his demands, the pirate captain returned to his base, upon Claw Island in the Westward archipelago. Several ransoms arrived and prisoners were released, but Armon was not among them. His inheritance was now controlled by his uncle Daymar, who wrote an insulting reply to Scarthroat. He called the pirate a liar and a swindler — it was common knowledge, he wrote, that Armon, just like his father Hasmo, had been cruelly murdered. Therefore, no ransom would be paid.

Fuming, Scarthroat could barely be restrained from strangling the youthful prisoner then and there. His officers persuaded him instead to send Armon with a group of other unransomed captives, to fetch whatever price they would bring on Slave Island.

Slave Island is one of the great slave clearing houses of Minaria. Most of the hapless victims sold to foreign merchants and smugglers from Slave Island are prisoners kidnapped by raiders and pirates. The island itself is administered by a merchant council which maintains a facade of legitimacy over its operations. As Slave Island provides cheap slave labor and beauty to the Minarian continent, no general movement to close it down exists.

It was Armon's fate to be purchased by a pirate, "Red Sash" Ezzard, a Zefnarite renegade. A demanding master, Red Sash used Armon for a ship's lackey, whose duties included bailing water and killing rats down in the bilge. From this came his nickname, "the Bilge Rat." His harsh existence toughened Bilge Rat; by his later teens he had proved himself a talented sailor. Even so, the youth had not forgotten his true place in life; by saving his meager bondsman's share of loot, he finally purchased his freedom from Red Sash.

Bilge Rat found passage on a merchant lamash bound for Hothior. Alas,

upon reaching his ancestral home he met a rude reception. His uncle Daymar Trelaine utterly refused to recognize him; instead Daymar ordered his varlets to detain Bilge Rat while he summoned the constables. Tried as an impostor, Bilge Rat was recognized by witnesses not as a Trelaine, but as a savage pirate from the crew of Red Sash.

The prosecutors called for Bilge Rat's beheading, but in respect of his youth, he drew mercy from the judges. He was given forty lashes and sentenced to penal slavery.

A stranger bought Bilge Rat and took him by cart down to the seacoast, where two of his master's friends met them. The "friends" were the same villains who had seized him in his uncle's house. Now they trussed him up hand and foot and threw him into the sea to drown. Satisfied, the assassins departed in high spirits.

Unbeknownst to the ruffians, it was not so easy to drown the Bilge Rat—nor any man who did not fear the sea. The youth refused to panic, and his body floated to the surface. Soon the action of the waves cast him up on shore, where he worked off his bindings.

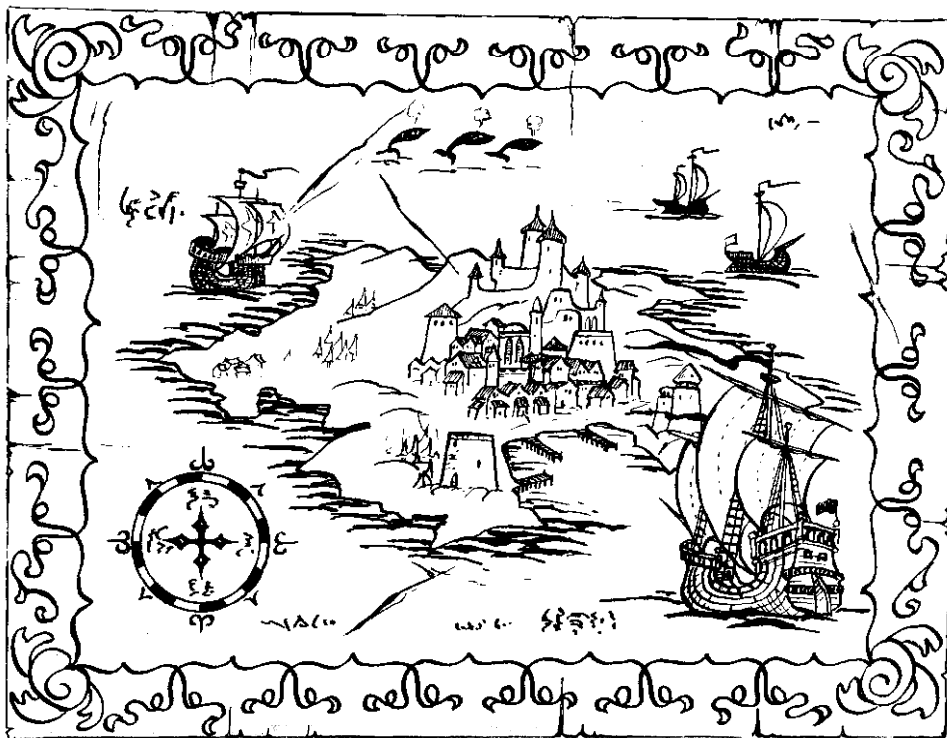
Paying his way with the purse of a wayfarer he had robbed, Bilge Rat crossed the River Deep on a ferry. Once in the Banished Lands, he felt safe from pursuit. As pirates often make landings along the barren coast of that region, Bilge Rat returned to the company of the freebooters in less than a month's time.

When he returned to the camp of his old patron Red Sash, Bilge Rat was a changed man. His visit home had instilled a bitter contempt for law into him, as well as a revulsion for the merchant and noble classes. Piracy would be his means of revenge.

After many adventures and narrow escapes, Red Sash and his crew came to grief. They harpooned a young sea serpent in the middle of the ocean, eager for the high prices its venom would bring back in port. Unfortunately, the creature's parents were near and smashed the boat in their fury. Most of the crew perished with Red Sash, but Bilge Rat and two dozen men crawled into a lifeboat that had not gone down with the wreck.

The twenty-five men, without provisions or shelter from the summer sun, drifted aimlessly. Hungry and depressed, the crew was encouraged only by Bilge Rat's cool direction. With Red Sash dead, Bilge Rat, strong of will and personality, was the natural leader of the group. Finally, when even Bilge Rat had reached the point of despair, the pirates perceived a large ship in the distance.

They seized the oars, but upon drawing closer, realized the vessel was not a merchantman, but a Mivorian warship,



A decorative wooden engraving, part of a seaman's chest found on the pirate port of Slave Island.

the *Sentinel*. As pirates had recently been active against the Reiken convoys, they knew they were not likely to be received in a friendly manner.

The captain of the *Sentinel* observed the small boat, but guessed they were enemies from the fact that they had not signaled distress. Since it was not the custom of the sea to rescue enemies and he did not fear so small a boat, the captain ignored the pirates.

Under the slack winds Bilge Rat kept pace with the lamash until nightfall. Determined to take the ship by storm, he carefully brought the boat up against the bow. There were no lights in the boat and the people on board saw and heard nothing on the dark waters around them. Before attacking, Bilge Rat gave a wounded sailor a hatchet with which to chop a hole in the boat after they left it. The pirate leader realized that hard fighting lay ahead and if his men retreated to the small boat they were all doomed.

Seizing every bit of rope or projection on which they could lay their hands, the pirates clambered up the sides of the warship and rushed at the watch like two dozen cats. The Mivorianians had seen nothing, heard nothing, and all of a sudden they were attacked by yowling marauders in the dark. Believing they were beset by devils who had dropped down from the sky, the terrified watch tumbled below to hide, without even giving the alarm.

Taking control of the ship afterwards was easy. The first thing the pirates did was to eat a rousing good supper. The

second was to make sail for Slave Island with their prize.

When the profits of the capture were divided, the pirates formally elected Bilge Rat their captain. The prize ship *Sentinel* was manned by rough and ready recruits and renamed the "Reaver." Thereupon Bilge Rat embarked upon a piratical career that made him the most successful pillager of his time.

Even so, Bilge Rat's reputation was less black than many of his brother captains'. He spared lives as much as his line of work allowed. Bilge Rat especially bettered his peers in treatment of women. If his fair prisoners were not the daughters or wives of the wealthier classes, they were not sent to the auction block of Slave Island. Indeed, many good ladies who could afford no ransom were sent home without one. Only once did his kindness to the feminine sex bring Bilge Rat and his crew to misfortune.

That occasion arose when his fleet of prize ships encountered the fleet of the veteran freebooter Scarthroat Andelys, who had murdered Bilge Rat's father a dozen years before. Overawed by the superior strength of Bilge Rat's fleet, Scarthroat's men dared not to oppose Bilge Rat's demand that he and Scarthroat duel to the death with cutlasses on the deck of the *Reaver*. The elder pirate was a cutlass expert and not a man had dared to cross blades with him in ten years. Accordingly, Scarthroat accepted the challenge boldly.

When the duel commenced it became

clear that Scarthroat's expertise had grown rusty through disuse. Bilge Rat's youthful speed gave him the advantage and he swung his heavy blade through a gap in his opponent's guard. The villain crashed to the deck, stricken.

Scarthroat's crew watched the old pirate die without remorse, then gave Bilge Rat a rousing cheer. By the custom of the freebooters, he had won the right to command them.

Suddenly a woman's complaints sounded through the shouts of the men. Bilge Rat turned to see some of Scarthroat's underlings dragging a girl in boy's clothing forward. He recognized Tana Andelys, Scarthroat's daughter, whom the crew was offering up for his vengeance.

Instead of being pleased, the captain berated Scarthroat's sailors for their disloyalty. Then he told Tana that since she had never done him a wrong, she would be returned safely to the Westward Islands.

Unlike many Minarian professions, pirates welcome exceptional young women into their trade. So it was an experienced pirate who warned Bilge Rat that he had better slay her now, or face her revenge later on. But Bilge Rat ignored her threats amiably and put her on a ship bound for home.

Bilge Rat would have cause to remember Tana Andelys' warning later, but for now he sailed north and took numerous prizes there. He established a base along the Ogre Land coast, called Trelaine's Island, and sold his loot in the city of Addat, which for a long time had been engaging in an illegal trade with freebooters.

Alas, pirates seldom know when to leave well enough alone. The pirate "Four-fingered" Orchor had recently taken several prizes belonging to Addat citizens and reaped a good harvest of Elven goods.

Therefore, unbeknownst to Bilge Rat, Addat had changed its attitude toward pirates. When the captain sailed a loaded prize into port, the citizens lured him ashore and threw him into irons.

Another pirate might have been lost, but Bilge Rat possessed a sharpness of wit that excelled the most cunning of his peers. He had noticed a Rombuni warship in the harbor where he had been captured. This fact inspired a plan. He made friends with a prison slave, a man who had been a pirate himself a long time past. For a promise of purchase and freedom, Bilge Rat induced him to bring pen, paper and ink. Then he gave the slave what he had written and told him to take it to the city governor, pretending that he was the servant from the Rombuni ship then in harbor.

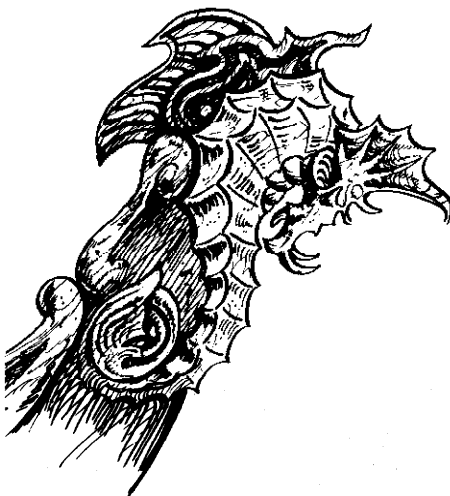
The man did so, and when the governor received the letter he believed the Rombuni captain had sent it. The letter from the "Rombuni captain" declared

that Bilge Rat was a lawful privateer under the protection of the flag of Rombune, that he was "innocent of any wrongdoing." The letter said that should "any harm come to these brave men" the Rombunis would take it upon themselves to punish such offenders against neutrality, even if action taken "might result in war between Rombune and Mivior."

Rather than be held responsible for a war fought for the sake of a handful of pirates, the governor ordered Bilge Rat released.

After such a lucky escape, Bilge Rat decided it was time to take a long-deferred revenge. Accordingly, he dis-

A demon seahorse, the figure-head of the *Reaver*.



guised a ship like an innocent trader and made for the River Deep. Once off the town of Nazlon, he stole ashore with a band of hearties. They descended on the villa of Daymar Trelaine. The master was absent, but the pirates looted the house and storehouses and ran off the livestock. The family slaves were offered the chance to join the freebooters and two members of Daymar's family, his son and daughter, fell into Bilge Rat's hands. Carrying these off to his ship, he left a list of demands behind and had Daymar's house burned.

As instructed, Daymar contacted Bilge Rat through agents in Zefnar. He agreed to pay the ransom and named a neutral place to make the exchange, the mouth of the River Lakofni, south of Zefnar.

The terms were agreeable to Bilge Rat, who sailed into the Lakofni upon the ship *The Scimitar* on the appointed day. Daymar's agents waited for him there with the ransom. Bilge Rat released his cousins unharmed and returned to his ship with his loot — his own rightful legacy.

The pirate had little time to ruminate how empty his long-sought revenge felt, for three stout vessels hove into view — flying the banner of Tana Andelys, the red lioness. A stentorian shout informed Bilge Rat that Tana was sailing under a letter of commission from Boarhort of Hothior and that she was defending the cause of Daymar Trelaine.

Clearly Bilge Rat could not evade the superior force in the river channel and win through to the open sea. Indeed, Tana was only waiting for high tide, when she could sail in after him en masse. His thoughts racing, he sent his men to an adjacent river pier to commandeer a trade boat moored there, and all the combustibles in town.

The pitch, tar and brimstone they brought back Bilge Rat ordered spread over the deck of *The Scimitar*. He left a skeleton crew on board and evacuated the rest into the trade boat.

When Tana Andelys saw the two vessels approaching, she drew her ships together to block their escape and waited for the coming clash with confidence. According to plan, the men on *The Scimitar* ran the lamash up against Tana's ship, the *Red Lioness*, and lit the combustibles with ship's lanterns. They then slipped away to the trade boat. Before the enemy realized the danger, the fire ship had ignited the *Red Lioness'* sails and the crew was evacuating pell-mell. The commander of one of the other ships was so frightened by what had occurred that he ran his vessel aground and wrecked her. As for the other vessel, the pirates in the trade boat swarmed aboard like monkeys and beat down the dismayed crew. As it was a very fine ship, Bilge Rat took possession of her.

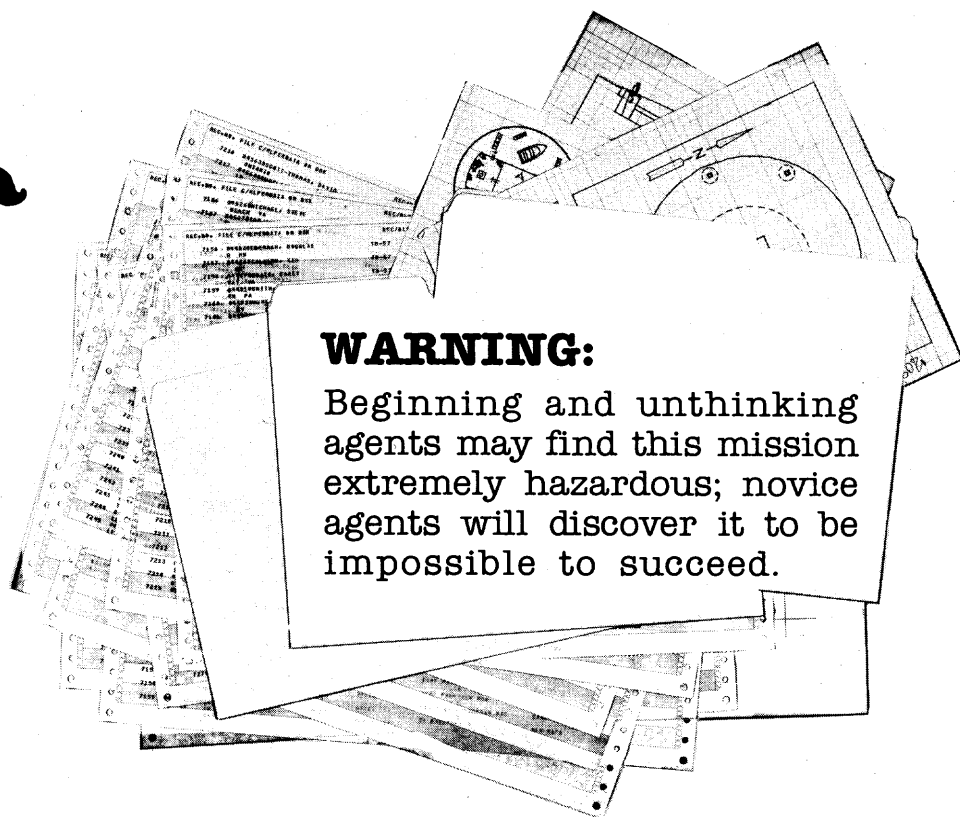
Believing that pirates who would take a letter of commission to fight other pirates were the foulest scum on the sea, he marooned his prisoners ashore, where they could make their explanations to the Zefnarite militia. Being a strong swimmer, Tana Andelys had already reached shore. As far as the latest word runs, she has neither forgiven Bilge Rat nor successfully taken revenge upon him.

His last two scrapes had convinced Bilge Rat that he had been in piracy long enough. As he could not give up the sea nor the clash of arms that he loved, he resolved to become an honest mercenary. One by one he negotiated amnesty from all the Minarian sea powers. In return he has fought well under each of their flags.

Returning to Trelaine's Island, Bilge Rat turned his stronghold into a barbaric palace, from which he rules his isle as an absolute monarch. Only an optimist can believe Armon "Bilge Rat" Trelaine will ever evolve into a peaceable man, but to all appearances, he has at last made peace with himself.

DOCTOR

YES

**WARNING:**

Beginning and unthinking agents may find this mission extremely hazardous; novice agents will discover it to be impossible to succeed.

THE FLOATING ISLAND MISSION

by Merle Rasmussen
and
James Thompson

"Looks like a floating death trap, if you ask me," observed Major K.

"I say swim in at night and blow the submarine doors," suggested Zebra Seven. "What do you think, Alpha?"

Alpha studied the map, glanced at her watch. "Too dangerous for one," she said. "I'll have my strike team assembled at once. Never been down under before . . . they say the fishing is superb."

So begins "The Floating Island Mission," an espionage adventure for the TOP SECRET™ espionage role-playing game. This is a complete mission for one to eight players. The mission can be a one-time adventure, or can serve as a small part of a much larger campaign designed by a gamemaster (Administrator). All that is needed is a TOP SECRET rulebook, an imaginative Administrator who has read the mission thoroughly, and approximately a half-dozen willing (suicidal?) players (agents) to participate.

Players are allowed to bring in their own, pregenerated characters on the mission, plus any equipment they have which they think will be necessary. As an added bonus, all players are supplied with an agent map (found on page 44 of

the TOP SECRET rulebook). As long as there is lighting and the agents can see, they may refer to this map throughout the execution of the mission. From time to time the Administrator may describe or reveal characters or hardware encountered within the complex.

Reconnaissance Briefing

Located within a pocket of the Great Reef is a mobile island hideout. It is believed that the original plates used to print several denominations of Swiss francs (recently stolen from that government) have been spirited here. If someone were to produce mass quantities of counterfeit francs indistinguishable from the legal tender, the resultant effect upon the Swiss economy would be catastrophic. Also, the stabilizing influence of the Swiss franc is unquestioned; its demise as a viable medium of exchange would cripple other more erratic monetary systems such as the U.S. dollar, the British pound, and the Soviet ruble.

The architect, builder and owner of this floating island is a person known as Doctor Yes. The doctor's origins and current, as well as past, affiliations are unknown. The purpose of stealing the plates, whether it be blackmail or the

destruction of the world's economy, is also a mystery. Due to the limited information we possess, it is necessary to infiltrate the complex, ascertain if the plates are actually there, and if they are to recover them. The arrest of Dr. Yes and the other inhabitants of this complex for interrogation would be necessary.

The recovery of the plates is vital; therefore, a frontal, military-type assault on the complex would jeopardize the success of the mission. The inhabitants could be expected to destroy the plates in such a situation to keep them from being recovered.

Embarkation

Agents approach the island in any way they deem appropriate. It is recommended that the team should reconnoiter this complex from a distance first. Also, the team's approach should be subtle, so as not to alarm the inhabitants until the last possible moment: The recovery of the plates is vital.

A player/agent who plans to accept this mission should read no further. The information, maps and diagrams that follow are FOR THE ADMINISTRATOR'S EYES ONLY. Players stop reading now!

DOCTOR YES

**For Administrator's
eyes only!
Player agents
read no further**

ADMINISTRATOR MEMORANDA

Contained in this module are the Administrator's maps, a list and description of the personnel that populate the island complex, and some drawings and statistics of the various ingenious devices invented by the inhabitants, plus a plot that weaves these elements together.

The environment in which this mission takes place is based on the maps found on page 44 of the TOP SECRET rulebook. It is left up to the Administrator whether or not to reveal this information to the players before the mission. The use of the maps is recommended, to prevent the Administrator from having to verbally describe all the basic features of the floating island, but it is not mandatory if the Administrator wants to keep agents as much in the dark as possible about what they are encountering.

If the TOP SECRET maps are revealed to the players, it would be logical to depict them as secret blueprints which came into the hands of the agents in a mysterious manner. The maps on page 44 do illustrate most of the essential physical features of the complex, but do not include any information as to the actual contents of any given room or chamber, and do not include many special features which are depicted on the Administrator's maps and described in the text which follows.

Agents should provide a specific time at which they are making their attack so the location of the characters within the complex can be known. Agents should be aware that leaving the area defined by the map by any means will end the mission for that particular character. The specific point of attack, especially the setting of an explosive or the cutting of a bulkhead, should be specified exactly, because this affects possible flooding and the status of internal hardware.

The agents' drop and pickup locations and methods should be specified before the mission because this may affect sighting, moment of detection, and strategy of defense if the invaders are seen on security screens.

Agents (and other characters) with a Fitness rating of Weakling cannot swim. Agents and others can hold their breath for as many seconds as their Willpower

trait value. Heavily encumbered swimmers will sink, except that buoyancy and drag must be taken into account. All communication between divers underwater *must* be non-verbal. If a writing slate is used, the reader must be at short range. Expensive underwater speakers can receive voices from a surface location up to 1,000 yards away, but agents should be warned that use of such speakers may be detected by hydrophones located outside the island complex.

Agents may use any of the three types of scuba gear, but the following limits apply:

Closed-circuit systems make no noise and emit no bubbles but may only be used for thirty minutes at thirty feet depth or less. Semi-closed-circuit systems emit a constant stream of bubbles. Open-circuit, demand-type scuba gear only releases bubbles when the diver exhales. A trail of bubbles cannot be seen by cameras on the island, but bubbling may tip off guards in the complex once some chambers are flooded and agents are hiding in them. Agents wearing flippers will have to remove them if they intend to walk within the complex. All equipment will have to be carried on belt hooks instead of in a bulky backpack. Flashlights may be needed.

Agents may work for up to 35 minutes on the ocean bottom below the complex

before needing to decompress. The following chart shows how long an agent can be underwater without needing to undergo decompression:

Depth in feet	Time limit* in minutes
33 or less	no limit
35	310
40	200
50	100
60	60
70	50
80	40
90	30

*Total elapsed time between leaving surface and beginning ascent, not just time at great depth.

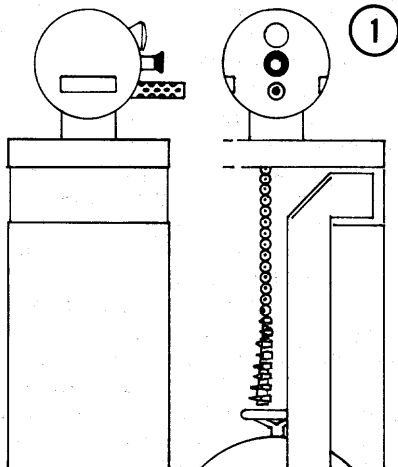
If an agent must undergo decompression, his/her ascent is limited to one foot per second = 60 feet per minute.

In warm waters such as these, agents may be in the water for 3-7 hours before there can be a chance of exhaustion or unconsciousness. Death because of prolonged exposure in water of these temperatures is unheard of.

PHYSICAL DESCRIPTION (Exterior)

The island (see Administrator's Maps), if approached by day, appears to be a circular, sandy island (diameter: 140 ft.) with no vegetation. The sand slopes up slightly towards the center where a 25' x 25' x 15' metallic gray shed stands with two large solar panels serving as a roof. On the south side of the island is a rectangular inlet (25' x 55') that leads to a 15' double door. Equally spaced around the perimeter of the island are six sandy-colored outposts (See figure 1).

At night, each of the six outposts emits a powerful searchlight beam that completes a 360-degree rotation every minute. At 99 yards from the island, if the team is struck by the light, there is a 1 percent chance of being seen. Each yard closer to the island increases the chance of being observed by 1 percent (e.g. at 50 yards, the percent chance of being seen is 50 percent). The camera rotates with the light (as well as the gun). During daylight hours, every yard advanced closer than 99 yards increases the chance of being observed (by the camera) by two percent. Modifiers such as camouflage, size of craft, and the height of



waves must be taken into account. Cameras and periscopes can ordinarily see from sea level to the eaves of the roof on the shed, a height of 15 feet above sea level. Guns can be lowered or elevated in an arc of 90 degrees centered around horizontal, or 45 degrees in either direction. If the island is approached from the south at night, it will be seen that the inlet is well illuminated by an underwater light located in the wall beneath the door of the shed.

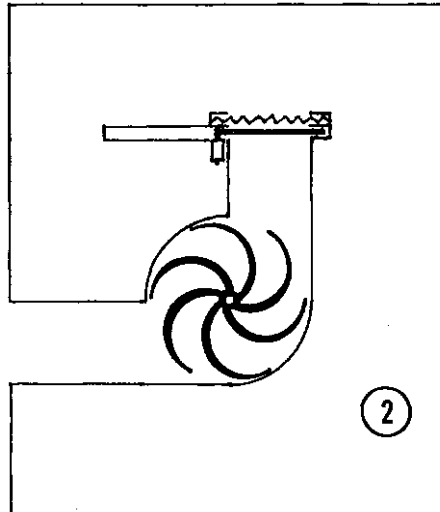
An underwater approach would reveal to the agent a gigantic cylinder with walls of two-inch-thick plate steel, the bottom of which is more than sixty feet from the surface. During the day, sunlight easily illuminates the cylinder's entire depth through the clear water. On the top of the cylinder rests a large circular plate. Jutting out from the cylinder like spokes are six L-shaped pipes 8 feet in diameter and 2 inches thick. The surface of the cylinder is featureless except for the submarine doors (two swinging doors 12' wide) on the north side, and the seven 10' x 15' adjoining bulletproof glass panels on the south side. At night, light pours out of these windows; the glow is easily seen from the surface and even the air (from the right angles, of course). If an agent looks into these windows refer to the Living Area, Level six.

The ocean floor is twenty feet from the bottom of the cylinder. The area beneath the cylinder is covered with staghorn coral (a pointed variety) and sponges, and laden with brightly colored tropical fish — plus an occasional shark that will only be interested if the water is bloodied.

On the bottom of the cylinder is a large square elevator protrusion (See figure 2). This 25' x 25' structure extends 5 feet below the sixth level, allowing room for the elevator raft to descend and for the water pumps to be housed. On the west

side of this structure is a port 3 feet in diameter for water input and there is another 3-foot-diameter port on the east side for the output. There is a ten percent chance per each ten minutes that water is being sucked in through the intake port. If an agent is within five feet of the opening and his Movement value is less than 300, he/she will be unable to resist the suction and will be drawn to his doom inside.

The outflow hole also has a ten-percent chance (per ten minutes) of func-



tioning; if an agent is within ten feet of the opening he will be repelled five feet. Inside each hole (input or output) there is a pump something like a paddlewheel that regulates the flow of the water. All pump housings and major components are at least inch-thick steel plate. If the current pulls or pushes someone through the pump, he/she is crushed to death. The intake pump cannot operate at the same time as the outflow pump. Once having been drawn inside the intake port, no one can resist the current. A

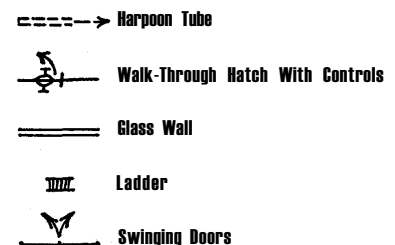
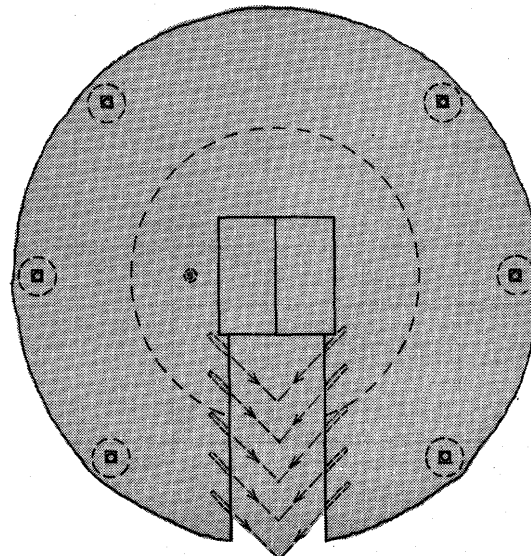
check for the pumping action must be made every ten minutes (intake port first). When the pumps are not in operation the opening inside the paddlewheel is closed off by a solid metal plate (inch-thick). The plate serves as a valve which automatically opens when the pump is running. Behind the plate is a filter, similar to a chain-link fence, to keep out larger objects which may be sucked through the paddlewheel.

Also on the bottom of the cylinder are four slight indentations, one corresponding to each of the air locks. The hatches are 2-inch-thick armor plate (steel). If the agents attempt entry here, refer to the section on the airlocks.

Because of the curved metallic structure of the complex, several strange effects occur:

1. Mine and metal detectors are ineffective since they are constantly registering a metallic presence.
2. Radio transmission and reception from inside the complex to the outside is impossible. Transmission and reception between points within the complex is frequently poor, but possible.
3. Thick-walled, curved metal hallways cause bullets, shotgun pellets, and especially flames and explosives to follow the curve of the wall. 90-degree ricochets are possible.
4. The sounds of explosions and loud noises are transmitted through the metal walls laterally and from level to level. The exact origin of a sound from another level cannot be determined, but those hearing it can tell if the sound is from above or below them.
5. Electricity will travel along the path of least resistance from its source to the salt water surrounding the complex and short circuits will generally stay within the metal walls.

TOP VIEW Surface Level



HARDWARE DESCRIPTIONS

The Outposts: (See figure 1) 3 x 3 x 6 ft. Each of the six spheres atop the outposts possesses a camera, periscope, heavy machine gun, and a searchlight. The sphere makes a complete rotation every minute. A bulletproof glass window six inches wide allows the periscope inside the outpost to be used for manual surveillance if the camera ceases to function. Because of the rotation of the six outposts, all areas of the island and the surrounding water are covered at any given moment by at least one camera/gun emplacement. Because the

When the elevator is fully raised, there is a five-foot space between the roof of the elevator and the ceiling of the shed.

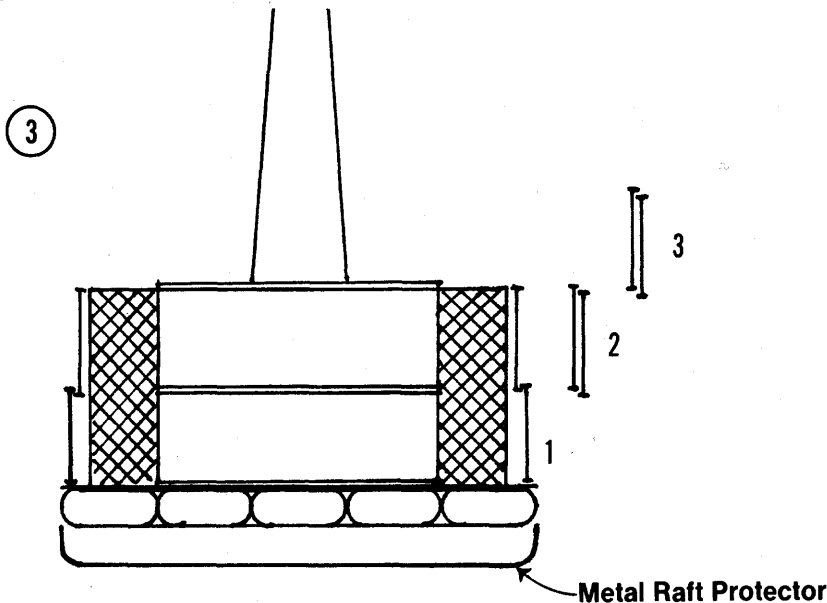
The Elevator: (See figure 3) This is an engineering marvel designed by Doctor Yes. It is powered by water, and it floats on sea water, the level of which is controlled by the pumps below. When the elevator ascends, the valve below lets in water, the pressure pushes the elevator up the shaft until the desired level is reached, and then the valve closes. To make the elevator descend, water is pumped out the other valve at the bottom of the shaft; when the desired level

inside of the top half. The two sections can then be shoved up until the bottom of both is even with the ceiling of the cage, which is also chain-link. (See numbered sequence in figure 3) Lifting these doors is not a problem, since they operate on a system of pulleys.

The floor of the elevator consists of 70 sets of rollers which rotate east and west. These rollers aid in the loading and unloading of large objects. The guards and other inhabitants of the island have learned to stand on these rollers without falling, but agents with a Coordination of less than 50 must make a coordination roll. Rolling a number less than Coordination will result in 1 point of damage to the agent. There is a 25-foot-long rope coiled on the elevator floor. In the southwest corner is a control panel for the elevator. There are seven buttons, marked with the word "Surface" and the numbers 1-6, and an on-off switch.

