

Monthly adventure role-playing aid

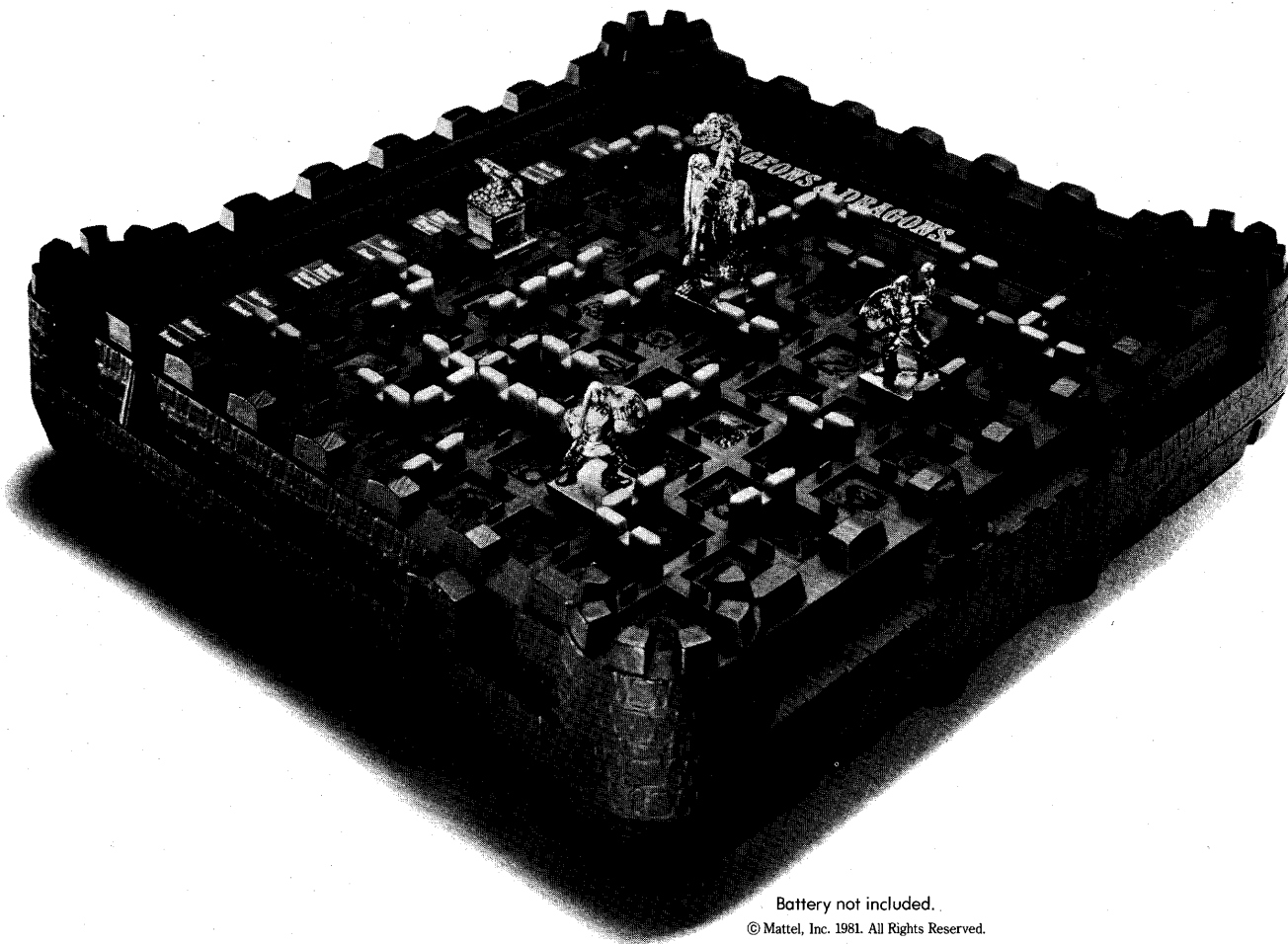
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The scope of what a gaming magazine can cover is vast — as vast in scope, if not more so, than the games themselves. Consequently, neither DRAGON™ magazine nor the other publications in the field have to be overly concerned about “duplicating” what some other magazine has recently done. Then again, there’s a thing called the law of averages, and sometimes it catches up with all of us.

What’s this all about? Well, those of you who have seen the June issue of *The Space Gamer* may already know what I’m getting at.

When we received our office copy of the latest product from Steve Jackson & Co., we were more than mildly surprised to find that the cornerstone of *TSG* #40 was a special section on *Traveller*. At the time, we were within a few days of closing the books on the magazine you are holding —which also has a big spread of articles on that game. (If we had noticed the “Next Issue” box in *TSG* #39 which foretold the *Traveller* section coming up, we would have been less surprised. But we were, and usually are, too busy worrying about our own next issue to take heed of what the other guys have up their sleeves.)

If it had been possible to completely shift gears and pull the *Traveller* section from this issue, maybe we would have looked for a way to do that. But it wasn’t possible to plug in more than 14 pages of new material at the last minute, and I’m not sure it would have been the “right” thing to do anyway. After all, the articles aren’t the same; the only similarity is that our section and their section both pertain to the same game. And that’s not hurting anyone, least of all the thousands of *Traveller* players who want and deserve a wealth of suggestions on how to make their favorite game even more enjoyable.

The point here, I guess, is to make sure you realize that we didn’t do a *Traveller* section because *TSG* did one (Are all editors this paranoid?). We did it because we felt it was high time to devote a goodly amount of space to one of the most popular role-playing games, and we intend to make this section the start of an effort to give *Traveller* more coverage than ever before.

And, in case any of you were wondering, neither us nor *TSG* (I feel safe in speaking for Steve here) is getting anything under the table from Game De-

signers’ Workshop for publishing a load of *Traveller* material. The boys in Bloomington didn’t twist our arms — you did, by buying so many copies of the game that it has become something we are obligated to cover, in an effort to do the greatest good for the greatest number of gamers.

Like I hinted at above, the law of averages can work both ways. Ironically enough, DRAGON #51 and (according to their announced plans) *TSG* #41 both contain extensive reviews of *Triplanetary*. If our printing schedule, our shipping operation and the U.S. Postal Service all work the way they ought to, perhaps all of you who read both magazines will see our treatment of *Triplanetary* before you see *TSG*’s. If not, well, everything I said above still applies.

Tucked between a couple of pages inside is the official ballot for the 1981 Strategists Club Awards. Anyone who’s interested and has a few cents for a postage stamp can vote by writing in his or her favorites in each of the six categories. The awards will be presented at the annual banquet during the GEN CON® convention next month.

An obvious change from previous ballots is the absence of nominees for you to choose from. We’ve decided that the great number of games and gaming products put out every year makes it unfair for the balloting to be restricted to just a few potential winners. Your favorite has just as good a chance of getting an award as anyone else’s — but only if you speak your mind and send in your ballot.

A not-so-obvious change is in the definition of the categories for which awards will be given. Rather than ask you to compare apples and oranges, we’ve restructured the contest so that board games and role-playing games are considered separately, and there’s an entirely new “open” category, for any card game, computer program, playing aid, or whatnot that doesn’t really fit into either of the other two divisions. Ready, set, vote!

Dragon^{T.M.}

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SEARCH FOR THE EMPEROR'S TREASURE is not an easy game to describe in a few words. But, describing things in a few words is what this column is all about, so I'll try. EMPEROR'S TREASURE is the latest creation from the fertile and somewhat strange imagination of Tom Wham, who has been represented in this magazine three times previously with SNIT SMASHING (#10), SNIT'S REVENGE (#11), and THE AWFUL GREEN THINGS FROM OUTER SPACE (#28). The latter two of those games were published as boxed games by TSR Hobbies, Inc., after their debut in DRAGON™ magazine. EMPEROR'S TREASURE may someday follow the same path, but you don't have to wait that long to enjoy it: Just disengage the center 16 pages, the map, the counters, and the cards from the magazine, set it up and start looking for treasure.

The resemblance between EMPEROR'S TREASURE and the rules for the D&D® and AD&D™ games is not coincidental. Tom describes it as a simple board-game version of everybody's favorite fantasy games, and he gives credit where credit is due under the line in the credits that begins with "Inspiration." What Tom (modest soul, that boy) doesn't point out is that it is, first and foremost, a Tom Wham game. That means it's easy to learn, it's funny, it's fun to play, and it never plays the same way twice. What more could you ask from a game?

Now that I've failed miserably at spending just a few words on this issue's main attraction, I'll see if it's possible to sum up the rest of this 96-page magazine in the little amount of space remaining.

For starters, our green, green cover painting comes from the easel of Susan Collins. It's her first DRAGON cover, but the second time she's had a full-page color piece published by us, and she's produced dozens of black & white illustrations over the last several issues. Another striking piece of color art is on #page 6 — Gail Gierahn's blazing sun which leads off a seven-

story special section on the popular *Traveller* game system.

The *Traveller* section includes a long and strong system developed by contributing editor Roger Moore for generating alien characters; more charts and tables from Jeff Swycaffer; outlining a way for players to have some say in how their characters are created; four short stories by Paul Crabaugh full of ideas and opinions to enhance a *Traveller* campaign; and a piece written by Marc Miller, designer of the *Traveller* game system, written (with tongue firmly planted in cheek) especially for this edition.

To satisfy the never-ending demand for more material to be used in an AD&D or D&D game, we offer a new character race, The Winged Folk, by William Lenox with artwork by Todd Lockwood; plus a pair of stories discussing the difficulties and the rewards of playing a paladin character; and a long treatise by Len Lakofka in *Leomund's Tiny Hut* on the unusual, but entirely logical, concept of making a player character work his way up to first level.

For variety, there's a new cult to introduce into a *RuneQuest* game; a new insect to bug the opposition in *Chitin:I*; and another page from The *Rasmussen Files* to spice up a TOP SECRET™ campaign.

We welcome a new fiction writer to these pages with the appearance of *A Part of the Game* by Darrell Schweitzer. It's a short but sandy tale with more twists than a chaotic roller coaster.

Regular features we had room for this time around include a two-page spread of *Figuratively Speaking* reviews centering around science-fiction figures and accessories appropriate for use with *Traveller*; a review section which takes a long look at the new edition of *Triplanetary* and shorter looks at three *Traveller* - related products; two new creatures in *Dragon's Bestiary*; a questionnaire for computer freaks in *The Electric Eye*; and the story of Schardenzar the Sorcerer, the latest chapter in the *Minarian Legends* by Glenn Rahman, who designed the DIVINE RIGHT™ game.

Besides an extensive listing of conventions from now until wintertime, you'll also find a summary of the soon-upcoming CWA-CON '81 and an update on more offerings which have been scheduled for the GEN CON® XIV convention next month.

And, as usual, we try to leave you laughing. The last six pages of DRAGON #51 contain another episode in the *What's New* escapades of Phil and Dixie; a page and a half of cartoons; more hijinks from Finieous Fingers and his gang of weirdos; and a terrific (as always) two-page Wormy. Have a jolly July. — KM

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Leomund takes aim

Dear Editor:

I would like to reply to Mr. Welsh's letter in DRAGON #49 (concerning Leomund's Tiny Hut in issue #45, which described the archer as a non-player character — Ed.).

First, an AD&D magic-user is not a fighting class. He or she resorts to a dagger, dart or quarter staff as a last resort. His or her main interest (read, only interest) is magic. He or she can only learn one weapon initially and one new weapon at levels 6, 11, etc., as per the Players Handbook. AD&D magic-users wield weapons at a -5 non-proficiency rating, also as proscribed in the PH. Therefore they are not knife throwers, nor do they want to be. Players might like their m-u's to be a knife-throwing guy with a bandolier of six daggers hanging over each shoulder and a belt holding a half-dozen darts on each hip. Alas, their fate is to cast magic and use magic items, not to sling darts and daggers.

Second, this is not *The Lord of The Rings*. Further, the archer subclass is one that uses long bows and not short bows. Therefore, there is no bonus for halflings.

Third, I do not much care when the crossbow was invented, nor how far it can fire. The ranges in AD&D are set by Mr. Gyax, and if you wish to change them you must also tamper with other ranges, spell casting times, etc. I do not find that task worthwhile, since it produces a variant of AD&D which is unique to your campaign. Such radical variance will give your players a false sense of security in other campaigns or tournaments where strict AD&D rules are used.

Finally, I have a romantic love for long bows. Anyone who has seen Errol Flynn's Robin Hood will hate the cursed crossbow and favor the wonderful long bow. Pooh on crossbows, pooh!

Lenard Lakofka
Chicago, Ill.

Samurai I

Dear Dragonists,

As an aficionado not only of fantasy but of the martial arts, I appreciated Anthony Salva's "Samurai" article, especially for its attempt to incorporate specific unarmed-combat techniques into play.

However, it may be argued that Mr. Salva's new character class departs further from the characteristics of real-world samurai than was necessary. (The real samurai, for instance, did wear armor; and nunchakus were not so much used by the samurai as against

them, in the Okinawan and Korean guerrilla resistance to Japanese conquest.)

I would still be glad to employ the "Salva Samurai" as NPCs in an Oriental-type campaign, but on this condition: There should also, more or less independently, exist a player-character "Samurai class" whose characteristics would at once be modest enough for PC use, and closer to real-world samurai. (I have experimented with such in my own campaign.) The Salva-created class would then serve the same purpose as the Ninja class described in past issues (#16 and #30) of DRAGON magazine; in fact, both classes could figure in an Asiatic campaign—and PC samurai (and monks!) could get caught in the middle of a feud between the two NPC classes.

Joseph R. Ravitts
Rockford, Ill.

Samurai II

Dear Editor:

I have been studying the martial arts and its history for over a year now and I am appalled by your story on the Samurai NPC class in issue #49 of DRAGON magazine. Although I am sure that Mr. Salva is an excellent Hapkido practitioner, his idea of what a Samurai should be is most likely based on the modern martial artist, and most assuredly it is not based on the true Samurai of old.

According to the article, a Samurai can be any one of five different races. Although I am intrigued by the idea of an elven Samurai, I cannot accept the thought of gnomes and halflings roaming about the countryside claiming to be great Samurai warriors. They simply do not have the fighting spirit that is required to be a Samurai; they would most likely use an indirect method to accomplish what a Japanese warrior would do in the most direct fashion.

It was stated that a Samurai may not use any armor at all, because the proper exercise of his or her art requires the ability to move quickly and effortlessly. I found this to be ironic since on the opposite page was a sketch of a Samurai in full armor. They did wear armor in those days of the type illustrated in the abovementioned drawing. This armor was a mixture of leather, chain, and plate armor forming a light, unobstructive, and powerful suit of armor equal to elven chainmail in all respects except for armor class value which would be AC 4. It should be noted that Samurais never use shields, since this would encumber an arm which could be put to better use.

The Level Title part of the Samurai Experience Table is the silliest part of this chart.

First of all, it should be noted that Samurais did not progress in skill by the color belt system which was devised in a more recent time than that we are concerned with. At the 7th level of experience the Samurai is titled a Ninja; yet, a Ninja is considered by the Samurai to be the lowest form of life ever created; if anyone referred to a Samurai as a Ninja, the warrior would promptly dispatch the poor fool. At 10th level the Samurai is referred to as a Tai-Pan— a Chinese term, not Japanese.

In the part titled "Special Abilities and Techniques," sections A, E, F, and J are all obsolete because in general Samurais did not study Atemijitsu (the Art of Striking) to a very high proficiency, because more often than not they and their opponents would be wearing the aforementioned armor. Some did study Atemijitsu to a high degree, but most considered it to be "peasant fighting" for unarmored opponents.

Concerning the "Weapons of Honor": Last heard, nunchakos was spelled Nunchaku and it was used as a farming implement to flail rice. It was considered to be a peasants' weapon and not worthy of one who was a member of the Bushi class. Nunchakus would be considered a dishonorable weapon, not a "Weapon of Honor." Some of the weapon sizes given are incorrect. It says that the Katana used by us big folk would measure five feet in length, but this is a half-truth. The Katana measures anywhere from two and a half to five feet long, usually about three feet. A five-foot-long Katana would be called a Dai-Katana or an O-Dachi, and would require both hands to use, whereas the shorter Katanas can be used with one hand (although two hands would be used more often than not). As for the Nunchakus, it is made up of two pieces of 14" sticks with a 5" cord of horsehair rope, totaling a length of 33" minus 6" for the hand grip, or 27".

The alignments a Samurai may represent are listed as true neutral, neutral good, chaotic neutral, neutral evil, or lawful neutral. This list sounds more like the list for a Samurai turned Ronin, a leaderless Samurai who holds no title or position in the affairs of the country. The author explains the concept of Bushido and how it demands total loyalty from the Samurai to his lord, and then he tells you that only one out of five Samurai warriors are lawful.

Thomas Stansfield
Eugene, Ore.

Joseph and Thomas, and presumably lots of other people, weren't satisfied (to put it mildly) with the Samurai NPC article. That's (Turn to page 84)

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Traveller™ is Game Designers' Workshop's trademark for its science-fiction role-playing game.



by Roger E. Moore

One of the most frequently heard criticisms of the *Traveller* gaming system is that there is little provision for including aliens in the Imperial universe, particularly as player characters.

Andy Slack's "Expanding Universe" series in the late 1979 issues of *White Dwarf* (#13-16) gave a brief but useful set of tables for creating alien races. The following is an expansion of those rules, designed to allow creation of many sorts of alien beings.

The *Traveller* Imperium is assumed to be dominated and directed by humans; one can, of course, institute any sort of interstellar government one desires in a campaign, but humans will likely form at least part of the core of the most important societies/governments in the Galaxy.

Humans are the standard against which alien capabilities are measured. To be playable and keep the proper balance of a campaign, an alien character should not be overly more or less powerful than a human character, and any special skills or powers should be carefully allotted. If a particular race is made too strong, it could ruin the campaign quite easily. Who would be a man if one could be a "superman"?

Alien races would need to be compatible with human environments to be useful as player characters. They can be assumed to be carbon-based, oxygen-breathing beings with at least one manipulatory limb and some form of land mobility. They should have a definite structure and form. The aliens should be able to obtain the basics needed for their survival as easily as humans obtain theirs, possibly enjoying some of the same foods and living conditions. Some variation is fine, but

should not be so great as to hamper aliens' relationships with people. For example, an aquatic alien that needs to be submerged in water continuously will have a rough time performing daily tasks with the rest of the starship's crew unless the ship is flooded or the alien wears a water-filled vacc-suit at all times, which may prove clumsy and troublesome. Under these guidelines, many exotic creatures common in science fiction would not be used. Imagine the problems confronting a player who has a crustacean-like being that breathes methane, ammonia, and hydrogen and requires an atmospheric pressure a hundred times greater than Earth's to survive. How could this character work alongside human characters aboard a starship?

Certain other types of aliens would be rare or nonexistent in *Traveller*. Because of numerous biological considerations, flyer-type beings should be excluded as characters. An alien would have to be very light in order to fly, and would need a wing with a great amount of surface area. For a man-sized being these requirements would be impossible to meet and still have enough mass left for a sufficiently developed brain. The being's skeleton might be very fragile, and blows could cripple or kill it quickly. Winged beings could only fly in light gravity. All in all, it isn't worth it to have wings.