When the elevator reaches the desired level, the door in the shaft wall will open automatically when the cage door on the side of the elevator is raised. The only exceptions are the control room and bedroom doors on the sixth level, which can only be opened normally from the room side.

To summon the elevator from inside the complex all that is necessary is to press the button located on the wall to the right of the elevator shaft door. The shaft door will not open until the elevator arrives. It will take fifteen seconds for each level the elevator is distant for it to come to the level desired. For example, if an agent was on level 2 and pressed the button when the elevator was on level 6 it would take 15 seconds x 4, or a minute, for the elevator cage to arrive. The shaft door will open and close automatically but the cage door must be manually raised and lowered. The elevator will not travel unless both the shaft door and the cage are closed. There is a single light source in the middle of the cage ceiling which is always on. If the elevator switch is flipped off, the elevator will stop immediately, even between floors.



guns can only fire in a 45-degree angle lower than horizontal, a man could hide right next to an outpost and not be in the path of fire from that gun.

Each heavy machine gun (PWV 95; PB 0; S-2; M-30; L-80; WS S; R 10.) is operated from the control room. A hand grenade landing within five feet of an outpost has a 30% chance of knocking out its camera, and a 20% chance of knocking out its searchlight at the same time or by a subsequent explosion.

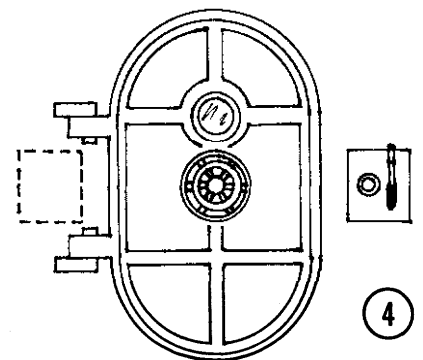
An agent with a Physical Strength of at least 85 can knock over an outpost, which would reveal a horizontal hatch in the sand below it. This 30-inch-diameter hatch can be easily opened from the outside, and leads to a 10-foot-wide, 15-foot-deep circular chamber with a ladder. The upper end of the periscope extends 5 feet out of the sand beside the hatch. Knocking an outpost over will bend the periscope beyond use.

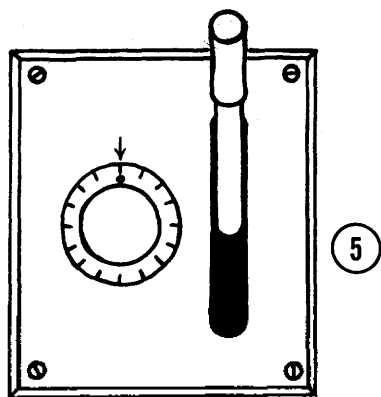
The Shed: It is constructed out of corrugated gray metal 25' x 25' x 15'. Two solar panels comprise the roof. In the attic is a crane motor with two cables leading down, a confusing array of copper wiring, an electrician's tool box, and a hammer with some nails. The space below the attic is the elevator shaft.

is reached, the pump stops and the valve shuts. Underneath the elevator itself is a buoyant, 2-foot-thick "raft" that supports the cage and prevents water from splashing inside the cage. Attached to the roof of the cage are two cables that lead to the crane in the attic. The crane is used only as a safety device and stabilizer.

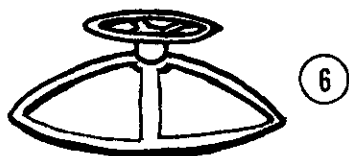
The entire complex is hooked to the bottom of the ocean by four chains. These chains not only anchor the complex but also prevent the island from bobbing up and down when great amounts of water are being pumped in and out of the shaft. If two adjacent chains are cut when under the greatest tension (when the elevator is down and the shaft empty of water) then the side of the complex which was cut free would bob up out of the water about eight feet. If two or more chains are cut under the least tension (when the cage is in the shed and the shaft filled with water), then the island would bob upward only slightly. If all four chains are cut, the island will float safely out to deeper water within 60 minutes.

Each of the four sides of the elevator is a chain-link door. These 25-foot-wide doors consist of two five-foot-high sections. The bottom half slides up on the





The Airlocks: (See figure 4) To gain access to any of the airlocks it is necessary to go through a special hatchway. These hatchways resemble those seen in submarines, featuring a wheel with spoke-like handles that must be spun several times to open the hatch and to fasten it shut. Opening or closing a hatch takes 5 seconds. There is a small window with bulletproof glass in the door providing a view of the airlock. On the right side of the exterior of each hatch is a control panel for that airlock. These panels consist of a switch and timer. (See figure 5) When the switch is up water drains out, and when the switch is down water is let into the room from a



six-inch-square grated opening in the center of the floor. The timer is for decompression purposes; it can be set for up to an hour, although it is only necessary at the maximum depths in these areas to decompress for a minute and a half. The airlocks can fill up or empty out in a minute. Each airlock has a circular hatchway in its floor leading to the outside. (See figure 6) These hatches are 30 inches in diameter, have a wheel on the inside only, and no window. The hatch to the outside opens inward and is only left open when guards are outside and the airlock is filled with water. All airlocks may be controlled from the Control Room. All hatches must be opened or closed manually. Small arrows on the Administrator map indicate which way each hatch opens.

Sliding Doors: These doors slide open automatically when approached. They stay open for five seconds and then close. If something solid blocks them from closing, the doors will bounce open away from the obstruction every five seconds. There are sensors on the floor of each room which detect footsteps

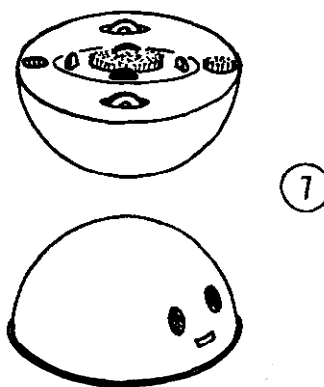
approaching a door, and other sensors which detect any significant amount of water in the room. The footstep sensors are 5 feet from the door. If the moisture sensors are activated, the doors will not open unless overridden by the control room. The doors are one inch thick and can not be deactivated unless a cutting torch is used to melt a hole in the wall to expose the wiring. Some of these doors are slightly curved. Arrows on the Administrator map indicate which way each door slides to open.

The Bernies: (See figure 7) This device is a combination vacuum cleaner, trash compactor, and stereo. It also mops and waxes the floor. The mechanism resembles a three-foot-tall silver beetle. The "eyes" are not for seeing, but in reality are the cloth covering for the stereo speakers, and what appears to be a nose is actually a slot for eight-track tape cartridges to be plugged in. Prying open the nose slot will reveal a tape. Removing it will stop the music. There is a 75% chance for each Bernie encountered to contain a tape and be playing music. Tapes from other Bernies are interchangeable. Around the bottom edge of the hemisphere is a rubber bumper; kicking the bumper will cause the Bernie to turn to the right at a 90-degree angle to the point of impact.

Bernie is impervious to all but armor-piercing bullets, and when such a bullet hits the device, it will stop 80 percent of the time and 20 percent of the time will be unaffected. If a Bernie is bombed by a hand grenade it will not be hurt; however, all other explosives will destroy it (a grenade exploding at the front of one will knock out its speakers). Smoke and sleeping-gas capsules will have no effect on the Bernie. The machines' batteries are well protected so they will continue to operate even in a flooded chamber.

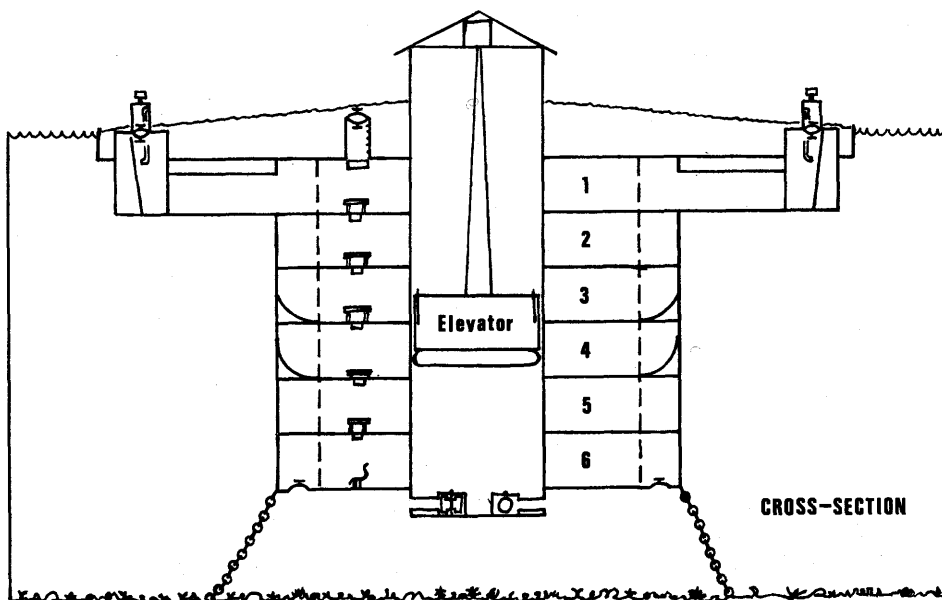
Bernies do not float. They are unaffected by power outages.

If an agent flips a Bernie over (Physical Strength 85 or better), the six wheels on the bottom will whirl in every direction. The agent will also see several holes of various sizes, a circular brush, and a hole in the center with a cylinder-shaped brush revolving. Air is sucked in through the center hole.



There is one Bernie per level; each room (excluding the airlocks and the elevator) has a ten percent chance of having a Bernie when an agent enters it. Once the agents find a Bernie on one floor they will find no others (except for the repair shop) on that floor. They will always find one in the last room they explore on a certain level, if a Bernie had not been previously found on that level.

The Bernies move (roll) at a normal walking pace. Usually, they will move at random, bouncing off walls and going down hallways; however, they will tenaciously follow any trail of dirt, water, or blood to its source. Upon contact with any solid obstacle, they will bounce and turn a different direction.



The Escape Route: The control room, laboratory, kitchens, tools and storage area, and the generator room are all connected by an emergency escape route. Each room has a table with some sort of mat below it and a light fixture on the ceiling directly above it. The tables are 30 inches high. When a person stands on the table and turns the light fixture counterclockwise, the fixture folds down revealing a 30-inch-diameter circular opening, and the table rises another 30 inches. (See Figure 8) Whoever is standing on the table is now five feet off the ground and his feet are five feet from the ceiling. The underside of another table can be seen through the circular opening. With a short jump, the person can pull himself up to the floor under the table on the next level. The only exceptions are 1) on the 6th level where there is a chair with a hydraulic pedestal instead of a table (See figure 9); 2) on the 4th level where the table is on the floor; it folds up from the floor on hinges revealing a five-foot-high step-ladder (See figure 10). The stepladder pops out either manually from the 4th level or automatically from the 5th level if the light fixture on that level is turned (leaving room for someone to crawl up from below); and 3) opening the light fixture on the ceiling of the generator room reveals a crawlway to a hatch on the surface. This hatch is lightly covered by sand and has a wheel on both sides. It opens upward. (See figure 6) All the inhabitants have memorized a path to the ocean which avoids land mines planted under the sand. Remember, escape is attempted upward and out of the complex if it should be infiltrated or flooded. Traveling downward through the Escape Route is difficult at best.

The Submarine: This minisub has room for two persons in its cockpit. Only the

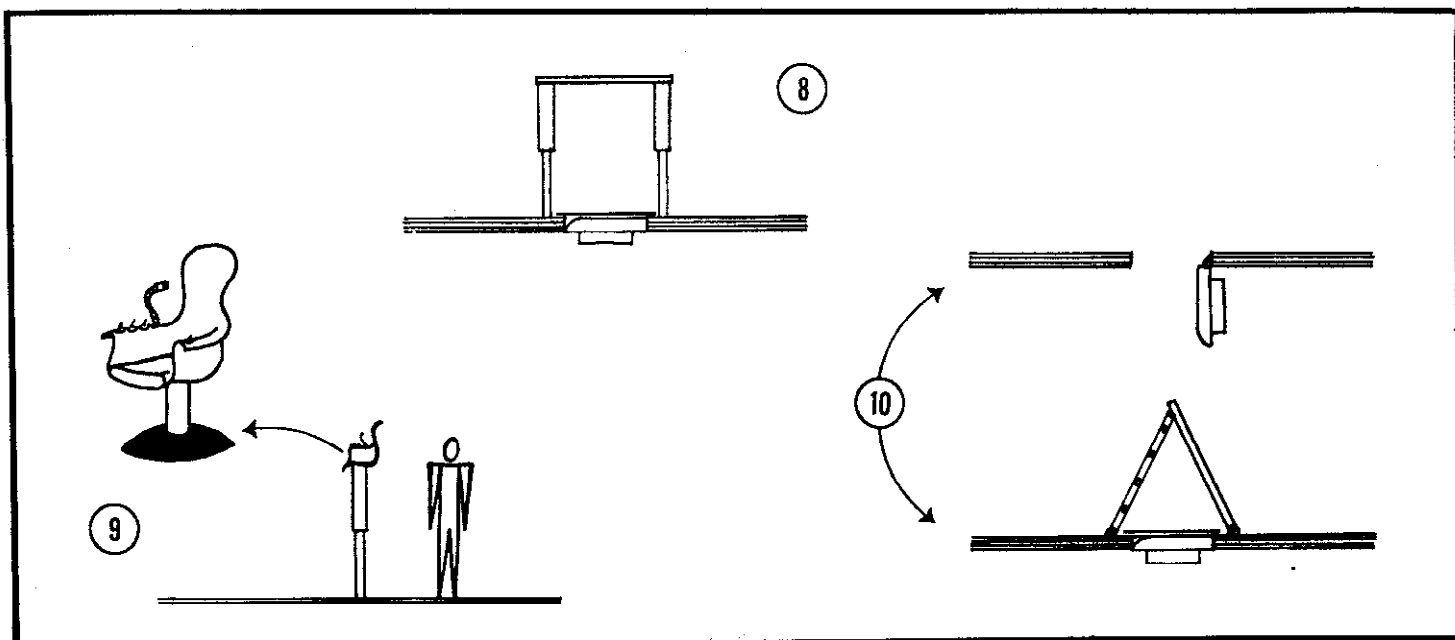
person in the forward position can pilot it. Underwater the sub will travel 290 feet in 5 seconds, or 370 feet in the same time on the surface. The cockpit can be pressurized, forcing water out. The glass top is bulletproof and latches from the inside. A control switch on the dashboard will electronically open or close the sea doors on level 6 when the sub is within 100 feet of the doors. To hang onto the sub from the outside, an agent must have a Coordination of more than 100 due to its streamlined design (very few hand holds and foot holds). Armament includes six pneumatically fired harpoons with explosive heads, an oil reserve, and a pointed ramming nose. Two of the harpoons are mounted to fire behind the sub, usually through the released dark oil cloud. The harpoons each have a PWV of 2, a point-blank modifier of +4 and a short-range modifier of -50. With the explosive head, they inflict a +6 on damage when they hit. The ramming nose has PWV of 0, and can only be used at point-blank range with a -6 modifier on damage. However, as long as the minisub can maneuver it can attack swimming agents in this manner. The harpoons and oil cloud can be activated by either occupant. Harpoons that miss their target continue on their path for 50 feet and then drop to the bottom, where they explode on contact. Only armor-piercing shells or at least 2 ounces of plastique will damage the minisub. Ten feet of chain or wire in the propellers will stop its forward motion. See page 41 and 42 of the TOP SECRET rulebook if the vehicle is attacked. Personnel from the complex will not surface within 3000 feet of the island, which is the range of the heavy machine guns on the outposts. There is enough charge in the batteries for an hour of travelling but only enough air in the cockpit for 15

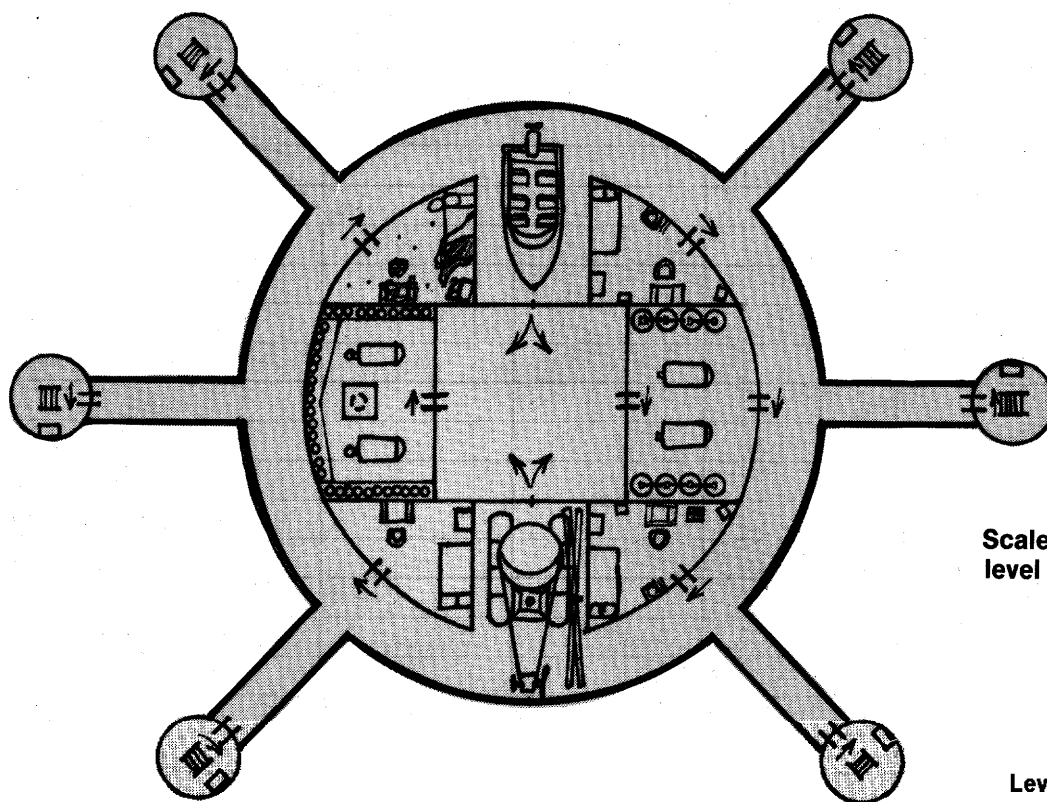
minutes. Most occupants carry an air tank and wear scuba gear. If the engine ignition key is not in the lock, an agent with a 75 or better in Electrical or Transportation Engineering can hotwire the sub in 60 seconds.

Air Tanks: An air tank containing compressed air is a potentially dangerous weapon. For this adventure an air tank filled with one hour's worth of air (based on 71.2 cubic feet per tank at one atmosphere of pressure) will behave as follows: If the explosion of at least 2 ounces of plastique, a grenade blast, or an armor-piercing shell hits the tank *valve* there is a 90% chance that the tank will become an unguided missile with an effective range of at least 50 feet. If unconfined, the tank will be propelled along a straight path, covering 50 feet in about one second, and will then fizzle out and drop to the floor. If in a confined space, the tank will ricochet randomly off the walls, ceiling, and floor, smashing normal furniture, equipment, and glass in its path. Any character in the tank's path will not be able to stop it and will suffer 1-10 points of damage to a random body location. The tank will continue to ricochet until it has travelled at least 50 feet altogether, possibly hitting a person more than once in the process.

If the explosion of at least 2 ounces of plastique, a grenade blast, or an armor-piercing shell hits the body of the tank there is a 90% chance it will explode. The explosion will be equivalent to 20 ounces of plastique. Anyone within the blast radius should treat the fragmentation of the tank as a grenade.

Bloodthirsty Administrators may want to double the force of a one-hour tank to 100 feet and 40 ounces of plastique. Partially used tanks will have a reduced effect.





LEVEL DESCRIPTIONS

Puncturing the ceiling of Level 1 (with a hole big enough for a person to move through) will cause sand to pour down from the surface. This quickly forms a sand pile on the interior floor which agents with a Movement value of less than 300 will be unable to climb out of.

The six-inch-thick floors and ceilings of the complex are filled with masses of hydraulic lines, electrical conduit, moisture sensors, pressure sensors, ventilation tubes, hot and cold water pipes, and propane gas leads.

There is at least one light source in every chamber. The light switch to a chamber or hallway is always inside the door to the right after one has passed through the doorway. Sunlight filters down through the level 6 living area windows during the daytime.

The interior walls, ceilings, and floors are covered with buffed steel plate, generally one inch thick except near doors. At doors the inner and outer walls are each one inch thick and separated so the doors can slide between them. Near hatches the interior walls are two inches thick. The walls of the elevator shaft are also doubly thick (two inches) to withstand outside water pressure and to reinforce the entire structure.

Surface Level: There is not much to add to the initial surface description except for the land mines. There is a 20% chance for every 10 feet an agent walks

that he will set off a land mine that deals out 1-20 points of damage. (For a description of the gun emplacements see the Outpost section.) The escape hatch from the generator room is lightly covered by sand but cannot be located with a metal detector (nor will the mines be detectable, due to the metal of the island itself). If agents, for some reason, dig in the 5'x5' area the hatch is located under, they will automatically find it. It can be opened from either side but it hinges upward. (See figure 6) The five-foot-deep crawlspace ends at a hinged light fixture (See the Escape Route section).

LEVEL ONE

Periscope, Camera, and Gun Emplacements: These six ten-foot diameter chambers are unlit and seldom visited. They are connected to the main complex by 20-foot-long tubes eight feet in diameter.

Inside each 15-foot-tall chamber is a sealed wooden box containing 200 rounds of .60 caliber belted ammo for the heavy machine gun above. (See figure 1) A metal ladder in the center leads up to a hatchway beneath the sphere atop the outpost. Video cables and electric cord run across the ceiling from the hatchway into the wall. The lower end of a manual periscope extends down beside the hatchway and can be swivelled to view the surface level above by a person standing on the ladder. The periscope cannot be raised or lowered, and pro-

vides a view from sea level to 15 feet above sea level.

Opening the hatchway will reveal the inside of a sphere, where a belt of ammo will be hanging from the gun. Video cables and an electric cable trail down beside the upper end of the periscope. The 30-inch-diameter hatch has a wheel on both sides and hinges upward. (See figure 6)

The emplacements are named Northeast, East, Southeast, Southwest, West and Northwest. The guns can only be operated (fired) from the control room and if detached from their mountings will be too cumbersome to use.

Boat Area: A new speedboat resting on a two-wheeled trailer is stored here. There are five gallons of gasoline in the tank of its outboard motor. Elevator doors form one side of the chamber. Moving the wheeled trailer requires a Physical Strength of at least 65. The ignition key is generally not present but an agent with a 75 or better in Electrical or Transportation Engineering will be able to hotwire the boat in 60 seconds. Anyone can pilot the craft once it is on the surface.

Northeast Quarters: This is the private room of Bruce Nee, a security guard. It contains a single bed, 4-drawer dresser, chair, drawerless desk, and mirror, plus several kung fu-type wall posters and photographs of Nee in action. He also has a stereo, two speakers, and a collection of Oriental albums.

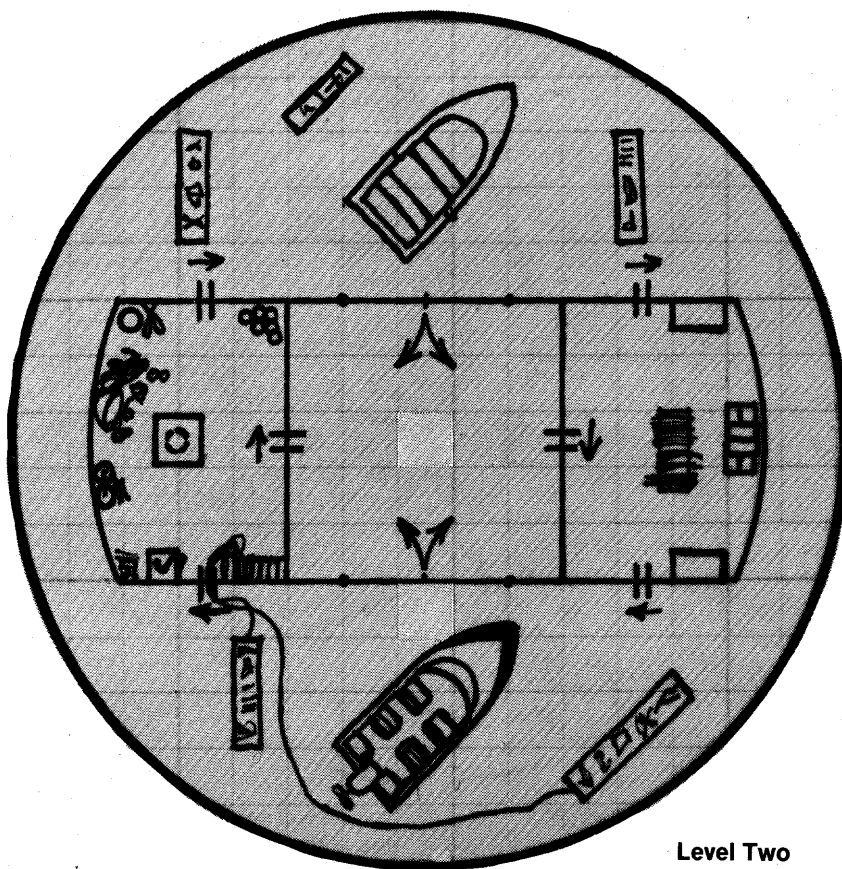
Fuel: The outer door to this room has a sign on it that says "Danger: No Smoking in this Area" in English. The north and south walls are each lined with four five-foot-tall liquid propane tanks. There is a 25% chance that an open flame against it or an armor-piercing shell hitting it will ignite one of these tanks, setting off a chain reaction. A tank adjacent to one which has exploded has a 50 percent chance of also igniting. Each tank will explode separately with a force equal to plastique ranging in quantity from 10 to 100 ounces. Two propane-powered standby generators are located in the center of the floor. If the main power supply from the generator room is disrupted, both of these generators will automatically start after five seconds of darkness. The north generator powers all the lights and the elevator. The south generator powers all other electrical devices in the complex. Electric cables and propane lines crisscross the ceiling and walls. An elevator door is found on the east wall of the room. An agent with an Electrical Engineering knowledge of more than 75 will be able to short out either generator separately.

Southeast Quarters: Security guard Chuck Morris rooms in this smelly, musical cubicle. Besides a single bed, desk, chair, dresser, and mirror, Morris keeps an odorous pet gerbil in a cage on the floor. A clock on the desk is set ten minutes fast. His stereo is on and is playing "outer-space" music.

Helicopter Area: A pontoon helicopter on rollers stands in this space in front of the elevator doors. Its rotor is detached and is resting on the floor beside it. It takes only five minutes for two people to attach the rotor once the copter is out of doors. There are twenty gallons of gasoline in the gas tank. Two persons can be seated in the cockpit. Moving the copter over the rollers requires a Physical Strength of at least 75. An agent with a Transportation or Aeronautical Engineering knowledge of more than 75 will be able to pilot the two-passenger craft once it is out of doors. There are no keys in the ignition lock, but an agent with 75 or better in Electrical, Transportation or Aeronautical Engineering can hot wire the copter in 60 seconds. Once on the surface and assembled, the copter can be started. It takes at least two minutes for the rotors to warm up before takeoff can be achieved without crashing.

Southwest Quarters: Spartan neatness is exemplified in guard Mark Johnson's private quarters. There is only a single bed, the clothing in the drawers is folded, and there is a cleaning kit for a Luger in his bottom dresser drawer.

Generators: Unknown to the player characters using the maps on page 44 of the rulebook, there is only one door to this room. This door is from the elevator only. The hallway outside the room Vi-



Level Two

brates with an electric hum unless the generators are disrupted.

Three of the room's walls are covered with shelves of silver solar battery canisters. These are all wired together and directed to either the north or south electrical generator near the center of the room. The north generator powers all the lights and the elevator. The south one powers all other electrical devices in the complex. If these generators are stopped or destroyed the standby generators (in the room on the other side of the elevator) will kick in after 5 seconds of darkness. Hot-water pipes enter the west end of each generator from the ceiling.

Anyone tampering with the electrical wiring or hot-water pipes who has a Coordination or Electrical Engineering knowledge of less than 75 will be shocked and harmed with W type of light damage to the hand or arms. An agent with a 75 or higher in Electrical Engineering will be able to short out the system safely.

In the center of the room is an immovable, four-legged, square metal table with a rubber mat underneath it.

Northwest Quarters: A sign on this

door reads in English, "Disaster Area! Enter at your own risk!" This cluttered pit of a bedroom is the residence of Dale Craig, a security guard. Instead of the usual fluorescent white light, this room is lit with purple and ultraviolet (black light) tubes. Scattered papers and clothing glows eerily on the floor. On the ceiling above the bed is a full-length poster of James Pong shooting a gigantic revolver, autographed, "To Dale, an agent with potential. James Pong." The poster is worth \$5000 unmarred, less if defaced.

The single bed is unmade; the dresser is crammed with wrinkled clothing. The chair is stacked with science-fiction books, and the mirror is smeared with fluorescent red and green paint which says "James Pong Fan Club" in English. Anyone with a Willpower of less than 75 who enters the room will get a mild headache from the ultraviolet rays. The headache will last for 1-10 minutes. Sixteen handballs lie scattered on the floor and anyone with a Coordination of less than 75 who enters the chamber has a 25 percent chance of stepping on one. If one is stepped on, there is a 10% chance of the victim falling to the floor.

LEVEL TWO

North Boat Repair: A rowboat on a two-wheeled trailer is stored here. There are three workbenches nearby which can be moved and contain all types of woodworking tools: hammers, planes, chisels, saws, and drills. Moving the trailer with boat or any of the workbenches onto the elevator requires a Physical Strength of at least 55.

Weapons: This arsenal would be expected to be well guarded — but the doors are not even locked. Inside, stacked against the east wall, are six wooden crates, each containing 200 rounds of .60 caliber belted ammo for heavy machine guns. These full crates will not float. On a wooden table in the middle of the room are twenty spears, five unloaded double-barreled spear guns, and two unloaded .16 gauge shotguns. Under the table are two flamethrowers complete with propellant tanks. All one needs to do to operate one is to strap it on, turn on the gas, and light the tip. The flame will travel for 50 feet including curves, which amounts to less than one quarter of the way around the outer hallway (outer circumference 235 feet). In a metal cabinet on the north wall are ten boxes

of fifty shells each, of all of the following calibers: .22, 9mm, .357 magnum, and .45. Excessive heat in the area will cause bullets to explode. There is a 40% chance of one bullet hitting any agent in the room, a 30% chance of two bullets, 20% for three bullets, 10% for four bullets, and a 5% chance of five bullets striking any given agent in the room.

In the metal cabinet on the south wall are 4 unloaded .357 Police Magnums, one 9 mm short Walther PPK selfload, and a gun-cleaning kit.

South Boat Repair: A new speedboat with an outboard motor is stored here on a two-wheeled boat trailer. There are five gallons of gas in the mounted outboard motor. Moving the trailer with the boat on it requires a Physical Strength of at least 65. Two movable workbenches in the area contain wrenches, pliers, hammers, drills, and there is an extension cord stretching from each of them into the tool room. Anyone can pilot the speedboat on the surface but without an ignition key it must be hotwired. An agent with knowledge of more than 75 in Electrical or Transportation Engineering can do the wiring.

Tools and Storage: This room has a square, unmovable table in the center of

it which is piled high with disassembled mechanisms awaiting attention. Under the table is a square rubber mat. Running from a socket in the south wall are two extension cords which stretch out to the workbenches in the South Boat Repair. The sliding door is pinching the cords and may have worn away the insulation.

The disassembled mechanisms include two .60 caliber heavy machine guns which are too heavy to fire since they are unmounted, plus a dissected Bernie, a broken bicycle, a twisted floorlamp, and a mangled boat propeller.

Also in the room are two pairs of oars for the rowboat, six cans of motor oil, a five-gallon drum of slippery hydraulic fluid, a 200 lb. welding machine, a welding rod, and a portable cutting torch. Assorted nuts, bolts, nails, washers, and insulators are in a bin along the south wall. The cutting torch acts like a flame thrower at point-blank range only.

Flat floors covered with oil or hydraulic fluid will cause running characters with a Coordination of less than 75 to fall 50 percent of the time. The oil or fluid can only be ignited by open flame, not a bullet or an explosion. Remember, oil floats on water!

LEVEL THREE

Outer Hallway: This 10-foot-wide concave hallway floor leans toward the center of the complex at a 30-degree angle, appearing as a continuously banked curve. The floor is wooden and gives slightly when stepped on. It is used as an indoor track for jogging.

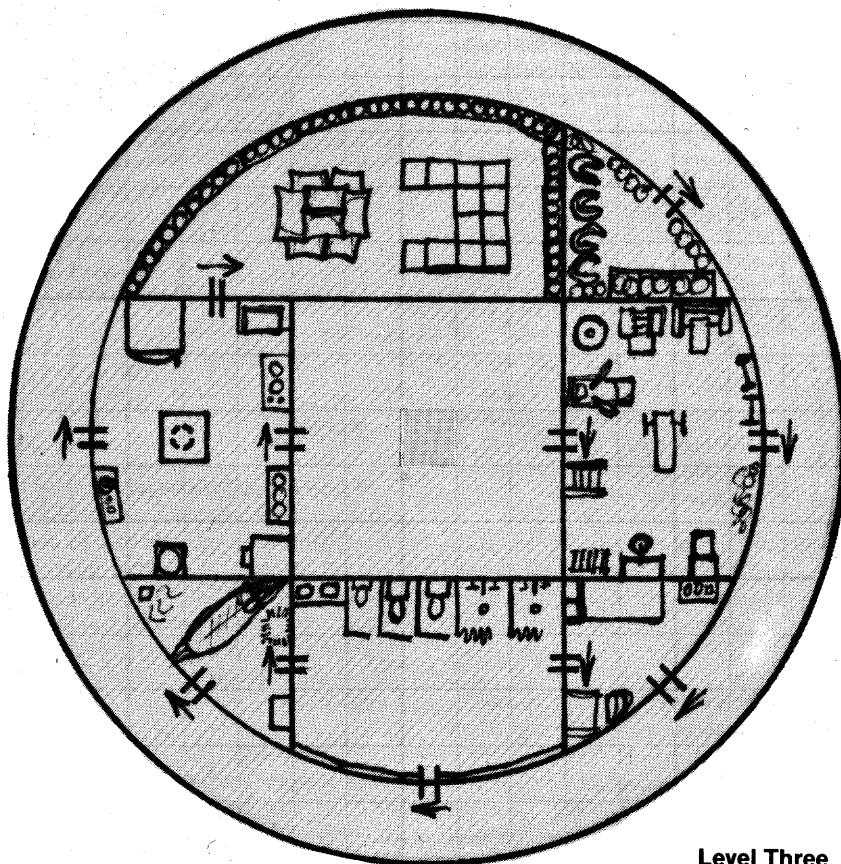
Food Storage: This dry storage area is lined with shelves of canned foods of all types imaginable. In the middle of the room are stacked boxes of cereal products and 50-pound sacks of sugar, flour, beans, coffee, potatoes, and salt.

Unmarked Northeast Chamber: This is a freezer full of hanging sides of beef, sausage, cheeses, poultry, fish, vegetables, pork, lamb, hamburger, steak, pork chops, and ice. The room has a thermostat control above the light switch which is currently set at 0 degrees Fahrenheit but will go from 5 below to normal room temperature.

Recreation: This is where employees can work off their frustrations and keep their muscles in tone. There are weight machines, barbells, a bench, 6 jump ropes, punching bags, and 3 sweaty towels thrown around the room.

Southeast Quarters: "Sweetbeam" Leotard rooms, here. In the room on his dresser are 3 boxing trophies, empty pop bottles, and a pair of boxing gloves. The single bed, desk, chair, and mirror are unremarkable. Yellowed newspaper clippings from his earlier boxing days are taped to the northern wall.

Bath: This common bath has shaving mirrors on the south wall with sinks,



Level Three

showers, toilets, and towel storage along the north wall.

Southwest Quarters: Mohammed Chang, a security guard, lives in this metal hovel. Instead of a single bed he sleeps in a hammock. His few personal belongings and clothing barely fill the top drawer of his dresser. The other drawers are empty. He has no desk, chair, or mirror in the room as the other

guards do. The room smells of burning orange blossom incense and the incense burner throws flickers of orange light across the dark metal walls. The light switch doesn't work. On the north wall of this bizarre apartment are two posters, one of the Ayatollah Khomeini and the other of Confucius. A prayer mat rests on the floor near the eastern wall.

Kitchen: Aside from an unmovable

square metal worktable in the center of the room with a rubber mat under it, the room is filled with customary conveniences. There is a microwave oven, a propane stove, a cabinet full of china plates, bowls, and cups. Also, there is a refrigerator full of milk, eggs, butter, cheese, lunchmeat, fruit, vegetables, and sausage. Near the refrigerator is a sink, a dishwasher, and a full trash compactor.

LEVEL FOUR

Unmarked Northeast Chamber: This is a refrigerated walk-in wine cellar. Along the west wall are racks of sake, cognac, champagne, and rare wines. The racks against the south wall contain bottles of beer, red dinner wine, white dinner wine, vodka, tequila, and carbonated mixers like tonic water and soda. Vodka and tequila can be ignited but do not generate much heat. The room is chilled enough that an occupant's breath will condense as a white cloud. The thermostat above the light switch is set above freezing but can be lowered to 20 degrees Fahrenheit or raised to room temperature.

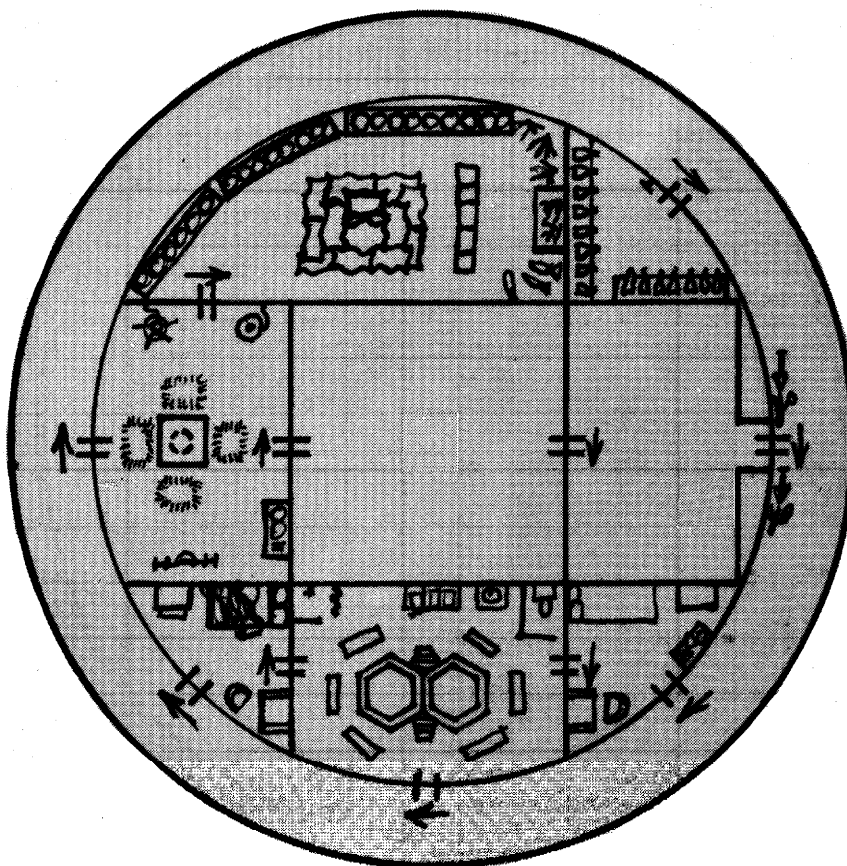
Recreation: This nearly empty room has dark spots speckled on the four white walls. One handball lies in the middle of the room. The room is an improvised handball court.

Southeast Quarters: This is the bedroom of Scotty Sparks. In addition to his single bed, desk, chair, dresser, and mirror, he keeps on a small workbench a pile of electronic parts. On the desk are several diagrams and circuit boards as well as a soldering gun (HTH value of 50).

Bath: This steamy room contains two large cedar tubs. The east one is full of hot (120 degrees F.) water, the west one contains cold (40 degrees F.) water. Wooden benches surround the tubs and drip condensed steam onto the slightly concave floor. The entire room is a sauna. There is also a sink, toilet, towel storage, and a shaving mirror.

Southwest Quarters: Ian Graves used to live here. The room is as he left it: bed unmade, dresser drawers open. The desk and chair are unremarkable. The mirror is cracked.

Kitchen: This room appears to be an eating area as well as a kitchen. The square metal table with six-inch-high legs has a hinged edge and a woven mat beneath it. (See figure 9) The room is decorated in Oriental Modern. Instead of chairs there are four cushions on the floor. An electric wok, chopsticks, a fondue set, authentic china dishes, and a miniature gong are stored in a cabinet along the south wall.



Level Four

Food Storage: This dry storage area is filled with vegetables, sacks of rice, bags of egg noodles, canned fruit juices, watercress, chestnuts, beans, bean sprouts, and warm rice wine. Dried octopus and fish hang from the ceiling. A lighted five-gallon aquarium along the east wall contains six live lobsters and a multitude of live snails.

LEVEL FIVE

Storage: Stacked in boxes and bins throughout this area is a potpourri of supply items for the entire complex. These items include fluorescent light tubes, electronic parts, 24 one-gallon cans of motor oil, 24 one-gallon cans of hydraulic fluid, spark plugs, rubber hosing, metal pipes, clamps, circular brush-

es, nonflammable floor-cleaning solvent, twelve-volt battery packs, a clothes washer, a clothes dryer, bed linen, towels, toilet paper, lumber, and one-inch-thick metal plates.

Library: This quiet, carpeted area doubles as a meeting room. A long table surrounded by ten chairs is centered in the room. The west wall is lined with technical books, leisure magazines, and maps. The maps are of Australia, Switzerland, and the world's ocean bottoms. Along the curved east wall are a microfiche reader, a cabinet full of technical and engineering microfiches, a video console for gaming or education, and a small table holding an instant coffee maker, sugar, cream substitute, and styrofoam cups.

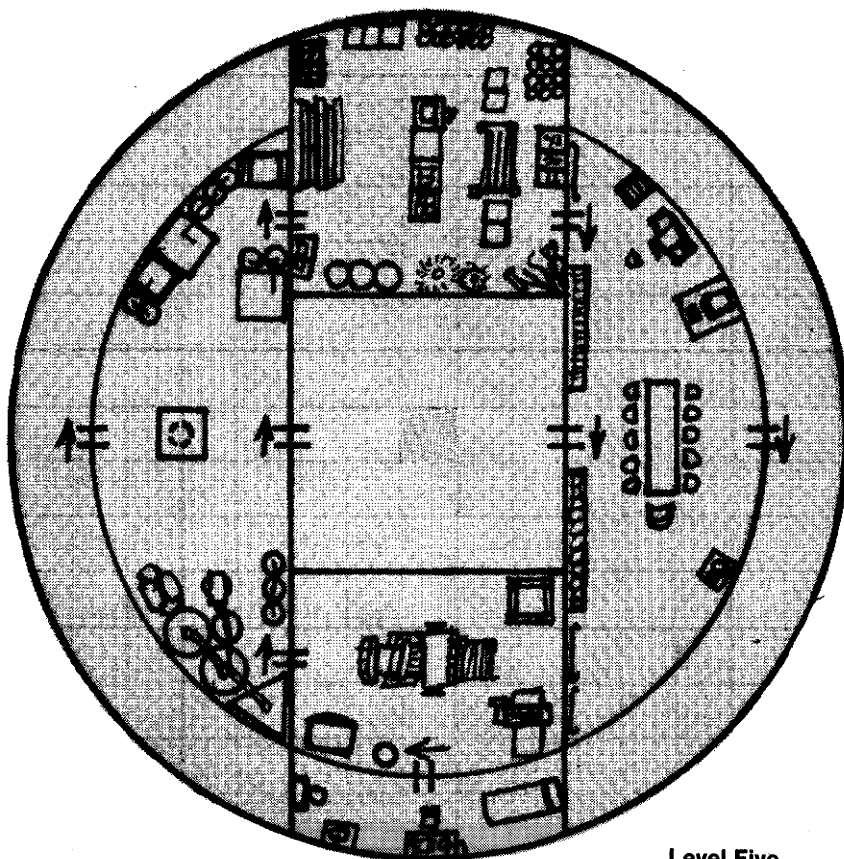
Print Shop: This room is set up to print counterfeit money. A large printing press, a hydraulic paper cutter, a horizontal drying rack, and a tall storage cabinet nearly fill all the floor space. In the storage cabinet are reams of special unprinted currency paper, 4 tubes of colored ink, extra ink rollers, five one-gallon cans of flammable ink solvent, and flattened corrugated cardboard boxes. There is a wastebasket near the door to the south, which leads to the brig. In the bottom of the basket, covered with crumpled paper, are the eight plates for printing Swiss Francs. Something is definitely wrong with them though. Running across the surface of all eight plates are deep fractures as if the plates had been dropped. Close inspection of the crumpled paper will show inked impressions made with the cracked plates. The uncut counterfeit bills are obviously worthless and unusable. The plates ordinarily would have brought a \$5,000 reward from the Swiss government, if returned in mint condition. In damaged condition like this, the plates would be worth a substantially smaller reward (\$2,000) — but a reward nonetheless.

Brig: The door to this chamber is locked. Inside this room is a single bed, a chair, a toilet, and a sink. On the desk are novels by Ian Fleming, an ashtray filled with cigarette butts bearing three gold bands, and a reading lamp plugged into a wall socket behind the desk.

Laboratory: This area contains the life support systems for the complex. In the northern third of the room are tanks of oxygen, filter chambers, and air-conditioning units which make up the closed recycling system. Any agent with a Civil, Electrical, or Mechanical Engineering knowledge of more than 85 will be able to operate or shut down the system. Gas sensors within the ventilation system will automatically shut the system down for 30 minutes if any nonbreathable gas is introduced. These many sensors cannot be deactivated. The system cannot be restarted in less than 30 minutes.

In the southern third of the room are tanks, pumps, sediment chambers, and trickle filters which make up the closed water-recycling system. Any agent with a Civil, Electrical, or Hydraulic Engineering knowledge of more than 65 will be able to shut down the system. Salt water can be desalinized here. Fresh water can be cooled or heated at this location also.

In the center of the room is an unmovable square metal table. Underneath it is a square rubber mat. The cluttered tabletop contains an oscilloscope, unfinished electronic circuit boards, one wire rack with a dozen colors of wire, two soldering guns, a 2-way wrist radio which is tuned to the guards' frequency, and a small carbon-dioxide fire extinguisher.



Level Five

LEVEL SIX

Airlock: For full description, see passage under HARDWARE DESCRIPTIONS. In each chamber is a full scuba suit, with flippers, mask, an air tank with an hour of air, a waterproof searchlight, and a depth gauge/compass wrist mechanism. Ian Grave is tied up in the west airlock.

Submarine Dock: Poised on rollers in this humid compartment is a mini-sub with room for two. The glass top is usually open when the sub is unoccupied. A pair of metal sealed doors on the north side of the room open into the sea, creating a 25-foot-wide passageway. A control switch within the mini-sub electronically operates the sea doors. There is no access to the elevator from the lock.

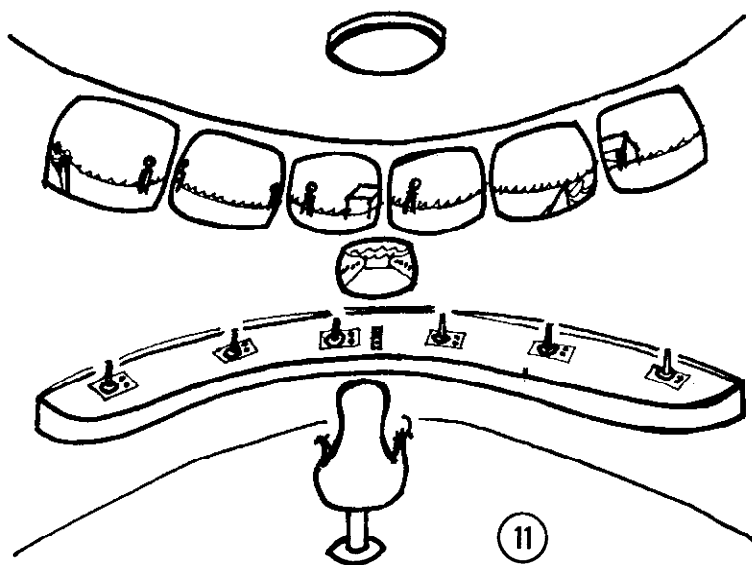
Bath: Mirror tiles cover the walls and ceiling of this white-carpeted private bath. In the northern most corner is a white triangular tub. On the west wall is a white toilet and sink. On the east wall is a counter top with shelves for towels and toiletries underneath. The only door leads from the Wardroom to the south.

Wardroom and Bedroom: Dominating the center of this plush, dark-carpeted slumber room is an eight-foot-wide circular bed. The water bed is made of strong transparent vinyl, and a dozen

tiny goldfish dart to and fro inside it. Above the bed is an ornately carved wooden Swiss cuckoo clock. To the north of the bed is a vanity with a lighted makeup mirror and a short chair. The vanity's two drawers are filled with cosmetics. On the west wall are four wooden clothes closets full of women's clothing. To the south of the bed is a writing table and chair. One of the drawers contains writing instruments. The other contains an envelope. In the envelope is a short note in English reading, "Dear Doctor: thanks for the blueprints. They'll be put to good use in my rulebook. Thanks again, MMR."

Living area: This is the private work and entertainment area of Doctor Yes. Seven thick panes of clear, bulletproof glass cover the floor, revealing the colorful coral on the sea floor twenty feet below the complex.

The area contains a well-stocked bar with five stools, a round card table with four overstuffed chairs, an eight-foot pool table with accessories, a foosball table, a six-foot couch with end tables, and a lit drafting table. In the four drafting table drawers (from the top down) are: drawing instruments, blank paper, preliminary sketches, and finished drawings for larger islands and floating city structures.



Control Room (See figure 11): A central swivel chair attached to the floor faces banks of monitors and controls on the west wall. (See figure 9) There are three colored switches and a microphone on the right arm of the chair and one white on the left. A red switch turns the lights in the control room to red. The blue switch turns on the microphone so the operator can speak to anyone in the mini-sub up to 3000 feet away. The yellow switch turns on a compressor to flood the control room with air at a great enough pressure to force any seawater out for 15 minutes. If the room is still watertight when this occurs, all occupants breathing room air will take 1-6 points of pressure damage. The white switch activates the hydraulic pedestal beneath the chair, raising it five feet straight up toward the light fixture. The chair will begin to rise immediately and reach its peak in 5 seconds. Flipping the switch back will lower it just as fast. The white switch cannot be operated when the chair is in motion.

All controls are marked in English. Any agent with a Knowledge rating of more than 70 should be able to activate and operate each device in the room. A single well-aimed bullet will destroy one

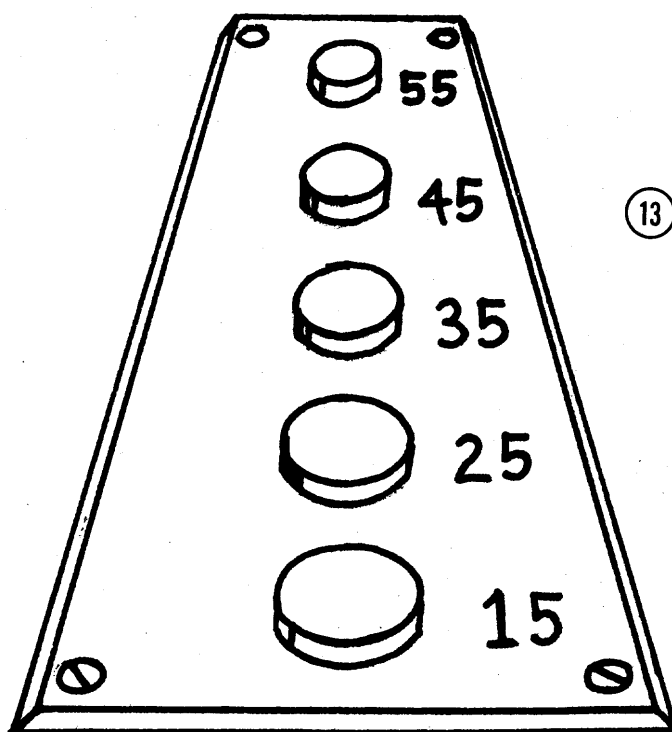
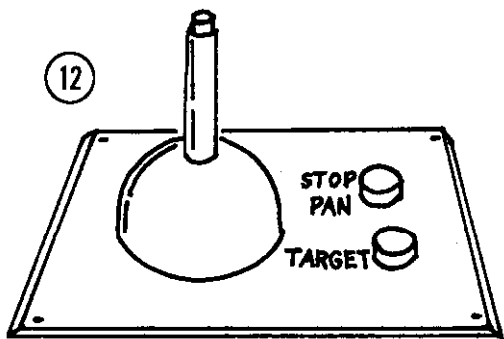
device or control. Six television-type screens dominate the upper part of the west wall. They each have a revolving view of the sandy surface of the island as seen from a camera in one of the outposts. Directly in front of each screen on the console is a joystick with a pair of buttons. (See figure 12) The "stop pan" button locks a camera onto a viewed target on the surface stopping the camera's circular rotation. The camera's motion is now controlled by the joystick. Pressing the "Target" button magnifies the image on the screen and places it on a crosshair grid for targeting with the joystick. The joystick is topped with a

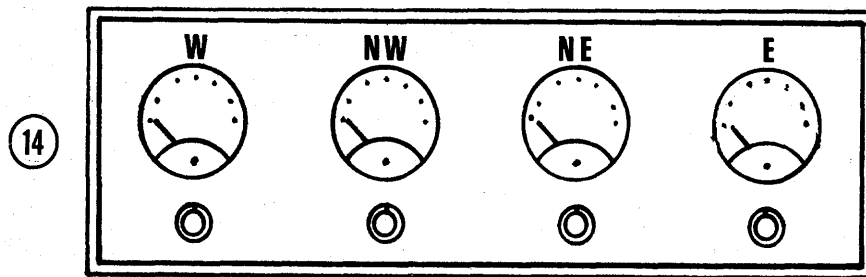
red thumb button which if pressed will fire a continuous stream of .60 caliber ammo from that outpost's gun for as long as it is pressed. All six outposts could be controlled simultaneously if enough people were inside the control room.

A seventh smaller screen centered beneath the outpost screens shows an underwater view of the 25' x 55' inlet. Instead of a joystick for this screen, there is a panel with five buttons. (See figure 13) Pressing one of these buttons will fire two harpoons at a 45-degree intersecting angle toward the center of the inlet. (See the Top View, Surface Level map for details) The pairs of harpoon tubes are spaced ten feet apart and their position is fixed. Each harpoon has a PWV of 2, a point-blank modifier of +4, and a short-range modifier of -50. Due to the narrow inlet and camera angle the harpoons are no good at medium or long range. They are barbed and inflict +2 points of damage when they hit.

On the east wall of the control room, north of the narrow elevator door, are four airlock master controls which allow any airlock to be flooded with water or filled with air up to 7 atmospheres in pressure for decompression use. A knob with a gauge above it controls and indicates the exact pressure in an airlock. (See figure 14) Any agent with a rating of more than 60 in Medicine/Physiology will be able to properly decompress someone in an airlock. Anyone else will inflict 1-10 points of damage to them.

To the south of the elevator door is a master elevator control board which indicates which floor the elevator is on. It can override the controls inside the elevator



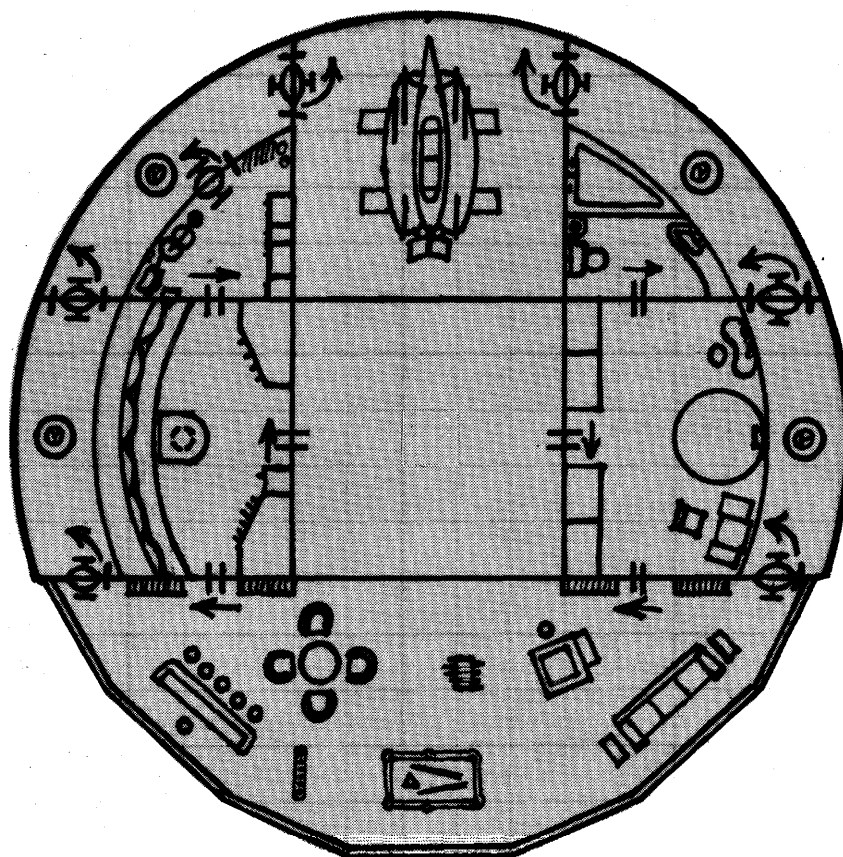
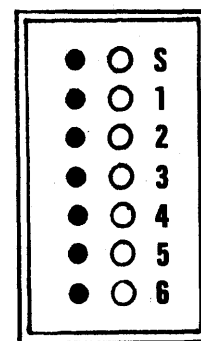


and other floors and force the elevator to go where the operator in the control room wishes it to go. (See figure 15)

Further south on the east wall is a master door and lighting control switch board. All switches are labelled. Refer to level maps and level descriptions for names and locations of chambers within the complex. Each chamber has a separate switch. Any elevator, chamber or hallway door may be electronically locked or hydraulically opened and closed anywhere in the complex as long as the main or auxiliary generators are still working. All doors and (including the escape route) hatches ordinarily have a 130 difficulty to deactivate and then a difficulty of 40 to force open. This is only after the one-inch plate metal has been cut away from the mechanisms in the doorframe. The entire escape route or any segment of it may be opened or sealed shut with the flick of one of six

switches. As long as there is electrical power any functioning light in any chamber, hallway, or elevator shaft may be turned on by using this master lighting panel. From the panel, power can be cut to any chamber or hallway device including the recycling systems and the escape route hydraulic system. Battery-powered Bernies are unaffected by any power shutoff. Airlock and gun emplacement hatches are always operated manually.

Prep Room: Departing and incoming aquanauts often use this chamber to dress in. Along the northernmost curved wall are six double-shot pneumatic spearguns loaded and ready to fire. Along the westernmost curved wall is a high-pressure compressed air system for filling air tanks. An agent with knowledge of 85 or better in Mechanical Engineering will be able to turn on the compressor and operate the mechanism. In lockers along the east wall are stored two wet suits,



Level Six

two sets of scuba gear with one-hour tanks (full), two sets of flippers, two weight belts, two diver's knives (-9/-6), two wrist-worn depth gauge/compass mechanisms, and two portable underwater searchlights.

FLOODING

When any chamber below water level is punctured or opened it becomes susceptible to flooding. Three factors have to be considered each time a chamber wall is punctured or a door or hatch is opened:

1. Is the chamber adjacent to the outer perimeter of the complex or adjacent to a previously flooded chamber?
2. How far below the surface of the ocean is the chamber?
3. How large an opening was made into the chamber?

A flooding chamber will fill to either the top of the opening which caused the flooding or to the height given below, whichever is deeper. Trapped compressed air against the ceiling prevents water from coming in further.

Chamber flood depth

If the complex is still afloat, maximum flood depths for rooms and chambers is as follows: Level 1, 2 feet, 10 inches; Level 2, 4 feet, 2 inches; Level 3, 5 feet, 2 inches; Level 4, 5 feet, 10 inches; Level 5, 6 feet, 4 inches; Level 6, 6 feet, 8 inches. (Ceiling height on each level is 10 feet.)

If the complex is on the bottom or sinks after being partially flooded, all flooded areas will accumulate water beyond the "afloat" flood depth: Level 1, 5 feet, 2 inches; Level 2, 5 feet, 10 inches; Level 3, 6 feet, 4 inches; Level 4, 6 feet, 8 inches; Level 5, 7 feet; Level 6, 7 feet, 2 inches.

Remember that water flows downhill, and opening a flooded chamber from below will cause that water to pour down the lower chamber. Due to moisture sensors in each chamber, flooding will cause doors and ventilation shafts to automatically seal shut. There is always a 10% chance that the salt water in a flooded room will be electrified, causing 1-10 points of damage to an agent's body. Electrical devices used in a flooded chamber or taken from that chamber only operate 10% of the time.

The speed at which a chamber floods to its maximum depth depends on the size of the opening made into it. If the chamber is adjacent to the outer perimeter of the complex, the depth affects the rate at which the water flows in. Flood time is in seconds and is calculated as follows.

Using the map containing the chamber being flooded, count all the full floor squares and partial squares (more than half of one) which the room includes. Using this number as a base figure, incorporate any of the following multipliers which apply:

Size of opening:

Hatch-sized (man-sized)	x1
Smaller than hatch-sized	x2
Larger than hatch-sized	x.5

Location of opening:

(First multiplier used if complex is afloat; multiplier in parentheses used if complex is on bottom.)

Level 1	x1.3 (x1.5)
Level 2	x1.4 (x1.6)
Level 3	x1.5 (x1.6)
Level 4	x1.6 (x1.6)
Level 5	x1.6 (x1.7)
Level 6	x1.6 (x1.7)

Note: These multipliers are only used for flooding which involves penetration of the outer perimeter of the complex's exterior walls. The first set of multipliers (for size of opening) is used to determine flood time for newly flooded compartments created by a rupture in an interior wall. The multipliers for location of the opening only apply when the opening is on the outer perimeter of the complex.

Example: Agents place 40 ounces of plastic explosive outside the brig on the fifth Level, six inches above the floor. They ignite it electronically and it punctures a man-sized hole in the two-inch-thick metal perimeter. From the Chamber Flood Depth information, the Administrator knows the chamber will fill with water to a depth of six feet, four inches. To find out how fast it floods, the Administrator applies the formula as follows: Number of squares in brig (5) x man-sized puncture factor (1) x Level 5 flood time factor (1.6) = eight seconds until room is flooded.

Example: Agents ignite 20 sticks of waterproof dynamite on the top edge of the outer doors to the submarine chamber on level 6. The explosion creates a larger than man-sized puncture in the two-inch-thick doors. The entire chamber will flood since the puncture is near the top of the door next to the ceiling. The time to flood the entire chamber is 25 (number of squares) x 1/2 (opening larger than a hatch) x 1.6 (Level Six flood time factor) = 20 seconds.

SINKING:

The entire complex will sink twenty feet to the bottom when 25 or more chambers and hallways of any size are

flooded. This does not include the elevator shaft.

It will take two and a half minutes for the half-flooded complex to hit bottom. The complex will remain upright. During this time all flooded chambers will slowly fill to their maximum "bottom" depth. The floor hatchways in the four airlocks will be sealed against the ocean bottom and cannot be used. The mines buried in the sand on the surface level will float up out of the sand filling the surrounding waters with approximately 35 live explosives. Rescue craft in the area as well as craft from within the complex will have to dodge these deadly hazards. Use the same odds for exploding these mines as when they were buried in the sand.

UNDERWATER ACTIONS

As explosions rip open the complex walls and chambers flood with sea water, within seconds the entire complex will rock and vibrate. On occasion, opening a hatch or door to a chamber will cause pressure changes which may affect your hearing. Releasing air from a flooded chamber will cause the water to rise to the top of the opening connecting it to the unflooded chamber. Water will try to fill the next chamber. The weight of water behind or above a hatch must be considered when agents attempt to enter a flooded chamber or exit the submerged complex from an air-filled chamber.

Throat mikes and electronic equipment will have a 75% chance of fizzling out each time they are immersed in water unprotected. Reduce this chance to 50% if waterproofing precautions are taken. Powder-firing weapons which get wet are extremely unreliable and even when waterproofed will only fire 25% of the time after immersion. If a shell fails to fire treat it as a misfire as explained on page 25 of the TOP SECRET rulebook. Condensation inside plastic sacks or wax after 15 minutes has the same effect as water on bullets and powder explosives. Remember to review the Explosives and Underwater Combat sections in the TOP SECRET rulebook.

SHARKS

If any agent or character bleeds in the water at any time there is a 10 percent chance per person per minute that 1-10 sharks will attack that agent or others in the water. Sharks may enter flooded chambers (one shark at a time) if blood streams from inside the complex and there is a man-sized or larger hole for them to enter. Each explosion will have a 25 percent chance of attracting 1-10 sharks. Each shark will have a Life Level of (1-10) +9 and an attack value of (1-10) +9 as the number of injury points it will inflict per attack. Agents cannot harm sharks with their bare hands but rolling their Offense value or less on percentile dice for each shark will drive

that shark away or toward another person. Anyone attacked may only fight against two sharks at a time, all others getting a free bite. If someone injures a shark, one other shark will attack the injured one and will no longer be interested in humans. Once a shark attacks successfully, it will attack only that certain victim and will not also attack another person. A human cannot outswim a shark.

Sharks attack savagely, tearing chunks of flesh from the victim by thrashing their heads from side to side. Only about 20 percent of those attacked have survived. Heavy bleeding from gaping wounds and shock cause death in most cases.

Of the more than 225 known species of shark only 10 percent are believed to be dangerous to divers. They are especially dangerous off the coast of Australia, where this floating island is located. Naturally curious, cannibalistic, and possessing a rather one-track mind, they should be avoided when possible.

It is believed sharks are attracted to shiny objects, light-colored articles, splashing on the surface, explosions, but most of all....blood!

PERSONNEL

All personnel within the complex, including the prisoner in the brig, will know what each chamber is and how to operate all hardware and devices. All personnel except the prisoner will know about the escape route and the safe path across the minefield to the edge of the island. They will also know which quarters are assigned to each person and each person's duty schedule, even during an alarm. Everyone *except* the prisoner will know that the plates were ruined by Ian Grave and he's being tortured by decompression in the west air-lock by Doctor Yes. Each person will know the contents of his or her own quarters. Only Doctor Yes and the prisoner in the brig know that the prisoner is the Doctor's son, who infiltrated the complex single-handedly. All the guards will know that Dr. Yes will try to escape during an alarm via mini-sub. Mark Johnson and Chuck Morris each carry a key to the helicopter, and of all the personnel only they or Doctor Yes can pilot it.