Swimmers would be a problem because of their environmental needs, as pointed out above. They might have little opportunity in a campaign to use their talents unless frequent stopovers are made on worlds with extensive water cover. Amphibious beings who could move about well on land and go for short periods without needing to moisten their skin are feasible, however, and would work out fairly well as characters. Highly intelligent triphibians (compatible with land, air and water) would be

even more unlikely than flyer-types, and can likewise be excluded from consideration as characters.

Regardless of their shape, size, or color, all aliens are assumed to be as intelligent and educated as humans are, and to be tool-users able to manipulate things within their environment. In a galactic society, aliens are motivated to go "traveling" by the same urges humans feel: need for living space, curiosity, desire for wealth, warfare, scientific research, etc.

Using the following tables, a referee can generate an alien being in general outline, elaborate on it as desired, and open it up as a character race or as a non-player race that may be hired out. If no referee is used, players may decide on the details and use the races as they please. These tables are not meant to be all-inclusive and may be changed at will to suit any campaign.

TABLES FOR ALIEN GENERATION

I. Primary environment

01-90	Land surface
91-99	Amphibian
00	Other

II. Symmetry of alien

01-90	Bilateral (along a plane)
91-97	Radial or rotational (along an axis)
98-00	Asymmetrical (none)

III. Brain

01-95	One brain
96-00	Two brains (it is 90% likely that the second brain only handles physical coordination and does little or no thinking).

IV. Body arrangement (bilateral or asymmetrical)

A. Head (roll for each brain separately to see if it is in a head, separate from the central body of the alien)

01-95	Brain is in a head
96-00	Brain is internal to body

B. Tail (there is a 5% chance that a tail will serve as a manipulative organ in addition to the alien's hands)

01-65	No tail
66-99	One tail
00	Two or more tails

C. Feet (or other locomotive limbs)

01-70	2 feet
71-90	4 feet
91-93	6 feet
94-96	3 feet
97-98	1 foot
99	5 feet
00	7 or more feet

D. Arms (or other manipulatory limbs)

01-80	2 arms
81-90	1 arm
91-95	4 arms
96-99	3 arms
00	5 or more arms

V. Body arrangement (radial/rotational)

A. Head (roll for each brain separately to see if it is in a head, separate from the central body of the alien)

01-70	Brain is in a head
71-00	Brain is internal to body

B. Feet and Arms (there will be the same number of each; roll only once on this table)

01-60	3 feet and 3 arms
61-95	4 feet and 4 arms
96-99	5 feet and 5 arms
00	6 or more feet and arms

VI. Extremities (digits and toes)

A. Digits (fingers)

01-95	2-7 (d6 + 1)
96-00	1 (acting as a tentacle)

B. Feet

01-40	Plantigrade (heel on ground) (human-like 50%, paw-like 50%)
41-80	Digitigrade (toes on ground) (single hoof 50%, cloven hoof 50%)
81-95	Unguligrade (elephant-like pad)
96-00	Other

Amphibious beings will have webbed or broadened digits. They will also have flipper-like feet and should not roll on the Feet table above.

Beings with only one foot are either hoppers (with Perfect Balance from the Special Abilities Table), or they have a large snail-like foot (movement reduced to one-half ordinary speed, but with Climbing Ability from the Special Abilities Table). Types with a snail-like foot need not roll on the Feet table.

VII. Dietary class and speed

Roll	Class	Speed
01-40	Hunter (omnivore)	Double
41-60	Gatherer (omnivore)	Ordinary
61-80	Chaser (carnivore)	Triple (60%) or Double (40%)
81-90	Pouncer (carnivore)	Double
91-95	Intermittent (herbivore)	Double
96-98	Grazer (herbivore)	Double
99	Hijacker (scavenger)	Double
00	Intimidator (scavenger)	Double

VIII. Personality

Type	Society	Initiative	Intraspecies	Interspecies
Hunter	communal	high	cooperative	aggressive
Gatherer	individual	low	cooperative	passive
Chaser	communal	high	competitive	aggressive
Pouncer	individual	high	competitive	aggressive
Inter.	individual	low	either	passive
Grazer	communal	low	cooperative	passive
Hijacker	either	high	competitive	aggressive
Intim.	either	high	co-operative	aggressive

"Society" is an indicator of whether a being is group-oriented or solitary by nature. "Initiative" is the ability of an individual to take action when left on its own. "Intraspecies" refers to how well a being gets along with others of its kind. "Interspecies" refers to how well a being gets along with other races.

Other factors may be considered in determining personality; carnivores may not like herbivores (and vice versa), scavengers may not get along well with anyone, etc.

IX. Weight

Roll	Kilograms
01-05	12 (3)
06-15	25 (6)
16-35	50 (12)
36-65	100 (25)
66-85	200 (50)
86-95	400 (100)
96-00	800 (200)

First number is base weight; number in parentheses is the amount of variation, (plus or minus) possible from base. The size of being should be deduced as well as possible from the weight given here and the overall body description.

(Turn to page 80)

PLOTTING A COURSE FOR CHOOSY PLAYERS

by Jeff Swycaffer

My friend Chaim is a *Star Wars* freak. His favorite character in all fiction is Han Solo. He lives, breathes, talks, and (unfortunately) drives like Han Solo. To be a hotshot pilot, throwing his spaceship through a maze of uncharted planets, is his greatest dream.

When Chaim plays *Traveller* he invariably rolls things like Administration skill, or Battle Dress. He's rolled Demolition, Medical, Recruiting; he's rolled Blade and Bow Combat . . . but almost never Piloting.

This is somewhat unjust. *Traveller*, with its provision for rolling skills randomly, necessarily involves injustices of this sort. Proposed below is a variation on the standard *Traveller* character generation routine, emphasizing freedom of choice.

Procedure

Every player receives 50 Personal Characteristic Points, hereafter referred to as Points. These may be spent as Die Roll Modifiers (DMs) when desired throughout the character-generation routine outlined below. Points may be added to or subtracted from dice rolls, but the resulting number must lie within the normal range of the dice: If two dice are being thrown, the final result after modification must lie between 2 and 12 inclusive. There are a few exceptions to this normal rule, but these will be clearly marked.

Each character to be generated must start at age 18, and must roll (Step One) for his or her personal characteristics. After that, a choice must be made between going to College, one of the Military Academies, or directly into one of the branches of the Military. (Step Two, Three, or Five). After College or Military Academy, some characters will have the option to attend a Specialty School (Step Four). This will either be Medical School, Law School, Sciences School, or Flight School. After schooling is completed, all characters have the option of enlisting in one of the branches of the Military. This will likely be voluntary; a Medical School graduate, for instance, need not enlist, it is merely recommended.

Step One: Personal Characteristics

For each of the six characteristics (Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing), roll two *average* dice. These are six-sided dice that have faces numbered 2, 3, 3, 4, 4, 5. If you have no *average* dice, roll regular dice and treat 1's and 6's as 3's and 4's respectively. The result from two dice will be a range of numbers from 4 to 10. To these numbers, add as many Points as you wish, raising up to a maximum score of 12 in each category.

Each Point expended is deducted from the starting total of 50. Although later additions to these categories may bring personal characteristic numbers up to 15, at this point 12 is the maximum.

Step Two (optional): College

The character, at age 18, may wish to spend four years in College, improving his or her Education, and possibly earning several Points. This is the only instance when Points are given to the character, and this award depends on whether a player succeeds on the rolls for Education and Honors (see below).

The following rolls must be made on two six-sided dice:

Admission	9+	DM +2 if Educ 9+
Success	7+	DM +2 if Intel 8+
OTC (optional)	8+	DM +1 if Social 10+
Education	1d-2*	DM +1 if Intel 9+
Honors	10+	DM +1 if Educ 10+

Points may be added to these die rolls, to insure that the roll succeeds — with the exception of the Education roll, which must remain unmodified.

If either the Admission or Success rolls fail, the character must proceed to Step Five: The Military (below). The only way this is likely to happen is if the player decides that the Points needed to bring the actual roll up to the value needed would be excessive.

The OTC (Officers Training Cadre) roll is voluntary: if successful, the character is commissioned as rank 1 in the Army, Navy or Marines, and proceeds to Step Five. Exception: if the character succeeds in the Honors roll, then he or she is eligible for one of the Specialty Schools (Step Four), regardless of the OTC roll.

The Education roll is conducted in a special manner. First, roll one die and subtract two from the result to arrive at a number between -1 and +4.

This number must be rolled on two six-sided dice for the Education roll to succeed. Obviously, a "needed to roll" number of 2 or less portends automatic success for the Education roll. However, the 1d-2 number has a further application, which is explained below:

If the Education roll succeeds, the result of the 1d-3 roll is added immediately to the character's Education characteristic — before the Honors roll is attempted. For this purpose, results of less than 1 are treated as 1 (there is always at least 1 point of increase), and the increase to the Education characteristic may not exceed 4. The highest possible Education is 15.

At this time a number of Points equal to the increase in Education are earned, gaining the character from 1-4 Points. Further, if the Honors roll was successful, the character gains another 4 Points.

Step Three (optional): Military Academy

Instead of attending College, the character may apply at age



18 to one of the four Military Academies: Army, Navy, Marines or Merchants.

Admission	10+	DM +2 if Social 10+
Success	9+	DM +2 if Intel 8+
Education	1d-3	DM +1 if Intel 9+
Honors	9+	DM +1 if Intel 9+

If either the Admission or Success rolls are failed, the character must proceed to Step Five. The Education roll is added immediately to the character's Education characteristic, identical to the procedure described for College.

Points may be added to increase die rolls upward to the needed number — however, no Points may be added to the Education die roll (1d-3), which must remain unmodified. Unlike College, in the Academy no Points are earned for success on the Education or Honors rolls.

Success in an Academy awards the following skills automatically, depending on the type of Academy attended:

Army:	Gun Cbt-1	Leader-1	Tactics-1
Navy:	Engnrng-1	Navigation-1	Vacc Suit-1
Marines:	Gun Cbt-1	Leader-1	Zero G Cbt-1
Merchants:	Admin-1	Streetwise-1	Vehicle-1

After graduation from one of the Academies, the character is commissioned at rank 1 in the appropriate branch. Exception: the Honors roll, if made, allows the character to apply for admission to one of the Specialty Schools; if this fails, he or she is commissioned as above. After Specialty School, the character must be commissioned in the appropriate branch, as rank 2. (After they've spend that kind of money on you, they're doggone if they'll let you go).

Step Four: Specialty School

Note: Specialty School may only be undertaken by characters who graduated from either College or an Academy with Honors.

Admission	9+	DM +2 if Educ 10+
Success	8+	DM +2 if Intel 9+
Honors	11+	DM +1 if Educ 11+

If either the Admission or Success rolls fail, the character must proceed to Step Five, maintaining any previous options or commissions. It should be noted here that Flight School is only open to Academy Honors graduates, while Medical, Law, and Sciences Schools are open to both College and Academy Honors graduates.

If successful:

Medical: +1 Education; Medical -3; Adminstration -1.
Law: +1 Education; Adminstration -3; Forgery -1.
Sciences: +1 Educ.: Electronic -2; Mechanical -1; Computer -1.
Flight: Pilot -2*; Ship's Boat -1 Navigation -1; Gunnery -1.

If Honors:

Medical: Medical -1; Computer -1.
Law: Forgery -1; Interrogation -1.
Sciences: Gravities -1; Engineering -1.
Flight: Pilot -1*; Computer -1.

*— For Army or Marine Academy graduates, Piloting skill is replaced by Air Craft skill: the Ground Armed Forces are considered to have taken over air and sub-orbital forces, leaving Orbital, Interplanetary, and Interstellar control to the Navy.

At this point, a character who has fulfilled certain requirements receives his or her commission:

College + Specialty	=	Commission rank 1 (choose branch)
OTC	=	Commission rank 1 (Army, Navy, or Marines)
Academy	=	Commission rank 1 (appropriate branch)
Academy + Specialty	=	Commission rank 2 (appropriate branch)
College + Specialty	Honors=	Commission rank 2 (choose branch)
Academy + Specialty	Honors=	Commission rank 2 (appropriate branch)

Step Five: The Military

Characters embarking on a military career should roll as per usual on the Prior Service Table, located on page 10 of *Traveller* Book 1 (*Characters and Combat*) —except that the Survival roll is deleted. (You are considered to automatically have survived to the present; otherwise, why waste time rolling?)

To enlist (unless automatically commissioned), roll two dice for the number or higher as shown on the table. Points may be added to the roll to insure that the total is high enough. If the roll fails, roll one die for the Draft section. The number resulting is the Draft number of the branch into which you have been drafted. Exception: One may be added to or subtracted from this die roll for every two Points spent.

When the Reenlistment roll fails or the character wishes to muster out, final adjustments are made and skills are purchased.

Now comes the hard part. Skills must be bought and paid for, the cost being in Points. Each skill of the 51 listed below has a price in Points. To purchase more skills, players may "sell back" points of Strength, Dexterity, Endurance, Intelligence, Education, and Social Level, at the rate of one Point per two points of characteristics lost (not necessarily two points from the same characteristic).

Skills and costs			
Skill	Book	Cost	Exceptions to cost
Air Craft	S4	3	
Administration	1	5	Merchant (4)
Battle Dress	4	5	Marines (4)
Blade Combat	1	3	
Bow Combat	S4	2	
Brawling	S4	2	
Bribery	1	9	Merchant, Other (7)
Carousing	5	3	
Cbt Engnrng	4	4	
Communication	5	4	
Computer	1	5	
Demolition	4	4	Army, Marines (3)
Electronics	1	4	
Engineering	1	4	
Fld Art Gunnery	4	5	
Fleet Tactics	5	5	Navy (3)
Forgery	1	9	Other (6)
Fwd Observer	1	4	Army, Marines (2)
Gambling	1	8	Other, Scouts (5)
Gravitics	5	5	
Gun Combat	1	4	Army, Marines (2)
Gunnery	1	4	
Heavy Weapons	4	4	
Hunting	S4	4	
Instruction	4	9	
Interrogation	5	9	
Jack-o-T	1	10	Merchants (8)
			Scouts (6)
Leader	1	5	Army, Marines (4)
Liaison	5	4	
Mechanical	15		

Medical	1	5	
Navigation	1	4	Navy, Scouts (2) Merchants (3)
Pilot	1	5	Navy (4) scouts (3)
Prospecting	S4	4	
Recon	4	3	Army (2)
Recruiting	4	5	Merchants (4)
Ship Tactics	5	3	
Ship's Boat	1	3	
Streetwise	1	7	Other, Scouts, Merchants (5)
Survival	4	4	
Tactics	1	3	
Vehicle*	1	2	
Vacc Suit	1	5	Scouts, Merchants (3)
Water Craft	S4	1	
Zero G Combat	4	5	Marines (4)

* — Subsumes Air Raft, ATV, other vehicles

Further increases in personal characteristics may also be purchased with Points at this time, according to the following cost schedule:

+1 Social Level 6	+1 Strength	2
+1 Intelligence 4	+1 Dexterity	2
+1 Education 3	+1 Endurance	2

Remember that no characteristic may ever be raised higher than 15.

Mustering out is done as in *Traveller* Book 1, page 9.

Step Six: Experience

For every month of successful adventuring that a character undergoes, that character gains one-quarter Point. Since even a bad experience is still an experience, for every month of unsuccessful adventuring that a character undergoes, that character gains one-eighth Point. A player who is saving up Points must declare what he or she is saving them toward, i.e., what particular skill or characteristic will be increased. A successful adventure, to gain the character the full quarter Point, must involve the character using that particular skill to some reasonable degree. (The definition of "successful" is left to the referee.)

Step Seven: Psionics

If the referee agrees that Psionics are allowed in the campaign, the following method of purchasing Psionics may be used.

A person's Psionic rating may be from zero (by far the most common) to 11; higher ratings may not be achieved naturally. A Psionics rating of 1 costs 30 Points, and each Psionics rating point above that costs 2.5 Points more, fractions being rounded up. Exception: for every point of Intelligence above 8, the total cost drops by 1 point. A character with Intelligence of 15 could buy a Psionic strength of 11 for 44.5 Points (which would actually cost 45 Points when purchased).

After this initial purchase, Psionic strength may not again be raised by the expenditure of Points, even if such Points become available through experience gains. However, Points gained through experience may be applied to increasing subsequent die rolls for Psionic Talents.

When the Talents table is consulted (*Traveller* Book 3, page 35), one may be added to each die roll for every two Points spent. Note: In this instance, unlike all others, Points must be spent before the die roll is made. With this method, rolls to find a branch of the Psionics Institute are not needed, nor is the cost: Psionics becomes a personal skill, much like Strength or Intelligence. Taking Psionics does not count as an ordinary skill and may be mixed with ordinary skills.

Points may also be added to the die rolls for increasing a Psionic proficiency (the monthly rolls to increase such things as range). Again, add one to these rolls for every two Points spent, and again such expenditure must be made *before* the die roll.

Players will note that this system tends to produce "average" characters. A person with many skills will tend to have unimportant ones, while a person with but a few may choose powerful ones.

The spirit of *Traveller* is preserved as much as possible, in that the rules are stacked against you, and success will be dictated by more than just good (or even average) die rolls. If you really want Psionics, good luck; you will have precious few Points left for skills.

In many respects this system adds nothing to a character's chances of ultimate success in a *Traveller* campaign, and in some ways it costs a character more than it helps him or her. The goal of choice is what this method aims to achieve, even if it should turn out to be somewhat illusory.

NEW IDEAS FOR OLD SHIPS

by Paul Montgomery Crabaugh

How new is a new starship? *Traveller* characters not infrequently receive starships as mustering-out benefits, and one wonders how closely those ships hew to the "book" descriptions of them.

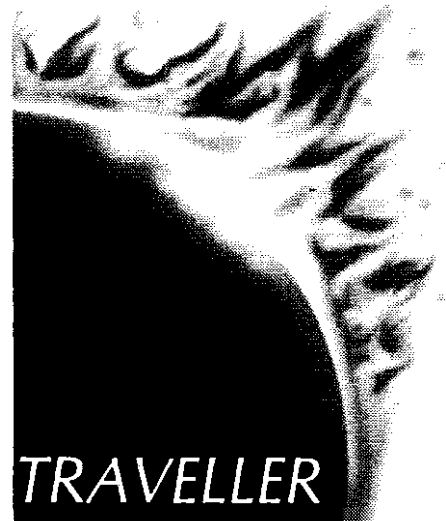
After all, a fair number of them, such as Seekers, have seen service, perhaps *lots* of service. Surely they no longer are perfect adherents to their. specifications. Perhaps more importantly, surely most are armed. Life in the Imperium is dangerous for travellers, and an unarmed starship would be as conspicuous —and vulnerable — as a hang-glider in a dogfight.

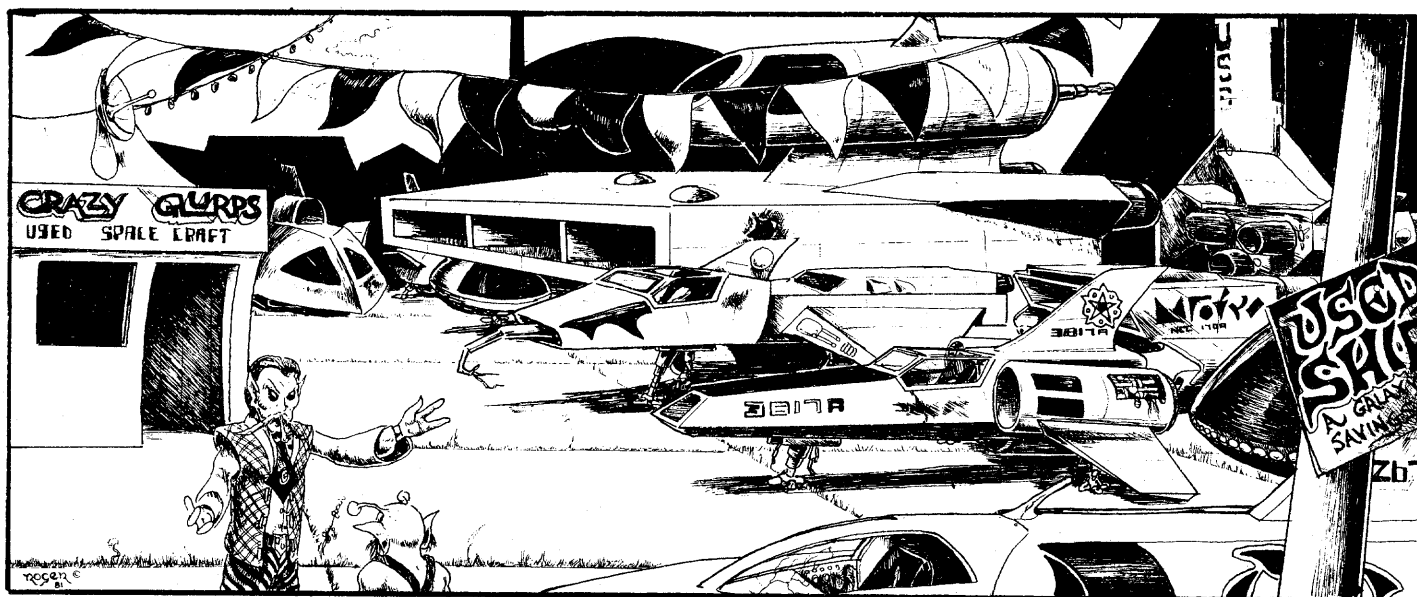
Presented here is a set of tables to customize ships received by characters

as mustering-out benefits. Each type of ship has two tables. One modifies the ship itself in various ways from the original specifications; the other arms the ships with various mixes of weapons. Roll once on each table when the ship is received.

Notes

The jump governor is as described in *High Guard*, first edition; it allows ships to burn their fuel for jumps in amounts proportional to the length of the jump, rather than the whole supply regardless of far the jump is. When a larger computer is specified for a ship, it comes with MCR 2 additional credit for software, over and above the standard software package. If a free trader is stated to be a





Far Trader, use the description in Supplement 7, *Traders and Gunboats*. In cases where the fuel supply has been increased, an entry such as "2 x J2" indicates that the ship has sufficient fuel capacity for a pair of two-hex jumps without refueling. Similarly, "J1 + J2" indicates the ability to make a jump-2 followed by a jump-1. Note that the jump drive itself has not been altered; it can only accomplish a jump of the specified distance. An entry such as "jump 1" or "2G maneuver" indicates an actual change in the drive abilities.

Two new non-starships are mentioned as ship's boats. The Life Slip is virtually the minimum possible ship: it masses 3 tons, costs MCR 2, and is capable of 1 G of acceleration. It has one ton of fuel, a computer model/1, and barely room for its single occupant.

The Light Auxiliary masses 8 tons and costs MCR 4.5. It, too, has one gravity of acceleration and one ton of fuel. However, it has no computer, just a standard small craft bridge, with capacity for two occupants: pilot and passenger. It has no cargo capacity.

Both non-starships were designed according to *High Guard*, second edition.

The weapons described are assumed to come with a sufficient supply of turrets to house them. With each weapon entry are one or more of three letters: T, L and/or G. "T" indicates that the ship may be assumed to come with the Target program supplied; "L" indicates Launch, and "G" indicates Gunner Interact. An exception is the entry for a Safari ship for 2 autocannon; although mounted in a ship's turret, they are worthless against enemy ships and are intended for support of personnel on the ground.

An entry such as "cargo 10" or "fuel 20" indicates that the cargo or fuel tankage has been altered to that many tons.

scout

- 1 jump governor, cargo 2
- 2 no change
- 3 6 low berths, cargo 0
- 4 computer 2, cargo 2

- 5 3 staterooms, cargo 7
- 6 computer 3, cargo 1

Safari Ship

- 1 no change
- 2 no lifeboat, 2 ATVs
- 3 jump governor
- 4 computer 2
- 5 as 2, but 1 ATV, Lt. Aux.
- 6 no change

Weaponry

- 1 none
- 2 pulse laser, T
- 3 two pulse lasers, T
- 4 beam laser, missile launcher, T, L
- 5 two beam lasers, T
- 6 two missile launchers, T, L

Weaponry

- 1 none
- 2 pulse laser, T
- 3 two autocannon
- 4 beam laser, sandcaster, T, L
- 5 missile, sandcaster, T, L
- 6 beam laser, missile, T, L

Free Trader

- 1 no change
- 2 Far Trader (A1)
- 3 Far Trader (A1)
- 4 fuel 50, cargo 62, 2 x J1
- 5 computer 2, cargo 81
- 6 20 staterooms, cargo 42

Lab Ship

- 1 no change
- 2 ATV, cargo 14
- 3 air/raft, cargo 20
- 4 ATV, air/raft, cargo 10
- 5 20 low berths, cargo 14
- 6 computer 7, cargo 20

Corsair

- 1 no low berths, cargo 170
- 2 20 staterooms, cargo 120
- 3 no change
- 4 computer 3, cargo 169
- 5 fuel 150, cargo 130 J1 + J2
- 6 fuel 190, cargo 90, 2 x J2

Seeker

- 1 J1, cargo 43, fuel 20
- 2 2G, fuel 40, cargo 20
- 3 no change
- 4 computer 2, cargo 32
- 5 normal cabins, cargo 25
- 6 Life Slip, cargo 30

Weaponry

- 1 none
- 2 pulse laser, T
- 3 two beam lasers, T
- 4 two pulse lasers, two sandcasters, T, L
- 5 two beam, two sand, two missile, T, L
- 6 three beam lasers, three missile, T, L

Weaponry

- 1 none
- 2 none
- 3 pulse laser, T
- 4 pulse, sandcaster, T, L
- 5 two beam, two sandcasters, T, L
- 6 two beam, two sand, two missile, T, L

Weaponry

- 1 three beam lasers, T, G
- 2 three beam, three missile, T, L, G
- 3 three missile, T, L, G
- 4 3 beam, 3 missile, 3 sand, T, L, G
- 5 six beam, three missile, T, L, G
- 6 nine beam lasers, T, L

Weaponry

- 1 pulse laser, T
- 2 beam laser, T
- 3 two pulse lasers, T
- 4 one pulse, one sandcaster, T, L
- 5 one beam, one sandcaster, T, L
- 6 two beam lasers, T

This should add some uncertainty to ship encounters — especially if the referee uses the tables on his NPCs' ships...

"Don't worry, it's just a lab ship."

"Oh? Why does it have the Jolly Roger painted on its side?"

IN DEFENSE OF COMPUTERS

by Paul Montgomery Crabaugh

A great deal has been written about the computers in *Traveller*, much of it critical of GDW's handling of the whole subject. The two greatest complaints are that the computers are too massive and too expensive; a less frequently heard complaint is that they do too little.

Well, this limb looks fairly sturdy; I think I'll crawl out on it a ways. The computers described in *Traveller*, their workings and nature, are not merely acceptable; they are a superb simulation of their subject.

Let's start by considering the cost of the machine. The cheapest computer is 2,000,000 credits, which certainly sounds like quite a bit to someone who may have spent as little as \$200 on a home computer. The exact conversion rate is impossible to determine; some common items cost many credits and vice versa. This is what one would expect of a very different economy, with different values and resources.

However, examination of some of the most basic and unchanging goods — such as ammunition — would support a ratio of 10 credits to the dollar. That gives us a price of \$200,000 for a model/1 computer — with a very great margin of error in the estimate.

Still quite a bit of currency, I grant. But this computer is not strictly comparable to a home computer. It has to be sturdier and perform more difficult tasks. Since it is the computer of choice for free traders, it might not be too far off-beam to consider it analogous to small business computers, with several terminals and output devices. Currently, such systems cost tens of thousands of dollars. Not many tens of thousands, but tens of thousands nonetheless. Actually, relatively little of that is the computer proper, and virtually none is the processor itself; the cost piles up from things like printers and terminals, which are fairly straightforward mechanical devices and which have not been affected by the marked decline in cost of integrated circuits.

There's still a gap of tenfold in the cost estimates; giving the best possible breaks for error and such, it's still a gap, although not as great as critics claim.

There is another factor, however. Regardless of the real cost of a computer, currently, that cost is always, it seems, a major investment. The amount of hardware available is so great, the range of capabilities so vast, that a potential buyer must always make hard choices about what it would be nice to have, what is available, and what is needed. If you are

designing a starship which costs, at a minimum, several tens of millions of credits, then the computers for it, to maintain this flavor, must cost millions of credits. It might well be more justified to charge only a thousandth of the listed price for a computer — but then everyone would buy model/7 computers, regardless of whether they were needed or not, just because the relative cost was trivial.

I don't intend to spend a lot of time dealing with the software, because intelligent discussion of it is nearly impossible. I don't know, and nobody else does, exactly what is involved in most of the programs listed, except in a general way. Several points come to mind. Such things as accounting programs are not even mentioned, even though their presence would be essential to proper running of a

chology, body language and so forth. It can't simply slam the door and sound a red alert if a passenger approaches the bridge; suppose the passenger simply wants to tell the Captain that the intercom in his cabin is broken?

Or consider the various Predict programs. Now we're really getting into heavy material: To predict, in combat, where a target will be, calls for (among other things) a knowledge of strategy and tactics of space warfare, an appreciation of the immediate tactical and astrographic situation, a knowledge of your own ship's weapons and abilities, an estimate of the enemy's weapons and abilities, and an estimate of the enemy's estimate of your weapons and abilities. If you can fit that into a home computer, I'll eat the processor chip. With horseradish.

Even a modest Library program raises questions. It seems to contain, at a minimum, all the information contained in *Traveller* Supplement 3 — *The Spinward Marches*. In addition, it has all the library entries of all the published adventures, as well as all the information implied by those entries: The existence of a brief biography of the Empress Arbellatra, for instance, implies the existence of similar entries for all the other rulers of the Imperium.

The actual mechanics of using the computer are, again, a place where the flavor of the situation has been caught so perfectly that one need not spend a great deal of time wondering if the exact details are correct. The programmer or system operator of such a computer, in real life, is usually busy trying to balance the demands on the system's scarcest resources. Finagle's Law insures that when the computer is available, no one will need it, while everyone's pet crisis requiring immediate attention will occur at once. Furthermore, the same law requires that if the computer has an ample supply of terminals but no more available disks, then no one is going to need another terminal, but everyone will require more disks. And so forth; and all of this is captured in the *Traveller* computers, which invariably have too little capacity to run every program that is needed, causing players to indulge in an intricate juggling act and establish priorities.

Finally, as with the hardware itself, the cost of software is justified in order to simulate the situation the architect of the computer system is in. The cost of software is a major consideration once the hardware is chosen; it is easily possible to spend as much on programs as was spent on circuitry. In *Traveller* terms.



commercial ship; nor are games, always a high investment, especially if the owner does a lot of work on his/her own computer. Apparently these items are so cheap that they are simply assumed to be present. They also consume little of the computer's resources: you don't have to unload your Anti-hijack program to make room for your payroll program.

Some of the programs, in fact, casually imply an enormous capability, almost a frightening amount of expertise. Anti-hijack, for example, monitors the movements of passengers and if any of them are judged to be potential hijackers, bars them from the bridge. I don't think you could write that program in BASIC. The computer would have to have on tap vast amounts of data regarding patterns of movement and — Bog save us — psy-

EXTRA!

HOUSE OF THE



EXTRA!

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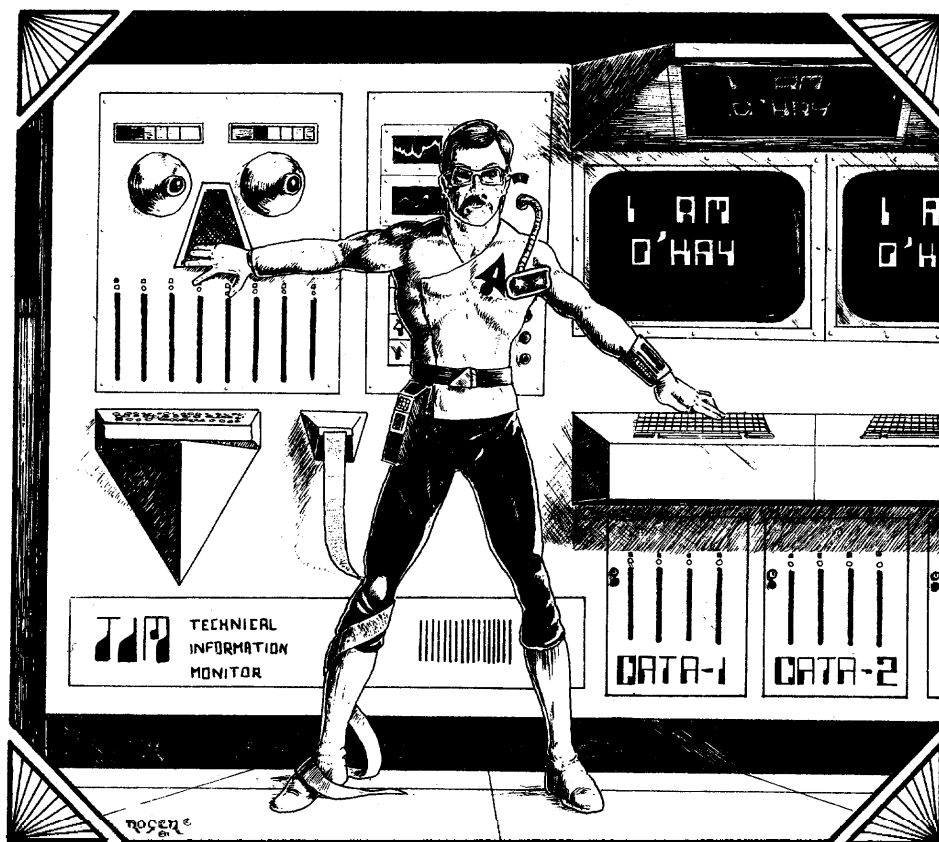
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this means that programs must cost hundreds of thousands of credits if the computers themselves cost millions.

The topic of mass of a computers is saved for last because that was initially the hardest premise to swallow — and subsequently became the easiest.

Computers that mass tons (never mind the *High Guard* computers that mass dozens of tons) seem unreasonable. The IC at the core of the computer could blow away on a stray wind even now. Granted that support of that circuit will always be (relatively) incredibly massive — still, the fact remains that you can pick up a home computer with one hand, easily, and much more powerful systems are not all that much heavier. Certainly not tons heavier, unless they are built with vacuum tubes.

That was before the publication of *High Guard*, wherein it was revealed that "ton" did no mean 2,000 pounds; the use of tons in measuring starships referred to *volume*: the volume of one ton of liquid hydrogen, or fourteen cubic meters, or two 1.5-meter squares on *Snapshot/Azhanti High Lightning* maps. This is actually a useful convention, or at any rate a not-improbable one: Since at least 10% and up to about 70% of a starship will, in fact, be liquid hydrogen — the fuel tanks — one can see the volume of a ton of hydrogen gradually becoming a unit of measure.

That changes the whole picture. Granted the computer may only mass a

few kilograms; nevertheless it must rest on a desk or something, so people can get at it. And you need a chair next to it for the operator to sit on. Look at the *Azhanti High Lightning* maps; the console would take up one square, the chair another. Bingo! One "ton" of computer.

Each additional terminal will require the same: room for the terminal itself, on a typewriter stand or something, and room for the operator. Probably each additional input/output device — each printer, monitor, free-standing piece of hardware and so forth — will require at least one square on the map, 1/2 of a "ton." You'll need desks for the programmers and operators, bookshelves for their references, containers for spare disks and tapes (or whatever is used in year 1107 of the Imperium) and so on.

Y'know, I think I could make a case for the *Traveller* computer being *not massive enough*....

... But I don't think I'll bother. The main point of this exercise is not really to completely exonerate the game's computers from the charge of unrealism. They may well be a poor simulation of the "actual" situation. All I intended to demonstrate is that they are not *necessarily* a poor simulation, that the rules are not a cut-and-dried failure on this subject.

Or, at least cause people to think harder about their objections to the system. Then maybe they'll come up with a better one.

PLANET PARAMETERS

by Paul Montgomery Crabaugh

Ever wonder how hard it is to walk around in the gravity of the planet your *Traveller* character just landed on? Or how many hours there are until sunup (if any)? Well, fret no longer. Here are six of the most useful tidbits anyone might need to know about a world (other than whether there's an atmosphere or not).

The main reference for all of the following is Stephan Dole's book, *Habitable Planets for Man* (American Elsevier, 1970).

Table first, then explanations:

Size	G	V _{esc}	P	Mass	O(t)	O(synch)
1	1	2	56	0.1	185	4900
2	1	2	40	0.1	145	7700
3	2	3	32	0.1	130	10100
4	3	5	26	0.1	115	12300
5	5	6	21	0.2	105	14200
6	7	8	19	0.4	100	16100
7	8	9	17	0.6	95	17800
8	10	11	15	1.0	90	19500
9	12	13	14	1.6	85	21100
10	15	15	13	2.4	85	22600

Size is the usual 2D-2 figure, expressing diameter in thousands of miles.

G is surface gravity in meters per second per second. Since one Earth gravity is 10 m/sec/sec, the given figure divided by 10 gives you the planet's surface gravity in "gees."

V_{esc} is escape velocity for the planet in kilometers/second. Normally no problem for characters' fusion-powered starships, but you never know...

P is the planet's rotational period in hours, if the

planet's rotation has not been retarded: the length of the day, in other words. More will be said later about the odd entry for a size 8 world.

Mass is the mass of the planet, relative to Earth. The lower three sizes are best described as "very small." If it is necessary to have a figure in pounds, by all means look it up. But the relative figure is the most useful.

O(t) is the period, in minutes, of a tight orbit (200 miles). A useful figure for planning pickups or surveys.

O(synch) is the altitude of a synchronous orbit in kilometers. A good place to be to maintain communications with a ground party. Once again, the planet is assumed to have an unretarded rotation; retarded rotations produce other altitudes.

Concerning retardation and the 15-hour period of 8000-mile-wide worlds: 15 hours, more or less, is how long the Earth's day would be but for the good graces of (mostly) the moon, which has been slowing our rotation down, bit by bit, over the eons. This phenomenon is called "retardation."

How common is retardation? Hard to say. Too much retardation for human taste is evident with Venus and Mercury; no retardation at all is observed for Mars, which is a good long ways from the Sun and has no moons worthy of the name, and is thus subjected to very little tidal stress.