Doctor Yes is the only one carrying a key to the mini-sub, but any personnel member may pilot it. Doctor Yes and the four guards each carry matching keys to the speedboats. Anyone may pilot these vehicles. Doctor Yes, Scotty, and the guards each wear a wrist radio (See Personnel Alarm Reactions). All personnel carry the equivalent of 1-100 dollars on their person at all times.

All personnel can swim. Guards will possess weaponry, protection, and ammunition randomly determined from page 16 of the TOP SECRET rulebook. Roll for each guard separately.

Personal traits of floating island's personnel

	PS	Ch	W	Co	K	Cr	O	D	E	HV	WV	SV	LL
Dale Craig	85	85	85	97	81	93	95	91	90	175	180	181	18
Mark Johnson	99	80	84	59	97	90	75	70	85	182	171	153	18
Chuck Morris	90	68	85	93	94	98	95	80	83	173	185	163	18
Bruce Nee	84	76	100	64	68	100	89	70	89	173	173	159	18
"Sweetbeam"													
Leotard	96	97	105	94	47	126	110	96	112	208	206	208	20
Mohammed Chang	50	50	50	50	50	50	50	50	50	100	100	100	10
fan Grave	63	37	50	33	84	23	28	35	31	94	91	66	11
Scotty Sparks	82	63	31	27	180	87	57	45	75	157	139	120	11
Doctor Yes	37	120	113	80	163	67	74	100	94	131	111	194	15
Prisoner	115	156	128	157	142	158	158	157	157	272	273	364	24

PERSONNEL DESCRIPTIONS

The Guards

Dale Craig: Height 5'9"; Weight 160 lbs.; Nationality British; Race Caucasian. Very long brown hair, blue eyes (usually covered with mirrored sun glasses). Often wears blue denim jacket with silver chain over right shoulder. Across the back of his jacket is stenciled "THE EXTERMINATORS". He is a very sloppy dresser and looks generally unkempt. In his wallet there is no money (his currency is kept in a front pants pocket), but there is a card which says "James Pong Fan Club". When cornered with no way out he will threaten that his friend Pong will avenge his death. He doesn't like taking prisoners. Reward: \$3500 alive.

Mark Johnson: Height 6'1", Weight 165 lbs.; Nationality British; Race Caucasian. Short blond hair and blue eyes. Shy and reserved, he detests Dale Craig but functions well with others, except perhaps Doctor Yes. There is a streak of humanity in him but it doesn't run too deep. He doesn't take prisoners. He is also extremely neat and punctual. No reward offered.

Chuck Morris: Height 5'8"; Weight 195 lbs.; Nationality British; Race Caucasian. Medium-length brown hair, green eyes. He likes to order the others around, but usually does so without success. When the action starts he uses his head and sets traps against his opponents. He'll rarely be surprised and his back is usually towards the wall. Chuck enjoys capturing prisoners and interrogating them. The other guards consider him strange but do respect him. He sometimes wears a blue denim jacket with "THE EXTERMINATORS" stenciled across its back. Reward: \$3500 alive.

Bruce Nee: Height 5'10"; Weight 155 lbs.; Nationality British, Race Caucasian; Short brown hair, blue eyes. Often goes around the complex wearing shorts and nothing else. He often fakes punches and kicks towards the other guards; sometimes he will playfully punch Dale Craig in the arm. Although he irritates the other guards occasionally, he is

accepted by them. When he does wear clothes he will put on his Exterminator jacket. In his shorts pocket are the keys to an automobile (obviously not on the premises); Reward: \$3500 alive.

"Sweetbeam" Leotard: Height 5'5"; Weight 122 lbs.; Nationality Canadian; Race Negroid. Bald, deep brown eyes. The natural leader of the guards and the personal favorite of Doctor Yes. His language is never filthy, but his spontaneous comments often insult the other guards; his easy smile and quick hands make everyone very reluctant to fight him. He is very nostalgic about his boxing days. Sweetbeam enjoys killing and never takes prisoners. No reward offered.

Mohammed Chang: Height 6'6"; Weight 163 lbs.; Nationality Swiss; Race Caucasian/Mongoloid. Long black hair, hazel eyes. He has been with Doctor Yes longer than anyone else on the island. Mohammed is a very withdrawn person and does not associate with the others frequently, although his admiration for Sweetbeam is very high. Doctor Yes seems to feel very protective toward Mohammed and looks upon his ambivalence with amusement. Mohammed rarely makes decisions and tends to follow the others around. No reward offered.

The Others

Ian Grave: Height 5'10"; Weight 177 lbs.; Nationality Swiss; Race Caucasian. Crewcut silver hair, brown eyes. He's currently in an air lock by the control room. His hands are bound and he is suffering from decompression sickness (the bends). He is doubled over and is in too much pain to communicate. If the agents help him to recover, fan will tell them that he was being executed for accidentally dropping all the plates and rendering them worthless. He will reveal that the cracked plates are currently in the wastebasket in the print room. Ian will also plead with agents not to kill his good friend Scotty Sparks. If the agents do not bring Ian back to normal slowly, he will be in too much agony to talk and will soon thereafter die. Ian Grave was the intended printer of the counterfeit currency. No reward offered.

Scotty Sparks: Height 5'8"; Weight 145 lbs.; Nationality United States; Race Caucasian. Blond hair, blue eyes. An electronics genius, a coward and a very depressed man, Scotty Sparks has been unable to function since his close friend fan Grave was sentenced to die by Doctor Yes. He is impervious to the charms of Doctor Yes, but fears her instead. Scotty is usually in his bedroom or the laboratory, moping. When agents find him he will react very lethargically; however, Scotty will act much differently if he is taken to the sixth-level air lock in which his friend is imprisoned. Scotty will beg the agents to save fan, and if they do not he will risk his life in an attempt to rescue his friend. He does know how to operate the decompression equipment from the control room. Reward: \$6500 for safe return.

Doctor Yes: Height 5'5"; Weight 118 lbs.; Nationality Swiss; Race Caucasian. Long white hair, pink eyes. Albinism apparent at short range even when she is in scuba gear. Her albinism and lisp seem to enhance her beauty rather than hinder it. This could be said about her age also; her sixty years have not marred her looks. Her anonymity in the outside world is due to her brilliance as a criminal. Not once have the authorities even suspected her in the many highly successful escapades she has masterminded. On this caper, however, luck has finally gone against her. The plates were destroyed by clumsiness, and her name is connected to the theft of them. She is in a foul mood and is usually in the control room, personally perpetrating and supervising the slow execution of fan Graves. If not there, she will either be in her bedroom or in the Living Area doing drafting work. Reward: \$10,000 alive. Weapon: She will be armed at all times with a .22 pocket self-load Beretta. Engraved on the grip in English is "From J.B. to Mom with love."

The Prisoner: Height 6'0"; Weight 167 lbs.; Nationality British; Race Caucasian. Black hair, blue eyes. He possesses a cruel-looking mouth and often pops out with subtle puns. Under his left arm is an empty chamois holster. His clothes fit well, and agents may note a certain arrogance in his actions. This man shows no fear when a gun is pointed at him and will usually joke about it. If there are any female agents in the group they will feel a very strong attraction toward this man. If a female agent is attractive, she will notice him eyeing her approvingly and he will try to engage her in conversation. In his shirt pocket is a package of cigarettes which bear three gold bands and in his pants pocket is a set of keys to a Bentley automobile. When this man is left alone with a single agent he will try to obtain possession of the agent's weapon. This prisoner will call Doctor Yes "Mother" if he comes upon her unex-

pectedly and will be definitely uneasy in her presence. If the agents will trust this man, he will aid them to his full ability. He will not give out his name. Reward: \$11,000 alive (from the British Secret Service).

Personnel locations

The following information will provide the locations of each member within the complex during any given eight-hour period:

12:01 a.m. to 8 a.m.: Craig and Johnson in control room, Level 6; Morris in library, Level 5; Nee in Recreation area, Level 3; Leotard in Southeast quarters, Level 3; Chang in Southwest quarters, Level 3; Sparks in Southeast quarters, Level 4; Dr. Yes in Wardroom and bedroom, Level 6.

8:01 a.m. to 4 p.m.: Craig in Northwest quarters, Level 1; Johnson in Southwest quarters, Level 1; Morris and Nee in control room, Level 6; Leotard in Recreation area, Level 4; Chang in Southwest quarters, Level 3; Sparks in Southeast quarters, Level 4; Dr. Yes either in control room (70%), Wardroom and bedroom (20%) or Living area (10%), all Level 6.

4:01 p.m. to midnight: Craig in Kitchen, Level 3; Johnson in Library, Level 5; Morris in Southeast quarters, Level 1; Nee in Northeast quarters, Level 1; Leotard and Chang in control room, Level 6; Sparks in Laboratory, Level 5; Dr. Yes either in control room (70%), Wardroom and bedroom (20%) or Living area (10%), all Level 6.

At all times, Ian Grave will be located in the west airlock, Level 6, and the Prisoner will be in the Brig, Level 5.

Personnel Alarm Reactions:

All guards, Scotty, and Dr. Yes communicate in English via two-way wrist radios. Due to the small size of the staff, all members recognize each other's voices.

As soon as the alarm is sounded (when anyone with a wrist radio notices an invading agent and alerts all staff members), the following actions take place:

1. Doctor Yes will immediately head toward an airlock, put on scuba gear, and attempt to escape via mini-sub. She will only return when she has received the coded signal, "The goldfish are swimming their little hearts out." A staff member must send this message from the control room. All staff members know this phrase.

If her submarine escape is thwarted she will attempt to swim out through the sea doors or a hatchway wearing scuba gear. If this is not possible she will try the escape route.

2. Guards located in the control room will try to hold that position at all costs and will direct the other staff members. Guards located on Levels 1 through 3 generally are sent to protect the genera-



tors and fuel room on Level 1. Guards located on Levels 4 through 6 generally are directed to the Living area and Bedroom on Level 6. Guards without ammo will head for the weapons room on Level 2.

3. Scotty Sparks will remain in the chamber he occupied when the alarm was sounded and will not be aggressive. If taken to the sixth level he will try to free Graves as described above.

4. Ian Grave and the Prisoner in the Brig will both be yelling for help in English. They can only be heard by someone on the level they occupy.

OPTIONAL RUMORS

At the discretion of the Administrator, rumors (both true and false) may be told to the players before the agents' assault begins. Each player should be taken aside and told one of the 10 rumors listed below, determined randomly. Players may share their rumor information with other players if they so desire. In the list below, rumors 3, 4 and 9 are false. Additional false rumors may be substituted for true ones on the list by the Administrator.

1. A high-ranking British agent has been captured by Doctor Yes. Reward \$11,000.

2. The only known picture of James Pong, an assassin to be killed on sight, is located somewhere in the complex. It is worth \$5,000 to the U.S.

3. It has been heard that Van Gogh's ear is somewhere on the island. It is worth \$8,000.

4. An extremely rare species of tropical fish is possessed by Doctor Yes. It is worth \$8,000 alive.

5. Scotty Sparks, an electronics genius, is on the island. \$6,500 will be paid for his safe return to his home government.

6. Doctor Yes is a woman.

7. There are secret hatchways linking the levels.

8. The guards race bicycles on Level 4.

9. All the printed Swiss francs are located on the submarine.

10. "The Exterminators," a terrorist group, form part of the guards. They are worth \$3,500 if any one is captured alive.

EPILOGUE

Escape is defined as swimming, boating, or flying off the boundaries of the map on page 44.

If any agents escape with the plates, other valuables, or personalities, they receive their appropriate rewards and experience.

If agents are unsuccessful; (all killed, captured, or escaped without reward) the floating island will reappear somewhere else in the world one game week later. All captured agents will suffer the same fate as Ian Grave. They will be placed in a chamber which will be pressurized for ten minutes and then suddenly depressurized. This will cause 1-10 points of damage each time it is performed. Decompression sickness is extremely painful, especially in the major joints of the body. Dizziness and nausea accompany severe cramps which will double over a victim in excruciating pain. So much for those who visit the floating island of Doctor Yes!

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FF10	Devil Dog98	FF45	Salaman Warrior adv w/sword98
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FF12	Assassin Bug98	FF47	Salaman Trooper w/lance & axe mtd on Giant Strider	2.98
FF13	Bonesnapper98	FF48	Desert Raider w/sword98
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FF15	Hill Giant swinging club	1.79	FF50	Giant Scorpion	1.79
FF16	Giant Troll w/spiked club	2.98	FF51	Tentacled Crawler	1.79
FF17	Minotaur	1.79	FF52	Skeleton Warrior98
FF18	Wraith98	FF53	Ogre	1.79
FF19	Werewolf98	FF54	Wyvern	2.98
FF20	Goblins w/swords & shields (3)	1.79	FF55	Young Dragon	2.98
FF21	Goblins attacking w/axes (3)	1.79	FF56	Giant Frog98
FF22	Goblins firing bows (3)	1.79	— 57	Giant Snakes (3)	1.79
FF23	Goblins advancing w/spears (3)	1.79	FF58	Vampire98
FF24	Red Orcs in chainmail w/swd (3)	1.79	FF59	Wight98
FF25	Red Orcs attacking w/swords (3)	1.79	FF60	Mummy98
FF26	Red Orcs in armor w/swords (3)	1.79	FF61	Giant Wyvern	6.49
FF27	Red Orc w/sp on Giant Tusker	2.98	FF62	Female Red Orc98
FF28	Red Orc in c/m on Giant Tusker	2.98	FF63	Red Orc Children (2)98
FF29	Red Orc in p/a on Giant Tusker	2.98	FF64	Female Goblin98
FF30	Zombie98	FF65	Goblin Children (2)98
FF31	Satanic Angel	1.79	FF66	Skeleton Rider on Horse of Hell	2.49
FF32	Golem98	FF67	Giant Boar98
FF33	Great Fire Dragon	6.49	— 68	Goat-Headed Ogre	1.79
FF34	Chimaera	2.49	FF69	Giant Wolf	1.79
FF35	Manticore	2.49				

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Carrying a heavy load?

Let a mule do it for You!

by Robert Plamondon

Many players of fantasy role-playing games have their characters take mules with them on adventures, hoping to fill their empty saddlebags with loot. Few players think of putting more than a few arrows and an extra bottle of wine on the mule for the trip in; mules are for the journey home.

This often turns out to be a fatal mistake, for a mule can carry an enormous amount of gear to keep the party going in unexpected circumstances. If you've ever run out of light and arrows in the same expedition, a well-laden mule is probably just what you need.

One method of arriving at the optimum assortment of gear for your faithful pack animal is to try everything and then throw out the stuff you never use. This is the method I used with my thief, Black Bart, who was fortunate enough to run in a world where mules could carry amazing loads due to DM leniency. In a stricter dungeon, this method would undoubtedly lead to overloading the mule and reducing its movement rate, as well as leaving no extra carrying capacity for treasure. We therefore need to arrive at a more efficient system for sorting out the useful gear from the rest.

Probably the most common type of equipment to load onto the mule is consumable goods; stuff that will be used up in the course of an adventure, such as food, torches, arrows, and beer. These are the kinds of items that the characters probably don't want to carry around themselves, at least in large quantities, and since they gradually get used up the mule will have more and more room for treasure as the adventure progresses.

Another major category for dungeon gear is replacement items. Such things as lanterns and axes tend to get broken when used as makeshift molotov cocktails and iron box openers, respectively. Items which tend to get broken or mangled on



expeditions should have backups on the mule. This also applies to weapons in general and bowstrings in particular.

Special-purpose equipment can be very important if you can correctly predict what you need to take. This category includes all of those crazy things you think just might come in handy, such as rope and pulleys, mining tools, or a battering ram. In many dungeons some of these things would be considered essential, while in as many others they would be totally worthless. Special-purpose equipment is usually selected after finding out the specifics about the area of the adventure, although chaotics might decide to bring along all sorts of junk in any circumstances, on speculation.

Another important class of items, at least to low-level characters, is "repellants," which include garlic, belladonna, wolfsbane, mirrors, and holy water. Evil characters might add poison to the list. Repellants are rather poor as offensive weapons, but they discourage certain opponents (wolfsbane disgusts were-creatures, while garlic and mirrors turn vampires off), or even kill them, such as when a mirror reflects back a basilisk's gaze or holy water destroys one of the undead. Belladonna is included as a repellant because it's a sort of vaccine against lycanthropy, and because it doesn't fit any of the other specific categories.

Note that holy water is quite a powerful weapon against the undead; unless there is a powerful Cleric in your party, your only real chance to overcome the nastier undead creatures is to shower them with holy water. If you have a negative armor class and magic weapons you might try single combat with the next vampire that turns up, but when you get six levels drained off before you kill him I'll be right there saying, "I told you so." Any cretin can throw holy water, and vampires and the like are often much more vulnerable to half a dozen people hurling vials at them than to a single fighter with a bright sword.

The last categories are tools, mule gear, and miscellaneous.

The tools you take depend a lot on the construction of the dungeon (or whatever) that you happen to be looting at the moment, and personal tastes and talents also affect selection. Everyday tools like hammers, chisels, pliers and files often come in handy, and many other tools can be useful in some circumstances. A small tool kit can save lives and gain treasure, since daggers and axes can't always replace more specialized tools, especially in any delicate work you may have to perform.

Mule gear includes the mule's bit and bridle, horse meal, saddlebags, and the mule itself. The saddlebags are very important; a well-designed set of saddlebags is a lifesaver, while haphazardly throwing bundles and bags onto the mule will make finding items so difficult that the entire party could be eaten before the necessary object is found. One good system is to have a set of huge saddlebags custom made with a lot of large outside pockets, which are labelled as to what is inside. This way, someone who is unfamiliar with the layout of equipment in the packs will still be able to find things quickly. The least accessible compartments should hold things not normally used in melee, such as food and treasure.

The selection of a mule should be made with some care. Although mules can usually be persuaded to go into dungeons, this does not mean that they will behave well while inside. Many mules will bray or run or both at the first sign of trouble, which is embarrassing and sometimes fatal to the party. Mules can be trained to accept a foul-smelling, dangerous underground set-

What Black Bart's mule carries

(Cost and weight in gold pieces unless labeled otherwise)

	No.	Weight	Cost
Consumables			
Arrows	60	120	8
Iron rations	2	150	10
Molotov cocktails	10	200	20
Oil flasks	10	200	10
Silver arrows	10	20	10
Slow match	50 feet	10	5sp
Torches	10	250	1sp
Replacement Items			
Bowstrings	10	1	1
Hooded lantern	1	60	7
Short bow	1	50	15
Repellants			
Belladonna	2	1	8 sp
Garlic cloves	10	2	5sp
Holy water	10	50	250
Mirrors, sm. metal	2	10	10
Wolfsbane	10	3	5
Tools			
Axe, firewood	1	40	1
Chisel, large	1	10	10sp
File, large	1	10	1
Wedges, wooden	30	60	0
Mule Gear			
Bit and bridle	1	30	15sp
Meal, horse	5 days	100	10sp
Saddlebags, huge	1	200	8
Miscellaneous			
Blankets	2	60	1
Rope	150 feet	225	12sp
Sacks, large	5	100	8sp
Tinder boxes	2	4	2



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ting by getting them accustomed to being in such places. Players can train mules in uninhabited caves and ruined fortifications, offending their sensibilities until the animals are used to odd smells, dank dungeons, and strange noises. All of this takes time — up to several months if you want a really good mule — but the players can hire someone else to do the job so that they remain free to go adventuring while the mule is being trained.

A more elegant (and more expensive) method is to get a local Druid to thoroughly charm a mule to its owner (a variant of *Charm Mammal*) and train it through an *Animal Friendship* spell.

Mules are semi-intelligent (Int of 2-4) and can learn three tricks per point of Intelligence. These tricks would typically include attacking on command, going where directed, standing quietly, and running (not "stampeding") back to the surface. A good job on the part of the Druid will make the mule absolutely dependable in any situation that doesn't involve magical fear or revulsion (such as from a lich or a ghost), but since the Druid needs to spend a week on teaching each trick, such training is expensive; DM's should make sure players pay through the nose for such intensive work.

All of the goodies that don't fit into the categories already mentioned get lumped together as Miscellaneous. Such items might include blankets, sacks, bribe money, etc.

Black Bart's standard "mule sheet," accompanying this article, has its items listed by category. Costs and weights are taken (when available) from the AD&D *Basic Equipment and Supplies Cost* table in the Players Handbook, and the *Encumbrance of Standard Items* table in the Dungeon Masters Guide. When an item was not listed, I guessed. In one case I disagreed with the Encumbrance Table; holy water is listed as weighing 25 gold pieces, or 2½ pounds. This is too heavy for four ounces of water in a thin glass vial, so I used five gp per vial in the table.

The mule can only move at its full movement rate of 120 feet per turn if it's hauling a weight of 2,000 gp or less. More gear will

slow it down to half speed (60 feet per turn), which can cause you to lose all your treasure when the mule lags behind as you flee the dungeon with wolves at your heels. The mule can't carry more than 6,000 gp under any circumstances.

These limits make weight the most important criterion when deciding which useful items must be left behind. Bart's gear weighs 1,976 gp, including the saddlebags, and costs 363 gp, 7 sp. With this load the mule can carry only 24 gp extra weight before slowing to half speed, but can haul 4,024 more before exceeding the maximum load for half speed. Bart is greedy, so his saddlebags are large enough to hold more than 4,024 gp in coin without throwing anything out.

The dungeon Bart loots is small enough to make one-day expeditions practical, so it is something less than suicidal for him to not put any water on the mule (he carries a skinful in his pack, instead). If you tend to make camp underground, I would suggest taking two mules, the second carrying mostly food and water.

Weight considerations also kept Bart from putting those heavy iron spikes on the mule. He carries a dozen in a pouch anyway, so he puts wooden wedges on the mule for door-holding; they're cheaper, lighter and quieter than iron spikes as doorstops.

It is important to not lose sight of the idea that the mule is used primarily as life insurance underground, and that the gear on the mule should be chosen to be helpful to the entire party, not just the mule's owner. Even a chaotic will recognize that letting other people put the stuff they'll need on the mule will improve his life expectancy. Chaotics can cooperate too — if they remember to, and if you don't expect too much from them.

Finally, the mule can carry out a couple of dead or badly injured characters, eliminating a major source of unsightly dungeon litter. The people who are saved through your mule's assistance are often very grateful — especially if one of them happens to be you.



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Gyles, son of Mermen, the late northern king, and Prince of Tar-At, the north central island of the 4 island Valetian Archipelago. Bitter that Darathon from Tar-Ras was made king in his place, Gyles has roamed the wilderness planning revolution. Now his plans are ripe...

Korloth, evil Sorcerer who lead the defeated invasion from the eastern island, and tried to cripple At with snow and sandstorms the year after, while he built a stronghold there. Now he is fled, without sign of the next attack he may make or its direction.

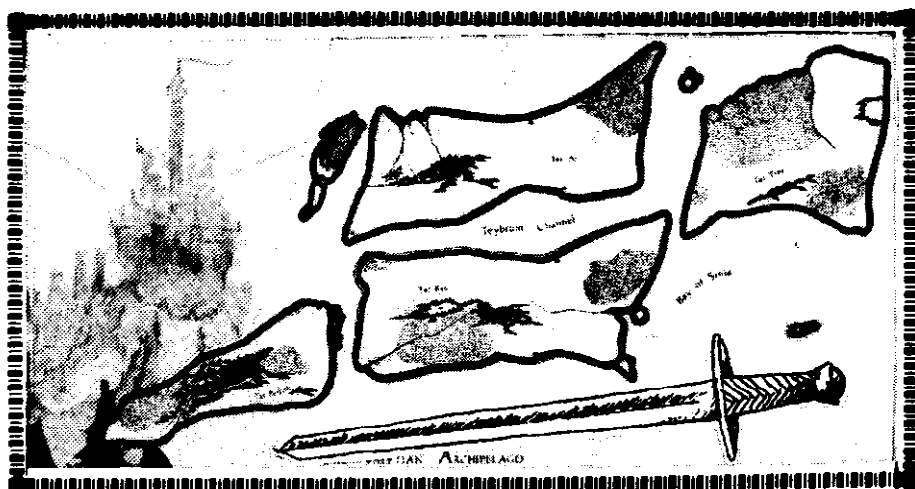
Mizsar, a young Peregrinator, and elf-sage who has yet to find magic, sleeps in Berios in the house of a great wizard with a Dwarf, a brave legion Captain, and an enigmatic man of mysterious powers, awaiting the morning ship. If his companions can keep him from being herded back to Tar-At, and prison, he must decide whether or not to take what might be the greatest quest yet discovered, though it take him to the ends of the earth...

Gannaton, hero of the *Dark Time*, who tore down Korloths new stronghold and sent him reeling from At. He met privately with Darathon, but what he learned turned him cold and he stalked out of the Golden City of Vanne, and sailed away to Ras with what plan in mind...

Zindas, Minister of Tal, and powerful sage; virtual ruler while the citylord is ill. He was to have searched for the greatest good wizard alive, who disappeared within the last two months, *Airewon*, but Zindas has not yet sent out any searchers, and word gathers that Tal will break from the Empire...

Challenge The World of

Who Dares Challenge The World of



Sand, Lordess of Passalasset, and chief of the Elves of Tarpanwood. She declares for freedom, with the Hobbits of the wood and Men of Tal. To her ears have come tales of kidnap and torture of her bretheren, and this may mean the greatest war since the ancient conflicts with the Dwarves.

Ronth, Marshal of the *Golden Paladins* legion of Vanne. He is beset by self-doubt as he follows the command to round up Peregrinators, and even more disturbed by news that Darathon has called in his personal legion from Tar-Ras, to come to Vanne. Will he fight them or stand aside as the foreign army comes to the Palace. Having served his city since Mermen was king, a short 3 years ago, Ronth knows his choice is crucial...

Augustus Orionus, Marshal of the famed *Falcian Guard*, that selfsame personal guard of the arch king Darathon, marches with pleasure to the greatest city in the world, to protect his king and at the same time, perhaps, to win his way to lordship as a favorite of the court...

Danmeld, a Dwarf and a seasoned veteran of the constant bitter struggle between his kind and the mountain Rasks and Trolls. He is Captain of two companies of dwarves dispatched from Lufgard by request of Darathon, to march against the insurgents. Does he hold the power of neutrality, or is he ordered to obey regardless of his judgement...

Rallus Corvinious, only a Lieutenant, and would-be noble, commanding a rag-tag collection of the *Messenger's Guard*, but his connections and desires have brought him into contact with a secret organization, which may be the answer to dreams of power second only to those of Korloth himself...

Diodric, a fine Peregrinator, and rediscoverer of the ancient *Pallethian Am*, a formidable weapon. Will he return to Tal to fight for his city, or will he succumb to the honors he received from the emperor in Vanne?

Eleanth, second Guardian at floating rock, against the reappearance of Korloth, and Sorceress of Green Robes. An elf maid, strong of will, who guards her land from evil; why would she suddenly flee Meton, and seek out the cold peaks of *Kir-Umbrai*, in the common tongue, the Dark Mountains...

Kaar, Marshal of the Legions of Meton, a small city strategically halfway from Vanne and the Empire's strongholds, and the cities of Tal and the woodlands where the Elves live, where there has been talk of dissatisfaction, or supporting Gyles. He controls the middle point of the southern coast. Who will he strike for?

Melador, barbarian general of the east isle, Tar-Tser, who lead the armies of Korloth, and was thought dead, waits in his small shop, where he has hidden disguised for over 2 years. Waiting, watching, he now signals that the time is ripe for yet another leap to power...

Corriander, mistress of a dozen adventures, and intimate of the court of Mermen, who fled when Darathon took command. She plies the northern coast in search of pirate strongholds...to conquer!

Thonn, Captain of Peregrinators, the first of those still living, to have joined the Order. As senior Peregrinator he has worked with great stealth to unhinge the forces of evil. Now he must choose between his pledge, and his sense of justice...

Tomaak, a strong voice in the council of seamen of Tellos, second greatest seaport in Valetia until leveled during the invasion. He seeks from the city of Vanne a monopoly on eastern trade, and the traditional rivalry between Tellosian and Talesi provides the onus for Tomaak to offer his vessels to Darathon...as Privateers against Tal.

Xerqon, Master of the Guild of Assassins, sole holder of the rank of *Z'al Kel*, the 12th and most powerful level of the clan. Felled by war to flee to the city of Tal, he is approached with an offer he must ponder. 1000 talents of gold to kill the sage Zindas... or if he will undertake to murder Darathon...an equally tempting offer, of power undreamed, by a wizard skilled enough to make good.

These are but a few characters, player and non-player, who populate the fascinating world of Valetia.

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Ursula K. Le Guin's Sparrowhawk

21st-level Illusionist, 20th-level Magic-User, 14th-level Druid

ALIGNMENT: *True Neutral (slight good tendencies)*

HIT POINTS: 67

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4 (*dagger*) or 1-6 (+3) (*staff*)

HIT BONUS: +3 (*with staff*)

MOVE: 12"

PSIONIC ABILITY: *Nil*

STRENGTH: 12

INTELLIGENCE: 19

WISDOM: 18/74

DEXTERITY: 17

CONSTITUTION: 15

CHARISMA: 17

Sparrowhawk was born on the isle of Gont on the world of Earthsea; in his youth he was a goatherder in the mountains. He learned rudimentary magic from a local witch and spoke his first spell at age 7. A powerful wizard on the island recognized the immense powers the boy possessed, and he was allowed to go to a wizard's school on another island to learn more of the arcane art of spell-casting. He quickly exceeded all expectations of him, but overreached himself when he accidentally conjured forth a demon-like creature that attempted to slay him.

When he recovered, much the wiser, he left the school at graduation and began his travels through the great island-dotted oceans of Earthsea. He became a Dragonlord, one who knows the language of dragons and can converse with them without harm. In time his powers grew so advanced that he was declared to be the Archmage of Earthsea, the most powerful wizard who ever lived on the world. Despite this, he has no desire for anything beyond the improvement of his art and the maintenance of the balance of nature, magic, and life.

On the world of Earthsea, all things have two names: a True Name, by which something may have magic cast upon it, and a Use Name for everyday affairs. To call someone by his or her True Name renders that person vulnerable to will-force type magics (no saving throw) cast by the name-caller. No one reveals their



True Name except to the most trusted companions one has, if indeed to anyone. Sparrowhawk keeps his True Name secret in the same way to protect himself.

Sparrowhawk is an excellent sailor as well as a spell-caster, and his voyages over Earthsea have taken him to many strange lands and cultures. He appears to be a man of average height and weight, with dark reddish copper-brown skin and pale grey hair; one side of his face is scarred, from the attack of the demon-thing long ago. He will carry little else with him besides his staff, a bronze knife, and assorted rations and equipment. The staff is made of black yew wood, and if used when casting a spell doubles the range and area of effect of the spell. It also serves as a +3 staff, and can be used to destroy or turn away undead as if Sparrowhawk was a 14th-level Cleric. Summoned or enchanted monsters must save vs. magic if confronted by the staff or be cast back to their home plane. Sparrowhawk is beardless, and his age is difficult to estimate; he is in his 40's or 50's at best guess. In truth he is not ageless, and looks forward to a normal human lifespan.

The boat used by Earthsea's Arch-

mage is called the *Lookfar*. It appears to be a normal sailing craft. It can hear and obey Sparrowhawk's every command, and if summoned will sail to him across any distance. Its hold carries three times what would be expected of it, and Sparrowhawk has many items stored there for long voyages.

Sparrowhawk is no showoff, and goes to great lengths to avoid casting unnecessary magic. He dislikes those who express strong opinions on alignments other than his own, but is willing to reason with them to show how Neutrality is the best course. Undead are pitied by him, and he will do his utmost to send their souls to rest with his staff and spells. Being a Dragonlord, he has immense respect for all dragons and can speak with any of them without fear of their attacking him (if the dragon can be convinced he wants nothing from it). Rarely will the Archmage interfere in any affairs but his own, unless the balance of the world is upset by one alignment or the other (besides Neutrality); then, depending upon the seriousness of the situation, he may become involved.

Since Sparrowhawk's magic is so closely tied to his native world, there is a

10% chance per level of the spell attempted that his magic will not work in the D&D world in which he is encountered. If he casts a spell in a foreign world, he will not be able to recover that spell until he returns to Earthsea. In Earthsea he has no such limits, and can actually cast any of his spells once per round for as long as he likes without needing to relearn each one. Even there, however, he casts few spells if he can help it.

If any characters go to Earthsea, Sparrowhawk will recommend they adopt aliases to avoid revealing their True Names (their real character names). Otherwise, the characters risk becoming subject to magical spells with little chance of resisting will-force attacks like Charms and Holds.

List of possible spells for Sparrowhawk:

(Note: Spells printed in italic type are new spells, described in the text which follows the lists.)

Druidic spells

First level — Animal Friendship, Locate Animals, Pass Without Trace, Predict Weather, Purify Water, Speak With Animals.

Second level — Charm Person or Mam

mal, Create Water, Cure Light Wounds, Locate Plants, Obscurement, Warp Wood. Third level — Call Lightning, Cure Blindness or Deafness, Cure Disease, Hold Animal, Increase Animal Fertility, Neutralize Poison.

Fourth level — Animal Summoning I, Cure Serious Wounds, Hallucinatory Forest, Increase Plant fertility, Produce Fire, Wood Shape.

Fifth level — Animal Summoning II, Commune With Nature, Control Winds, Cure Plant Disease, Speak With Monsters.

Sixth level — Animal Summoning III, Cure Critical Wounds, Magewind, Weather Summoning.

Seventh level — Confusion, Control Weather, Prevent Earthquake.

Cure Blindness or Deafness — As per 3rd-level Cleric spell *Cure Blindness*; caster declares which ailment is to be cured.

Increase Animal Fertility — When cast upon any animal or group of animals, sterility is cured and pregnancy (with many offspring) is guaranteed.

Increase Plant Fertility — As above, but increases seed production and makes germination more likely.

Wood Shape—As per 5th-level Magic-User spell *Stone Shape*, only applied to wood and material of vegetable matter.