For game purposes, unless there is some reason to believe otherwise (such as a world being stated to be the innermost of a system with a small star), assume that 50% (1-3 on 10) of the worlds encountered are not tidally retarded and thus have days of the length given on the chart. For others, add 1-36 (1D x 1D) hours to the rotation shown.

All figures given are very approximate and heavily rounded off. This is primarily because the size of the worlds as stated is not known except to the nearest thousand miles, a considerable amount of vagueness.

MASERS & CAMERAS

by Paul Montgomery Crabaugh

For spicing up your *Traveller* starships:

The Maser

Masers are microwave lasers. Actually, technically, a laser is a visible-light maser, to reflect the priority of invention. However, the term laser has become ascendent.

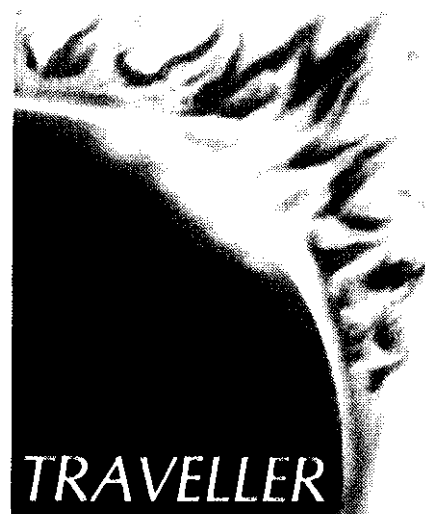
A ship-mounted maser cannon is not much of an offensive weapon, although at close (boarding) range it could have unpleasant effects on a person's nervous system. Maser cannons are intended primarily as defensive weapons, since a hit by a maser would tend to confuse electromagnetic sensors (such as radar) rather thoroughly.

A maser is similar to a beam laser in size, shape and so forth. It costs MCR

1.25, since it is not a commonly used item. It is not affected by sand in combat. If the target ship has a fibre optic computer, a DM of -2 is imposed to hit (actually, there is the same chance of hitting, but less chance of confusing the target).

A successful hit by a maser has the effect of imposing a -1 DM on the enemy's attacks for the next turn. This effect is cumulative; three hits by masers cause a -3 DM on all attacks made during the next turn.

For use with *High Guard* (either edition), compute the USP code, batteries and so forth as if for beam lasers. In attacking, masers function as beam lasers, but ignore all normal defenses (except the Black Globe Generator, if present). The maser attack is, however, required to "penetrate" the target's computer; use the Sandcaster defense table, substituting the computer rating for the Sandcas-



ter value. If the target has a bis model computer, add 1 to the defense value; if a fibre optic, add 2. Failure to defend reduces the target's computer rating by 1 for the next turn (essentially the same effect as with the Book 2/Mayday combat rules, but executed differently).

The Survey Module

For those of you who spend a lot of time poking around uncharted planets wondering what things are like at ground level, there is the Survey Module. The module is an array of cameras, side-scanning radar, IR cameras, telescopes and such, along with various support equipment, to gather the information needed to map a planet.

The Survey Module masses three tons and costs MCR 1. The three tons are fairly amorphous, being mostly free-standing consoles and the like, and can thus be fit into any three-ton volume aboard which has at least one exterior wall. The most common installation is in the erstwhile cargo hold of a Scout ship.

To operate the Survey Module requires one or two people possessing between them (one apiece) two skills: Forward Observer-1 and either Communications-1 or Electronics-1. Unskilled users can operate the equipment, but their surveys tend to miss little things, like active volcanoes. Or oceans.

A full survey requires that the survey ship remain in a pole-to-pole orbit for one local day. In cases where that may be inconvenient (for example, where solar tides have locked the planet's face with respect to its primary, so that one local day is also one local year), it is

usually possible to make one orbit, transfer to a slightly different orbit for the next pass, then a slightly more different orbit, and so on. This procedure is somewhat time-consuming (and fuel-burning); generally, forced-orbit surveys require one week and consume half of the maneuver fuel reserve.

Once the survey is completed, the information can be used to create a planetary map with something approaching 15-meter resolution. Creating the map can be done by a ship's computer, if it has the Interpolation program — inevitably sold separately. The program has a space requirement of 1 CPU unit and costs MCR 0.2. Writing the program from scratch requires Forward Observer-2, Computer-1, and a throw of 10+ for success.

The ship-mounted maser cannon is available at the same tech levels as the beam laser; the Survey Module is available at tech level 7.

Autocannon

One final suggestion, not calling for any additional rules but fairly unusual, and sparked by the earlier mention of using masers at boarding ranges: To save expenses and enhance surprises, a merchant ship might consider mounting autocannon instead of lasers and such in

its turrets. Autocannon, of course, would be worthless against a pirate ship itself, but could play merry hell with a boarding party in vacc suits, as well as providing welcome support on the ground if a fire-fight erupts around the ship.

A VRF Gauss Gun would be even more effective, but is larger; at two tons, it would require its own turret, and an over-large one at that, where the autocannon (0.3 tons) would fit neatly into the same slot as a missile or laser.

The effect of a maser cannon on personnel at short range? Well . . . assume that a hit reduces Dexterity, Intelligence and Education of the target by 1 each. Roll 7+ (DM for available medical skill) for said loss to not be permanent. A morale check must be made immediately, as well as a check for losing control in weightless situations. Roll 7+ (DM for medical skill again) to avoid blindness. After the immediate situation is over, throw 8+ (DM for medical) to avoid internal injuries and damage which will otherwise inflict 2 dice of damage to Endurance. Finally, throw 4+ to avoid instant death, no saving throw.

Don't have the time or interest required to individually shatter every component of whomever was foolish enough to cross your gunsight? Assume that the target takes 6 dice damage immediately.

THE MILLER MILK BOTTLE

by Marc Miller

Although the *Traveller* rules are rather complete, they do have a glaring omission in the equipment section, and indeed, it has not been filled in the *Journal of the Travellers' Aid Society Ship's Locker* section, either. This important piece of equipment is the milk bottle.

Milk bottles are glass (fused silicon) containers used to hold cow's milk for sale by merchants; less frequently (and depending on local animal presence), goat or other mammal milk may be sold instead. Milk bottles appear at about tech level 3 or 4 (supplanting larger metal containers) and do not occur past tech level 6 or 7, where they are replaced by waxed-paper or plastic containers.

Milk bottles are easy to find. They are always found in markets selling food-stuffs and sundries; they may be found on urban doorsteps in morning hours on a throw of 9+. At times, they are concealed in small cubical metal insulating lockers, so a search may be necessary. Milk bottles are rarely found in restaurants, except in the kitchen, where they may be obtained from refrigerators on a throw of 6+; otherwise, the restaurant utilizes a bulk-storage system.

Milk bottles have a variety of uses.

They may be employed as clubs, breaking to form daggers after the first blow is struck. The fact that they are glass makes them excellent as cutting tools, to sever cords which bind hands, to slice tires, or to cut cloth or leather. Broken glass can be used to make a simple alarm system: The glass is spread on the floor, and if intruders approach, the crunching sound gives them away. If the intruders are barefoot, their screams of pain add to the effectiveness of the alarm.

Correctly used, a milk bottle can perform as a signal mirror for code (heliograph) transmissions or to blind an unsuspecting enemy. The sparkle of a reflective glass bottle can be used to attract (or sometimes it repels) birds, small animals, or other beings. At times, shards of glass can be traded to pack rats or other scavengers who occasionally accumulate truly valuable things. It is advisable to convert such shards to beads, however crudely, by heating the edges to dull them; in addition, their value is enhanced by piercing them (a laser rifle works nicely) for stringing.

Milk bottles serve admirably for their original intended use: carrying liquids. They can hold water or other refreshments, or can be used to carry fuel.

The liquid-carrying ability can also be

used to create weapons. Since glass is impervious to most acids, the acid attack comes immediately to mind. Throw 8+ for 5D damage; otherwise only 2D damage. Allow DM -4 if the victim has Dexterity of 9+, DM +3 if the attack is made with surprise. Throw separately 9+ to blind the victim (permanently unless tech level 8+ eye transplant is available) regardless of other hits or wounding. Another weapon possibility is the firebomb. When thrown, the firebomb will shatter and burst into flame covering an area 15 meters in diameter. All within the area will receive hits amounting to 2D per turn; saving throw of 7+ (DM +2 if Dexterity 9+) is allowed. In addition, DM +2 on saving throw for heavy clothing or personal armor is allowed; a firebomb will not affect the wearer of battle dress unless an exact 12 is thrown.

Milk bottles can be a source of income, too. Because of their innate value, they are generally provided as refundable/returnable containers. At tech level 3 the refund price for such containers is one cent (Cr0.01); this effectively doubles at each succeeding tech level, up to 20 cents at TL 7. In dire circumstances, a door-to-door search for bottles (empty or full) to return can provide enough funds for small necessities.



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by William Lenox

One race of demi-humans that has been neglected in most works studying the relatives of mankind is the Winged Folk, known as *Al Karak Elam* in their language. Perhaps this lack of attention is derived from the fact that the winged folk are even more reclusive than elves and often conceal their presence behind powerful illusions.

However, this reclusiveness seems to be coming to an end. After centuries of indifference to human concerns, the winged folk are said to be returning in numbers to the mainstream of human and demi-human affairs. Because of this, a study of the characteristics of this race, which may soon be taking a more active part in the world, is well advised.

The following study will briefly detail the history, physical description, dwelling places, social, political and economic characteristics, military organization, and special attributes of the race of winged folk.

The Winged Folk (*Al Karak Elam*)

FREQUENCY: *Uncommon*

NO. APPEARING: 10-100 (100-1000)*

ARMOR CLASS: 7 (or better)

MOVE: 12"/18"

HIT DICE: 1 + 1

% IN LAIR: 10%

TREASURE TYPE: N (G, S, T in lair)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-10 or by weapon type

SPECIAL ATTACKS: +1 to hit with bow or javelin

SPECIAL DEFENSES: Surprised only on a 1

MAGIC RESISTANCE: Standard

INTELLIGENCE: Very to Genius

ALIGNMENT: Neutral to Chaotic Good

SIZE: M (5'-6' tall, 10'-12' wingspan)

PSIONIC ABILITY: Nil**

Attack/Defense Modes: Nil**

* — 5% chance of 100-1,000 appearing if encountered "in lair." This represents a tribal holding (large village or small town).

** — Possible in exceptional characters.

For every 20 winged folk encountered, there will be one of above-average fighting ability (2nd or 3rd level). For every 30 encountered, there will be one with Magic-User or Illusionist ability and one with clerical or druidic ability (2nd or 3rd level in all cases). If 50 or more are encountered, there will be the following additional figures: a 4th-level Fighter/4th-level Magic-User or Illusionist and a 4th-level Fighter/4th-level Cleric or Druid.

If the winged folk are encountered in their lair, there will be a leader of 9th-level fighting ability and two lieutenants of 5th to 7th-level fighting ability. There will also be a Magic-User of 7th to 9th level, an Illusionist of 7th to 15th level, and a Druid or Cleric of 9th level. All will have assistants of similar ability to the leader's assistants. There will also be 3-36

eagles, hawks, falcons, or owls as watchbirds, who will scout and spy on non-winged folk in the area.

Treasured carvings

In addition to the treasure types given above, for each adult female in a village there is a 50% chance of her possessing from 2-5 carvings (roll d4+1 for number, then consult the following chart for types):

Dice roll	Base value	Type
01-70	10	Common wood
71-85	50	Rare or precious wood or ivory
86-92	100	Semi-precious stones
93-97	500	Fancy stones
98-99	1,000	Gemstones
00	5,000	Gemstones

The value of carvings should be checked individually according to the procedure described on pages 25-26 of the AD&D™ *Dungeon Masters Guide*. The stone should not increase or decrease in value by more than one level.

History

Once the winged folk were found almost everywhere as mercenaries, adventurers, and scholars. Men greatly desired to have them as scouts and messengers (not to mention as regulars) in their armies. The winged folk even organized bands of 50 to 100 mercenaries to hire out to more mundane races. The winged folk fit in well with humans and demi-humans, and for hundreds of years there was much interaction between the races.

Some 2,000 years ago, King Imruk of the city state of Erlacor (now in ruins) sought to overthrow the High King of all the land. The High King had turned to demon worship. Imruk intended to put a halt to this exercise of evil power, and the movement to oust the High King became nigh unstoppable when Hawkwing, king of the winged folk, proclaimed that because the High King had sacrificed several winged folk to the demons, the winged folk warriors would gather into an army and aid Imruk's effort.

With command of the air provided by the winged folk, Imruk was able to crush the High King's armies.

The last battle of the uprising was fought on the plain to the north of the High King's capital. The winged folk Clerics called upon their gods for aid, and their prayers were rewarded when the High King's demons were destroyed by the gods' wrath.

Seeing his demons and his army being destroyed, the High King called down a curse upon the winged folk and upon Imruk, proclaiming that Imruk would become as he, but less than he, and would die for treachery. Seconds after proclaiming that curse, the High King fell dead with scores of arrows in his body as Imruk's warriors burst through the High King's last defenses.

Imruk was awed by, and apprehensive of, the power the winged folk had shown. He feared that unless he acted quickly, he would rule only by their sufferance. Therefore, Imruk invited Hawkwing to bring the winged folk army to Imruk's encampment the following day so he could give the winged warriors great rewards for their part in winning the battle.

The WINGED FOLK

The following day the winged folk army landed in the designated area in the center of Imruk's camp. As soon as the air was no longer stirred by the beating of wings, Imruk's archers fired upon the winged folk, and only a few of them again reached the safety of the sky.

Hawkwing was one who escaped. Three days later he killed Imruk in a raid upon the camp, but was himself mortally wounded. Thus did Imruk die for his treachery, and was ruin wrought upon the winged folk, just as the High King's curse had prophesied.

The winged folk lost 80 percent of their male population and many of their female Clerics and Magic-Users in the ambush, even though many of Imruk's men were also slain. The best estimates of the winged folk population at the time of the ambush placed their numbers at around 50,000, including 40 percent males, 40 percent females and 20 percent children. Most of the females and all of the children did not go to Imruk's camp and thus were spared.

Before he died, Hawkwing charged his successor with the responsibility of removing the winged folk from their relationships with other human and demi-human beings. Hawkwing's successor followed this order, secreted the remaining winged folk from the society of men, and thus the winged folk began their long and slow recovery from the disaster into which Hawkwing had unwittingly led his people.

During their self-imposed exile, the only outside contact the winged folk had was through their friends, the elves and half-elves, who served as their intermediaries in trading and commerce.

In the last few years, winged folk have begun to move back into the mainstream of human affairs, establishing trade, hiring out as mercenaries, and traveling throughout the world in search for adventure. But the leaders say they will never again involve great numbers of their people in the battles of humans.

Physical description

Winged folk closely resemble half-elves in appearance, except that their body structure includes a pair of large, white-feathered wings. They are above average in all abilities (see table below) and can possess extremely high Charisma. (For height, weight and aging, use the half-elf tables, since the two races are similar in these respects.)

The tales of angels told by some legends may have arisen from the widespread use of winged folk as messengers and ambassadors (dressed in the white robes of peace) in the glorious days of the High Kings of old when winged folk were more commonly seen among men.

Ability score minimums and maximums

	Males	Females
Strength	15/18(00)	14/18(50)
Intelligence	12/18	12/18
Wisdom	12/18	12/18
Dexterity	15/18	15/18
Constitution	12/18	12/18
Charisma	13/19	13/19

Winged folk typically dress in simple tunics or robes when near their homes. When they hunt, war, or make journeys they will wear leather armor and carry shields. The weapons winged folk normally use are bows, javelins, daggers, spears, swords, axes, bolas, nets, and ropes.

Winged folk may carry up to half their maximum encumbrance in flight with a corresponding slowing of movement (as if fully encumbered) and may carry maximum encumbrance airborne in an emergency for one or two rounds. They fly as effortlessly as humans walk, needing only occasional rests to keep flying all day.

Winged folk speak with eagles, hawks, falcons, owls, hippo-

**THESE DWARVES WOULD
HAVE BEEN HAPPIER WITH
THEIR HAUL IF THEIR D.M.
HAD GOTTEN HIS MAP
TOGETHER AT**

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griffs, griffins, and pegasi. They also speak their own language, the common tongue, and the language of elves. When aloft, they can see for great distances like an eagle, and they have night vision equal to an owl's.

Winged folk may be Clerics, Druids, Fighters, Magic-Users, or Illusionists, or certain combinations of two of those classes. They are unlimited in their ability to advance in the Illusionist class (for individuals with sufficiently high abilities), but in other classes may never attain a level higher than 9th. Clerics and high-level Fighters may use maces or other miscellaneous weapons, and all higher-level types have normal chances to have psionics and magic items.

Class level limitations

Class	Maximum levels
Fighter	9th if Strength 18; 8th if Strength 17; 7th if Strength 16 or less.
Cleric	9th if Wisdom 18; 8th if Wisdom 17; 7th if Wisdom 16 or less.
Druid	9th if Wisdom 18; 8th if Wisdom 17; 7th if Wisdom 16 or less.
Magic-User	9th if Intelligence 18; 8th if Intelligence 17; 7th if Intelligence 16 or less.
Illusionist	Unlimited if Intelligence and Dexterity are both 18; otherwise, maximum of 11th.

Multiclass restrictions: Winged folk may operate in two classes simultaneously as long as the multiclassed character fits one of the following descriptions. No three-way combinations are possible.

Possible double-class combinations include Fighter/Magic-User, Fighter/Illusionist, Fighter/Cleric, Magic-User/Cleric, Magic-User/Druid, Illusionist/Cleric, and Illusionist/Druid.

Racial preferences: Winged folk are very friendly toward elves and half-elves, tolerant of halflings, gnomes, and dwarves (whom they call "diggers") and are usually on good terms with any humans they come in contact with. They detest orcs, goblins, and all their kin, but their greatest hatred is reserved for gargoyles. These fierce predators are one of the few types of creatures which can seriously threaten a winged folk village.