Cure Plant Disease — Affects an area of 100 square feet per level of the spell-caster. All plant diseases (rot, rice blast, mold, etc.) are removed at once.

Speak With Monsters — As per 6th-level Cleric spell *Speak With Monsters*.

Magewind — Creates a strong wind lasting for 3 hours per level of the spell-caster, its direction controlled completely by the caster. Used to propel sailing craft at maximum safe speed across the sea.

Prevent Earthquake — Delays the onset of a natural or magical earthquake by 1 day per level of the spell-caster; may be dispelled at any time before then.

Illusionist spells

First level — Audible Glamer, Change Self, Detect Illusion, Phantasmal Force, Wall of Fog.

Second level — Blindness, Deafness, Detect Magic, Fog Cloud, Improved Phantasmal Force.

Third level — Continual Light or Darkness, Dispel Illusion, Hallucinatory Terrain, Paralyzation, Spectral Force.

Andrew Offutt & Richard Lyon's

Tiana Highrider

12th-level Fighter, 12th-level Thief

ALIGNMENT: Chaotic Good

HIT POINTS: 67

ARMOR CLASS: 5 or 1

NO. OF ATTACKS: 3/2

DAMAGE/ATTACK: 1-8 (+4)

HIT BONUS: +3

MOVE: 12"

PSIONIC ABILITY: Nil

STRENGTH: 16

INTELLIGENCE: 17

WISDOM: 9

DEXTERITY: 18/92

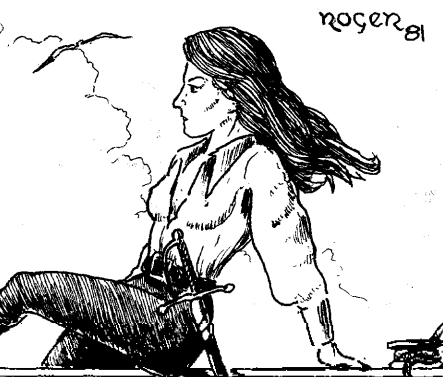
CONSTITUTION: 15

CHARISMA: 16

Tiana of Reme is a flame-haired, curvaceous beauty. She is of medium height and weight, not muscular, but with strong, firm limbs so that she is actually stronger than she looks. Tiana often exaggerates her femininity as a calculated ploy to make male opponents underestimate her fighting prowess.

Tiana prefers to fight with a rapier, sometimes fighting with both rapier and dagger. In a world where combat is usually considered a matter of brute strength, she prefers to rely on skill and speed. Her training and proficiency with a rapier are such that she does +3 damage and is +3 to hit when using a rapier. Her rapier also has a speed factor of 3, meaning she will usually get in the first blow in combat. When fighting with a dagger, she is +2 to hit and does +2 damage.

Tiana is the illegitimate daughter of Duke Sondaman of Reme. After she was



orphaned, she was raised by Caranga, a black pirate. She grew up to be an accomplished warrior and thief and eventually Caranga, who dislikes the position of commander, stepped down to become Tiana's first mate. Tiana is currently in command of the pirate ship *Vixen* and is the most celebrated of the pirate captains who operate out of the city of Reme. She acquired the nickname Highrider when she learned to ride the winds, hang-glider style, in the village of Stromvil on Mount Erstand.

Tiana typically dresses as if aboard ship with a loose-sleeved shirt and silk breeches tucked into soft leather boots. Rapier and dagger hang from a wide black belt. A long black cloak decorated with gold braid is draped over her shoulders. Tiana normally avoids wearing armor, which would only be a hindrance at sea whether fighting aboard

ship or trying to swim. Occasionally, when fighting on land, she wears a suit of chainmail light enough so that it doesn't hinder her movement (hence the two armor classes given).

Tiana's leadership is best described as inspired. She can be cunning and calculated, but more often she is impetuous and impulsive. She seems to function best when hard pressed, and an opponent will often find that, at the moment she seems to be defeated, she pulls one last trick out of her sleeve which tips the balance of the combat in her favor.

When Tiana is encountered on land, there is a 1/3 chance she will be accompanied by her foster father Caranga, a 15th-level Fighter (AC 4, MV 12", hp 86, #AT 2, D 1-8 (+5), +2 to hit). When Tiana is encountered at sea she will be aboard the *Vixen*, Caranga will be with her, as will 30-80 pirates (20 + (1d6x10)). If Tiana is in trouble there is a 1/6 chance that Pyre, a 23rd-level Wizard whose life Tiana once saved, will teleport to her rescue. Pyre specializes in ice and cold-based spells and possesses all such spells regardless of level.

Tiana's Thieving abilities: Pick pockets 110%, Open Locks 92%, Find/Remove traps 80%, Move silently 99%, Hide in shadows 87%, Hear noise 35%, Climb walls 99.2%, Read languages 60%.

BIBLIOGRAPHY: Demon in the *Mirror* and *The Eyes of Sarsis* (paperbacks, Pocket Books) by Andrew Offutt & Richard Lyon.

Written by Tom Moldvay

Fourth level — Dispel Exhaustion, Emotion, Massmorph, Minor Creation, Shadow Monsters.

Fifth level — Chaos, Demi-Shadow Monsters, *Dispel Shadow*, Major Creation, Projected Image.

Sixth level — Permanent Illusion, Programmed Illusion, True Sight, Veil.

Seventh level — Alter Reality, Astral Spell, plus the following first-level Magic-User spells: Affect Normal Fires, Comprehend Languages, Erase, Friends, Magic Missile, Mending, Message, Nystul's Magic Aura, Protection from Evil, Shield, Sleep.

Continual Light or Darkness — As per 3rd-level Illusionist spell *Continual Light*, with 6" radius globe for area of effect.

Dispel Shadows — Caster may dispel one Shadow (as per AD&D Monster Manual) for every three levels of experience the caster possesses. Shadows get no saving throw against this spell.

Magic-User spells

First level — Dancing Lights, Hold Portal, Light, Read Magic, Write.

Second level — *Compass Magic*, ESP, Knock, Levitate, Locate Object.

Third level — Clairaudience, Clairvoyance, Dispel Magic, Gust of Wind, Hold Person.

Fourth level — Charm Monster, Extension I, Polymorph Other, Polymorph Self, Remove Curse.

Fifth level — Conjure Elemental, Contact Other Plane, *Deanimate Dead*, Extension II, Hold Monster.

Sixth level — Enchant an Item, Geas, Globe of Invulnerability, Guards and Wards.

Seventh level — Charm Plants, Limited Wish, Power Word Stun.

Eighth level — *Telepathic Communication*, Permanency, Polymorph Any Object.

Ninth level — Shapechange, *Create Staff*.

Compass Magic — For one hour per level of the spell-caster, a compass may be caused to point in the direction of a desired port or location instead of to magnetic north.

Deanimate Dead — The spell-caster causes one Skeleton or Zombie (see Monster Manual) to be deanimated (destroyed) per level of the spell-caster.

Telepathic Communication — As per psionic discipline *Telepathy*. No saving throw; affects one individual only. No range limitations.

Create Staff — The spell-caster plucks a blade of grass, and with this spell can create a temporary magical staff equivalent to the one used by Sparrowhawk.

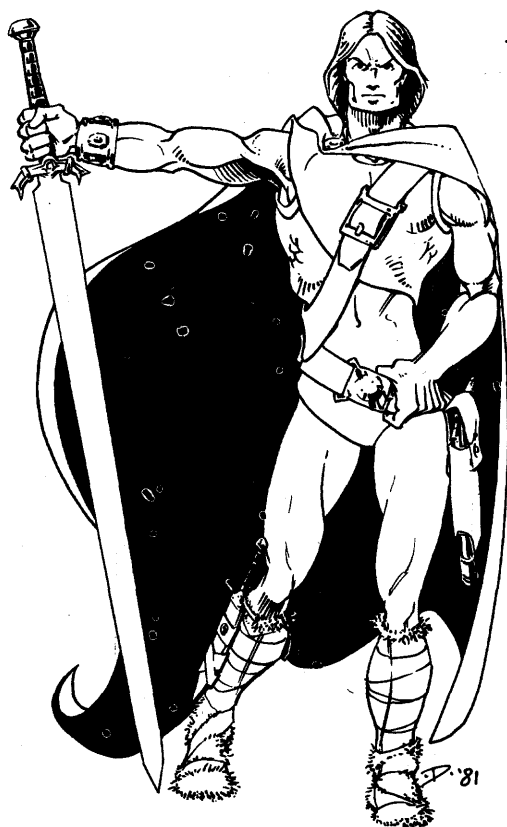
This staff will last for one turn per level of the caster.

NOTE: While it is possible for Sparrowhawk to use all new spells given as he likes, the DM should determine whether or not other characters can learn them. Sparrowhawk may well decide to not teach his special spells to new persons, being concerned for how they might be used.

The magical system used on Earthsea is considerably different from that used in the D&D or AD&D games; unless the True Name of an item is known, no magic can affect it. Saving throws are not normally used. DM's should study the *Earthsea Trilogy* carefully and develop rules for the magical systems carefully if the players are to be taken there during an adventure. Material components for Sparrowhawk's spells are rarely required; the *Create Staff* spell is an exception. For students at the wizards' school on Earthsea, hard work and practice can make many of them equal to AD&D Wizards and Mages while they are still in their teen-age years.

BIBLIOGRAPHY: *The Earthsea Trilogy* (A Wizard of Earthsea, *The Tombs of Atuan*, *The Farthest Shore*) (paperback, Bantam Books) by Ursula K. Le Guin.

Written by Roger E. Moore



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Question: Once a character drops a class to switch to another class, can he/she ever gain levels in his/her former class?

Answer: No. According to page 33 of the Players Handbook, "...no progression in the original class is possible" after a character decides to switch to a different profession. Note that this is different from a multi-classed character, who holds two or more professions simultaneously and gains experience in more than one class at the same time. Also note that only human characters can "drop a class" and take up a new one.

* * *

Question: First, can Clerics or Paladins cure themselves by a *Cure Light Wounds* spell or by "laying hands" on themselves? Second, do Clerics or Magic-Users get experience points for casting spells?

Answer: As stated in the description of the Paladin character class (Players Handbook, page 22), the Paladin can "lay hands" on his/her own person or any other character or creature. However, the rules of the AD&D™ game do not specify whether or not the *Cure Light Wounds* spell can be used on the body of the caster. However, the recently revised and expanded rulebook for the DUNGEONS & DRAGONS® game does specify that *Cure Light Wounds* "may be cast on the cleric's own body" (D&D® Basic Rulebook, 1980 edition, page B15). This does not mean that the AD&D version of the spell must be handled in the same manner, because there is no direct relationship between the rules for the D&D Basic Game and the AD&D game. Ultimately, the decision is up to the AD&D Dungeon Master; it would certainly be logical and reasonable to allow the *Cure* spells to heal the spell caster, if the DM wished to allow such activity.

Second, there is no provision in the AD&D rules for awarding experience points for the simple casting of spells. There are, however, many unspecified factors which the DM may take into consideration when determining how many points a character has gained. In a par-

ticular campaign, it might be quite appropriate for the DM to award experience points for the successful casting of any spell, or of certain spells. (For instance, just "getting off" a spell in the manner it was intended might be a noteworthy accomplishment against an opponent with a high degree of magic resistance, and such an accomplishment might indeed be deserving of an experience-point bonus.) As with so many other questions, the answer lies in the preference of the DM and the conditions present in his/her campaign.

* * *

Question: Should a neutral good bard be allowed to back stab?

Answer: Yes. Since bards have previously acquired thieving experience, they receive benefits on attacking from the rear just as thieves do. A neutral good character would be allowed to back stab under the conditions described above for a chaotic good character — any time the attack is made against a known enemy and not a helpless or harmless victim. —J. Ward, W. Niebling,

* * *

Question: In the ninth-level Magic-User spell *Power Word, Kill* the spell description states, "The power word will destroy a creature with up to 60 hit points, or it will kill 2 or more creatures with 10 or fewer hit points..." How should the word "destroy" be interpreted, as "blown out of existence" or "merely killed"?

Answer: One way to answer this question is to refer to the description of the sixth-level MU spell, *Death Spell*. That spell's description states that affected creatures are slain "instantly and irrevocably," which means without possibility of resurrection. Since *Power Word, Kill* is a more powerful spell than *Death Spell*, it is reasonable to assume that victims of that spell are also not able to be resurrected. Whether or not they are literally "blown out of existence" depends on the nature of the creature(s) destroyed, but in any event victims are not "merely killed."

Question: If a creature has magic resistance and someone is using a magical weapon against it, does their magic resistance affect the use of these kinds of weapons (fail to work), or do they work normally?

Answer: As stated in the Explanatory Notes in the front of the Monster Manual, "Magic resistance indicates the percentage chance of any spell absolutely failing." Magic resistance does not have any effect on a creature's ability to withstand damage from magical weapons or any magical item which can damage or otherwise affect the creature, unless the description of that weapon or magic item specifically states otherwise.

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DEALER INQUIRIES WELCOME

Here are the ideas — just add imagination for

INSTANT ADVENTURES

by Michael Kelly

The players have just finished once again retrieving a small fortune from the depths of yet another dungeon. They're sitting back basking in their latest slice of limelight, while the referee is methodically populating (or repopulating) a new dungeon level.

Then one of the players idly says, "Let's do something different, not go back to that same old place." Instantly, the idea catches on with everyone in the playing group — especially with the referee, who feels a growing sense of panic. Something different? How often does a referee have "something different" that can be all set up and ready to play on a few moments' notice?

This article is designed to alleviate that problem, and stimulate variety in a campaign, by providing guidelines for the creation of several dozen simple, but perhaps untried, types of adventures. Many of these ideas, along with a big dose of imagination and some quick work with pencil and paper, can be turned into ready-to-run adventures in considerably less than an hour.

The chart of "instant adventures" can be used for more than one purpose. If the referee is pressed for time, he or she can scan the "Time" column first. "A" type adventures will generally take up to two hours to prepare, sometimes more. "B" adventures can be set up and ready

to play in somewhat less than two hours. "C" scenarios are quickly assembled, usually needing only 20 minutes or so of preparatory work.

If time is not that great a consideration, the referee can look over the list for a type of adventure that sounds intriguing. Of course, the adventure ideas, requirements and notes which describe the goings-on can be used "as is", or they can be modified to suit the circumstances of a certain campaign or a particular group of characters.

None of the suggested adventures are spelled out in great detail, and they're not supposed to be. These topics are frameworks upon which the referee must build a lot of accessories — non-player characters, maps and floor plans, treasure — topping off the creation with a plausible method for conveying to the players the information they need to know in order to begin.

For example: A referee in a hurry browses up and down the "Time" column until he sees a "C" adventure that strikes his fancy — in this case, "Salvage." The essential requirements are listed as "An item, vessel or vehicle lost in the wilderness and a rumor or map referring to same." The referee finds a place on his world to locate the wreckage of a seafaring ship (perhaps underwater, perhaps on a beach or reef) and marks that spot. Then he draws a rough map, showing only as much as necessary of the area

and its surroundings to give the players (through their characters) a good chance of locating the site.

Next, the referee makes some arrangements for the map to fall into the hands of the characters. Perhaps a local thief will accost them and offer to sell a cloak at a cheap price. Upon obtaining and examining the cloak, the players discover an old parchment sewn into the lining. It is identified as showing the whereabouts of the wreck of the *Nep-tune's Spray*, which disappeared on a voyage while carrying a fortune in silks and spices.

And so, the characters are off. Under "Notes," the referee reads that "Salvage is a high-risk adventure; there may be a fortune or it may be all gone." There is plenty of time during the actual play of the adventure for the referee to decide whether the loot can be recovered, or whether it has been ruined by exposure to water or the elements. And, it is a relatively simple matter to come up with various minor (and perhaps major) obstacles to confront the party with during and after their journey to the salvage site. But don't make the obstacles too major; the idea is to get them to play through a salvage adventure — not to kill them off, scare them away, or discourage them before they've actually taken on the mission which was designed for them to perform.

Type of Adventure	Requirements	Time	Notes
Assault/Raid (Fortress)	Maps and possibly floor plans; offensive and defensive weapons; location of critical stores; number and types of defenders.	A	
Assault/Raid (Town)	See above.	A	
Assault/Raid (Ship)	See above.	B	
Assault/Raid (Am bush)	Victims, with a list of weapons and loot.	C	
Assault/Raid (Skirmish)	Small military group (e.g. border patrol); arms, armor, and treasure.	B	
Assault/Raid ("Body-snatch")	A small military encampment.	C	This is a military operation in which an attempt is made to capture an enemy alive for interrogation purposes.
Banditry (Caravan/convoy)	Composition of forces; cargo list, and distribution of same.	B	See AD&D Monster Manual under Men (Merchant).
Banditry (Mugging)	A victim; his weapons and loot.	C	
Banditry (Building)	A building layout (e.g. bank or store); defenses and location of safe.	B	

Type of Adventure	Requirements	Time	Notes
Bounty Hunt/Posse	A wanted person or persons, preferably armed, dangerous, and with a price on their heads.	C	Characters may voluntarily go bounty hunting or may be drafted into a posse.
Brawl	Classically, a barroom scene; tables, chairs, patrons, and bar must be located and described.	C	A cliché, true, but always fun.
Breakout, jail	Prison map; defense scheme; location of all prisoners, cells, and guards; a person to rescue!	B	
Breakout, prison camp	A map of an enclosed, outdoor prison camp; location of guards and defenses.	B	Instead of breaking someone else out, perhaps the characters may have to break themselves out!
Breakout, private prison	A dungeon or tower. Otherwise as "Breakout, jail" above.	B	Rescuing a fair maiden is the classic example.
Caravan Escort	Composition of caravan (i.e. number of mules, wagons, etc.); defenses.	C	See AD&D Monster Manual, Men (Merchant); also, type of caravan should be specified (e.g. food, spices, silks, etc.).
Cattle Drive	Cattle; sellers and buyers; departure and destination points; routes to and from.	C	Not only cattle, but any type of livestock may be used; also, a trail may not yet be in existence. (See Trailblazing.)
Coup d'etat	A region with a ruler to be overthrown or discredited.	B	This region may be as small as a village or as large as an empire.
Duel, one-on-one	A real or imagined insult; a challenge; seconds and a judge; statistics and weapons of challenger.	C	One to keep in mind when a character starts to fool around with a lord's lady!
Duel, team vs. team	A "home team"; its weapons and special abilities; rules for engagement; a suitable locale.	B	Combat may be lethal or non-lethal.
Execution/Assassination	A victim; a sentence to be carried out, or an employer.	C	This should not be just a simple "hit." Rather the target should be far away, powerful, and protected.
Exploration	An unknown region; a commission to explore and report.	C	The area may simply be a possible construction site, or it may be an entire continent.
Feud, inter-family	Brief history of feud and feuding families; reason for involvement of characters.	B	
Feud, inter-business	History of feud; nature of feuding parties; fees to be paid to "hired guns."	B	
Hijack	A vehicle or vehicles to be hijacked; a reason for hijacking same.	C	
Hunt, big-game	A nasty beast; some obstacles for the player characters, and a prize for the capture of the thing.	B	The prize may be greater if the prey is brought back alive. (This is intended for sport.)
Hunt, commercial	The location of an animal lair; the treasure within; above all, the associated infants and eggs.	B	There is good money to be had selling animals, mounts in particular, on the open market. However, this can be a very high-risk venture; also, a professional hunter must be hired.)
Intrigue	A plot (to be accidentally uncovered by the players); Statistics and abilities of conspirators.	A	This usually involves a wicked relative of a ruling family attempting to usurp power by discrediting or eliminating someone near the throne. Characters may either thwart the plot or join it!
Kidnap	One victim; location of same; social status of victim; possible ransom makers.	B	Number and type of bodyguards at referee's discretion.
Madman	One berserk individual to terrorize a district, town, or quarter, by any means..	C	He may be rabid, thus contagious!

Type of Adventure	Requirements	Time	Notes
Obstacle Course	A defined territory with several lethal and/or non-lethal obstacles.	B	Typically, a powerful individual will offer future employment; However, they must first pass one little test. Survivors get the job!
Parcel/Message Delivery	An item and nature of same; name of individual to receive item and under what conditions. Employer and terms of employment.	C	The item or message need not be necessarily known to the characters. If the item or message is of considerable power or importance, someone will surely try to rob the adventurers.
Personnel Escort	A person or persons to escort; a purpose to the voyage; employer and terms of employment.	C	
Pilgrimage Escort/Crusade	A holy shrine to visit, worship, or rid of infidels; a typical caravan with supplies.	B	See AD&D Monster Manual, Men.
Piracy	The layout of a vessel; its location (deployed or in port); crew, defenses and cargo.	B	Risky; profitable, but those caught must pay terrible dues.
Rescue, from men	Perhaps a town surrounded by hostile forces that needs reinforcements or someone about to die at the hands of unfriendly natives.	B	
Rescue, from natural forces	A good-sized earthquake, flood, fire, or blizzard should do the job; someone or something to rescue; its location and any intervening obstacles.	B	This is mostly for characters with morals, but there is an occasional reward.
Riot	An angry mob with a grudge.	C	Characters may join the mob, or be drafted to quell the riot and control looters.
Sabotage/Arson, building	Factory, shop, or other building plans; defenses; type of building and construction; location of machines and equipment inside.	B	Characters run two risks: 1) becoming wanted by the law; 2) getting caught in their own blast!
Sabotage/Arson, ship	Plans for vessel and immediate vicinity of waterfront/spaceport; nature of onboard security; nature and location of cargo.	B	See above.
Salvage	An item, vessel, or vehicle lost in the wilderness and a rumor or map referring to same.	C	Salvage is a high-risk venture; there may be a fortune or it may all be gone.
Smuggling, general	An illegal object or substance to smuggle; a source for such items.	C	The longer the smuggling goes on, the more likely the smugglers are to be caught or betrayed. Also, other underworld figures may resent the competition.
Smuggling, weapons	A war; usually revolutionaries in need of weapons and supplies. A source is needed here, too.	C	See above.
Spy/Undercover, military	A mission; methods of infiltration and exfiltration.	B	
Spy/Undercover, civil	As above, but applied in connection with police or as private investigators.	B	For example, to catch smugglers.
Sting/Switch/Swindle/Scam	Suckers, and a plan	B	Characters may perform this; better yet, it may be performed on them!
Tournament	A choice of events to enter (e.g. jousts, light-saber duels, wrestling, etc.); opponents.	B	Be sure to give the non-player characters appropriate bonuses in the statistics of their class (i.e. wrestlers should have high strength, etc.).
Trail blazing	A hitherto impenetrable swamp, sea, or mountain range; an economic need for a road through; and some businessmen to stake a venture.	C	Initially, a route must be found, in itself a dangerous undertaking; secondly, a road may need to be built.



Mission control

Leomund's TINY HUT

by Lenard Lakofka

"Starting from Scratch" in this column in DRAGON #39, was an essay on how to design a beginning adventure and then to create a party capable of attacking it. The goal of this article is to give rules for designing an adventure for characters of any level and for any type of opposition.

First, a few definitions:

Kill Points are the points of experience awarded for killing/subduing a monster. Thus, Kill Point Value is a statement of the value of a monster in experience points. E.g., an orc with 7 hit points has a Kill Point Value of 17xp.

Experience Point Value is the current experience of a player character or the equivalent value of any particular non-player character/monster in the terms of experience points. E.g., a second level fighter has somewhere between 2,001 and 4,000xp to his/her credit.

Gold Piece Value is the value of an item, be it magic or mundane, expressed in Gold Pieces (gp).

The article will equate KPV to XPV. Using a figure's Experience Point Value in conjunction with a formula will give the reasonable Gold Piece Value of items owned/carried/used by the figure. The article will also define the Gold Piece Value of items which might be possessed by a character and will give the relative strength of various magic items. The question of which magic items should be in the hoard of a particular monster relative to its experience point value will also be addressed.

All of the information herein is expirical in nature and subjective. You might feel that any relationship is incorrect. Feel free to "massage" the numbers any way you see fit.

Starting any adventure is a difficult task. I suggest that you begin by determining the party that will go on the adventure and then build up the opposition to meet the party. You can go backwards just as easily, if you prefer to design the opposition and then make up a party to attack it.

A sample party

For sake of example, let's make up a party of six 7th-level characters: two fighters, one ranger, one cleric, one thief and one magic-user/thief.

Fighter 7th level	70,000xp
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Fighter 7th level	70,000xp
Ranger 7th level	90,000xp
Cleric 7th level	55,000xp
Thief 7th level	42,500xp
Magic-user/Thief 7th/7th level	102,500xp

Total experience pts.	430,000xp
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The major opponent of a party is determined by adding 10% to the party's current experience point value; that will be the maximum experience point value of the major opponent of the party. In this example the number is 430,000 + .1 x(430,000) = 473,000xp.

The major opponent could then be any of the following characters. (A method of determining a monster's experience point value will be given later in the article.)

Cleric 10th level	450,000xp
Druid 12th level	300,000xp
(A Druid 13th level would exceed 473,000xp by a considerable amount.)	

Fighter 9th level	250,000xp
Ranger 10th level	325,000xp
Paladin 9th level	350,000xp

(Just because a character is of a good alignment does not mean that he/she could not be an opponent under certain circumstances.)

Magic-user 11th level	375,000xp
Illusionist 11th level	440,000xp
Master Thief 12th level	440,000xp
Monk 9th level	350,000xp
Vampire 8HD	385,200xp

(The method of computing for monsters will be explained later in the article, but the calculation is outlined here: Basic KP Value, 3800, plus 12 KP per hit point (let's say 40) gives a total of 4,280kp. The vampire has 5 exceptional abilities so its multiplier becomes 50+4x(10)=90. 90x(4280) =385,200.)

Any of the figures on that list could give the party in question a real run for its money as an individual. Naturally, the major opponent can hire additional figures to work for him/her/it. The total allowable experience point value of such hirelings/slaves/henchmen/consorts/children/etc. would be as much as the main opponent, or another 473,000xp. Thus, the allowable grand total of opposition for the party of six listed in this example would be 946,000xp.

The following rules must be observed

in selecting the minions of the major opponent:

1. All of them must have fewer levels/hit dice than the major opponent. (An exception can be made for stupid monsters. They can have up to 1½ times the hit dice of the major opponent.)
2. Each of them must have a lower experience point value than the major opponent. (This includes stupid/non-intelligent monsters as well.)

For example, the major opponent selected is a Monk 9th level valued at 350,000xp. (These and all other character class values come from pages 20-31 of the Players Handbook.) Minions are added until the balance of the 946,000xp is used up.

The Monk will have the services of four major henchmen and two major monsters. Major henchmen and major monsters will never have less than half of the number of levels/hit dice of the major opponent.

Monk 9th level	350,000xp
Fighter 7th level	70,000xp
Magic-User 6th level	40,000xp
Cleric 8th level	110,000xp
(second in command)	
Assassin 7th level	50,000xp
Spectre (20hp)	148,000xp
Umber Hulk (42hp)	90,200xp

Total of major opposition	858,200xp
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This would leave 87,800 for hirelings/minor monsters. The balance of the allowable points could be allocated as follows:

Captain of the Guard,	
Fighter 5th level	18,000xp
Two sergeants,	
Fighters 3rd level	8,000xp
Twenty men-at-arms	
(value 1,500 ea.)	30,000xp
Two assistants to the patriarch; Clerics 5th and 3rd levels	16,000xp
Two Ghouls,	
average 11 hp each	17,400xp
Grand total	947,600xp
(slightly high, but quite acceptable)	

Experience point value

The Dungeon Masters Guide gives the kill point value of monsters and charac-

ter classes on page 85. However, the explanation of how the calculation would apply to a hostile wizard, lord, assassin, hobgoblin with a Horn of Valhalla, etc. is not given. Clearly the opponent's level/hit dice will give the "Basic X.P. Value" and the "X.P. per Hit Point" is also straightforward. The lists of Special and Exceptional Abilities could be broader.

Other typical Special Abilities are as follows:

Armor Class of 0 to 3 (for a character class).

+1 to hit due to strength or a magic weapon.

+1 to damage due to strength or a magic weapon.

Intelligence or Wisdom over 13.

The ability to cast low-level defensive spells or informational spells (or devices that have those powers and abilities).

Can move silently, i.e. is more likely to cause surprise.

Is less likely to be surprised.

Can cast/fire normal missiles.

Can attack multiple figures per round (e.g. a troll or an archer firing two arrows/round).

An item that enhances saving throw by a factor of +1 (i.e. a *Ring of Protection* +2 would count as two special abilities).

Moves faster than 15" or can fly (not both).

Can heal damage on self under 12 points (potions of healing, *Cure Light Wounds*, etc.).

Other typical Exceptional Abilities are as follows:

Armor class of -1 or better (for a character class).

A weapon that kills, paralyzes, drains levels, has a Purpose versus someone in the party, Charms by contact, or creates a Fear Aura.

Can summon (by spell or device) a monster of 4 or more hit dice/levels or multiple monsters of at least 6 hit dice total (e.g. a *Horn of Valhalla*, a *Golden Lion*, *Monster Summoning I*, *Shadow Monsters*, *Gate*, *Conjure Elemental*, etc.).

Can cast any spell that produces paralyzation, death, form change, or delivers over 30 points of damage (*Fire Ball*, *Lightning Bolt*, *Cone of Cold*, etc.) or has a device that accomplishes one of the above (*Scarab of Death*, *Wand of Paralyzation*, *Staff of Power*, etc.).

Has multiple weapon attacks per round (a Hasted thief, a fighter above 7th level, a monk above 9th level).

Does multiple damage from behind (a one-time award that does not change if damage is double, triple, quadruple, etc.).

Intelligence/Wisdom over 16.

Any powerful magic item that can

affect/prevent melee (*Helm of Teleportation*, *Rod of Beguiling*, *Cubic Gate*, *Amulet of the Planes*, etc.)

Experience point value of non-character classes

An empirical formula is used to determine the relative "level" of any non-character-class figure (i.e., a classic "monster"). This formula will allow the DM to relate any monster to any character class.

The DMG gives the kill point value (KPV) for monsters on pages 196-215 and the method used to obtain those values on page 85. A method of amending Special and Exceptional abilities was just given. From the obtained KPV, the EPV can be determined by multiplying by a factor of from 50 to 150. Assigning the multiplier is somewhat artificial and difficult. Low-level monsters and those that have magic items are difficult to quantify. The system is as follows:

The base multiplier is 50.

Add 10 to the multiplier for every Exceptional Ability of a character/monster with less than 5 hit dice.

Add 10 to the multiplier for every Exceptional Ability — over and above the first one — for every monster with 5 or more hit dice.

Add 5 to the multiplier for every special ability of characters/monsters with less than 6 hit dice.

The maximum multiplier is 150.

Here are some examples of how to apply the multipliers:

An UMBER Hulk with 42 hit points would be evaluated as follows: $1,300KP + 12 \times (42) = 1,804KP$. Multiplier is 50 (only one Exceptional Ability, and the monster has over 5 hit dice), so $50 \times (1,804) = 90,200xp$.

A Spectre with 20 hit points would be evaluated as follows: $1,650KP + 10 \times (20) = 1,850KP$: Multiplier is 80 (four Exceptional Abilities, but the first does not

count), so $80 \times (1,850) = 148,000xp$.

An orc with a Shield +1 and Short Sword +1 would be evaluated as follows: Base KP = 10, 5 hit points $\times (1) = 5$ for XP/HP. Special Abilities are four: (armor class 3 due to shield over basic armor of 5, +1 to hit and +1 to damage for a magic weapon, +1 on saving throws from damage spells — because of shield) for $4 \times (4) = 16SAXPB$. The multiplier is $50 + 4 \times (5) = 70$ (for four Special Abilities) so the orc is valued at $70 \times (10 + 5 + 16) = 2,170xp$. A normal orc would be worth only $50 \times (15)$, or 750xp.

While I have tried to show care in the assigning of these empirical values you might find that any monster/character is over or undervalued in your opinion. You can change the values as you see fit.

To apply the formula to a really tough monster, take Bahamut for an example. He is valued at 58,080KP. His multiplier is 150 (14 Exceptional Abilities, but the maximum multiplier is 150) for a value of 8,712,000xp, or equal to a 32nd-level magic-user, a 45th-level cleric, etc. Since I don't believe in characters above 20th level, Bahamut is quite safe from attack by any single player character (especially since he has been officially made a lesser deity in the new DEITIES & DEMI-GODS™ cyclopedia and thus gains a better saving throw and perhaps even a Magic Resistance).

Experience point value of a figure and the gold piece value of his/her/its treasure

A relation between a figure's experience point value and his/her/its treasure can be formulated. The total number of magic items owned/taken by a figure should not exceed his/her/its level/hit dice; with 10 being the limit in any case. (Items that come in sets, like arrows, crossbow bolts, Ivory Goats, etc. count as one item.)

Gold Piece value of carried/owned items including all real wealth:

Experience points of a character class, henchman, hireling or monster	Of player characters and their henchmen and hirelings	Of any opponent and his/her/its minions
Less than 2,500xp*	Three times xp value	Four times xp value
2,501-5,000xp	Twice xp value	Three times xp value
5,001-10,000xp	No multiplier	Twice xp value
10,001-25,000xp	.9 times xp value	No multiplier
25,001-50,000xp	.75 times xp value	.9 times xp value
50,001-80,000xp	.60 times xp value	.8 times xp value
80,001-140,000xp	.45 times xp value	.65 times xp value
140,001-225,000xp	.30 times xp value	.50 times xp value
225,001-500,000xp	.20 times xp value	.35 times xp value
500,001-1,000,000xp	.15 times xp value	.25 times xp value
1,000,001-2,000,000xp	.12 times xp value	.20 times xp value#
2,000,000+	.10 times xp value#	.175 times xp value#

*— Never consider any figure to be worth less than 1,000xp.

—The suggested maximum value is 200,000 carried Gold Piece equivalents per character.