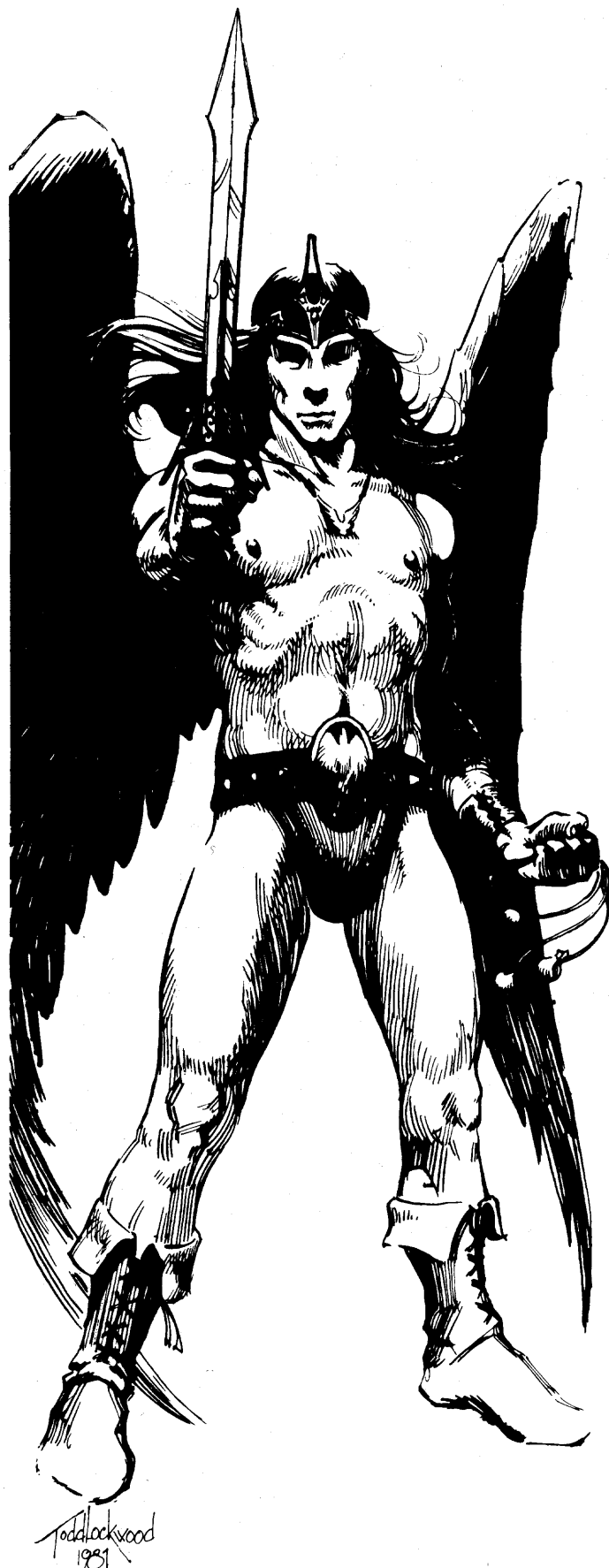
Winged folk do not like the underground or the sea, and it is extremely unlikely that any will be encountered in such places. Winged folk who are forced to stay in these environments or are imprisoned must save vs. magic once a day or go insane. Mania, manic-depressive, homicidal mania, suicidal mania, hebephrenia, and catatonia are the forms of insanity (as defined in the *Dungeon Masters Guide*) to which the winged folk are susceptible.

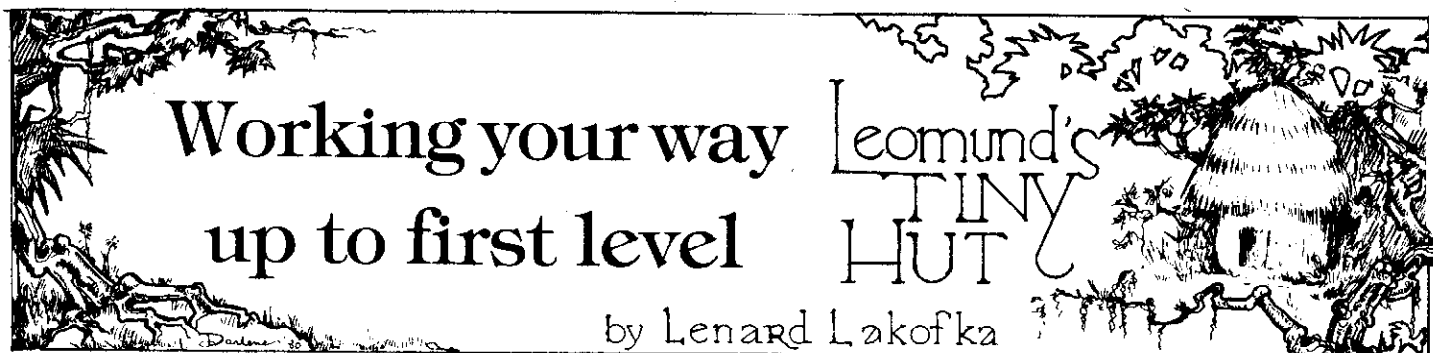
Dwelling places: Though found nearly anywhere as adventurers, mercenaries, hunting parties, or engaged in other such activities, winged folk make their homes only in forests and mountains. They build tree houses in the tallest trees in forests; in the mountains they live in cliff dwellings. Due to the power of the winged folk Illusionists, their homes are often disguised with permanent illusions. Their homes are always open and airy affairs; in many cases only the floors and roofs are permanent with the walls all being simply tent cloth which is used only in inclement weather.

Social and political aspects: Winged folk have a loose-knit social and political structure which stresses individual freedom. The family is the basic social unit, and groups of families are gathered in clans which owe allegiance to a tribe. Tribal holdings may be extensive, but most tribe members will choose to live in the tribal village itself, which offers the protection of numbers.

All of the tribes form the winged folk nation, which is ruled by a king. The king is chosen by the tribal chieftains from one of

(Turn to page 83)





Players have the bad habit of memorizing the AD&D™ rule books and quoting/paraphrasing them at the drop of a hat. There are many ways a DM can stop such activity; however, few of those methods are very solidly based in reason or fairness. But by employing the guidelines given hereafter, it will become possible for player and DM alike to know *exactly* what a character knows, is aware of, and is capable of accomplishing right at the start of the character's adventuring career — regardless of what is known (from the books) by the *player* who is playing the role of that character.

Part of this article is composed of guidelines for the play of zero-level characters and "pre-first-level" characters. These ideas were developed, in part, through the work of Mr. W. John Wheeler in a campaign he ran in Chicago in the summer of 1978.

Becoming first level

In each profession, experience and training are required before a character can become first level. The character must be counseled for a period of months or perhaps years before he can go forth into the adventuring world as an Acolyte, Aspirant, Veteran, Gallant, Runner, Prestidigitator, Rogue or Bravo.

In the subsections which follow, the required training for each profession is described, including the length of time it takes to receive proper instruction in a given skill and the status of an instructor who must be found to teach the skill. "Courses" can be taken all from the same instructor, if that instructor is able to provide all the tutelage needed and if no other circumstances intervene.

Instruction must be undertaken in the order in which the various "courses" are listed below. In certain cases, training can be taken in two areas at once when specified in the descriptions; otherwise, no training course can be started while one preceding it is still in progress or has not been completed.

Below are class-by-class listings of training courses necessary for a student to develop the skills to become a first-level character. The "basic training" for each class is given, followed by a discussion of "final training" (optional) which is undertaken only after a character has achieved pre-first-level status. Other aspects of beginning a character, such as starting money and determination of hit points, are also addressed. The article concludes with a description of a shorter way to simulate the extensive training process, and a way to ascertain "other knowledge" a character might have.

Fighter training

Use of a single weapon (hand-held) requires 4-9 (d6+3) weeks to learn, and must be taught by a member of any fighter class or a cleric who is proficient in the use of the particular weapon.

Use of armor and shield has the same requirements for length of time and instructor as use of a single weapon (hand-held), and may be undertaken at the same time as that training. Again, the instructor must be familiar/proficient with the exact type of implement(s) the student is learning to use.

Use of a single weapon (hurled) takes 6-17 (d12+5) weeks and is taught by a member of a fighting class (fighter, ranger, paladin):

Use of a fired weapon such as a bow, crossbow or sling requires 6-17 months and must be taught by a member of any fighting class.

Result of training: Character can use one hand-held weapon, one hurled weapon, and one firing weapon — each at a penalty of -2 to hit because of non-proficiency.

Upon gaining 200 points of experience, the character becomes a Man/Woman at Arms (see discussion of pre-first-level characters hereafter) and the -2 penalty is eliminated.

Paladin training

Fighter training for weapons and armor is mandatory, and all requirements/restrictions are the same for a character intending to become a first-level paladin.

The character must then lead a **life of devout withdrawal** to develop the attitudes and learn the principles needed to pursue paladinhood. This period of time will be 1-4 years in duration, and the instructor must be a paladin or a cleric of lawful good alignment. (Optionally, fighter training and the special paladin training may be taken at the same time.)

Result of training: Character has weapon proficiency as a fighter of equal stature (-2 to hit) until gaining 300 experience points, when the character becomes a Valiant Man/Woman at Arms and the penalty is eliminated.

Starting at the end of the training period, the character can detect evil at a range of 30', with the evil creature(s) allowed a saving throw. The character receives a +1 bonus on all saving throws. When the figure becomes a Valiant Man/Woman at Arms, the ability to "lay on hands" becomes effective, healing 1 hit point of damage per attempt. No other paladin abilities are acquired until the character becomes a Gallant.

Ranger training

Fighter training for weapons and armor is mandatory, and all requirements/restrictions are the same for a character intending to become a first-level ranger.

Tracking must be taught by a ranger or druid, and will consume 6-13 (d8+5) months of time.

Move silently in forests must be learned from a ranger, druid or thief. It will take 3-6 (d4+2) months for the character to master.

Anatomy of "giant class" figures must be learned from a ranger. The training will include instruction in 2-5 (d4+1) different giant types of the character's choice. It will take 6-9 (d4+5) months.

Result of training: Character will have weapon proficiency as a fighter of equal stature (-2 to hit) until gaining 275 experience points, when the figure becomes a Tracking Man at Arms and the penalty is eliminated.

Starting at the end of the training period, the character does 1 extra point of damage to one (character's choice) of the "giant class" creatures learned about during training. When the figure becomes a Tracking Man at Arms, the 1 point of extra damage can be done to all of the "giant class" creatures learned about during training. The Tracking Man at Arms can track at a percentage of success 2/3 that of a first-level ranger.

Cleric training

Use of a single weapon (hand-held) takes 6-13 weeks and is taught by a fighter or a cleric who is proficient with the particular weapon being learned.

Use of armor and shield also takes 6-13 weeks and must be taught by a fighter or cleric. This training may be taken at the same time as weapon training.

Prayers and Order of Service for the character's deity must be taught by a cleric of the same faith and alignment. It will take 6-11 months to complete this instruction.

Reading holy documents and reading scrolls of first-level spells will take 4-9 months to learn and must be taught by a cleric of the same faith and alignment.

Study of the undead (skeletons and zombies only) must be learned from a cleric of the same alignment as the character. It will take 4-7 months to complete the study.

Basic knowledge of cleric spells can be taught by any cleric, and will take 4-7 months. This instruction deals with general information about a cleric's spells, and particular information about the Cure Light Wounds spell.

Result of training: The character will have a non-proficiency penalty of -3 to hit with his weapon until gaining 250 experience points, at which time the penalty is reduced to -1.

Upon completion of training, the character can read a scroll with a first-level spell on it 75% of the time. He can pray for *Cure Light Wounds*, but only 1-4 points of curing will result. The character can turn/command to service a single skeleton or zombie with the same chance of success as a first-level cleric.

After the character earns his first 250 experience points, the chance of reading a first-level spell scroll becomes 85%. Cure Light Wounds will cure 1-6 points of damage, and one other spell may be learned. Only one spell may be carried at a time; if the character is entitled to a bonus spell because of high Wisdom, this is not allowed until the character attains first-level

status. The ability to turn skeletons and zombies improves, so that two may be turned/commanded to service at one time.

Druid training

Cleric weapon training is mandatory, with the same requirements/restrictions as for a cleric, for any character intending to become a first-level druid.

Plant identification takes 2-5 months to learn and must be taught by a druid or ranger.

Animal identification also takes 2-5 months and must be learned from a druid or ranger.

Prayers and Order of Service for the character's deity must be taught by a druid, taking from 6-11 months to learn.

Predicting weather (via the casting of the *Predict Weather* spell) must be taught by a druid, and will take 3-6 months to learn.

Study of one spell (aside from *Predict Weather*) is taught by a druid and takes the character 4-11 months.

Result of training: The character uses his weapon at -3 to hit, as a cleric, until gaining 200 experience points, whereupon the penalty is reduced to -1.

Upon completion of training, the character can only cast one spell, *Predict Weather*, and its duration is only one hour. The character acquires no other druid abilities at this time.

After gaining 200 experience points, the character is allowed to pray for one other spell (the one studied during training), but the character can only carry one spell at a time, regardless of any possible bonus for Wisdom (which does not take effect yet).

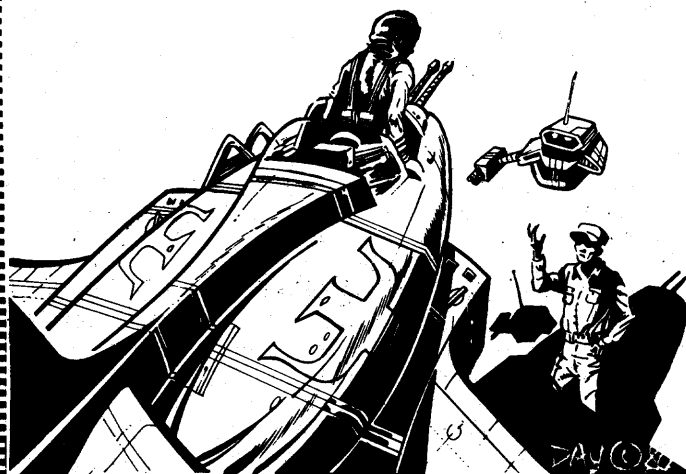
Magic-user training

Use of a single weapon (quarter staff or hand-held dagger) must be learned from any character proficient with the weapon who is *not* a magic-user. It takes 4-11 months.

The basic language of magic, including the ability to learn the

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spell *Read Magic*, must be taught by a magic-user and will take one year plus 2-24 months to learn.

Study of first-level spells will enable the character (by using *Read Magic*) to read and understand first-level spells from scrolls. The study must be instructed by a magic-user and will last for 3-12 (d10+2) months.

Study of magic items is general instruction on the basic design and customary uses of magic items. Specific items are rarely mentioned. The instruction must be provided by a magic-user and will be 5-24 (d20+4) months in duration.

Result of training: The Man/Woman of Magic fights at -5 to hit until gaining 350 points of experience, at which time the non-proficiency penalty drops to -2.

Upon completion of training, the character can cast *Read Magic* but no other spell. By the use of *Read Magic*, the character is 75% likely to be able to employ a spell read from a scroll. Note, however, that the character must have *Read Magic* in his head to use a scroll, even if he has cast the same spell from a scroll before.

After gaining 350 experience points, the character becomes able to learn one other spell, of an informational or defensive nature only. The character may now employ magic items that require the use of command words to operate, but no single item employed can have a value of more than 6,000 gp (Dungeon Masters Guide, pp. 121-125). Regardless of their value, no wands, staves, rods, and "charged" items of an attack nature can be used. (For example, even if a *Wand of Lightning* with just one charge remaining would be valued at less than 6,000 gp, its use would still be prohibited to the character.)

Illusionist training

Use of a single weapon (quarter staff or hand-held dagger) is mandatory as for a magic-user, with the same requirements and restrictions.

The basic language of magic, including the ability to read and write the language of illusionists, must be taught by an illusionist and will take one year plus 3-36 months. This instruction is entirely different from the "basic language" instruction a magic-user must undertake.

The ability to detect illusion (as per the spell) is taught by an illusionist and takes from 5-20 (64+4) months.

The ability to cast one spell from the following list of five must be taught by an illusionist and will take 5-20 months. Instruction will be given either for *Audible Glamer*, *Dancing Lights*, *Darkness*, *Light*, or *Wall of Fog*.

Instruction in magic items can be taught by an illusionist or a magic-user. It will take from 8-26 (2d10+6) months to complete. Training includes information on the fashioning of illusionist scrolls, rings, wands, staves, rods, and some miscellaneous magic items.

Result of training: The character has a -5 to hit with his weapon, as for a magic-user, until gaining 450 points of experience, at which time the penalty drops to -2.

Upon completion of training, the character is able to cast the spell *Detect Illusion* and can use magical rings of a defensive nature.

After earning 450 experience points, the character can learn one other spell (the one studied during training), and is able to employ a *Wand of Illusion* with a 75% chance of success.

Thief training, Stage I

The profession of thief (and its subclass, assassin) requires training to be taken in two stages, because the ability to learn some skills depends on whether the character has mastered certain other skills first of all.

Use of a single weapon (hand-held, not thrown) is the first step in Stage I of training. This ability must be taught by any non-magic-user, and will take 8-17 (d10+7) weeks to learn.

Five special thieving abilities are taught in Stage I training.

They are listed in the order they must be learned. All are taught by a thief, and have a duration as indicated in the listing:

Pick pockets, 3-14 (d12+2) months.

Open locks, 3-14 months.

Find/Remove traps, 3-12 (d10+2) months.

Move silently, 3-10 (d8+2) months.

Hide in shadows, 2-9 (d8+1) months.

Result of Stage I training: The character has a non-proficiency penalty of -3 to hit with his hand-held weapon, and can perform any of the five thieving abilities listed above at one-half the chance of success of a first-level thief.

Upon gaining 300 points of experience, the character's non-proficiency penalty for a hand-held weapon is eliminated, and the prospective thief then proceeds to Stage II training.

Thief training, Stage II

The next stage of thief training begins with instruction in three other thieving abilities. Training must be undertaken in the order given in the listing below. All abilities are taught by a thief, and lengths of time are indicated:

Back stabbing, 3-8 (d6+2) months.

Climb walls, 4-11 (d8+3) months.

Listen at doors, 4-9 (d6+3) months.

Use of a single weapon which can be thrown or fired is the last step in thief training. This weapon can be either a dagger, dart, or sling. Instruction can be provided by a thief or a fighter who is skilled with the particular weapon, and it will take 6-17 (d12+5) months to learn.

Result of Stage II training: The character can employ a thrown/fired weapon (the one learned in training) at -3 to hit. The last three thieving abilities are performed at one-half the chance for success of a first-level thief, just as the abilities learned in Stage I. A successful back stab will do an extra 2 points of damage (not double damage, as with a first-level thief), but the attack is still made at +4 to hit.

Assassin training, Stage I

Training as a thief (Stages I and II) must be completed first and foremost by any character desiring to become a first-level assassin. All requirements and restrictions are the same as for a thief, except that the assassin may receive instruction from either an assassin or a thief in all cases where a thief is designated as the instructor.

Basic anatomy of characters/creatures (in order to learn their vital spots) must be learned from an assassin, and will take 8-27 (d20+7) months to master.

Basic disguise techniques must be taught by an assassin, and will take 4-11 (d8+3) months.

Result of Stage I training: The character has a non-proficiency penalty of -3 to hit with his weapons (one hand-held, one thrown/fired), just as for a thief of equal status. Aspiring assassins can perform thieving abilities at one-fourth the chance of success of a first-level thief.

Upon earning 400 points of experience, the character must undergo Stage II training.

Assassin training, Stage II

Use of one weapon of the character's choice is taught by a fighter or an assassin and will take the character 6-13 (d8+5) weeks. The character will be sharpening his skills with the weapons already learned at this time as well.

Result of Stage II training: Upon completion of training, the character will use the newly learned weapon at -3 to hit, but the non-proficiency penalty for his first two weapons (learned during thief training) is eliminated. Thieving skills are still performed at one-fourth the chance of success of a first-level thief.

The character also acquires the ability to assassinate a human-shaped (not necessarily human-sized) figure, at one-half the chance of success of a first-level assassin. He must

perform such an assassination to be further considered for status as a Bravo (Apprentice).

Monk training; Stage I

Training for a monk, like that for a thief or assassin, is conducted in two stages. As with the assassin, Stage II consists of only one area of instruction, which may only be undertaken after the character has finished Stage I and earned the requisite number of experience points.

The art of meditation and mental discipline must be learned from a monk of the same alignment as the character. It will take 9-18 (3d4+6) months to master.