The treasure of the major opponent, including the value of items he/she wears/wields, can be determined by this basic formula as well. To obtain the total value of the treasure of the major opponent and all of his/her major hirelings, double the value amount of the major opponent. You may also calculate the individual treasures of major hirelings/monsters using this formula. Their treasure calculation must be halved, however, since they are only hirelings/henchmen. Treasure means all items and property owned by the major opponent and his/her henchmen and hirelings. This includes coins, gems, magic items, furniture, foodstuffs, armor, weapons, etc.

Above all, the DM must realize that this article does not guarantee treasure or magic for any opponent/henchman/hireling/monster!! This article is only intended to give realistic MAXIMUM treasures in gold and magic for particular figures.

Following is the Gold Piece Value of the treasure owned by the major opponent and his major henchmen/monsters as used in the previous examples:

Monk, 350,000xp — .35x(350,000)
=122,500GP
Champion, 70,000xp — .8x(70,000)
halved =28,000GP
Magician, 40,000xp — .9x(40,000)
halved =18,000GP

Cleric, 110,000xp — .65x(110,000)
halved =35,750GP
Assassin, 50,000xp — .9x(50,000)
halved =22,500GP
Spectre, 148,000xp — .5x(148,000)
halved =37,000GP
Umber Hulk, 90,200xp — .65x(90,200)
halved =29,315GP
Total value of treasure
170,565GP



WHAT MAGIC ITEMS SHOULD BE GIVEN TO A PARTY OR AN OPPONENT?

The following list will give an indication of what magic items to give to the opposition and to the party who might attack that opposition. The items on pages 121-125 of the DMG are divided into categories so that they can be awarded according to the equivalent experience points of the individual character/opponent/monster. The item's XP values and GP values will, for the most part, stay the same. In some cases, higher GP values for items are suggested.

Type of magic item to be awarded:

Current XP value of a player/opponent/monster	Player Character	Henchman Hireling of PC	Major Opponent	Henchman Hireling Monster of Opp.
Less than 2,500	1	1	2	1
2,501 - 12,500xp	2	1	3	2
12,501 - 30,000xp	3	2	4	3
30,001 - 50,000xp	4	3	5	3
50,001 - 80,000xp	5	3	5	4
80,001 - 120,000xp	5	4	6	4
120,001 - 250,000xp	6	4	6	5
250,001 - 500,000xp	6	5	6	5
500,001 - 1,000,000xp	7	5	7	6
1,000,001 - 2,000,000xp	7	6	7	6
2,000,001 - 3,000,000xp	8	6	8	7
3,000,001 +	8	7	8	7

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To use the chart determine the current XP value of a player character. Now find the group of items that will (hopefully) not unbalance a campaign/adventure that he/she is playing in. Obviously, any item(s) in a lower category can be selected for the player character. The same method applies for the player character's henchmen and hirelings as well as the major opponent.

Group one treasures

Potions: Animal Control (Avian), Delusion, ESP, Healing, Poison, Sweet Water.

Scrolls: 1 or 2 spells of first to fourth level spells, Cursed.

Rings: Contrariness, Delusion, Swimming, Weakness.

Wands: Magic Detection (10-100 charges), Metal & Mineral Detection (10-100 charges), Wonder (2-5 charges).

Miscellaneous Magic: Boots of Elvenkind, Bracers of Defense (Armor class 8), Brooch of Shielding absorbing 5-100 points, Cloak of Protection +1, Helm of Comprehending Languages and Read Magic, Helm of Opposite Alignment, Ioun Stone (Sustain without food and water) (Burned out), Necklace of Missiles (3-5HD), Rope of Climbing.

Armor & Shield: Chain +1, Leather +1, Scale +1, Splint +1, Shield -1, Shield +1.

Swords: All group one swords have a maximum Intelligence of 12. They can be +1, -1, or Berserking.

Miscellaneous Weapons: Arrows +1, Axe +1, Dagger +1/+2, Hammer +1, Mace +1.

Group two treasures

Potions: Animal Control (Fish), Clairaudience, Levitation, Plant Control.

Scrolls: 1 spell of 5th level, 2 spells of 1st to 5th level, 3 or 4 spells of 1st to 4th levels, 5 or 6 spells of 1st and 2nd level.

Rings: Feather Falling, Protection +1.

Wands: Magic Missile (4-16 charges), Wonder (2-9 charges).

Miscellaneous Magic: Boat (Folding), Boots of Dancing, Boots of Levitation, Bracers of Defense (Armor Class 7 or 6), Decanter of Endless Water, Dust of Appearance or Disappearance, Figurine of Wondrous Power (Serpentine Owl — aligned 15% likely), Gauntlets of Swimming and Climbing, Horn of Bubbles, Ioun Stones (+1 Protection), Stone of Good Luck or Weight.

Armor and Shield: Plate +1, Ring +1, Studded Leather +1, Shield +1/+4.

Swords: All group two swords must have a maximum Intelligence of 13. They can be +1/+2 vs Magic Users and Enchanted Monsters.

Miscellaneous Magic: Battle Axe +1, Bow +1, Flail +1, Morning Star +1, Spear, backbiting.

Group three treasures

Potions: Animal Control (Reptile & Amphibian), Climbing, Diminution, Extra

Healing, Flying, Invisibility, Oil of Slipperiness, Polymorph Self, Undead Control (Skeletons or Zombies).

Scrolls: 3 or 4 spells of the same level (1st through 5th), 5, 6, or 7 spells mixed (1st to 4th levels), Protection from Werewolves, Protection from Petrification.

Rings: Free Action, Protection +2, Warmth.

Staff: Striking (3-12 charges).

Wands: Enemy Detection (1-100 charges), Fire (2-7 charges), Frost (2-7 charges), Lightning (2-7 charges), Magic Missile (6-24 charges), Negation (5-100 charges), Paralyzation (2-5 charges), Secret Door & Trap Detection (3-12 charges), Wonder (3-12 charges).

Miscellaneous Magic: Alchemy Jug, Amulet of Inescapable Location, Amulet of Life Protection (20% likely to be aligned), Arrow of Direction, Bag of Beans, Bag of Transmuting, Boots of Striding and Springing, Bracers of Defense (Armor Class 5 or 4), Brazier of Sleep Smoke, Bucknard's Everfull Purse (Silver/Electrum/Gold), Cloak of Elvenkind, Cloak of Protection +2, Deck of Many Things, Figurine of Wondrous Power (Onyx Dog — 15% likely to be aligned), Flask of Curses, Gauntlets of Fumbling, Incense of Obsession, Manual of Bodily Health, Manual of Gainful Exercise, Medallion of Thought Projection, Necklace of Missiles (2-6HD), Periapt of Wound Closure, Phylactery of Monstrous Attention, Quaal's Feather Token (20% likely to be aligned), Trident of Yearning.

Armor & Shield: Chain +2, Plate of Vulnerability, Scale +2, Splint +2, Shield +2.

Swords: All swords of group three are Intelligence 14 or lower. They include +1/+3 vs Regenerating, Cursed -2.

Miscellaneous Weapons: Arrows +2, Arrows of Slaying (monsters under 3HD), Axe +2, Dagger of Venom, Hammer +2, Military Pick +1, Spear +1.

Group four treasures

Potions: Animal Control (Mammal/Marsupial, Reptile/Amphibian/Fish, Mammal/Marsupial, Avian), Clairvoyance, Dragon Control (Brass or White), Fire Resistance, Giant Strength (Hill), Growth, Heroism, Philter of Love, Speed, Undead Control (Ghouls, Ghosts or Shadows), Water Breathing.

Scrolls: 1 to 4 spells of 1st to 5th level, 5 to 7 spells of 1st to 3rd level, Protection from Werewolves or Werewolves, Protection from Possession.

Rods: Cancellation, Resurrection (2-8 charges), Smiting (4-32 charges), Curing (6-24 charges), Striking (4-16 charges).

Rings: Fire Resistance, Protection +3, Shooting Stars, Spell Storing (1st and 2nd-level spells), Telekinesis (250GP maximum), Wizardry for first-level Magic-user spells (40% likely to be aligned — a variant for a cleric, druid or illusionist

can be considered).

Wands: Conjunction (2-12 charges), Fear 2-12 charges), Fire 3-8 charges), Frost (3-8 charges), Illumination (4-16 charges), Lightning (2-12 charges), Magic Missile (6-36 charges), Paralyzation (2-9 charges), Polymorphing (1-8 charges), Secret Door & Trap Detection (4-24 charges), Wonder (4-24 charges).

Miscellaneous Magic: Apparatus of Kwalish, Bag of Holding (250 lbs.), Bag of Tricks (Type 1-5), Book of Exalted Deeds, Bracers of Defense (Armor Class 3), Broom of Animated Attack, Broom of Flying, Bucknard's Everfull Purse (Copper/Electrum/Platinum), Chime of Hunger, Cloak of the Manta Ray, Cloak of Protection +3, Cube of Frost Resistance, Drums of Deafening, Eversmoking Bottle, Figurine of Wondrous Power (Obsidian Steed — aligned 25% likely), Gauntlets of Dexterity, Gauntlets of Ogre Power, Girdle of Femininity, Helm of Underwater Action, Horn of Valhalla (Silver — aligned 50%), Incense of Meditation, Instrument of the Bards (Fochlucan), Javelin of Piercing, Jewel of Attacks, Keoghtom's Ointment, Libram of Conjunctions, Libram of Ineffable Damnation, Libram of Silver Magic, Mirror of Opposition (battle occurs outside of the mirror), Necklace of Adaptation, Necklace of Missiles (3-7HD), Necklace of Prayer Beads (with Atonement, Blessing and/or Curing), Necklace of Strangulation, Pearl of Power 1st or 2nd-level spell), Periapt of Foul Rotting, Phylactery of Faithfulness, Robe of Powerlessness, Rug of Smothering, Scarab of Insanity, Wings of Flying (aligned 20%).

Armor and Shield: Plate +2, Splint +3.

Swords: Maximum sword Intelligence in this group is 16. They include +1/+3 vs Lycanthropes, +1/+4 vs. Reptiles, +1 Flame Tongue, +2.

Miscellaneous Weapons: Arrows of Slaying (monsters under 6HD), Crossbow bolts +2, Crossbow of Accuracy, Dagger +2/+3, Javelin +2, Mace +2, Sling of Seeking.

Group five treasures

Potions: Animal Control (any type of animal), Dragon Control (Copper or Black), Gaseous Form, Hill Giant Control, Stone Giant Strength, Frost Giant Strength, Fire Giant Strength, Invulnerability, Philter of Persuasiveness, Super Heroism, Wight or Wraith Control.

Scrolls: 1-4 spells of 6th or 7th-level Magic-user spells or 6th-level spells of other spell casters, up to seven spells mixed in the 1st to 5th levels, Protection from one type of Elemental, Protection from Weretigers or Werebears, Protection from Undead.

Rings: Summoning (40% are aligned; if the alignment is good a Djinni will be summoned, if evil an Efreet and if neutral a Gynosphinx. Aligned monsters will not serve the summoner. The monster might

provide a minor service that could be considered as "unaligned" in nature. It might try to take the ring by force.), Invisibility, Protection +2, 5' radius, +4 to AC/+2 ST, +6AC/+1st, Regeneration (Vampiric), Spell Storing (1st to 4th-level spells only), Telekinesis (500GP), Wizardry (2nd-level spells, aligned 50% likely — a variety for a cleric, a druid or an illusionist is possible).

Rod: Resurrection (2-12 charges).

Staves: Power (6-24 charges), Serpent (4-24 charges), Striking (4-20 charges), Withering (2-12 charges).

Wands: Conjunction (4-24 charges), Fear (3-18 charges), Fire (4-16 charges), Frost (4-16 charges), Illumination (6-36 charges), Lightning (4-16 charges), Magic Missile (7-42 charges), Paralyzation (3-18 charges), Polymorphing (1-20 charges), Secret Door & Trap Detection (5-40 charges), Wonder (5-40 charges).

Miscellaneous Magic: Amulet of Proof, Bag of Devouring, Bag of Holding (500 lbs.), Bag of Tricks (6-8), Beaker of Potions (group 1 to 5), Book of Vile Darkness, Boots of Speed (20% likely to be aligned), Bracers of Defense (Armor Class 2), Bucknard's Everfull Purse (Copper, Electrum Gems), Candle of Invocation, Carpet of Flying (1 person), Chime of Opening, Cloak of Displacement, Cloak of Poisonousness, Cloak of Protection +4, Crystal Ball (aligned 30%), Crystal Hypnosis Ball, Drums of Panic, Dust of Sneezing, Eyes of Charming,

Eyes of the Eagle, Eyes of Minute Seeing, Eyes of Petrification, Figurine of Wondrous Power (Ebony Fly — aligned 30%), Girdle of Hill Giant Strength (value 30,000GP, not usable by thieves), Girdle of Stone Giant Strength (value 32,500GP, not usable by thieves), Helm of Telepathy, Helm of Teleportation (aligned 35%), Horn of Collapsing, Horn of the Tritons, Horn of Valhalla (Brass, aligned 50%), Horseshoes of Speed, Ioun Stones (adds 1 to an ability, absorbs up to 4th-level spells), Instrument of the Bards (Mac-Fuirmidh or Doss), Javelin of Lightning, Jewel of Flawlessness, Manual of Quickness of Action, Manual of Stealthy Pilfering, Necklace of Missiles (2-8HD or 3-9HD), Necklace of Prayer Beads (with Karma), Net of Entrapment, Net of Snaring, Nolzur's Marvelous Pigments, Pearl of Power (3rd or 4th-level spell), Pearl of Wisdom, Periapt of Health, Periapt of Proof from Poison, Phylactery of Long Years, Pipes of the Sewers, Robe of Blending, Robe of Useful Items, Rope of Constriction, Rope of Entanglement (aligned 20%), Saw of Mighty Cutting, Scarab of Enraging Enemies, Scarab of Protection, Talisman of Pure Good, Talisman of Ultimate Evil, Talisman of Zagy, Trident of Fish Commanding, Trident of Submission, Vacuous Grimoire.

Armor & Shield: Chain +3, Plate +3, Shield +3.

Swords: Maximum Intelligence of a sword in this group is 17, but it can have

no special Purpose. They include +1 Luck Blade, +2 Giant Slayer, +2 Dragon Slayer, +3, +3 Frost Brand, +4, Dancing.

Miscellaneous Weapons: Arrows of Slaying (monsters under 9HD), Axe +2 throwing, Axe +3 (aligned 20%), Crossbow of Distance, Crossbow of Speed, Mace +4 (aligned 25%), Spear +2, Trident +3.

Group six treasures

Potions: Dragon Control (Bronze or Green), Giant Control (Stone or Ettin), Cloud Giant Strength, Human Control, Longevity, Spectre Control.

Scrolls: 1-7 spells (Magic-user up to 7th level, other spell casters up to 6th level), Protection from Demons, Protection from Devils, Protection from Elementals (all types), Protection from all Lycanthropes.

Rings: Elemental Command (aligned 20%), Mammal Control, Multiple Wishes (4 or fewer), Protection +3, Regeneration, Spell Storing (up to 5th-level spells), Spell Turning, Telekinesis (1,000GP), Three Wishes, Wizardry (third-level spells, 60% likely to be aligned; or for first and second level spells, also 60% likely to be aligned. Variety for a druid is possible but not a cleric or illusionist).

Rods: Absorption (2-12 charges), Beguiling (1-10 charges), Lordly Might (7-42 charges — 35% aligned), Resurrection (4-16 charges).

Staves: Commanding (4-24 charges)

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—aligned 20%), Striking (4-24 charges), Withering (4-16 charges).

Wands: Conjuraton (6-36 charges), Fear (5-30 charges), Fire (5-30 charges), Frost (5-30 charges), Illumination (8-48 charges), Lightning (5-30 charges), Magic Missile (8-64 charges), Paralyzation (5-30 charges), Polymorphing (5-30 charges), Secret Door and Trap Detection (6-60 charges), Wonder (6-60 charges).

Miscellaneous Magic: Amulet of the Planes, Artifact (minor only), Bag of Holding (1,000 or 1,500 lbs.), Bag of Tricks (Types 9 and 10), Book of Infinite Spells, Bowl Commanding Water Elementals, Bowl of Watery Death, Brazier Commanding Fire Elementals, Carpet of Flying (2 or 3 persons), Censer Controlling Air Elementals, Censer Summoning Hostile Air Elementals, Cloak of Protection +5 (aligned 35%), Crystal Ball with Clairaudience (aligned 45%), with ESP (aligned 35%), Daern's Instant Fortress (aligned 45%), Efreeti Bottle, Figurine of Wondrous Power (Golden Lions —aligned 45%), Gem of Brightness, Girdle of Frost Giant Strength (Value 35,000GP; not usable by thieves), Girdle of Fire Giant Strength (Value 37,500GP; not usable by thieves), Helm of Brilliance, Horn of Blasting, Horn of Valhalla (Bronze — aligned 50%), Horseshoes of the Zephyr, Ioun Stones (Add 1 level, Regeneration, Stores 2-12 spell levels), Instrument of the Bards (Canaith or Cli), Iron Flask, Manual of Golems, Manual of Puissant Skill at Arms, Mattock of the Titans, Medallion of ESP (30' r, aligned 20%), Mirror of Mental Prowess (aligned 35%), Mirror of Opposition (draws victim into mirror for melee), Necklace of Missiles (2-10HD or 3-11HD), Necklace of Prayer Beads (with Wind Walking), Pearl of Power (fifth or sixth-level spell, or two spells first to sixth level), Portable Hole, Robe of the Archmagi, Robe of Scintillating Colors, Spade of Colossal Excavation, Stone Controlling Earth Elementals, Tome of Clear Thought, Tome of Leadership, Tome of Understanding.

Armor and Shield: Plate +4, Plate of Etherealness, Splint +4, Shield +4.

Swords: Swords of this or any higher group may have any intelligence and any Purpose. They include +4 Defender, Wounding.

Miscellaneous Weapons: Arrows +3, Arrows of Slaying (character classes, monsters under 13HD), Hammer Dwarven Thrower, Mace Disruption, Spear +3 (aligned 20%)

Group seven treasures

Potions: Dragon Control (Silver or Blue), Giant Control (Frost or Fire), Giant Strength (Storm), Oil of Etherealness, Treasure Finding, Vampire Control.

Scrolls: 1-6 spells of any level, 7 spells of up to 6th level, Protection from Shape-changers.

Rings: Human Influence (aligned 30%), Invisibility (plus inaudibility), Multiple Wishes (six or fewer), Spell Storing (sixth level or lower for non-Magic-users, seventh level and lower for Magic-users), Telekinesis (2,000 or 4,000GP maximum), Wizardry (fourth-level MU spells usable only by Magic users, aligned 65%; first to third-level spells with a variety usable by druids, also aligned 65%), X-Ray Vision.

Rods: Absorption (3-18 charges), Beguiling (5-14 charges), Resurrection (5-20 charges).

Staves: Magi (13-24 charges), Withering (5-20 charges).

Wands: Conjuraton (8-48 charges), Fear (7-56 charges), Fire (6-36 charges), Frost (6-36 charges), Illumination (8-80 charges), Illusion (5-40 charges), Lightning (7-42 charges), Magic Missile (9-72 charges), Paralyzation (7-56 charges), Polymorphing (7-42 charges), Secret Door and Trap Detection (7-42 charges), Wonder (7-72 charges).

Miscellaneous Magic: Artifact (medium power), Carpet of Flying (4 persons), Crystal Ball with telepathy (aligned 50%), Cube of Force, Cubic Gate, Figurine of Wondrous Power (Ivory Goats, aligned 20%, Marble Elephant, aligned 15%), Gem of Seeing, Girdle of Cloud Giant Strength (Value 40,000GP, not usable by clerics or thieves), Horn of Valhalla (Iron, aligned 50%), Ioun Stones (absorb up to 8th-level, spells), Instrument of the Bards (Anstruth), Maul of the Titans, Medallion of ESP (30' range with empathy or 60' range, aligned 40%), Mirror of Life Trapping, Necklace of Prayer Beads (with Summons), Pearl of Power (seventh or eighth-level spell), Robe of Eyes, Scarab of Death.

Armor and Shield: Plate +5, Shield +5.

Swords: +2, Nine Lives Stealer, +5, +5 Defender, +5 Holy Avenger, Life Stealing, Sharpness.

Miscellaneous Weapons: Arrows of Slaying (monsters under 18HD but never unique beings like archdevils, demon princes, named dragons, deities), Hammer of Thunderbolts.

Group eight treasures

Potions: Dragon Control (Gold or Red, Evil or Good —never a named dragon), Giant Control (Cloud or Storm), Ghost Control.

Scrolls: Up to seven spells of any level, Protection from Magic.

Rings: Multiple Wishes (seven or eight), Wizardry (fifth-level MU spells or fourth and fifth level MU spells; either is 70% likely to be aligned).

Rods: Absorption (4-24 charges), Beguiling (5-20 charges), Resurrection (6-24 charges), Rulership (6-24 charges — aligned 40%).

Staff: Withering (6-24 charges).

Wands: Conjuring (9-90 charges), Fear (9-90 charges), Fire (7-56 charges), Frost

(7-56 charges), Illumination (10-100 charges), Illusion (8-80 charges), Lightning (9-72 charges), Magic Missile (10-100 charges), Paralyzation (9-90 charges), Polymorphing (8-64 charges), Secret Door and Trap Detection (8-96 charges), Wonder (8-96 charges).

Miscellaneous Magic: Artifact and Relic (most powerful), Girdle of Storm Giant Strength (Value 42,500GP), Instrument of the Bards (Ollamh), *Medallion of ESP* (90' range, aligned 60%), Pearl of Power (ninth-level spell), Sphere of Annihilation, Talisman of the Sphere, Well of Many Worlds.

Swords: Vorpall Weapon.

Miscellaneous Weapons: Arrows of Slaying any monster (never a deity, arch-devil, demon prince or named dragon).

Alignment of treasure items

Within the above list of magic items, mention is made of aligned items. The suggestion that these items can be aligned will give the DM even more control over a design. He/she can give a powerful item to a major opponent to make that opponent very tough but when the party finally defeats him/her/it they will find that the item is aligned against them and thus they can't gain from it (in fact, the item might even harm them). Only a small quantity of items should actually be aligned. Perhaps 20% would be a good number to design by. The possibility of alignment is only a DM option to use on certain strong and powerful magic items to offer the DM more control over them.

Aligned items or items with egos (if you decide to include such things) should be calculated at half value since the party cannot benefit from them. Bogus items do count toward the GP total.

Recall that the monk's treasure plus that of his major henchmen and monsters was valued at 170,765GP. We can go farther to say that his main hirelings (the captain of the guard and the two sergeants) might also have some treasure value. The XP total of a hireling is divided by four to determine the GP amount.

For example:

The Captain of the Guard, a 5th-level fighter, has 18,000xp. The gold-piece value of treasure for an opponent with that many XP is equal to the number of XP, with no multiplier used (from second column of Gold Piece Value chart). Because this character is a minor hireling, the resulting number is divided by four, so the Captain can possess up to 4,500gp worth of treasure and other items.

Two Sergeants, 3rd-level fighters, have 4,000xp each. The gold-piece value of treasure for an opponent with that many XP is equal to the number of XP multiplied by three, or 12,000. That number is then divided by four, yielding a figure of 3,000gp for the maximum value of each Sergeant's belongings.

Remember, no henchman, hireling, or monster is guaranteed any magic item(s). The Gold Piece value of possible treasure is for calculation purposes only, and is not an absolute formula.

Here is how the treasure amount of the monk and his minions might be parceled out:

1. Furnishings for his cave/castle/hideout/etc., 10,000GP.

2. Foodstuffs for 1 month, 2,000GP.

This first 12,000GP is almost entirely in untransportable commodities and little, if any of it can be converted to real gold.

3. The Monk's treasure. He has 350,000XP, so his personal magic items should come from Group 6 or lower, i.e. he could possess many different magic items. The value of his items should not exceed (by very much) 122,500GP (.35 times XP amount, from chart as per the examples above). The 17,000GP already spent would come in part from this 122,500GP. The DM is not obligated to select any item from Group 6. But it is suggested that at least one item come from that list — and none from the Group 7 or 8 lists.

The monk's items could include Carpet of Flying (Group 6), 25,000GP; Bracers of Defense Armor Class 3 (Group 4), 21,000GP; Ring of Invisibility (Group 5), 5,000GP; Staff of Striking (Group 3), 15 charges, 6,000GP; Coins and gems (not necessarily carried), 9,500GP.

4. The Champion's items. With 70,000XP, he can have 28,000GP maximum, from up to Group 4 (he's a henchman). Plate +2 (Group 4), 10,500GP; Sword, Flame Tongue (aligned for chaotic evil)(Group 4), 2,250GP (valued at half normal since the party can't use it); Ring of Fire Resistance (Group 4), 5,000GP; Coins and gems (not necessarily carried), 750GP.

5. The Magician's items. 40,000XP, 18,000GP maximum, Group 3. Ring of Free Action (Group 3), 5,000GP; Ring of Protection +2 (Group 2), 12,000GP; Wand of Negation (Group 3), 7 charges, 1,050GP; Coins and gems (carried), 1,200GP.

6. The Patriarch's treasure. 110,000XP, 35,750GP maximum, Group 4. Splint +3 (Group 4), 8,500GP; Shield +1 (Group 1), 2,500GP; Mace +2 (Group 4) 4,500GP; Scroll of 4 spells (2 third, 1 fourth, 1 fifth)(Group 4), 3,500GP (The formula for calculating this value is not given herein.); Temple trappings, 1,300GP; Coins and gems, 3,100GP.

7. The assassin's items. 50,000XP, 22,500GP maximum, Group 4. Cloak of Displacement (Group 5), 17,500GP; Dagger of Venom (Group 3), 3,000GP; Coins and gems, 1,200GP.

Note that the Displacer Cloak is from Group 5 but it was selected anyway because it made a more interesting character. The DM has the final say-so on all treasures.

8. The Spectre. 148,000XP, 37,000GP maximum, Group 5. However, the spectre guards no real treasure at all: 0GP.

9. The Hulk. 90,200XP, 29,315GP maximum, Group 4.

The hulk guards no treasure, per se, but near him is a Mirror of Opposition (Group 4), 2,000GP; plus Coins and gems (major trove), 7,300GP.

10. Captain of the Guard. 18,000XP, 4,500GP maximum, Group 3. Sword, +1/+2 vs Magic-users and enchanted monsters (Group 3), 3,000GP; Coins, 220GP.

11. Sergeants of the Guard. 4,000XP each, 3,000GP maximum each, Group 2. Sword, +1 (Group 1) for one sergeant, 2,000GP; Potion of Hill Giant Strength (Group 5)* for the other, 900GP (Again, the DM overrules the system.); Coins and gems for both, 300GP.

12. Twenty men-at-arms. 1,500XP each, 1,500GP maximum each, Group 1. None own any magic; coins for all men-at-arms total 795GP.

13. 2 Ghouls. 8,700XP each, 4,350GP maximum each, Group 2. No treasure: 0GP.

14. Assistant to the Patriarch, 5th-level cleric. 13,000XP, 3,250GP maximum, Group 3. May possess treasure; see following entry.

15. Assistant to the Patriarch, 3rd-level cleric. 3,000XP, 2,250GP maximum, Group 2. Since both of these clerics are hirelings of a henchman, they are not automatically considered to possess treasure. The DM always has the option to assign items to such characters if desired. In this case, the two assistants to the Patriarch have a Mace +1 (Group 1), usable by either character, 3,000GP; and Coins for both totaling 200GP.

The grand total of all the Gold Piece values is 181,065GP — about 1,000 over the recommended maximum, but certainly reasonable and equitable considering the opponents and items involved. I hope you will think so, too!

The party's treasure total

The party itself would be taking along treasure valued at the following amounts:

Fighter 7th level	
(70,000xP)	.6x(70,000) = 42,000GP
Fighter 7th level	
(70,000xP)	.6x(70,000) = 42,000GP
Ranger 7th level	
(90,000XP)	.45x(90,000) = 40,500GP
Cleric 7th level	
(55,000XP)	.6x(55,000) = 33,000GP
MU/Thief 7th/7th	
(102,500XP)	.45x(102,500) = 46,125GP
Thief 7th level	
(42,500XP)	.75x(42,500) = 31,875GP
Total treasure value	235,500GP

Remember that this is a maximum suggested figure on a character-by-character basis. More likely than not, the party will not have all of that treasure amount.

The 235,500GP maximum shown above would only apply to a party made up entirely or mainly of characters who have previously adventured and accumulated personal possessions. When creating a party or outfitting one for a particular expedition, the recommended maximum GP amount is much lower. As a rule of thumb, such a party should be limited to either the same amount of GP value as the opposition's treasure (in this case, the opposition's treasure is worth 181,065GP) or one-half of the amount derived by using the calculations above (in this case, 117,750GP) — whichever is LESS.

Limiting a party in this manner may cause some arguments from players who are used to being more affluent. But a group of characters loaded down with "goodies" would not have much of a challenge in knocking over the monk and his minions.

Working backward

At the beginning of this article, I said you could begin with the opposition just as easily and go backwards. Here is an example: You want to design a castle run by a 16th-level Magic-user. From the information herein you know that his/her henchmen should be of 9th to 15th level. His/her monsters should have 15 or fewer hit dice. The XP value of any henchman or monster cannot be greater than that of the 16th-level Magic-user. A 16th-level MU has a XP value of between 2,250,001 and 2,625,000. Thus, he/she could hire any minion or group of minions whose total XP value was within that same range. The party going to attack this MU should be worth between 90 and 100% of the MU. Let's say we assign a current XP value of 2,300,000 to the Mage. The party should then have total experience of between 2,070,000 and 2,300,000XP. You decide that 8 adventurers will go on this adventure and they may hire 8 henchmen. Henchmen will have roughly half of the experience point value of full player characters. Thus, if you take a median number, let's say 2,150,000, and divide it by 12 (8 + 8/2) you find that each adventurer will have an average of 180,000XP and each henchman about 90,000XP. That is, of course, an average XP value. One or more of the player characters might have considerably more experience and act as leader(s) of the group. 180,000XP would equate to an 8th-level fighter, 9th-level MU, 10th-level thief or 8th-level cleric, as some sample average characters. Their carried treasures can be calculated as detailed herein. The 16th level MU would have treasure equal to .175 x (2,300,000) = 402,500GP and could select from Group 8 magic items. The average player character would own .30x(180,000) = 54,000GP of treasure with magic items from Group 6 and below.

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Frost Giant (one figure)
#1259 \$3.95

Proportion: 7 Detail: 8
Animation: 7 Technical: 5

Perhaps the best rendition of a Frost Giant currently available. It is unfortunate that this is the only giant offered in the Dungeon Dwellers series at present. The facial expression is quite striking.

Detail is rated according to the degree to which detail is attempted and the crispness and clearness which that detail does or does not possess. How finely described are the eyes, mouth and hands of a figure? Are the turrets, cabins or scales cleanly cut, and how finely are they shown? The greater the amount of well sculpted detail, the higher the rating.

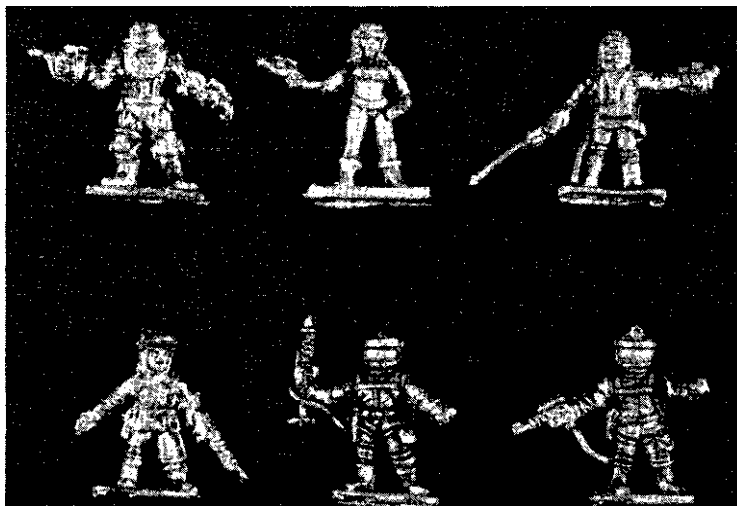
Animation is a very subjective evaluation of how well a figure conveys movement, or strength, or whatever quality is appropriate. This judgment reflects on the sculptor's skill in designing a figure which, when cast, captures the "aliveness" necessary to make it more than just a shaped piece of metal.

Technical quality is the easiest rating to make on a quantitative basis. This rating indicates the quality of the production of the figure; it is judged as a metal product for cleanliness, alignment of the molds, mold lines, flash and the other physical aspects that can add to or detract from the overall quality of a figure. Because the judgment is usually based on just one sample of a given figure, it is not implied that this technical quality is consistent in all figures of the type; technical quality can vary greatly between different castings of the same piece.

In addition to the figures themselves, *Figuratively Speaking* is also a place for review of the diverse accessories now available for use with miniatures such as castles, simulated terrain, dungeon floors, furniture, and virtually anything else of that nature.

Anyone with questions or comments is invited to contact the reviewer by writing to *Figuratively Speaking*, c/o DRAGON magazine, P.O. Box 110, Lake Geneva, Wis. 53147. — *Bill Fawcett*

MARTIAN METALS



15mm Traveller series #2001, 2006, 2007

Proportion: 7

Detail: 5-7

Animation: 6

Technical: 9

The ratings are an aggregate judgment of 15 samples viewed from the large Martian Metals assortment of such figures. All the samples were of good quality overall, and the sets are reasonably priced. In addition, all the figures I have seen in stores and shops are clean and well cast. The series offers a good range of armored and unarmored figures that are suitable for use as counters in games such as *Asteroid* and *Azhanti High Lightning*.