Hand-to-hand combat can be taught by any monk (not necessarily of the same alignment). It will take one year plus 1-12 months to learn.

Use of a single weapon (hand-held) can be learned from a monk or an assassin over a period of 9-14 (d6+8) weeks.

Thieving abilities usable by monks (specified below) can be taught by a monk, assassin or thief and will take 20-38 (2d10+18) months to learn. The skills are Open Locks, Find/Remove Traps, Move Silently, Hide in Shadows, Hear Noises and Climb Walls.

Dodging thrown and fired missiles must be taught by a monk, and can be learned in 7-14 (d8+6) months.

Result of Stage I training: The character can inflict 1-2 points of damage in hand-to-hand combat. There is no "to hit" penalty when using a weapon, as with other professions. The character receives a saving throw at -3 from thrown/fired missiles that he sees coming. The character is subject to magical attacks that do half damage if a saving throw is made (unlike a first-level monk, who takes no damage if a successful save is made against such attacks). After gaining 200 points of experience, the character proceeds to Stage II.

Monk training, Stage II

The effects of magic upon the body must be learned from a monk, and will take 5-12 months to accomplish.

Result of Stage II training: When this instruction is complete, the character will take only three-quarters damage from a spell if the saving throw is made. This becomes half damage when the character becomes a first-level Novice.

Final preparation

Under this system, characters go through two stages of development before they obtain full first-level abilities. After earning the number of experience points specified for his profession under the initial training schedule given above, the character has pre-first-level status. A certain amount of additional training is then required to be taken before or during the time when the character gains enough experience points to qualify for status as a full-fledged first-level character.

The following list summarizes level titles and experience-point ranges for the levels of status leading up to first level. The

first title and figure given is for an absolute novice, the second for a pre-first-level character. The additional training required is described, followed by the length of time required for its completion and the type of instructor necessary.

When a character completes all the required training and reaches the upper limit of experience points specified for his profession, the character's experience-point total is again set at zero, and the character can begin to function as a first-level character in his chosen profession, under the guidelines given in the Players Handbook, pp. 20-32.

Fighter: Recruit (0-200), Man at arms (201-500). Training: Use of one more weapon; 5-10 (d6+4) weeks; fighter.

Paladin: Devout recruit (0-300), Valiant man at arms (301-600). Training: First, laying on hands to produce 2 points of healing; 5-8 weeks; paladin. Next, final withdrawal from society (to be able to acquire all paladin bonuses); 6 months; paladin.

Ranger: Woodland recruit (0-275), Tracking man at arms (276-500). Training: Final woodland instruction, including complete fitness program to gain second hit die; 5-8 months; ranger.

Cleric: Altar person (0-250), Deacon (251-500). Training: Final tutelage to gain full use of Wisdom bonus (if applicable) and knowledge of 1-4 other spells; 7-18 weeks; cleric of identical alignment.

Druid: Hopeful (0-200), Pre-Aspirant (201-400). Training: Final tutelage to gain improved defense vs. fire and lightning plus knowledge of 1-4 spells; 7-14 weeks; druid.

Magic-user: Man of Magic (0-350), Apprentice (351-675). Training: Removal of non-proficiency penalty for one weapon, plus full magic-user abilities and knowledge of 2 spells (one of which may be an attack spell); 9-28 (d20+8) weeks; magic-user.

Illusionist: Sleight of hand Artist (0-450), Keen Eye (451-800). Training: Removal of non-proficiency penalty for one weapon, plus full illusionist abilities and knowledge of 2 spells; 13-32 (d20+12) weeks; illusionist.

Thief: Pickpocket (0-300), Lock Picker (301-650). Training: Full first-level thief abilities plus knowledge of the Thieves' Cant; 7-14 months; thief of identical alignment.

Assassin: Quarter Thief (0-400), Bungler (401-800). Training: Full first-level assassin abilities (perform thief functions at half the success of a first-level thief), basic knowledge of poison; 2-20 (d8+d12) months; assassin of identical alignment.

Monk: Child (0-200), Grasshopper (201-450). Training: Exposure to the rite of hand-to-hand (not lethal) combat against a Novice of the brotherhood, indoctrination into the brotherhood of the monastery, and a seven-day fast; 6-13 months plus 1 week; monks at any monastery of the same alignment.

Characters' starting money


Following is an expanded version of the specifications on starting money in the Players Handbook. Subclasses are allowed for individually, and distinctions are made between first-

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level characters and those still in training. Note that a first-level magic-user's "starting money" also includes a book of 4 spells — but a magic-user of pre-first-level or lower status does not have such a book. All amounts are in gold pieces.

	Absolute Novice	Pre-First Level	First Level
Cleric	10-60	20-120	30-180
Druid	8-48	16-96	24-144
Fighter	15-60	30-120	50-200
Paladin	10-40	20-80	40-160
Ranger	12-48	24-96	45-180
Magic-user	4-16	8-32	20-80
Illusionist	6-36	8-48	20-100
Thief	1-20	2-40	20-120
Assassin	3-18	7-42	20-160
Monk	1-6	2-12	5-20

Hit points

First-level characters in my world have the maximum number of hit points possible for their class (a procedure which is approved by E. Gary Gygax). Fighters always start with 10 hit points, clerics 8, thieves 6, and so on. To this number is added (or subtracted) a Constitution bonus (or penalty), if applicable.

However, characters in training to become pre-first-level and then first-level characters must roll the appropriate die to determine their hit points while they possess this status. If such a character "lucks out" and rolls the highest possible number, no change is made in that character's hit-point total until he/she reaches second level. A Constitution bonus or penalty, if applicable, is applied immediately after the initial hit-point roll.

Once a character achieves pre-first-level status, he/she may roll again for hit points — this time with a guarantee that the result will be at least one-half of the maximum (5 for a fighter, 4 for a cleric, etc.). Again, the result is adjusted for Constitution, if necessary, after the number is determined.

If the first roll for hit points was higher than the second roll and both numbers are at least half of the maximum, the result of the first roll is retained as the new hit-point number.

Example: A fellow decides he wants to become a fighter. Starting as (in effect) a zero-level character with zero hit points, he takes the appropriate basic training. Now he rolls d10 to see how many hit points he will have as he embarks on a career as a Recruit, and he rolls a dismal 2. If he lives to become a Man at Arms, he again rolls d10 for hit points. This time if he rolls 5 or above, he will receive that result as his new base figure for hit points, and if he rolls 1-4, he will still receive 5 hit points since that is half of the maximum and he is assured of at least that many. If his first roll had been (for instance) a 7 and his second roll was not that high, the first roll would still be in effect.

Exceptions and notes: No Man at Arms can ever have more than 7 hit points unless he is in training to become a Veteran —in other words, he must be a possible hireling, henchman, or a player character to warrant having more than that maximum. The run-of-the-mill regular soldier will have either 1-6 or 4-7 hit points, depending on whether the figure from the Monster Manual (for "normal men") or the Dungeon Masters Guide (Mercenary Soldier, page 30) is used.

Rangers roll 1d8 for their initial hit-point roll. After a character becomes a Tracking Man at Arms, a roll of 1d4 is added to the first figure, with a guarantee of at least 6 hit points at this stage (not including possible Constitution bonus). Once a ranger becomes first level, he uses 1d8+8 for hit points.

Monks roll 1d4 for their initial hit-point roll. After a character becomes a Grasshopper, another roll of 1d4 is added, with a guarantee of at least 5 points (exclusive of Constitution bonus). When a monk becomes first level, he uses 8 as his base number for hit points (before Constitution bonus).

Reaching first level rapidly

DMs and players who wish to role-play their way through the procedures described above can be sure of developing an appreciation for how much time and effort is involved in becoming a first-level adventurer. But the procedure will not be too much fun if the players don't really enjoy nitty-gritty game play. There is a faster way to simulate the same process of development and maturity in a character and still be able to advance that character to first level in a single afternoon or evening of play.

Basically, the simplified system will present each character with from 2-5 encounters to advance from absolute novice to pre-first level, and 2-5 more encounters to advance from pre-first level to true player-character status. The character must engage in each encounter as a lone figure — and there is no possibility of revival if an aspiring character is killed during any of these preliminary encounters. (High Priests do not raise zero-level figures unless they happen to be nobility.)

Each encounter should be quite simple and should involve a very low-level creature or creatures. There should be a chance to gain treasure, but the chance (and the amount of treasure) will be small, and obtaining a magic item from one of these encounters would be virtually impossible.

This simplified method not only advances the character but also provides precise information on what the character has directly experienced. It can further be determined what objects or events the character might have seen or heard about, thus drawing a more finished picture of exactly what a prospective player character knows and is aware of.

"Opponents" in a preliminary encounter need not be hostile; experience is also gained from associating with friendly or neutral creatures and knowing when not to fight.

Figures met in a preliminary encounter should be 30% likely to have 1-20 assorted coins (but never any platinum pieces), and a character who can get treasure away from an encountered creature is entitled to keep it (in addition to the roll for starting money which is made if the character advances to first level). There is only a 5% chance that an encountered creature or character will have even a simple magic item — and an aspiring character is not liable to be eager about running into such an encounter, because the magic item will most probably be used against the character. The magic item will be a potion 70% of the time. It will never be a ring, wand, staff or rod. It will never be a piece of armor better than +1 or a weapon better than +1 to hit. It will never be a miscellaneous magic item valued at more than 3,000 gp or a magic weapon or piece of magic armor valued at more than 3,250 gp. Magic weapons encountered in this manner will never have a variable bonus or an ego/intelligence. If one encounter is experienced involving a magic item, there is only a 1% chance of a second such encounter before the character achieves first-level status, and no chance at all for three such encounters during this time.

To prepare for the preliminaries, the DM should make a list of low-level encounters with appropriate treasure (if any). Then have the player roll d4 and add 1 for the number of encounters the character will undergo as an absolute novice. If the character lives through all of those encounters, another roll of d4+1 will yield the number of encounters awaiting the character at pre-first level. If the character gets through those incidents alive, he becomes a first-level character and is returned to zero experience points.

Following is a sample encounter chart drawn up for this purpose:

Roll	Encounter
1	1 orc, AC5, 4 hp, long sword, 3 sp
2	2 kobolds, AC6, 2 & 3 hp, short swords, short bows
3	1 gnoll, AC5, 11 hp, long sword, 11 gp
4	2 giant centipedes, AC9, 1 hp each, save vs. poison at -4

Roll	Encounter
5	1 Veteran of like alignment, AC4, 7 hp, long sword, 8 gp
6	1 Acolyte of opposite alignment, AC8, 5 hp, mace, <i>Command</i> , <i>Cause Light Wounds</i> , <i>Scroll of Light</i>
7	1 Prestidigitator (m-u) of similar alignment, AC10, 4 hp, dagger, <i>Charm Person</i> , 3 sp
8	1 goblin, AC6, 5 hp, halberd
9	1 wild dog, AC7, 5 hp (1+1 hd), bite for 1-4
10	2 jackals, AC7, 2 & 3 hp (1/2 hd), bite for 1-2
11	3 giant rats, AC7, 1, 2 & 3 hp (1/2 hd), bite for 1-3 plus 5% chance of disease, 7 gp
12	2 skeletons, AC7, 3 & 4 hp (1 hd), 1 attack for 1-6, immunities as per Monster Manual, short sword +1
13	1 large spider, AC8, 5 hp (1+1 hd), 1 attack for 1 pt. damage, save vs. poison at +1 or take 2-5
14	1 Aspirant, AC9, 7 hp, quarter staff, <i>Faerie Fire</i> , <i>Shillelagh</i> , 4 gp, 7 sp
15	1 troglodyte, AC5, 11 hp (2 hd), 3 att. (1-3/1-3/2-5), <i>Potion of Gaseous Form</i>
16	1 zombie, AC8, 7 hp (2 hd), 1 attack for 1-8, immunities as per Monster Manual
17	1 Gallant, AC2, 12 hp, long sword, 3 gp
18	1 Elf first-level magic-user/thief of same alignment, AC8, 5 hp, 1 attack w/dagger, <i>Write</i> plus spell book containing <i>Write</i> , <i>Read Magic</i> , <i>Shield</i> , <i>Shocking Grasp</i> , 2 gp
19	1 Half-orc Veteran of chaotic neutral alignment, AC4, 9 hp, flail
20	1 Sixth-level cleric, AC4, 25 hp, flail, <i>Cure Light Wounds</i> (x2), <i>Light</i> , <i>Command</i> , <i>Hold Person</i> , <i>Silence</i> , <i>Know Alignment</i> , <i>Glyph of Warding</i> , 15 sp. (Obviously, the character should not try to fight this guy!)

Other knowledge

To give a character the opportunity to "know" things besides those which he/she has directly experienced, the DM can devise a table to determine what a character has witnessed (but not been directly involved in) or knowledge the character has obtained through hearsay. This might include witnessing or hearing about a melee involving a certain type of creature, witnessing or hearing about the casting of a spell or the use of a magic item, and other significant events the DM might wish to include.

When a character's "other knowledge" is determined in a general way, the DM should fill in details, recounting the particulars of the incident or object that are known by the character, and these facts become the basis for ruling on what a character knows and doesn't know as the game progresses. A roll of d8 would yield the number of different subjects or events known about, and subsequent rolls on the "other knowledge" table would attach specifics to each thing known. There is always a 10% chance that any piece of information "known" will be entirely wrong, and an additional 15% chance that the "facts" of the matter will have been exaggerated. by the teller or by the character's mind.

Following is a table of suggested "other knowledge" items. The subject matter of each entry in the table is drawn from a particular table in the Dungeon Masters Guide, either a random monster encounter table, a random dungeon generation table, a random treasure determination table, or some other similar entry in the book.

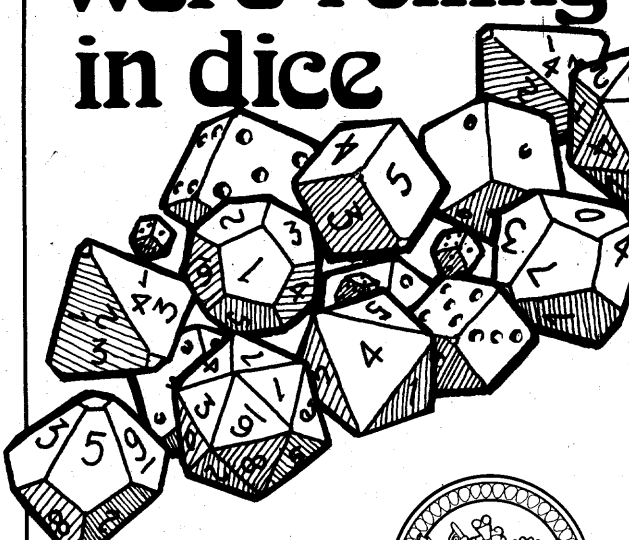
Roll	Source of knowledge
1	Table V. I., page 171
2	Table V. J., page 171
3	Table VII, page 172
4	Tables VIII, C., page 172
5	Monster Level I table, page 175

Roll	Source of knowledge
6	Table I, page 176
7	Table II, page 176
8	Table III, page 176
9	Table IV; page 176
10	Monster Level II table, page 177
11	Monster Level III table, page 177
12	Monster Level IV table, page 177
13	Uninhabited/Wilderness table, pages 184-185
14	Table III.A., page 121
15	Table III.C., page 122
16	Table III.D., page 122
17	Table III.E., pages 122-124 (20% chance for each sub-table, III.E. 1 through III.E. 5
18	Table III.G., page 124
19	Table III.H., page 125
20	Table II, page 17

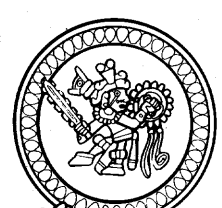
To allow for the chance of some really fantastic bits of knowledge, a table like this one can be extended to 24 entries and a special die-rolling procedure performed. To generate a number from 1-24, roll d12 and any other die. If the other die result is in the lower half of the range of numbers possible with that die, the d12 result is read as the number itself. If the other die result is in the upper half of the range of that die, read the d12 result as the number rolled plus 12.

Roll	Source of knowledge
21	Table III.E. (Special), page 124
22	Ethereal Encounter table, page 181
23	Monster Level V or VI table (50% chance of each), pages 177-178
24	Monster Level VII or VIII table (50%) chance of each), page 178

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The Worshippers of RATAR

by Eric Robinson

At the heart of the unique religious system in *RuneQuest* is the cult, around which many of the characters' actions revolve. What follows is a fairly detailed description of one such cult, the Worshippers of Ratar, which fits into the category of a minor cult. Originally located in the Dragon Pass, it can easily be located elsewhere in Glorantha or incorporated into any other *RuneQuest* campaign.

Mythos and History

Four hundred years ago there was a ruthless and powerful priest of Lhankor Mhy named Ratar, whose chosen field was the study of magic. The other priests were offended by his vexatious personality and by the fact that he researched only this subject, and they eventually forced him to become a renegade. He renounced his worship of Lhankor Mhy and continued his research outside the cult. Later he came upon the city of Blackwell, then a small town in the Haunted Lands, and set up a temple there to worship an unnamed god. He attracted a fair number of townspeople to the temple, and after his death many people began to worship Ratar. In death, Ratar became a powerful and malicious spirit and allied himself with that same unnamed deity. Soon thereafter the cult was formed.

The Worshippers of Ratar are associated with the Magic Rune (for they are dedicated to the wielding of sorcerous power) and with the Darkness Rune.

Nature of the cult

The cult of Ratar is small. Devoted to the knowledge of the secrets of magic, cult members concern themselves almost exclusively with the practice and study of magic. Its membership is comprised primarily of humans due to the fact that its base is located in the human city Blackwell, but occasionally trolls and other creatures are found among the ranks.

The cult is suspicious of other cults because of its own small size. When encountering a party of another deity, members of the cult will act neutrally unless the group is much weaker than the Ratarans, in which case the cult's reaction will be hostile.

The Worshippers of Ratar wield considerable political power in the city of Blackwell despite their very small membership. In fact, initiates of Ratar have

thoroughly infiltrated the government of the city, enabling the leaders of the cult to manipulate the decisions of city officials almost at will.

Organization

The Worshippers of Ratar number fifteen hundred at most, and are spread out among several temples throughout the city. All of these sanctuaries are unmarked, except for the main temple, and each of the smaller ones are run by one priest. Each temple is considered a separate entity, and the members of each are encouraged to work individually to improve their magical skills. The only missions that are assigned come from the main temple, run by the Chief Priest of Ratar, who is the policymaker for the entire cult.

The only cult holy day is Wildday, Movement Week, Dark Season. It commemorates the arrival of Ratar at Blackwell. On this day ceremonies are held, including the sacrificing of power and of living creatures.

Lay membership

There are no lay members in the Worshippers of Ratar, due to the low profile and absolute loyalty required by the cult.

Initiate membership

To become an initiate, one must be selected by a priest as a candidate for membership. The initiation procedure is difficult. Basically, the priest has to be convinced of the applicant's desirability and trustworthiness, abstracted here as a percentage to be rolled under by the player. To determine the number needed, calculate POW + INT + CHA + 1 per each 100 lunars donated, all divided by 2 (round down) and then multiplied by 3. If this number or lower is rolled, the character has been accepted by the priest and is from then on an initiate. If the roll is failed, the character may *never* try to join again, and the priest may decide to kill him for knowing too much!

Skills taught to initiates:

Staff (half price).

Thrown Dagger, Spot Trap, Spot Hidden Object, Evaluate Treasure, Speak Darktongue, Listen, Read and Write Sartarite (all normal price).

Spells taught to initiates:

Counter Magic, Detect Magic, Dispel Magic, Protection, Shimmer (all half price).

Not taught: Fire Arrow, Light, Lightwall, Xenohealing,

All other spells taught at normal price.

Rune Lord membership

Because of the emphasis this cult puts on the magical arts, and because it is such a small cult, there are currently no Rune Lords. A Rune Lord would get all the normal benefits of his rank, except that he will have to quest for his own iron. A candidate needs 90%+ ability in any two or three normal skill categories and in any two or three fighting skills, but needs five 90%+ categories overall. (An exception is noted below.) The weapon skills do not have to be taken from those listed above as taught to initiates, but the other skills do.

At his option, a prospective Rune Lord may substitute the knowledge of at least twelve POW points worth of battle magic and waive one of the required five 90%+ abilities. Thus, it is possible for a candidate to have only four 90%+ abilities as long as he has learned at least twelve points of battle magic.

Rune Priesthood

Becoming a Rune Priest is the goal of most of the initiates of the cult of Ratar. Priests are the leaders of the cult, but there are not many of them. Each has a lot of power, for he either directs the operations of a lesser temple or helps run the main temple.

Because of the cult's emphasis on magic and its research, all one- and two-point Rune Magic spells are available to the priests, and to initiates on a one-use-per-sacrifice basis. Divine Intervention, however, is not available. Priests of Ratar have all normal Rune Priest advantages.

Special Cult Spell MAGIC RESISTANCE

Range — 160 meters

Non-Stackable

cost — 1 POW point

Duration — 15 minutes

Reusable

The above spell acts as a power field which protects the recipient from spells cast at him. It acts like a Rune Lord's natural ability to maintain maximum POW level for defensive purposes regardless of how much POW he actually uses, except that with this spell the POW level maintained is that level which was present when the spell was received.

For example, if a priest with POW 18

casts a Demoralize spell in one round and then a Magic Resistance spell the next, he would have a POW of 17 for purposes of resisting incoming magical attacks for the next 15 minutes, even if he threw 10 points of battle magic in the following rounds. Note that this increased POW level only applies to the defense of incoming magical attacks and does not count when casting offensive spells or engaged in spirit combat.

Shamans

In the cult of Ratar there are shamans as well as priests, though the former are even more scarce than the latter. Shamans rank below priests in the hierarchy, but above initiates. Shamans act as leaders when there are no priests present in a temple and will conduct ceremonies in their absence. In general, shamans are responsible for the spirit aspect of the cult, gaining spirits for allying purposes. About 15% of cult members are shamans or shamans' apprentices.

One situation common in Rataran temples is a dichotomy between priests and shamans. The priests concern themselves with ceremony, temple duty, and magic; the shamans with the spirit plane. Occasionally there is a strong rivalry between the groups, and given the brutal bent of many of the cult's members, the infighting can get quite ugly.

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A new breed of bug

by Ben Crowell

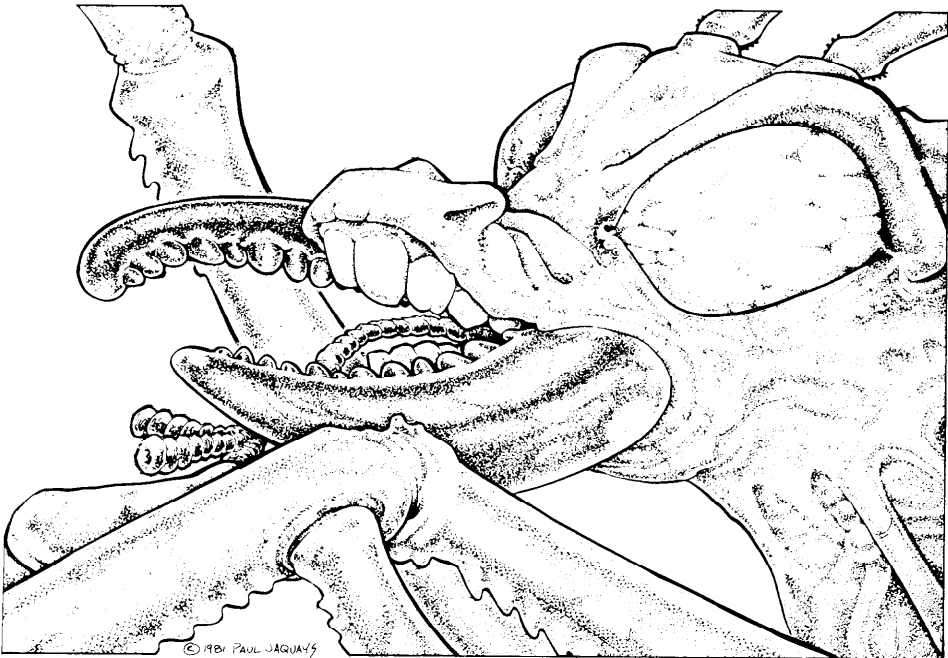
Chitin: I (*KITE-un*), Metagaming's MicroGame#2, portrays a battle between two competing hives of giant insects, both of which desperately need food—the year's harvest as well as the bodies of friends or enemies slain in combat.

The **Low Hacker** is a suggested new type of unit for Chitin: I, designed to introduce guerrilla warfare to the game. Low Hackers are warrior units, midway between Basics and Termagants in their capabilities and limitations. In appearance, they are distinguishable from Basics only by their hands/claws, which are well-suited for hacking, and by their chameleon-like ability to blend in with their surroundings.

Because of this camouflage ability, unique among the unit types in the game, Low Hackers receive bonuses to their combat strength when on defense. (When a Low Hacker is being attacked, the enemy units spend more time searching for it and keeping track of its whereabouts than actually engaging in combat against it.)

Combat: Low Hackers have a base combat strength of one per unit, up to a maximum of 3 for a 3-unit counter. Each stack containing at least one Low Hacker counter receives a bonus to its combat strength when on defense, the amount depending on what type of terrain the stack is in.

Rivers are not considered when computing defense adds. (A hex containing a river that flows through a plain is considered a plain hex, not a river hex.)



Terrain	Defense add per stack
Plains	+1
Slope	+2
Forest	+3
Forest & Slope	+4

It is important to remember that these adds are taken not on a per-unit basis, but for each entire stack. A stack of two single-unit Low Hacker counters and a single-unit Gantua counter does not have a defensive rating of 18 in a Forest & Slope hex; it has a rating of 10 (4 for the Gantua, 1 for each of the LH units, and a +4 bonus for the entire stack because of the terrain).

Low Hackers located behind attacking

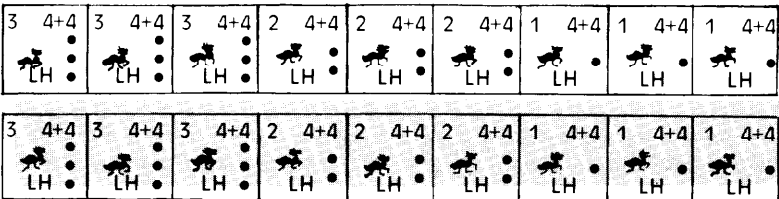
units (see rule 7.05, *Enemy Units in Rear Hexes*) will cause the attacker to eliminate two units instead of the usual one after combat.

Low Hackers are unaffected by zones of control, except for ZOCs exerted by other LH units. Normal units are forced to take evasive action (spend an extra movement point) when they enter a ZOC, but Low Hackers do this all the time anyway.

Low Hackers can never be disrupted, but may stack with other unit types which can be. This tactic can be risky, though: It is assumed that units which can be disrupted (all other ground warrior types) are those which are relatively less intelligent, and which therefore may

Make your own counters

The two rows of counters reproduced below can be used to add the Low Hacker to Chitin: I. There are nine counters provided for each side, three each of one-, two- and three-unit strengths.



To make the counter rows into usable playing pieces, first cut out or photocopy the section of this page containing the counters. Before separating the individual counters, glue the entire section to a piece of stiff cardboard or other type of backing material (self-adhesive vinyl floor tile is highly recommended for this purpose). When the backing is securely in place, individual counters can be cut out using scissors or a straight edge and a hobby knife.

be stupid enough to give away a Hacker's position. There is a 1 in 6 chance per turn that a Low Hacker which stacks with a disruptable unit will lose its defense bonus for that turn. This chance of being "given away" should be rolled separately for each disruptable counter in a stack.

Movement: Low Hackers have a movement ability unlike that of any other unit in the game. LH counters are allowed two moves of 4 movement points each, one during normal movement and one immediately after the attack phase. This simulates the fact that Low Hackers usually attack lone enemy units by surprise, gaining some extra time to disappear back into the forest (typically) before the body is discovered.

Low Hackers move through rough terrain at a cost of 1 movement point per hex entered, just like Low Renders. For stacking, treat Low Hackers as Basics.

Command control: Low Hackers are able to exercise command control just like Basics, but they forfeit one point of their defense add for every stack they control on a certain turn, up to the limit of the original defense add. (For example, a LH in clear terrain exercising command control over two other stacks still only loses a single point from its combat factor on defense.)

Flying units and Low Hackers: A Low Hacker in a hex adjacent to a unit being attacked by an air unit is not counted as part of the defense, like other units would be. If an air unit attacks a Low Hacker, the LH does not receive its normal defense add for terrain.

Optional rule 1: Air units may fly reconnaissance, being used to expose the presence of Low Hackers but not able to take part in combat in the same turn. This allows the air unit's allies on the ground to attack a stack containing a Low Hacker without counting the Low Hacker's usual defense add for terrain. One flying unit is needed for each stack so exposed. The flier, the stack containing the Hacker, and the attacking forces must all be in the same megahex.

Optional rule 2: Since most insects locate and distinguish between their friends and enemies by smell, it is assumed that Low Hackers are odorless. Because of this odorless characteristic and the generally unpredictable nature of a disrupted unit, it is possible that a disrupted warrior unit will mistake a friendly LH unit for an enemy. All units disrupted by the absence of command control (not by a combat result) which end their movement with a Low Hacker in one of their front hexes will have

50-50 chance of attacking it even if it is an ally. Such an attack against a friendly LH unit is conducted using the attacking unit's disrupted combat strength, with the Low Hacker's defense computed as usual, counting defense adds for terrain. The 50-50 chance may be determined for each LH unit, each stack, or for all the units involved at once, as players see fit.

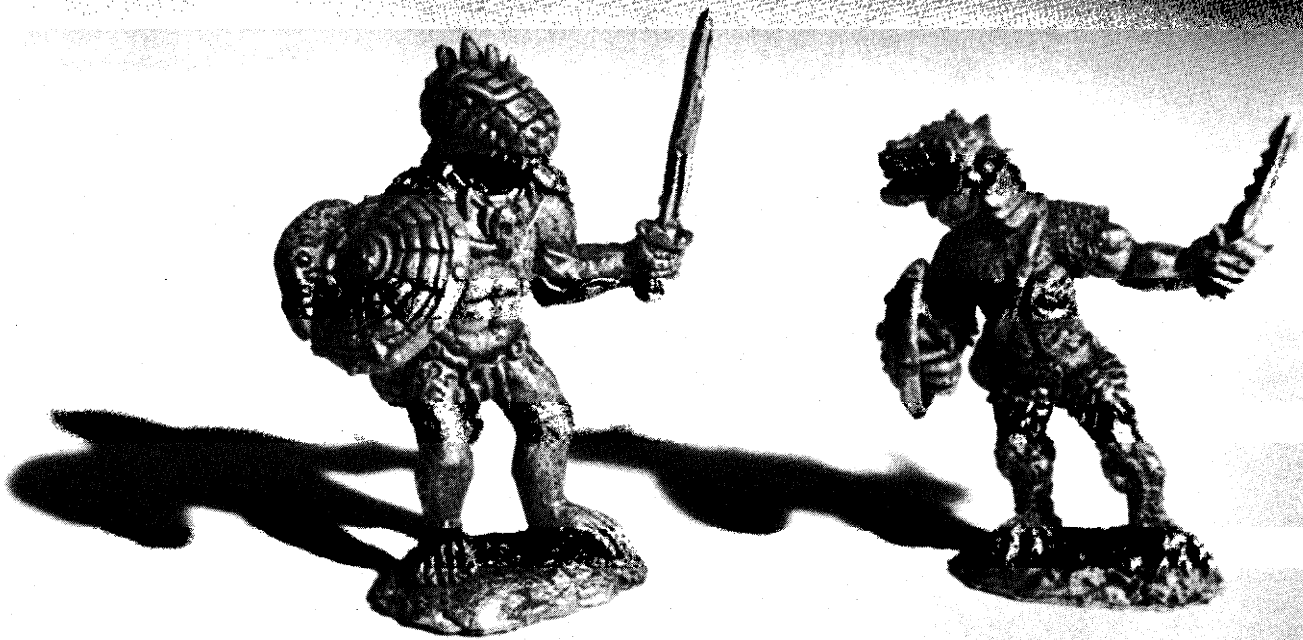
Sample scenario: Harvest Chits A, B, and D are placed in hexes 1107, 1615, and 1409, respectively. Side A consists of 20 strength points of Basics and ground warriors (not including Low Hackers) plus 10 units of Low Hackers, placed anywhere in megahexes F, A, and

C before play begins. Side B has six Workers plus 48 strength points of ground warriors — no Low Hackers — and Basics, started at the bottom edge of the map. Side A has a maximum of 3 Plunge units, while Side B may have as many as 6.

Side B begins the game by moving its forces onto the map. At the end of every turn taken by Side B except for its first turn, Side A gets 3 victory points until Side B has grabbed all the Harvest Chits and either gotten them off the map or killed off all the opposition. Side A loses 1 victory point per dead unit, but Side B loses 4 victory points for each of its units which are killed.



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It's not easy being good

by Roger E. Moore

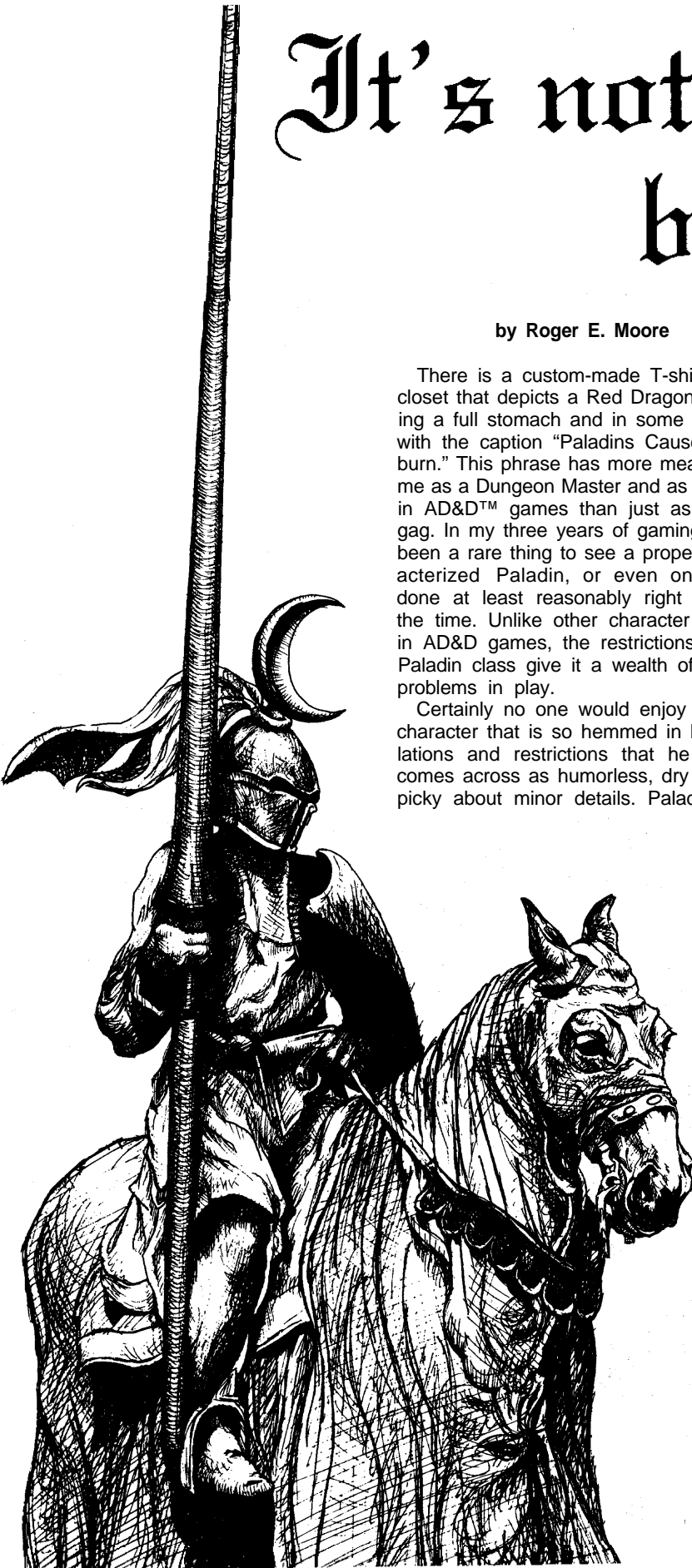
There is a custom-made T-shirt in my closet that depicts a Red Dragon, clutching a full stomach and in some distress, with the caption "Paladins Cause Heartburn." This phrase has more meaning for me as a Dungeon Master and as a player in AD&D™ games than just as a sight gag. In my three years of gaming, it has been a rare thing to see a properly characterized Paladin, or even one that's done at least reasonably right most of the time. Unlike other character classes in AD&D games, the restrictions on the Paladin class give it a wealth of special problems in play.

Certainly no one would enjoy being a character that is so hemmed in by regulations and restrictions that he or she comes across as humorless, dry and nit-picky about minor details. Paladins can

be friendly, jocular, and basically happy people (and probably should be), but there are limits. It's in the nature of the game. People who don't care to play Paladins (or other Lawful Good characters) as the rules outline them should really choose another class more suited to them, and consider the reasons for doing so. Few people respect and like to game with persons who cheat (and a Paladin who is greedy, refuses to take risks, lets danger fall on everyone else, and has twenty-eight types of Holy Swords is definitely cheating). DMs should, can, and (most of the time) do penalize this sort of behavior. In my time as a DM I've removed three or four Paladinhoods, encouraged two to retirement, and even removed one Anti-Paladin from his status for committing a good act.

Some of the basic questions about using Paladins as player characters involve what sort of things should be approved of, what should be avoided, and what kinds of actions constitute evil or chaotic acts. Perhaps the greatest enemy of Paladins in the game is cultural relativity. Maybe anthropologists can study a tribe of cannibals and find their culinary practices reasonable, at least for the cannibals, but Paladins of any religion would have to disapprove. The killing and eating of human beings or any other intelligent beings, even orcs, is not a good act by AD&D standards. It at least borders on being evil, depending on the situation.