Notice to Manufacturers

All manufacturers of miniature figures and accessories designed for use in game-playing are encouraged to contribute material for *Figuratively Speaking*. Essentially, all a contributing manufacturer needs to supply are samples of the figures themselves, plus any information which might be of interest to readers concerning those figures. Any manufacturer who is interested in submitting review material can receive complete information and specifications by contacting *Figuratively Speaking*, c/o DRAGON PUBLISHING, P.O. Box 110, Lake Geneva, Wis., 53147.

KNIGHTS AND MAGICK Heritage Models 25mm series

All of the sample sets received from this new Heritage line were impressive. Their overall quality

reflects the continuing progress in the art and technique of miniature manufacturing which has been going on for two decades.

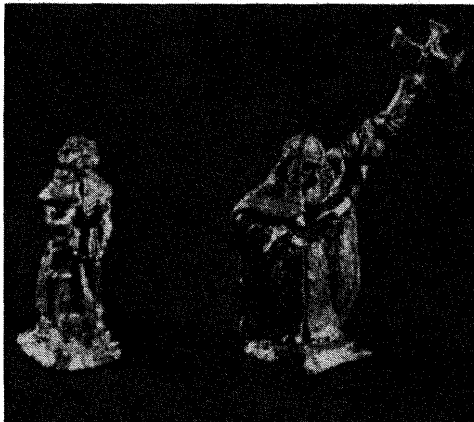
Originally, the blister packs in this series carried introductory price tags of \$3.95 but were scheduled to go to \$4.95 at the end of January. If you find any of them in a shop at the old price, you have a bargain that should be taken advantage of.

The Knights and Magick figures are designed to be used with, and some of them are even packaged with, a set of rules. The Knights and Magick rules will be reviewed in an upcoming edition of Dragon's Augury.

Photography by
Kathy O'Donnell

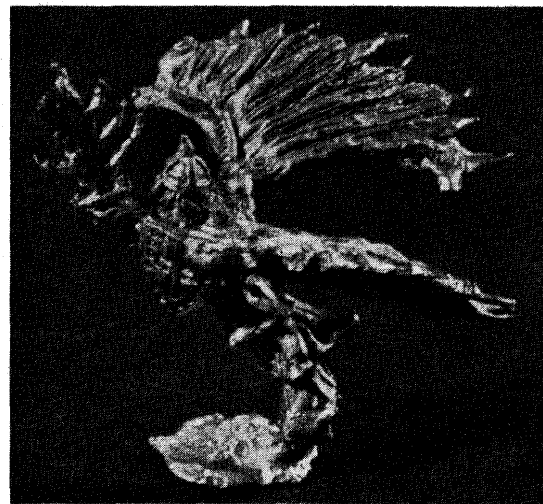


**Demons and Fiends
(two identical) #1422**
Proportion: 5 Detail: 7
Animation: 7 Technical: 7
This figure is very suitable for use as a devil, perhaps a bone devil, for a D&D or AD&D adventure. The musculature and body parts are particularly well molded.



Cleric, Priest, Nun and Crucifer #1421
Proportion: 8 Detail: 7
Animation: 8 Technical: 7

These are four Christian clerical types, appropriate for many historical medieval and Crusader armies as well as for fantasy use. The set includes a traditionally garbed nun in a trailing cloak. The animation and facial expressions of the three male figures is especially vivid.



**Avenging Angels and Saints
(two different) #1423**
Proportion: 6 Detail: 7
Animation: 8 Technical: 5

The wings of these figures are well done, as are the crosses inscribed on their shields. The shields are a bit thick in proportion to the rest of the casting, but this detracts little from the overall effect.

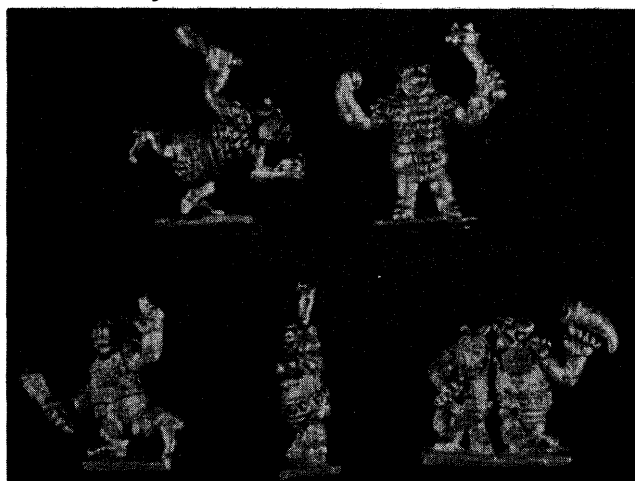
SUPERIOR MODELS

MARTIAN METALS 15mm fantasy line



**Foot Knight
with Two-handed Sword #1011**
Proportion: 6 Detail: 7
Animation: 7 Technical: 6

This figure is wearing armor that appears to be modeled after the Crusades or the Arthurian period. The piece features a great amount of detail for the 15mm scale. A little careful trimming on the sword would make all the components universally well proportioned.



Troll Ball series
Proportion: 6 Detail: 5
Animation: 8 Technical: 7

Five figures representative of the line were submitted for evaluation. The ratings are a composite of the pieces which were sent. They all have the same good detail typical of Martian Metals' 15mm pieces, and were all quite well animated. Some of the poses make attractive display pieces, but all of them can easily be used in actual play as well.



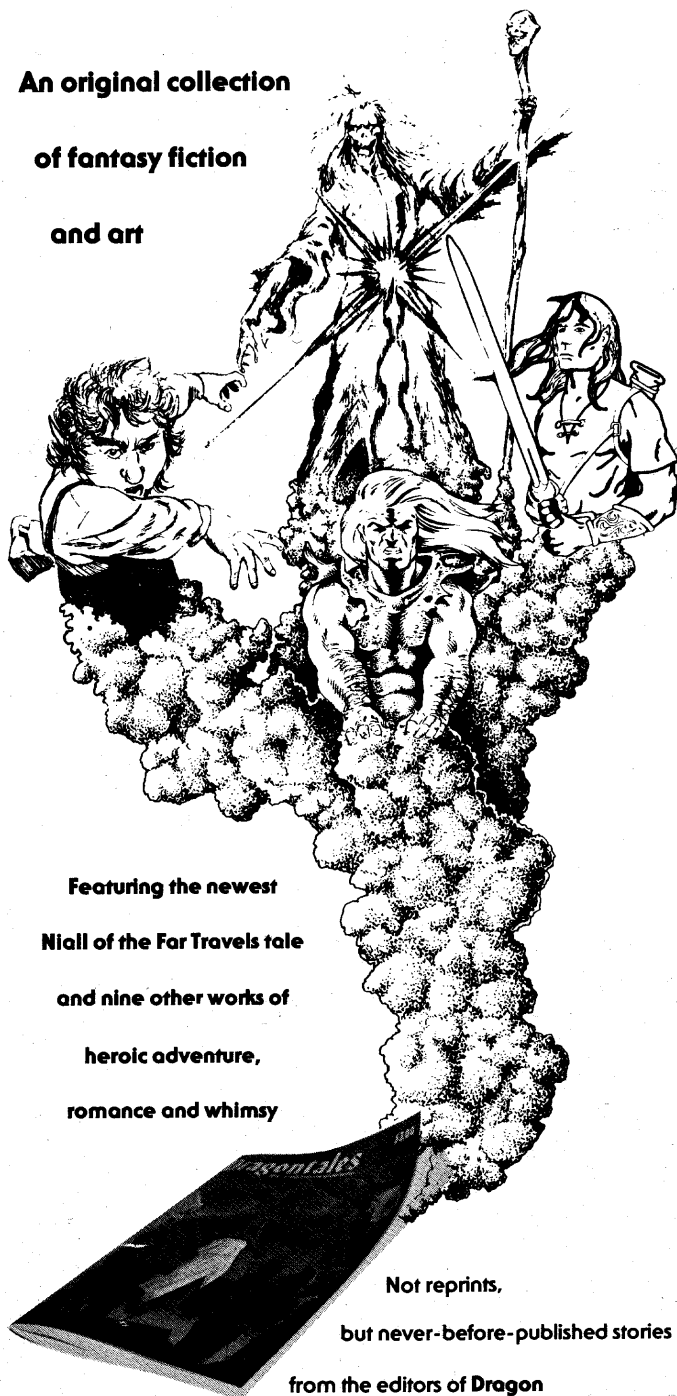
Dragon (one figure) #WL05 \$4.50
Proportion: 6 Detail: 6
Animation: 7 Technical: 7

This figure is usable as a small dragon if shown with 25mm accessories or a full-grown dragon with 15mm figures. It most closely resembles the blue dragon as illustrated in the Monster Manual.

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Convention schedule

CWA'S SPRING GAME FEST, April 3-5 — The first springtime convention to be staged by the Chicago Wargamers Association. To be held at the College of DuPage, Glen Ellyn, Ill. More than 100 events are scheduled, including big *AD&D* and *Traveller* tournaments, miniatures, auctions, seminars and exhibitors. Pre-registration information available from Chicago Wargamers Association, 3605 Bobolink Lane, Rolling Meadows, IL 60008.

MINI-CON '81, April 4 — Sponsored by Ragnarok Enterprises, F&M Strategic Gamers and F&M Fantasy Campaign, to be held in Stahr Hall, Franklin & Marshall College, Lancaster, Pa. This one day informal conference for wargaming and fantasy role-playing will include Diplomacy, Ogre and *AD&D*™ tournaments and other events. Pre-registration information available from Mini-Con, 425 N. Pine Street, Lancaster PA 17603. (717) 397-4221.

MAD CON III, April 25-26 — To be held at the University of Wisconsin Union South, Madison, Wis. This year's events will include role-playing adventures, miniatures, fantasy and civil war games and board games. Admission is \$2 and pre-registration is advised. Contact Pegasus Games, 222 Gorham, Madison WI 53703.

WARGAMERS WEEKEND, May 1-3 — To be held at DAV Hall, Route 1, Newburyport, Mass. Among the scheduled events will be *D&D*® games, *Boot Hill*™ games, WW II, Napoleonic, Civil War, 7 Years War, Ancients and miniatures. Admission is \$5 in advance and \$7 at the door. For more information, contact The Newburyport Wargaming Association, c/o The Toy Soldier, 20 Unicorn, Newburyport MA 01950.

USACON 3, May 1-3 — Previously scheduled to be held Jan. 16-18, this convention will meet on the new dates at the same place, the University Center of the University of South Alabama, Mobile, Ala. Science fiction, fantasy and historical role-playing and board games are planned. Other events will include movies, a SCA Fighter Demo and a dealer room. Pre-registration \$5. For more information, contact Leo Vaulin, 5856 Lisloy Drive, Mobile AL 36698.

MIGS '81, May 31 — The Military Interests and Games Society will hold its second annual convention at the Waterloo Regional Police Association Recreational Centre, RR 2 Cambridge, Ontario, Canada. For further information regarding this free day of wargaming, contact Les Scanlan, president of MIGS, 473 Upper Wentworth, Hamilton, Ontario, Canada.

PHRINGERCON #2, June 5-7 — A science-fiction convention to be held at the Ramada Inn East, Phoenix, Ariz. Numerous guests are scheduled to appear at the convention including James Doohan ("Scotty" of *Star Trek*) and author Theodore Sturgeon. Also featured will be movies, dealers, costume contest, Tunnels and Trolls tournament and other events. Memberships are \$12.50 until March 1; \$15 until June 1; \$20 at the door and \$10 for any one day. For further information, contact PhringeCon 2, P.O. Box 128, Tempe AZ 85281.

MASS MINI-CON, June 26-28 — A fantasy wargame convention featuring *D&D*® events, *Runequest*, *Dune*, and other role-playing and board games, to be held at King Philip North, Norfolk, Mass. Registration \$5 before May 15, \$8 thereafter, \$3 per day. DM's and GM's admitted free. A 144-player *AD&D*™ open will be 75% pre-registered, \$1. For more information, contact Gordon Sterling, 50 Fruit Street, Norfolk, MA 02056. (617) 528-2336

GenCon® South: Old format plus new ideas

by Bill Fawcett

The GenCon® South gaming convention, held in early February in Jacksonville, Fla., was an interesting mixture of old methods and new ideas. In spite of the fact that some of the new ideas weren't as successful as the organizers hoped they would be, the three-day convention ran smoothly and sent hundreds of gamers back to their homes happy.

The convention, staged annually by the Cowford Dragoons gaming club with the assistance and sanction of TSR Hobbies, Inc., was attended by a record 400 persons, and it was in every respect a player-oriented convention. There seemed to be a more than sufficient number of prescheduled and preannounced games of all types. Over half of the players present were entered in the DUNGEONS & DRAGONS® tournament, using a dungeon which was developed and DM'ed by Frank Mentzer of TSR Hobbies. The competition was unusual, in that the first two rounds were run as a "battle royale" in which pairs of teams faced one another in single elimination. The final round was a more standard (in format, not content) dungeon which was played singly by each group of finalists. The dungeon was quite challenging and maintained a high level of player interest. Several of those who played in it encouraged Frank to develop it further so it could be published as a module.

The dealer area was comparatively small and quite crowded, but purchasers didn't seem to mind, and sales were brisk. Among the dealers were a few local shops, Judges Guild, Gamemasters, Inc., Lou Zocchi, and a figure-painting service. Many of the top attractions in the dealer area were new products that had just been released at the Hobby Industry of America (HIA) show a few days earlier in Atlanta, Ga.

One of the experiments tried by the Dragoons was a club competition, offering prizes to organizations based on how well their members fared as a group in the various tournaments. This added a different, and occasionally not positive, aspect to much of the play. The club competition definitely acted as a stimulus to player interest; it succeeded in making players strive for high finishes even though they might not actually win a tournament. On the other hand, it enabled some clubs who had several entrants in a multi-player game, such as Kingmaker, to form unbreakable alliances and play as a solid group instead of as individuals, adversely affecting the enjoyment of other players who weren't part of the group.

In the matter of organization, the Dragoons did an excellent job of keeping things moving on schedule. A TRS-80 computer was used to record and display current individual and club standings, and the system performed successfully.

The few complaints I heard from those in attendance primarily concerned either a lack of table space for open gaming or the rather excessive use of the public-address system in the main room which also housed nearly all of the boardgame tournaments. The gaming atmosphere was friendly, and the quality of play in the role-playing events was quite high, at least in the estimation of one group called the "Wasted Knights" from the University of Florida, who took second place as a club in role-playing competition. Gamers were in attendance from as far away as New Jersey and California.

The GenCon South convention was the first of what will be three GenCon gaming events in 1981. GenCon East will be held in Cherry Hill, N.J. next July, followed in August by the 14th annual original GenCon convention at the University of Wisconsin-Parkside near Kenosha, Wis.



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New orders for *RUSSIAN CAMPAIGN*

by Robert A. Barrow

Below is a new Order of Battle and Order of Appearance for *Russian Campaign* by Avalon Hill. The information, which is more historically accurate than the lists in the rules themselves, is based on facts obtained at the Library of Congress. The main source was a captured German mapbook entitled *Der Feld Zug Gegen Sowjet-Russland* (The Campaign Against Russia). Apparently, the book was assembled because the German High Command wanted a record of its victory in the East. However, the project ended with the beginning of the Russian counterattack. Other sources are mentioned in the text.

German Order of Battle

Take the German Order of Battle and make the following changes:

At start: Delete the Italian 3 Corps from Army Group Center. Note: the numbers in brackets show the factors of the units.

Army Group Center Panzer Corps: 24 (7), 39 (8), 46 (6), 47 (6) and 57 (6). Infantry Corps 5 and 7 (4 each), Infantry Corps 6, 8, 9, 12, 13, 20, 35, 42, 43, and 53 (3 each). HQ Center (1-7).

Army Group North Panzer Corps 41

and 56 (7 each). Infantry Corps 1, 2 and 38 (4 each), Infantry Corps 10, 23, 26 and 28 (3 each). HQ North (1-7).

Army Group South Panzer Corps 3 (8), 14 (7) and 48 (8). Infantry Corps 17 and 29 (5 each), Infantry Corps 4, 34, 48, 49, 52 and 55 (4 each). HQ (1-7).

Rumania: remove the four Rumanian units and replace them with five Infantry Corps (2-4 each) numbered, 2, 3, 4, 5 and 11. German Infantry Corps 11 (2), 30 (2) and 54 (3). (Only six divisions in Rumania) The Rumanians had both a cavalry and a mountain corps; however, their combined six brigades hardly rate immediate entry into the game.

The German Panzer Corps are only slightly changed. The larger changes in the Infantry Corps are due to the number of divisions involved. Army Group North had twelve corps with 32 divisions while Army Group South had eight corps with 30 divisions of infantry. North averaged 2.67 divisions per corps to South's average of 3.75 divisions. (*Barbarossa*, pages 32-33)

German Order of Appearance

July 1941: Change the Hungarian Corps to a 2-6 factor unit (it only had 26,000 men). Add the Rumanian Cavalry Corps (2-7), and the 44 (5) Infantry Corps.

August 1941: Delete the Rumanian 5 Corps and 23 Infantry Corps. Add the Italian Schelles Corps (2-4), starting in Rumania.

September 1941: Delete the 34 and 35

Infantry Corps. Delete the Italian 4 Corps.

October 1941: Add the Rumanian Mountain Corps (2-5).

November 1941: Remove the Hungarian (2-6) from the board. Add the Hungarian Security Corps (2-3). Hungary withdrew its Mobile Corps due to heavy losses and sent a security unit to replace them.

December 1941: 50 Corps is really an Infantry Corps.

April 1942: Add the Hungarian 3 Corps (2-4).

May 1942: Add the Hungarian 4 Corps (2-4). Delete the Hungarian 2 Corps.

June 1942: Delete the Rumanian Panzer Corps (never existed).

July 1942: Delete the Hungarian 3 Corps. Add the Hungarian 7 Corps (3-4). Withdraw one German Panzer Corps (*Panzer Divisions* states that the first and second SS divisions were withdrawn to France at this time. The reason that the SS Panzer Corps are mostly deleted and enter at different times is that most of these SS divisions were already in Russia since the beginning. They can only enter the game if they withdraw or new divisions are raised.) Delete the 3 Parachute Corps (*German Airborne Troops* has a complete list of airborne unit histories and does not list a 3 Parachute Corps.)

September 1942: Delete Rumanian 3 Corps.

January 1943: Delete 1 Cavalry Corps (*German Order of Battle 1944* does not list any Cavalry Corps in the Order of

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By Bryan Beecher

Stukas in *Russian Campaign* are done well, but there are some things that should be altered. It's September 1941, and Mud is rolled. This means the Germans can only get one Stuka up. The Germans use it for Army Group South. What happened to all the Stukas in Army Groups North and Center? And why was AGS able to get up all of its Stukas? With this variant, the Germans almost always get three Stukas, but with a varying degree of effectiveness.

Year & Weather	Stukas	Odds*
1941 Clear	3	3
1941 Mud	3	1
1942 Clear	3	2
1942 Mud	3	1
1943 Clear	3	1
1943 Mud	-	-
1944 Clear	2	1
1944 Mud	-	-

1945 Clear	1	1
1945 Mud	-	-

*The number of odds each Stuka adds. Thus, in 1942 Mud, the Germans get all three Stukas although each Stuka only raises the odds by one.

Note: As before, none of the Stukas may fly in snow. Light Mud is treated as Mud.

Sturmoviks are Russian Stukas, so to speak. The Sturmovik may only help a battle if it is within eight hexes of Stavka. Only one Sturmovik is ever available, with odds determined by the year and weather as follows:

Year & Weather	Odds
1943 Clear	1
1944 Clear	2
1945 Clear	3
1945 Mud	1

Battle for the war). Delete 2SS Panzer Corps.

February 1943: Add 1SS Panzer Corps (1SS, 2SS, and 3SS divisions reentered Russia at this time).

April 1943: Delete 3SS Panzer Corps.

May 1943: Delete 1SS Panzer Corps (arrived February).

July 1943: Cancel exchanges.

September 1943: Delete 6SS Panzer Corps. Italian troops are also withdrawn, since Italy leaves the war.

November 1943: Cancel exchanges.

March 1944: Add 2SS Panzer Corps (newly formed 9SS and 10SS divisions of 2SS Panzer Corps arrived from France).

April 1944: Add Hungarian 8 Corps.

July 1944: Delete 15SS Cavalry Corps.

September 1944: Finland surrenders only if Helsinki is captured.

November 1944: Delete Gross Deutschland Panzer Corps.

January 1945: Add Gross Deutschland Panzer Corps.

Bulgarian Garrison note: 21 Mountain Corps was not formed until late summer of 1943. The 5SS Mountain Corps was formed in the summer of 1943 and fought Tito in Yugoslavia (off the map) during the winter of 1943-44 (German Order of Battle 1944).

Northern Finland note: 36 Corps is an infantry unit. The Finnish 3 Infantry Corps was also in this area (3-4).

Russian Order of Battle

The basic Russian deployment is from *Russian Armour*.

The Russian Cavalry Corps were dropped from the initial setup for the following reasons: Russian cavalry totaled only about one half of the numerical strength of an infantry army, Russian cavalry were generally attached to infantry and tank units in mixed battle groups, and finally, the guard cavalry units give a good reflection of the effect of Russian cavalry in the game.

Baltic Military District: 8 and 11 Armies with 3 and 12 Tank Corps. Western Military District: 3, 4 and 10 Armies with 6, 11 and 14 Tank Corps. Kiev Military District: 5, 6, 12 and 26 Armies with 4, 15 and 22 Tank Corps. Minsk: 13 Army with 13 Tank Corps. Finnish Border: 7 and 23 Armies with 10 Tank Corps. Square Z21: 8 Tank Corps. Square W21: 9 and 19 Tank Corps. Moscow: Stalin and Stavka units. Riga: 27 Army. Kharkov: 18 Army. Archangel: 28 (4) Army. Odessa Military District: 9 Army with 2, 16 and 18 Tank Corps. Leningrad: 1 Tank Corps.

The Russian player moves the 16, 20, 21, 22 and 24 Armies with 7 and 20 Tank Corps from the East during their first movement turn. (*Barbarossa*, page 63, gives Russia 360 divisions with over a million men, added to the army before the end of July.) The earlier arrival of certain

armies reflects the fact that they were engaged in the fighting from the beginning. The addition of several new armies again points up corrections of fact.)

Note: All Russian Tank Corps are 2-5 factor units.

Russian Order of Appearance

July 1941: 19 Army from East. Delete the arrival of the other two armies (they moved in the first turn).

August 1941: Delete 24 Army arrival. Add 34 (3) and 48 (4) armies at Leningrad, Moscow or Stalingrad. The defense of Leningrad hinged upon the 34, 42 and 48 armies (*The 900 Days*, pages 200 and 317). They arrived in August and September of 1941.

September 1941: Add 42 (4) Army at Leningrad, Moscow or Stalingrad, and add 38 (3) Army.

October 1941: Delete 5 Parachute Corps. Delete 34 Army. Add newly formed 5 (3) and 16 (3) Armies and newly raised 51 (3) Army. The added armies from October to December generally fought in front of Moscow (*Hitler Moves East*, map page 196) and in the Crimea, (*Hitler Moves East*).

November 1941: Delete both Parachute Corps. (The Parachute Corps was barely larger than a regular division and had been in combat since the war started.) Reduce 1 Guards Army to 6-4 factor. The other three Guards Armies are reduced to 5-4 each and do not arrive until

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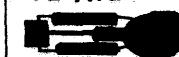
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December 1941. Add 37 (4), 44 (3) and 56 (4) Armies. Add newly formed 10 Army (5-3). Add 2 Guards Cavalry Corps.

December 1941: 2, 3 and 4 Guards Armies (5-4 each). Add 57 (4) Army and the newly formed 20 Army (4).

January 1942: Delete 2 Guards Cavalry Corps (arrived November). Add 53 (4) Army.

March 1942: Delete all units from here on except workers' units. The first Tank Armies were not formed until June 1942 (*Russian Armour*).

April 1942: Delete 16 Tank Corps.

May 1942: Add 21 and 23 Tank Corps. Add 47 (3) Army.

June 1942: Add 3 and 5 Tank Armies (5-5 each).

July 1942: Add 2 Tank Army (5-5). Add 17 and 24 Tank Corps. Add 62, 63 and 64 Armies (4-3 each). These last three armies formed the bulk of the defense of Stalingrad (*Stalingrad, the Turning Point*).

August 1942: Add 1 and 4 Tank Armies (5-5 each). Add 56 Army (4).

September 1942: Add 46 (4) and 66 (4) Armies.

November 1942: Add 3 Guards Cavalry Corps. Add 5 Guards Army (5-4). Add 65 (4) and 67 (4) Armies. The above armies were in the fighting around Stalingrad (*Stalingrad, the Turning Point*).

January 1943: Add 58 (4) Army.

February 1943: Add 69 Army (4).

March 1943: Add 10 Guards Army (5-4).

Most of the following armies fought at Kursk (*Kursk: The Clash of Armour*).

June 1943: 3 and 5 Tank Armies are exchanged for 3 and 5 Guards Tank Armies (6-6 each). 21 and 64 Armies are exchanged for 6 Guards and 7 Guards (5-4 each) Armies. Add 11 Guards Army (5-4). Add 70 (4) Army.

August 1943: 1 Guards Tank Army (6-6) replaces 1 Tank Army.

October 1943: 8 Guards (5-4) Army replaces 62 Army.

January 1944: Add 6 Tank Army (5-5).

Allied aid to Russia

The Allied aid to Russia entered Russia from three areas. North Russia (Archangel) was the smallest effort. Allied aid should be changed to the following table (developed from *Persian Corridor: Allied Aid to Russia*):

FE=Far East (Siberia ports), NR=North Russia and P=Persian route.

One factor is received for each month that is mentioned below:

1941: FE Sept. and NR Dec.

1942: P Jun. and Oct.; FE Aug. and Oct.; NR Mar., Apr. and June.

1943: P Feb., May and one factor every month starting with Sept.; FE Jan. and every other month until Aug. (begins one per month); NR Oct. and Dec.

1944: P Jan. and every other month.

1945: FE every month; NR Jan. and every third month.

German replacements

German replacements did not enter Russia once every year. The German Replacement Army sent a fairly steady stream of men into Russia during the war (*Cross Channel Attack*).

A new German Replacements Table (replaces the game's table) follows:

1941: Six factors per month (two months per turn).

1942: Six factors per month (except Feb., Mar. and Apr. are 11 factors per month).

1943: Six factors and five factors alternating each month; except Oct. (16) and Nov. (12).

1944: Five per month except Jul. (none) and Aug. (3).

1945: Three and four factors (alternating each month).

Reading list:

Panzer Division (of World War II), by Duncan Crow;

German Airborne Troops, by Roger Edwards;

German Order of Battle 1944, by Ian V. Hogg;

Barbarossa, by Alan Clark;

The 900 Days, by Harrison E. Salisbury;

Russian Armour (1941-43), by Eric Grove;

Hitler Moves East, by Paul Carell;

Stalingrad the Turning Point, by Geoffrey Jukes, and

Kursk the Clash of Armour, by Geoffrey Jukes.

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This ballot may be reproduced and circulated by any means available, provided its contents are faithfully copied. Magazine editors and publishers should plan to include the ballot in an issue of their publications due to come out during the interval from late 1980 to mid-March 1981. Clubs and other organizations should circulate copies among their members shortly after the first of the year.

All Gaming Fans are encouraged to vote!

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 Gunpowder Rules: _____

 All Time Best Air Combat Rules: _____

Instructions. Read Carefully: Print legibly or type your nominations. Ballots that are messy or not filled out correctly may not get counted. You may list three nominees per category. It does not matter in what order you list entries. To keep voting as meaningful as possible, please do not make selections in unfamiliar categories. **YOU MUST SIGN THE BALLOT!** Also include your address. You may vote only once, and send only one ballot per envelope.

Nominations should be based on products produced during the calendar year 1980. Miniature figure series nominations should be for product lines which are either new or have been substantially expanded in 1980. Naturally, all time best nominations are not restricted to 1980. The Hall of Fame category will not appear on the final ballot since the winner is determined by the nominating ballots.

Final balloting will be done by the members of the newly-formed Academy of Adventure Gaming, Arts, and Design (watch for details in the hobby press). The voting on the final five nominees in each category will be done entirely by mail and will be completed one month before Origins. The awards will be presented at Origins.

**THE CHARLES ROBERTS AWARDS FOR
OUTSTANDING ACHIEVEMENT IN
BOARDGAMING**

Best 1980 Pre-20th Century Boardgame: _____

 Best 1980 20th Century Boardgame: _____

 Best 1980 Science-Fiction or _____
 Fantasy Boardgame: _____

 Best 1980 Computer Game (game _____
 materials for use on personal com- _____
 puters. Star Trek not eligible): _____
 Best 1980 Initial Release of a Boardgame: _____
 (this refers to the first _____
 release by a new company) _____
 Best 1980 Professional Magazine _____
 covering Boardgames: _____

 Best 1980 Amateur Magazine _____
 covering the Hobby in general: _____
 (Amateur magazines are defined _____
 as non-profit efforts not of professional quality which do not provide _____
 income for their staffs nor pay for contributions). _____
 Hall of Fame: _____
 (Previous winners of the Hall of Fame are Don Turnbull, 1974, James F. Dunnigan, 1975, Tom Shaw, 1976, Redmond Simonsen, 1977, John Hill, 1978, and Dave Isby, 1979)

Name: _____ Signature: _____

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USA

PRESS RELEASE

AWARDS ANNOUNCEMENT

The committee for the Charles Roberts and H.G. Wells Awards, the most coveted in the industry, have joined the Game Manufacturers' Association (GAMA) to reorganize the awards procedure. Under the new system, all facets of the hobby can participate. The nominations for the various categories will be open to participation by all gamers. Nomination ballots will be available through every hobby magazine in the industry. All gamers will be limited to one nominating ballot.

The final voting will be done by members of the newly formed Academy of Adventure Gaming Arts and Design. The Academy is open to those individuals who have made a contribution to the products and/or general advancement of the hobby in any, some or all of the major divisions: boardgames, miniature games, role-playing games and computer game programs. It is open to designers, developers, authors, artists, editors, writers, reviewers, convention organizers, and any professional or amateur who can prove a contribution to the hobby. Members of this academy will have the opportunity to vote for the Charles Roberts and H.G. Wells awards prior to Origins, the National Convention, through a final ballot sent directly to academy members 60 days prior to Origins for response by 30 days prior to Origins. This allows a more formal and dignified presentation of the Awards to the winners at Origins, and will permit the plaques to have inscribed on them the name of the winning person or product. This will also avoid abuses that have occurred in the past as a result of balloting during the convention.

Membership in the Academy will cost \$2 per year regardless of how many divisions you wish to apply for and can substantiate a contribution to (under the guidelines). The membership fee covers the cost of postage, printing and awards cost. There is a maximum of four one-year renewals available, for an overall term of five years. It is anticipated that renewals will be at \$2 per year also. All membership fees should be check or money order payable to the Game Manufacturers' Association;

For membership application and guidelines, send a self-addressed, stamped envelope to:

Awards Academy
P.O. Box 787
Troy MI 48099

Look! Up in the sky! It's...

by Bill Fawcett

ASTEROID, one of the Series 120 games from Game Designers' Workshop, weaves together two traditional science-fiction plots into a specific game scenario that can be played in many different ways with varying strategies and characters.

It's more than a general game of tactics with multiple scenarios all governed by the same rules and played out by the same combatants. The situation is this: A deranged scientist has programmed a computer with his own personality and is using this computer to guide the course of a mining asteroid it is located on. The asteroid is on a collision course



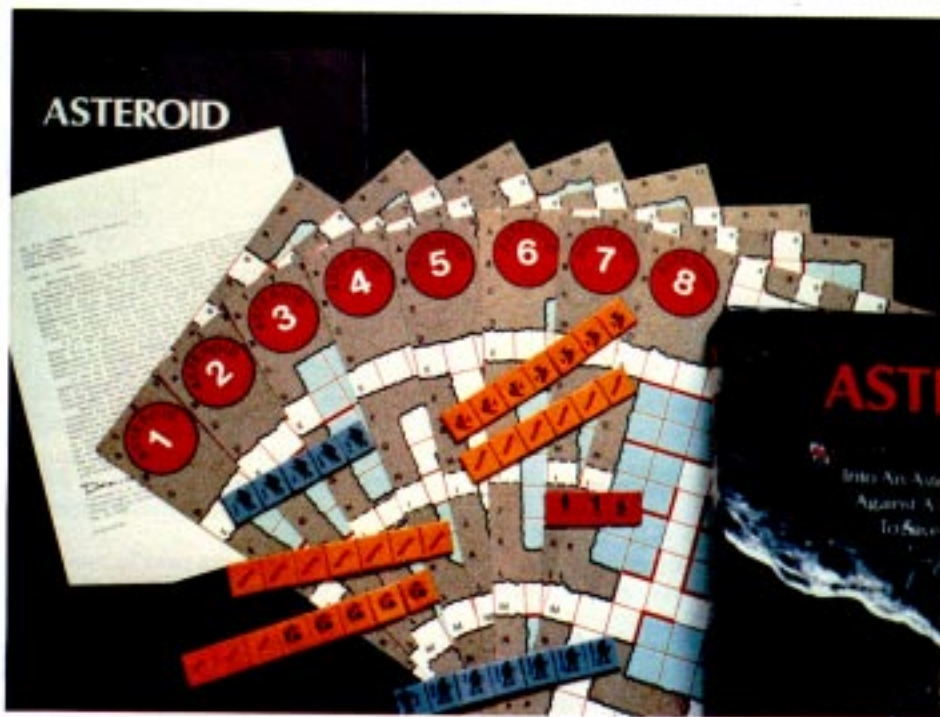
with Earth; it is large enough and moving fast enough so that even if it is broken up, the shattered pieces which hit the planet will be enough to destroy all life on earth.

Only one spaceship is in a position to intercept the asteroid, disable the computer, and set the mechanism's self-destruct device to go off in time to save the earth.

One player controls the crew of the ship, selecting from a wide assortment of characters (including some inspired by comic books and even a local medium in Bloomington, Ill.). With the chosen characters and the aid of Shasha the dog, the first player's task is to overcome the robots defending the computer station on the asteroid and shut down the computer.

The second player controls the activity of the computer and the robots (after the station's defense mechanisms are activated by the presence of the first player's characters).

One nice twist in the scenario is that the plans for the computer station were



destroyed by the mad scientist before he committed suicide; thus, the second player is allowed to determine the set-up of the eight geomorphic maps that make up the tunnels and rooms of the complex.

More spice is added to the play by the inclusion of a few of the mad scientist's other inventions which happen to be lying around. These include an invisibility belt and a disintegrator pistol. Contributing more variety are the special skills possessed by each character, which vary from exceptional strength to expertise in demolitions to being the "luckiest" person alive.

The variety of character types is both a strength of the game, and its largest drawback. Because of the challenges which await the first player, it is necessary to employ all of the skills possessed by every character. Because there are so many to choose from, it takes a few playings to really become adept at deciding which skills are best in certain situations and then employing them properly.

Like all Series 120 games, **ASTEROID**

is designed to be played in 120 minutes or less. This is quite possible; it is not a long game. But because each game is so short, some gamers may not feel it worth the effort and time to become familiar with all the different character combinations. Still, the characters and their abilities are much more than simple "chrome."

The text of the rules is longer than for most other Series 120 games, but most of the extra reading is descriptions of the different characters. The game mechanics are fairly simple, and play moves quickly. Considering the different character types available, this game may appeal to role-playing gamers.

Since **ASTEROID** has a familiar plot and is easily played, it is a nearly ideal way to introduce science-fiction gaming to a friend who has read some science fiction but not played very many games of this type.

ASTEROID is available for \$6 retail from Game Designers' Workshop, 203 North Street, Normal IL 61761, or at most hobby and game stores.

TITAN will slug it out with anyone

by Bill Fawcett

TITAN, produced by Gorgonstar Publications, in some ways brings back memories of the earlier days of gaming. When viewed according to the artwork, the method of production, and the printing technique, **TITAN** appears to be one of the flood of homemade games of vary-

ing quality that surfaced in the early 1970's. The playing pieces are silk-screened rather than being actually printed, using a water-soluble ink that will come off on wet fingers or perspiring palms. The first thing to read after opening the box is the slip of paper which warns owners that the pieces must be carefully handled. Spraying the "up" side of the

countersheets with a clear fixative before punching out the pieces will go a long way toward preserving them.

None of that is meant to imply that **TITAN** is an amateur effort. This is a very sophisticated fantasy game with original ideas, clearly written rules and a very playable game system. The rules (referred to as Laws) are well organized ac-

cording to subject matter and importance. They are easy to follow and include several examples and illustrations.

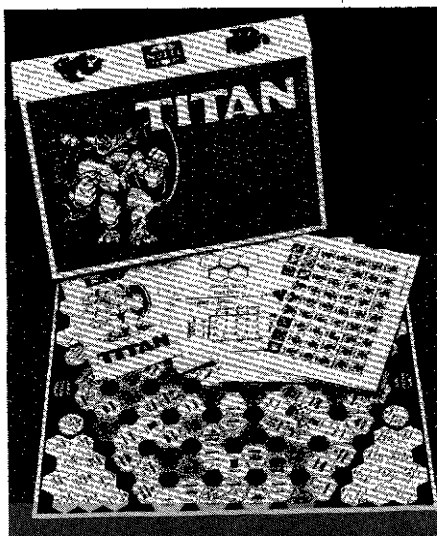
The game pits two to six players against one another on a board that includes ten types of terrain. Each player controls his or her "Legion," which will include several creatures in several different stacks. Each player's Legion moves around the board, battling opponents and attempting to recruit new pieces into his Legion. When any Legion reaches seven pieces in size it must divide into at least two smaller Legions, or the seven pieces cannot move any further. Different monsters can be recruited in different types of terrain, but only by a Legion which satisfies membership requirements, such as having certain other types of monsters in the Legion or perhaps having others of the type of monster being recruited.

One of each player's Legions contains that player's Titan piece, which actually represents the player in the game. If a Titan piece is killed, that player and all Legions belonging to that player are eliminated from play.

Combat occurs in two basic forms. Normally, battles are played out on one of a set of smaller boards (tactical maps) relating to the type of terrain in which the combat is taking place. Only a few pieces are involved in a single combat round, and battles move quickly and smoothly. Out-of-the-ordinary combat occurs when a player chooses to (or is forced to) initiate a "Reckoning." This is a one-against-everybody-else battle that often brings the game to an end at that point.

The game is embellished by several bits of "chrome" which add to the feel of the game without overly complicating it, such as flying monsters, reinforcements at the start of battles, and different combat abilities in certain types of terrain. A group of four players who are new to the game will take 3-4 hours for the first play-through. Once players become practiced in the systems, play can move much more quickly, but an occasional game between accomplished players can still run as long as five hours; the average (judged over several playings) is close to three hours per game. It will take only minutes for an experienced player to show a newcomer the basics of the rules.

The artwork on all of the game's components is very well done. Each creature is portrayed as a profile or a silhouette on its piece. The players' Legion markers are well drawn and easily distinguished between when they are on the board. The art, graphics and coloring on the large playing board (printed, not silk-screened) are as good as in any comparable game on the market. The large board and the smaller "Battle-boards" are printed on sufficiently stiff, durable cardboard. In each corner of the



board is a graphic depiction of which creature types can be recruited in what terrain, a convenience which greatly speeds up play.

The *TITAN* playing board is hexagonal in shape overall, but the individual "hexes" which regulate movement are distorted so that every space on the board is adjacent to only two or three other spaces. This aspect, combined with a distinctive set of rules for movement, can often force an unwanted combat on a player who isn't careful and can assist the player who plans his moves in advance. Especially in games involving a relatively large number of players, negotiation and intimidation often play a pivotal role in strategy.

The game is not perfect. Play occasionally gets bogged down. This is especially true in games where everyone plays conservatively and avoids battles, which will commonly occur the first few times new players try the game. The only noteworthy shortcoming in the rules seems to be in the sections regarding special "Angel" pieces, where certain unusual (but quite possible) circumstances are not taken into account when describing how these pieces are acquired.

All in all, *TITAN* is far higher in quality than were the first efforts some companies that are now major manufacturers. The price tag of \$20 (postage paid on mail orders) may seem a bit steep, but the components are large and there are a goodly number of them: The playing board folds out to 16" by 21"; each of the seven smaller boards is a different color and a healthy 8½" by 5½" in size; and there are 400 one-inch playing pieces. Two six-sided dice and bags to hold the punched-out pieces are also provided, all in a large, durable corrugated paper box.

Gorgonstar Publications only produced 500 copies of this initial effort in the first printing, which means that a first-edition *TITAN* bought today may soon

be a collector's item. The availability of the game in hobby shops is very limited at present, but it can be ordered by mail from Gorgonstar Publications, 2416 Grape St., Joliet IL 60435.

None of the problems with the game or its lack of availability can take away from the fact that *TITAN* is a game that allows for play at all levels of ability with a clean, playable rules system. Of several veteran gamers known by this reviewer who have invested in a copy, none of them have said they regret the purchase.

Space Fighters

Produced by:
Michael S. Kurtick
Retail price \$5

by Tony Watson

If you thrilled at the space ship combats in *Star Wars* and *The Empire Strikes Back*, *SPACE FIGHTERS* is a game that should pique your interest. In every aspect but name, *SPACE FIGHTERS* is a game about fighter combat in the *Star Wars* milieu. From the cover of the rules folder, which features a Rebel X-wing in close pursuit of an Imperial TIE fighter, to the assault on the Imperial battle station that comprises the game's main scenario, *SPACE FIGHTERS* is an attempt to bring to the hexgrid those stellar dogfights that were so exciting on the silver screen. The game is quite successful at this goal.

As one might expect from a game in this price range, *SPACE FIGHTERS'* components are not fancy, but they are serviceable. The 22" x 17" map depicts an area of the surface of the Imperial Space Station (*Death Star*). The center of the map is dominated by the heavy black lines of a trench leading to the vital reactor port, the prime target of the Rebel attack in the scenario. The map background is ghosted in gray with a variety of shapes resembling hatches, ports, pipelines and other equipment, giving the impression of the uneven surface of the battle station. The rules come in a simple, four-page folder, while the charts and tables are contained on three pull-out sheets. These sheets are back-printed with spaces for recording fighter movement, which must be photocopied or covered with plastic if the game is to be played more than once. The counters have all the necessary factors printed on them and give an overhead view of the space craft in question. The playing pieces are rather thin and only marginally die-cut; I needed a knife to separate mine. Though the list of components made no mention of it, my game came complete with a 20-sided die.

SPACE FIGHTERS' mechanics are reminiscent of WWII fighter combat, which was also the basis for the film's action. Four types of fighters are represented: the Rebel X-wings and Y-wings, and the TIE fighters of the Empire along with Darth Vader's special ship, called "Empire Leader" in the game. Han Solo's *Millennium Falcon* is included also, though it is referred to as the "pirate freighter." All ships are rated for combat strength, turn-

ing ability and acceleration. Movement is recorded on the sheets not as an aid to simultaneous movement, but as a record-keeping system to keep track of the current speed and altitude of a given fighter.

Combat is a simple procedure. All ships except the freighter and the Rebel Y-wing have limited forward-firing blaster arcs for engaging targets, making maneuverability important. Firing follows the movement portion of each player's turn and consists of comparing the ship's combat factor to a 1-10 die roll. The roll can be modified by the aspect the target presents (shots at a fighter's rear are best, head-on attacks are the worst), the range, differences in speed, and even the ESP values of Empire Leader (Darth Vader) and Red-5 (Luke Skywalker). The result is the number of hits the target sustains, which are rerolled on a hit location chart. There is a 30% chance of immediate destruction, along with less serious damage such as decreases in combat and acceleration factors. Some hits can be rendered useless by obtaining a "hit deflected" result, accounting for the light shielding the ships had in the movie. The Rebels have a special weapon, the proton torpedo, that has limited combat value but is the only weapon that can destroy the battle station.

The scenario included in the rules is straight from the fifth act of *Star Wars*. The 16 Rebel fighters begin with the intent of entering the

trench and launching their torpedoes against the exhaust port. They are faced with the substantial defensive fire of the gun towers and the nine Imperial fighters, as well as racing against time; they have 12 turns to destroy the station before it vaporizes the Rebel base. The combat adds of Red-5 and the Empire Leader make them very important ships, as well as adding some color and authenticity to the game. While any Rebel ship can fire the torpedo that knocks out the station, Red-5 has the best chance. The pirate freighter makes an eleventh-hour appearance over the trench to provide some needed last-minute firepower. The scenario is remarkably true to the action in the movie; fast-paced, tense and fiery. Most of the fighters in the game won't survive the battle. While this scenario is the only one detailed in the rules, some references are made to matching four TIE fighters against the freighter for a change of pace, and gamers could easily come up with their own scenarios.

I was very pleased with *SPACE FIGHTERS*. The system was clean and fast, and there's lots of action. Moreover, the game is remarkably true to its source, capturing the feeling of *Star Wars*. And I guess it didn't hurt much that the game was about my favorite movie, either.

SPACE FIGHTERS was designed and is marketed by Michael Scott Kurtick. It is packaged in a ziplock bag and sells for \$5.00.



(From page 4)

On the subject of players' ages, it has been my experience that age has little to do with playing skill or with maturity. I am running a dungeon composed of high-school freshmen, one with nothing but college graduate students, and one whose players range from fourteen to forty-seven. There seems to be little difference in the way characters are handled; indeed, in the last case, the fourteen-year-old is the most imaginative of the players. By the time the other players are beginning to comprehend that there might be a trap, he's already figured a way out of it. Also, he's running a female assassin with courtesan as a secondary skill, competently.

In the final analysis, I suppose the only factor that really matters is playability. If a par-

ticular combination of factors works for you, then use it. But please, if you are running a thief/fighter/magic-user/cleric/monk whose lowest level is above 20 and who runs around with a ring of unlimited self-resurrection molecularly melded to his finger, don't call it a D&D game! (For want of a better name, my giveaway campaign is referred to as Gods and Galaxies.) Whatever you are playing, it has passed beyond the D&D realm and has become something entirely different. Don't fall into the trap of doing as an acquaintance of mine does and take your godlike character into one of your low-level dungeons just to show him off. (The man referred to, by the way, is the one who has the self-resurrector I described. He got the ring in one of his own dungeons.) If you do, don't be surprised when your players drop out and go to someone who offers not prizes, but challenges.

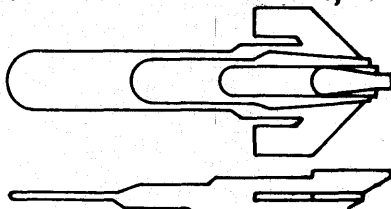
The fun of the game is in the stimulation of the imagination.

Bobby Kennedy
Lyons, Kan.

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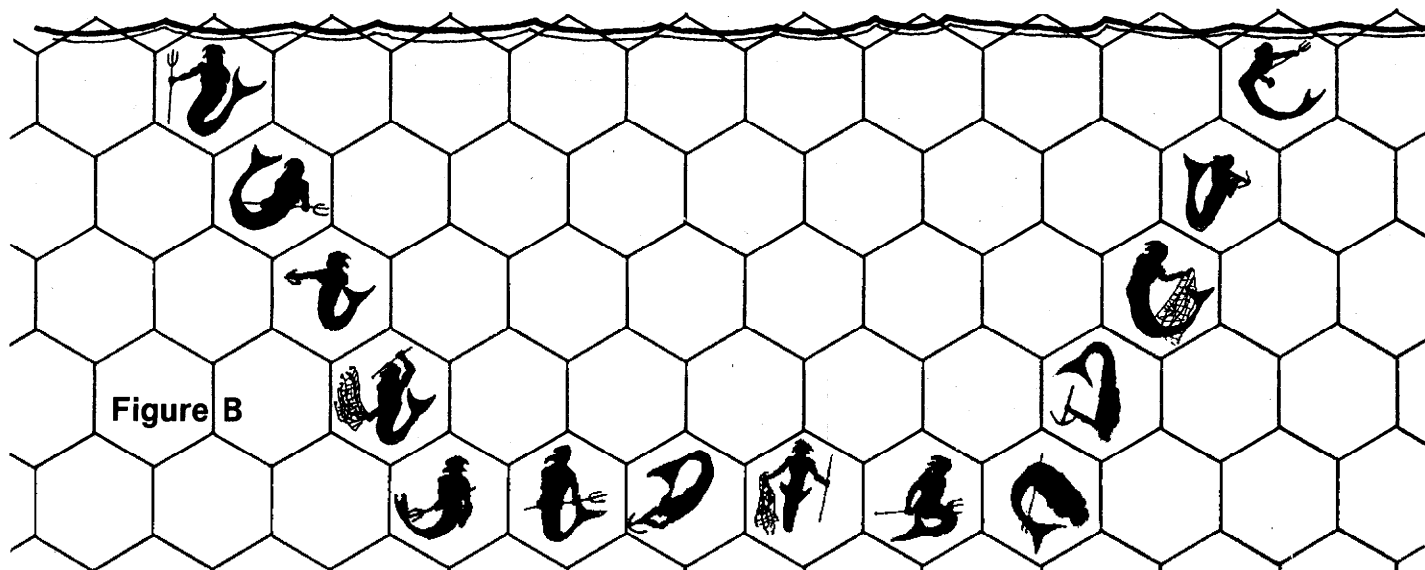
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Watery words

(From page 8)

10 yards across. The illustration is only a cross-section; of the 14 counters in the defense, only six show, the rest being in front of or behind the hex sheet, to fill out a three-dimensional hemisphere. There are no "stacking" rules, and no "zone-of-control" inhibitions. In this situation the sharks move 24 hexes per turn and the mermen 18.

Figure B represents the two-dimensional analogue of the same situation. Here, the linear frontage of each unit is a confused mixture of area and length, and each hex measures somewhere between 10 and 100 yards across. There is no movement "above" or "below" the hex map; the situation is strictly two-dimensional. Here, each shark counter moves 48 hexes per turn (double the normal due to the distortion of the game-map); each merman counter moves 36 hexes. These numbers arbitrarily may be reduced to keep the combat on a normal-sized map, as long as the sharks' movement advantage is maintained in the proper proportion.

Although distorted, Figure B nevertheless retains many of the topological properties of Figure A. In both cases, all 14 merman counters face most of the 20 shark counters (not depicted), not all of whom can attack at present. Until some of their comrades die, there will be a few sharks left out of the battle for lack of "elbow room." The artificial restriction of the battle to a flat board has virtually no effect upon the battle.

If the distortion is too appalling to the reader's sense of naturalism, some other method should be tried. This is the only system I've yet found for such battles that worked well. In this particular case, true three-dimensional simulation would be almost as out of place as it would be in GDW's *Imperium*.

Finally, two very minor points. First, why must the Giant Octopus always be cast as the Bad Guy? Octopi are quite rational beings, reacting coolly and logically to threats and to meal opportunities. They are far less "evil" than wolves, tigers, or jaguars; they are constitutionally incapable of any sort of angry maliciousness.

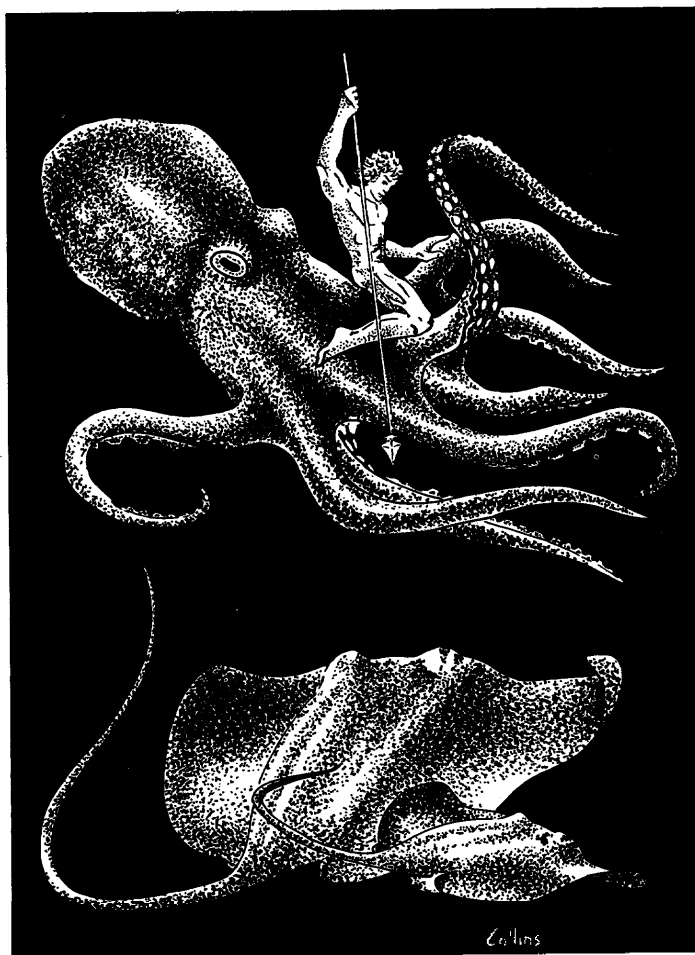
Second, as anyone who has studied marine biology knows, 99% of all sea life is either on the continental shelves or floating in the top three feet of the sea. The murky depths, although sporting various peculiar high-pressure beasts, are relatively barren. The mer-folk, swimming happily in the shallow, warm, light blue water, think of these frigid, tenebrous depths much as land-folk think of caves, pits, and mines: The dark unknown is frightening — the home of devils and monsters. When crossing deep places, mermen hug the surface of the water, just as hu-

mans cluster about their torches when spelunking. At such times, the superstitious fears of the two races are very nearly identical.

And just as humans nearly always bury their dead, sometimes in caves and crypts, so do the mer-folk consign their dead to the deeps. Wrapped in non-deteriorating shrouds, weighted with great stones, the deceased are carried out to sea and dropped, amid touching ceremonies, into the deepest part of the ocean.

Sea-folk most certainly do NOT eat their dead, such as has been suggested in some works of literature — most lately a tale entitled *The Merman's Children* by Poul Anderson. It was a nice story, and in some parts quite factual, but in this respect it goes just a little too far.

Best Fishes...



Bazaar of the Bizarre

(From page 12)

against the marine variety of the ghou. Experience Point value: 1,000. Gold Piece value: 10,000.

Necklace of Air Breathing

Useless or dangerous to most types of creatures, this device is sometimes seen employed by Locathah and other creatures of the deep who cannot normally breathe air. Creatures which normally breathe air will, upon donning the necklace, find their lungs immediately filling up with water. If a save vs. magic is not made, the victim will fight at -1 to hit in the first round following the donning of the necklace, and at an additional -1 to hit in each round thereafter, to a maximum penalty of -4 in the fourth round. After four rounds, the victim will become unconscious and will die of drowning two rounds later unless preventive measures are applied to the victim. There is an 80% chance of saving the victim's life. If the victim is unconscious before the necklace is removed, the chance for survival (after lifesaving measures are taken) drops to 50%. Experience Point value: Nil (to air-breathers). Gold Piece value (to air-breathers): 500.

Spongestone

by Bruce Humphrey

In its "dry" state, a Spongestone appears as a chunk of stone which is rigid, quite porous, and relatively light in weight compared to an ordinary piece of stone.

This substance has the ability to soak up water from any solid or liquid substance it is placed in contact with. Each Spongestone can absorb a volume of water equal to 30 times the volume of the stone itself; i.e., a Spongestone with a volume of 1 cubic foot will soak up 30 cubic feet of water before becoming saturated. A dry stone will automatically soak up its capacity in water in the space of three rounds, assuming that a sufficiently large source of water is at hand. When dry, a Spongestone is light brown in color. When it is filled with water to one-third of its capacity, it becomes a darker brown. At two thirds of capacity, the stone turns light blue, and when it is filled to the maximum, the stone assumes a deep blue color. (This property makes a Spongestone quite conspicuous in certain circumstances, such as when it is found on the bottom of a body of water.) A Spongestone is not "softened" by the absorption of water, such as an actual sponge would be; it retains its rigidity no matter how much water it contains.

Any Spongestone which is saturated to capacity can be forced to release its stored-up water by the utterance of a command word. Water which is released in such a manner will drain out of the stone twice as fast as it was absorbed, so that 1½

Dagger =1/=2 vs. Dolphins

Creatures most severely affected by this weapon include all those known or thought to be native to the elemental plane of water, such as Tritons, Water Weirids and Water Elementals. Another of the items crafted by Sahuagin clerics, this trident is normally only found in the possession of the most powerful members of that society. Experience Point value: 800. Gold Piece value: 10,000.

Periapt of Protection from Vampiric Ixitxachitl

Made by Triton clerics in many shapes and colors, this item acts as a permanent ward against the vampiric Ixitxachitl as well as Lacedons. Neither of those types of creatures can voluntarily get closer than 10 feet away from the wearer. If forced inside this 10-foot radius, the creature will fight at -2 to hit. Experience Point value: 1,500. Gold Piece value: 15,000.

rounds after being commanded, a Spongestone will be dry and the water it contained will have drained into a receptacle or onto the ground. A stone which has just released all its water will not be able to begin absorbing water again for one round; at the end of that time, the stone will begin to re-absorb the water it had just released, if it has not yet been removed from the water.

A Spongestone which has absorbed water up to its capacity can be transported without danger to the bearer. However, a dry or partially filled stone will draw water from the body of a character or creature who touches it without the benefit of clothing or armor or some other protection which acts as a barrier to absorption. Anyone who comes into contact with the stone against an unprotected body part will take 5-10 (d6+4) points of damage per round due to dehydration, risking unconsciousness and death if the contact with the stone is not broken in time.

A Spongestone will absorb pure water, filtering out all impurities and pollutants, so that the water which is released is equally pure and may be safely consumed.

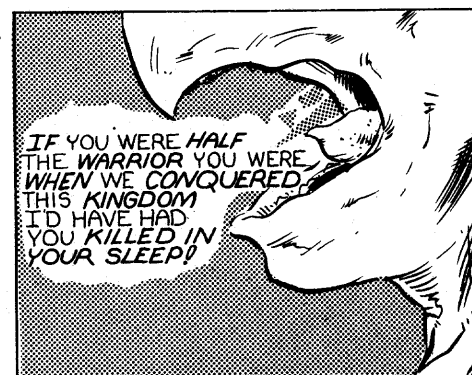
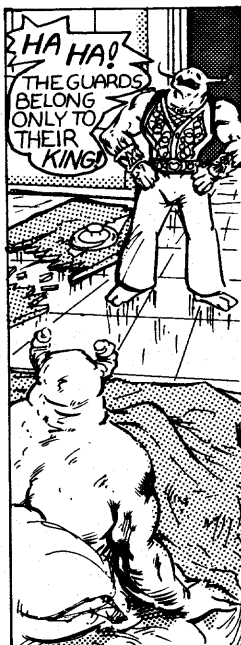
A Spongestone of relatively large size may be cleaved in half by a blow from any magical edged weapon, as long as the original stone was at least one-half cubic foot in volume. However, each time such a cutting is attempted, there is a 50% chance that one of the resulting halves will lose its magical properties, a 25% chance that both halves will be rendered useless, and a 25% chance that both halves will be unaffected.

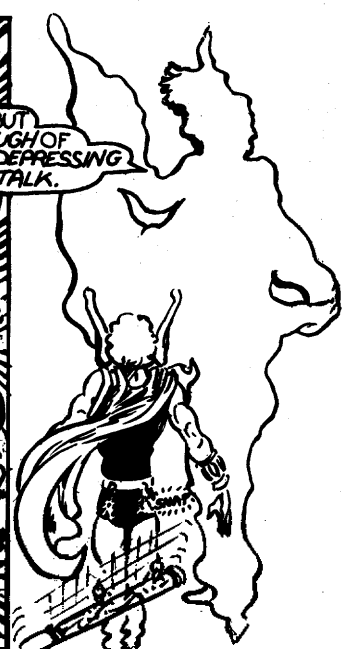
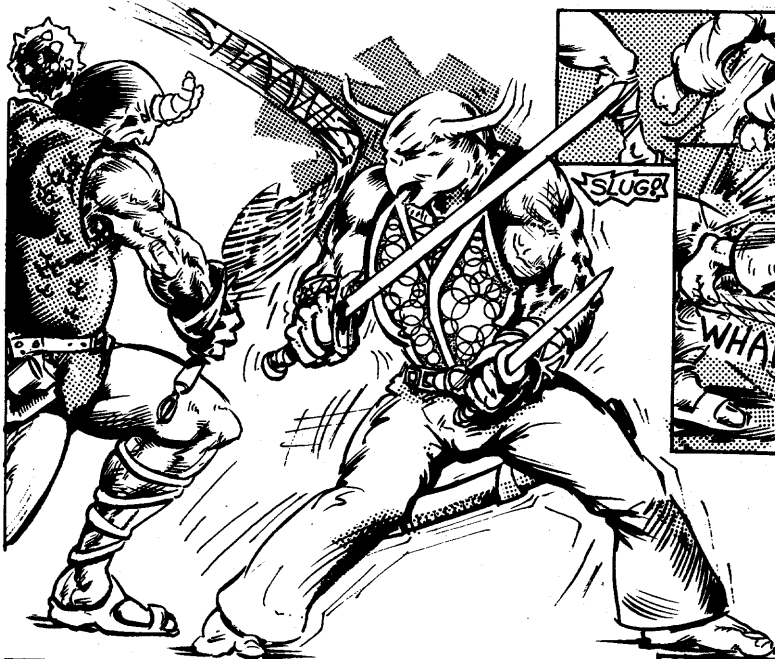
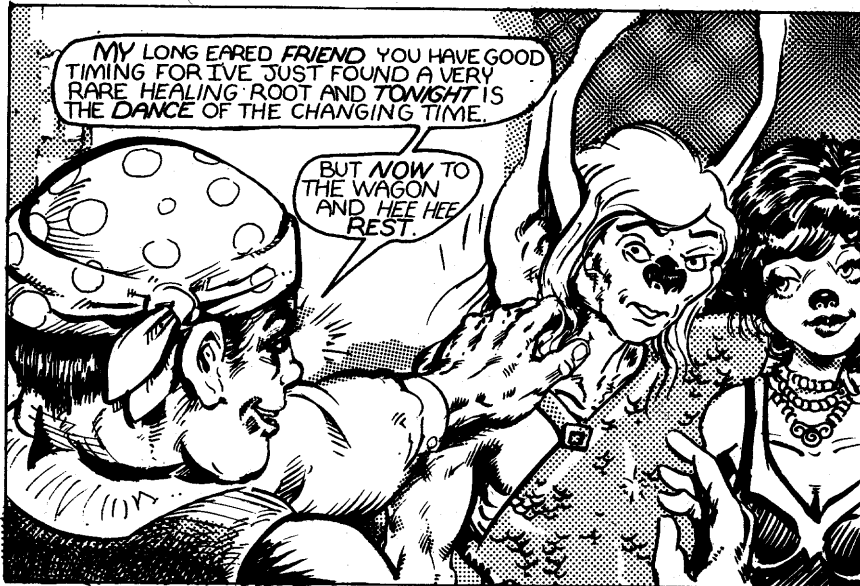
Experience Point value (for one cubic foot): 2,000. Gold Piece value (for one cubic foot): 15,000.

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of Lords and
Creatures







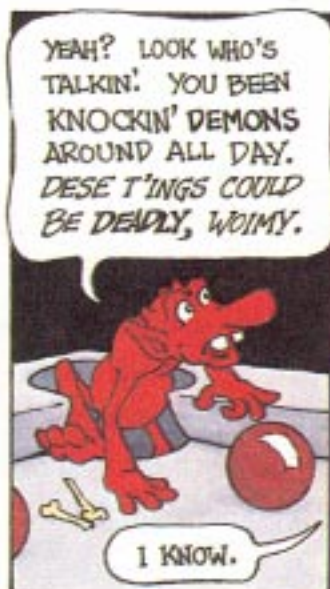
Here, back for a repeat appearance, is "Heartburn," Mike Carroll's puzzle painting which was originally published in February's issue (#46). At that time, we asked our sharp-eyed readers to see how many heart-shapes and how many dragon-shapes they could find in the design.

Sharp-eyed John Caldwell of San Jose, Calif., was the first person to send in a postcard with the correct numbers. For his efforts, John receives the preceding sentence as his first-place prize. Since only one other reader guessed the right numbers, we decided that Wayne Thompson of Florence, Ala., also deserved some credit. So, as his second-place prize, Wayne receives. . . well, you know.

What were the right numbers? Well, they weren't 14 hearts and 14 dragons, which was the guess submitted by more than half of the countless dozens of people who responded. All those people thought that was an appropriate number because of the connection with Valentine's Day. Good reasoning, but it wasn't quite that easy.

Before we give away the answer, a few tips on finding some of the hearts and dragons which aren't really obvious: There are six hearts of varying sizes on each of the two large dragons, contained within their scales. The shape formed by the outline around the dragons' mouths and tongues also qualifies as a heart, even though it looks more like a banana with a bend in the middle. Other hard-to-find hearts are in the center of the pool and 'way down in the lower right corner near Mike's signature. There are three dragon-shapes in the left-hand large dragon and two more in the right-hand dragon, and one toughie in the gold-colored pavement directly above the right-hand edge of the signature. The thing that looks like an old gym shoe in the left-hand big dragon is neither a heart nor a dragon. It is, in actuality, an old gym shoe.

The answer? Oh, yeah, the answer. There are 20 hearts and 12 dragons in "Heartburn." Congratulations to John and Wayne, and thanks to all the rest of you who played along.



Jasmine

Jasmine makes a slow ascent to the ancient ruins of the temple on the mountain known as The Great White Throne. With each step, she feels the weight of her past drop away. Even though her pampered life had never prepared her to make decisions for herself, she feels wiser now. Suddenly, she understands she can never go back. At that moment, she takes her life into her own hands.

As she fords a small stream, she hears the breeze whisper a warning. Almost without thinking, she drenches her ring in the water, diluting its potency. As the ring loses its gleam, Jasmine senses danger for the first time.

She stands quiet and still for a long time regarding the outline of the walls that crown the next rise. The moonlight illuminates the debris of a once-large building. She watches the foliage sway with the night wind as the cold light and shadows play over the temple. She has never been here, but somehow feels she knows this place.

Jasmine leaves the path to cautiously wade



up the cold water of the shallow stream which has its source high above the temple. Soon her vantage point is such that she discovers several soldiers hidden among the broken pillars. She (hidden herself) watches them signal to each other, then notices the hurried approach of two figures. Surrounded, outnumbered, the newcomers are attacked. The sound of ringing steel echoes on the hilltop. "Glynn," she gasps in recognition. Suddenly this place of power—Enelrad's abode— aids her courage. She emerges on one of the pillars, the moon shining brightly by her side. Above the sound of battle, Jasmine commands, "Halt this fighting!" The soldiers stand spellbound. Glynn and the new-

comer are the first to recover and take the opportunity to slip into the tangled brush. Jasmine orders: "The rest of you—leave this holy place!" "Not 'til we get what we came for," The Captain of the group sneers.

For several moments the ruins become brightly illuminated—as if the sun had replaced the black of night. Blinded, the soldiers cry out, then fall silent as the darkness returns. Glynn and the stranger emerge from the bushes in disbelief. Jasmine hurries to join them. Together, the trio discovers w/horror the fate of the soldiers.



Finieous Fingers & Friends in: Rupert gets the point





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