Please remember, too, that this is a game, and it postulates the existence of fundamental absolutes like Good and Evil, Law and Chaos. There are few "gray areas." Smoking or taking hallucinogenic substances, indulging in casual sex, and going against the grain of society, regardless of what the person playing the Paladin thinks of those actions, are in no way a part of the world of Paladinhood in the game. They shouldn't be no matter who is the DM, either. Using hallucinogens destroys the clarity of the mind and its attachment to reality, leaving the Paladin open to inadvertently committing an evil or chaotic act, or being unable to deal with an emergency. Casual sex, of course, is chaotic and to be avoided (though I've known several



Paladins who would give their Holy Swords to get away with it).

Law implies permanence and few changes, and it further implies long-term relationships and love when connected to good. Law also implies obeying the rules of society and working within a system to make things work out for the better. Paladins can and should break laws that violate the tenets of Lawful Good, like slavery and the "right" to torture prisoners. In basically good societies, though, Paladins would be expected to go along with the rules of their church and state, as long as they don't conflict with each other.

There is a small chance that a Paladin character will be confronted with a situation in which many of the members of his or her church actually turn away from being Lawful Good; the Paladin is not then obligated to follow the rules they hand down that aren't lawful or good, but is still required to be Lawful Good himself or herself. In all cases like this, the Paladin's deity can and should back up the Paladin's actions as long as they are correct, though the deity's help might prove to be indirect.

There are lots of other ways in which Paladins can become ensnared in chaos or evil. Conceit is one ("Boy, I'm hotter than a Salamander's pitchfork now! I'm really something else!"), and it's one of the most common pitfalls. Humility is the

virtue that should be nurtured. Paladins may be more powerful and more effective than most other members of an adventuring party, but they should have a sense of their own limitations, and their place in the Scheme of Things. Related to this is the tendency seen in a number of Paladins to become arrogant ("Get outta my way, peasant! Do you know who you're dealing with?") An excessive display of either conceit or arrogance is a transgression and merits severe penalties.

The hunger for power and more material wealth is another of the many deadly temptations in Paladinhood. There's nothing wrong with desiring a better sword; demons and devils, to name just a couple of types of traditional Paladin adversaries, cannot be hit with non-magical weapons, so acquiring magical ones is important and necessary in the long run. But having magical weapons for their own sake, just because one wants to look as decorated as a Christmas tree in front of all the local peons, is wrong. It's what one intends to do with what one has or wants that counts.

A related problem that will be run up against by nearly all Paladins is the limit on the number of magical items that may be owned by them. This rule gets violated all the time. I looked over one person's character sheet (for a Paladin) and noted something on the order of twenty-

odd magical items. When I asked him why he had so many when he was only allowed so few, he replied, "I only use a few of them. The rest are out on loan."

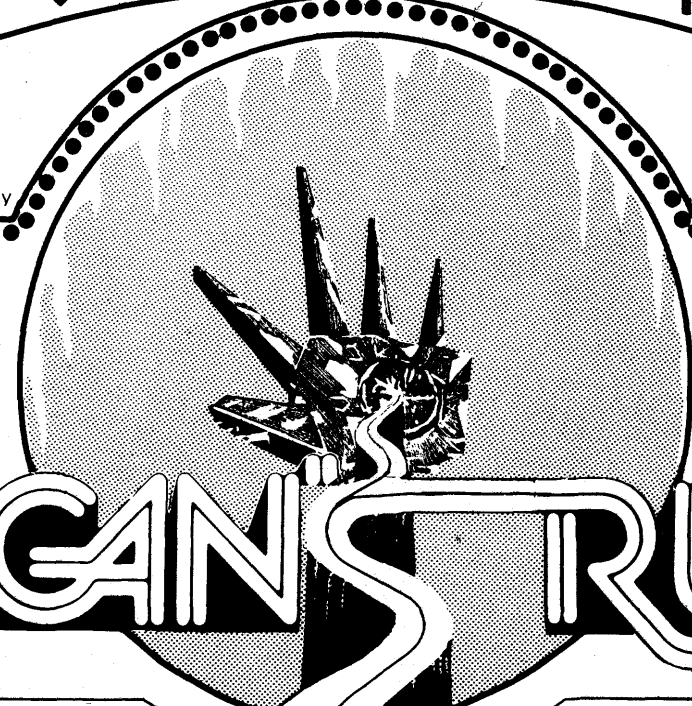
No dice. I gave him five minutes or so to dump all but his "legal" amount of magic, or else become a normal Fighter. Things worked out after that. Excess magic should be given to other Lawful Good players or donated to the nearest temple of the Paladin's religion. Lawful Good NPC's may also receive excess magic, whether they are the Paladin's henchmen or not, but the Paladin cannot go around borrowing things afterwards.

Constant association with Neutral characters is an abused area; sometimes an entire party, with the exception of the player bringing a Paladin, may be Neutrally aligned. In cases like this another character should be substituted for the Paladin unless there is something really extreme going on (like a quest to save a church, High Priest, or holy artifact). This is part of the breaks of being a Paladin. The company you keep will reflect on you.

Associating with evil characters in any way in a friendly manner is EVIL. If a Paladin character becomes aware that one of the party members is actually evil in alignment, then a confrontation is inevitable. The Paladin will be required to have nothing to do with the evil person or persons, with the possible exception of

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taking the person into custody if an evil act is committed by that person.

Paladins meet evil persons all the time in their daily business, even just walking down the street, but don't associate with them. There's nothing wrong with compiling all the information one can get on local evil sorts, and on other evil-aligned player-characters, for future reference in crimefighting. One can use informants, direct questioning, and judicious surveillance and spying (though this last endeavor might prove questionable if done too often).

Note again that a confrontation will be inevitable for a Paladin and another evil player. Once a Paladin is aware that evil exists, he cannot turn his eyes away from it; that's not just cowardly, it's wrong. On the other hand, a Paladin cannot just slay every evil person he or she meets. That's wrong, too, unless every evil person one meets is trying to kill the Paladin or someone else. Somehow, in one way or the other, the ends of evil *must* be undone.

Killing is a difficult topic to address with regard to Paladins. This article does not deal with the question of whether killing in real life is evil or not. In an AD&D game, however, there are many creatures whose whole existence is evil and cannot be undone by any means short of a *Wish* (and even that may not be possible). Undead of any sort, evil dragon types, and all demons, devils, and daemons deserve (from a Paladin's point of view) no other fate than utter and absolute destruction. Sparing them is evil. Sometimes little more can be done than to send the creature back to its home plane, in the case of the demons, devils, and daemons, but if the situation permits they should be slain by whatever means are at hand so that no further harm may be done by them. There is no quarter and no prisoners are taken.

Other beings, like Beholders and Mind Flayers, will also fit pretty well into this category. No amount of polite talk and reasoning will convince an Intellect Devourer to be a nice guy. The sword is the only answer. When orcs, trolls, and so forth are encountered, the same applies. They are evil, there are deities who make a living at keeping them evil, and there's not much more to say. Perhaps the only exceptions one could make to killing evil monsters would be if they surrendered; the Paladin could then tie them up or whatever and march them off to the nearest authorities to stand trial or be imprisoned.

Not all of the problems Paladin-players encounter in this area of whether killing is right or not are the player's fault. Sometimes a DM will set up a situation in which, for example, the Lawful Goods have slain all the males of a tribe of Werewolves, and all that's left are the

females and young, who cower in the rocks and refuse to fight. Civilization is hundreds of miles away and no means exists at the moment to render the captives free of lycanthropy. If released, the young will grow up and terrorize the neighborhood again. If they are kept as captives, the party will be severely hampered and may meet new monsters at any moment.

Killing the captives could well be the only alternative the Paladin is left with, yet if done the DM might say it was evil and remove the player's alignment and status as a Paladin. A touchy situation, right? The DM should keep well in mind how he or she would react if placed in the same situation in the game, essentially trapped with no way out. It isn't fair, and the players will know it and resent it. If captives must be slain, it should be done quickly, without torture, and with the assurance that there was no way to avoid it.

If a Paladin does have prisoners and they can be disposed of by turning them over to other authorities, and this won't unreasonably endanger innocent people, then killing them out of hand could rate as an ungood act. The DM is the final arbiter of such matters.

As far as using poison, killing innocent people or beasts, or torturing goes, any of that spells doom for Paladinhood. If a radically evil act is committed by a Paladin, I roll percentile dice for the deity's reaction, giving a 5% chance that in addition to removing Paladinhood, the god kills the ex-Paladin as well. One Paladin has gone out this way while I was a DM, after butchering some Wereboars who were having a campout with the party. He vanished in a bolt of lightning. So much for that.

In dealing with Neutrals, it would be better for the Paladin to focus on using ways other than killing to accomplish goals. One Paladin in our group encountered a Dryad who tried to charm some of the players right after the group had rescued her from being ravished by a bunch of nasty, unwashed orcs. The Paladin punched the Dryad in the nose and she fled.

While the group (and myself, who was the DM) was shocked by this, in retrospect it might have been a little strong but it was right. She had her life and a bloody nose to show for attempting to kidnap party members. By Lawful Good standards she could have done a lot worse. Though I had the Paladin chastised for this, I think now I shouldn't have and should have let it stand (perhaps I should have congratulated him; he had a Vorpal Sword and might have used it, but that response would have been too strong and not good). Of course, when confronted by a band of wild bandits or buccaneers (all Neutral) you can't just punch them in the nose and settle things.

Again, the sword might be a reasonable answer.

As for what Paladins do believe in and practice, they like friendships, law and order, charity, sharing personal dedication to high goals and standards, chains of command, obedience to orders, honesty and truth, and taking joy in being alive. Paladins want to find more allies of Lawful Good alignment and establish assurances of mutual aid in case of danger to one or the other. Permanence, tradition, and predictability are pursued. If you feel the need of a role model in figuring out what else Paladins might approve of, think of John Wayne (making some appropriate substitutions in taking him out of the Old West), or read *Three Hearts and Three Lions* by Poul Anderson. This book could have formed much of the basis for putting Paladins into the AD&D game; Holger Carlsen (*Giants in the Earth*, *Dragon* #49) is a Paladin if he is anything. Other examples, like King Arthur or Sir Lancelot, might help as well.

Finally, the DM can make use of several methods to bring Paladin characters into line with their alignment, if such nudging is needed. Reduction or withholding of experience points from an adventure, being unable to use Lawful Good-aligned swords without some difficulties (like back-talk from the weapon if it is intelligent), negative reactions from the Paladin's horse, henchmen, or hirelings, or direct warnings from the Paladin's deity can prove helpful if the Paladin contemplates an evil or chaotic act.

The DM should bear in mind the difficulties involved in being a Paladin, and should make an effort to not make things worse for the player by setting him or her up for defeat in some sort of morality trap. Remember that being good isn't being stupid, either, and Paladin's should not be made to take on more than they can bear. "Banzai" attacks without hope of accomplishing anything (like attacking a Type VI demon with a pocketknife) are ridiculous. Low-level Paladins should get challenging, low-level monsters to fight; retreating from tougher monsters is smart and good, if the player plans to come back and smash the villains when he/she gets tougher later on.

I've had a lot of misgivings in my gaming experience about having Paladins in the game at all, but in general a well played Paladin is about the best character that the AD&D rules have to offer. It is also the hardest to play, and it takes a lot of dedication to play it well. The guy whose Paladin punched the Dryad in the nose played the best Paladin I ever saw; though he would "toe the line" adjacent to Chaos or Neutrality from time to time, his Paladin was basically a good one.

And that is perhaps the highest compliment a Paladin can get.

Thou shalt play this way

Ten commandments for paladins

by Robert J. Bezold

Tell me, have you heard the one about: The Paladin who forced a *Ring of Regeneration* upon the finger of an orc and then proceeded to torture him in order to make him repent his sins?

The Paladin who saved the countryside from a band of gnomes by poisoning the monsters water supply?

The Paladin who, during an extremely perilous wilderness adventure, scouted ahead of his group only to find, when he returned, that in his absence they had slaughtered a group of Lawful Good pilgrims? And who was then told by the DM that he could neither share in the loot (for it was wrongfully come by), nor leave the group (which would have been deserting them in their hour of need), nor even take revenge (that would have been treacherous), without, losing his Paladinhood?

Or, were you aware that:

To become a Paladin, a first-level

character must defeat a Red Dragon, randomly rolled for age and size?

A Paladin must attack every evil creature he sees, and not retreat — no matter what the circumstances — or lose his Paladinhood?

A Paladin may never attack an evil player character except in self-defense? (I hear this one the most, particularly when some evil deed is about to be perpetrated or when a player has decided to go "Paladin hunting.")

As one may guess from the above (examples taken from personal experience and hearsay), I consider the Paladin to be the most misunderstood and most prone to abuse by DMs of all of the player-character classes. And something should be done about this!

Bar none, the Paladin is the most powerful of all character classes at low levels of experience, being immune to the physical touch of all undead and evil enchanted creatures, green slime and any other disease-causing monster, and hav-

ing a +2 on all his saving throws. Yet some DMs, and even other players, seem to take an unholy delight in setting up rules that are so unreasonable as to make playing a Paladin highly undesirable, if not impossible.

The root of the problem is in the fact that a Paladin may never commit an evil act without being stripped of his Paladinhood. Now, while it is relatively easy to define the general behavior of an alignment, automatically knowing the difference between good and evil in any given act is not. What is needed is a uniform code of behavior that everyone can refer to and agree upon. The best place to look for such a code is the historical past from which the Paladin came.

In the 11th century A.D., as the knights of western Europe set out for the Holy Land to rescue it from the Moslems, they were given a list of commandments by the Church to serve as guidelines for their behavior. It went like this:

1. Thou shalt believe all that the Church teaches and shalt obey all her commandments.
2. Thou shalt defend the Church.
3. Thou shalt respect all weaknesses and shalt constitute thyself the defender of them.
4. Thou shalt love the country in which thou wast born.
5. Thou shalt not recoil before thine enemy.
6. Thou shalt make war against the infidel without cessation and without mercy.
7. Thou shalt perform scrupulously thy feudal duties, if they be not contrary to the laws of God.
8. Thou shalt never lie, and shalt remain faithful to thy pledged word.
9. Thou shalt be generous and give largesse to everyone.
10. Thou shalt be everywhere and always the champion of the Right and the Good against Injustice and Evil.

With a few minor revisions, these commandments can be made to be compatible with the AD&D™ game system and will serve as an excellent guide to the handling of the Paladin character. They are as follows:

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Proud as we are of this issue of DRAGON™ magazine, we're pretty pleased with what we've done in the past. And apparently, so are our readers, because most of our back issues are sold out. We do have copies of some magazines for sale, including issues #22 and #40 through #49.

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1. THOU SHALT ACCEPT THE COUNSELS OF THY MENTOR AND OBEY ALL HIS COMMANDMENTS.

From the ages of seven through fifteen, prospective young knights were often sent to the keep of a neighboring baron, where they were instructed in both clerical and military matters. These tutors were available for aid and advice throughout the knight's career, and in return he was expected to avail himself to perform certain services for them.

To reflect this, the DM should make available to the Paladin player character a lawful good Cleric of at least 10th level to serve as counselor. This Cleric would have his own religious stronghold (as per the AD&D Players Handbook) and too many responsibilities to do any traveling, and so would be unavailable for anything other than informational and curative spells. The spells he does give to the Paladin, however, will be sold at half the price listed in the AD&D Dungeon Masters Guide, minus whatever amount of gold the Paladin has given in tithes.

The DM should keep a running record of how much gold, if any, the Paladin has to his credit. If the Paladin is in debt, however, the DM should keep track of the amount owed on a spell-by-spell basis to later determine the likelihood of sending the Paladin out on a quest. The low prices for these spells will be available to that one Paladin only. Other player characters, associated characters, henchmen, followers, etc., should not receive any special benefits from the mentor Cleric.

Note: Player character Clerics of 10th level who request to have a Paladin in their tutelage should be reminded that a mentor Cleric is always on call, and such a role will severely curtail any adventuring by that Cleric.

2. THOU SHALT DEFEND THY MENTOR.

In return for the services mentioned above, the Paladin will agree to come to the mentor Cleric's aid whenever the Cleric demands it. The DM should make a roll at the end of each game month to see if aid is needed. If it is, then the next time the Paladin drops by, the Cleric will place a *Quest* spell upon the Paladin and send him out to do whatever needs to be done. The Paladin must accept this quest without protest, on penalty of losing all further services from that Cleric. The base chance to be so quested is 5%, plus 1% for each spell that the Paladin has not yet paid for. DMs should grade the difficulty of these quests by the amount of gold that the Paladin owes, thus effectively squelching any tendency by the Paladin to be sluggish in paying his debts. Examples of some really difficult quests might be the breaking up of the local Assassins Guild, recovering a holy artifact, and the delivery of something (or someone) of importance to a neighboring king.

3. THOU SHALT RESPECT ALL WEAKNESSES AND CONSTITUTE THYSELF THE DEFENDER OF THEM.

It is most unchivalrous to harm in any way someone who has pleaded for mercy, or through inaction allow that person to come to harm. Under no circumstances will a Paladin torture a captive or stand idly by while torture is being conducted. Otherwise, the Paladin is empowered to exact retribution in any manner he sees fit. A preferred method in my campaigns is for the Paladin to see his prisoner to a place of safety and then confiscate his possessions. Items confiscated may not include gold, gems, jewelry, etc, but only the weapons, armor, mounts, magic items and other equipment of the individual(s) concerned. The Paladin may not use or sell any of these items for one game month, thereby allowing the captive an opportunity to ransom them back. The goods should be stored with the mentor Cleric, so that he can see to the details. Any foe who asks for mercy in an attempt to take unfair advantage of the Paladin may (and should!) be slain out of hand.

4. THOU SHALT BE FAITHFUL TO THE MENTOR WHO REARED THEE.

The Paladin will make every effort to turn in his tithes to his mentor Cleric and no one else. Nor will he ever receive another mentor Cleric after the death/estrangement of the previous Cleric. This makes it difficult for a Paladin to cheat by not being nearby when he thinks that his mentor has a task in store for him. It



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further insures that if the Paladin fails in his duty to protect the Cleric, he will not be given a second chance. This does not free him from paying his tithe, however. He must still give it to some lawful good, charitable institution — without receiving any benefit for doing so. (In the event that a quest comes up at the end of the game month and the Paladin doesn't bother to check in with his mentor, the DM should say nothing and secretly roll at the end of each further game week that the Paladin does not show up, to see if the mentor Cleric has perished while trying to deal with the problem himself. This death is not necessarily a violent one. The Cleric could, for example, have a stroke from worrying about the problem too much. The base chance for this death is 1% (cumulative) per successive week that the Paladin fails to come in and take the problem off the mentor Cleric's hands.

5. THOU SHALT NOT RECOIL BEFORE THINE ENEMY.

Irresolute courage is the Paladin's stock in trade. He need not attack every foe he sees — but if he does make the decision to attack, he may not retreat. "live to fight another day" is not a phrase which the Paladin would understand. Further, the Paladin's special upbringing restricts him from the use of certain weapons. He may not use bows and other missile weapons, poisons, or any other device that would allow him to attack from a distance. Such weapons were seen as cowardly by medieval knights (a belief they would pay for at Agincourt). On the other hand, the Paladin is required to be instructed in the use of the lance and to have a warhorse under him whenever possible, simply as a matter of prestige if for no other reason.

6. THOU SHALT MAKE WAR AGAINST EVIL WITHOUT CESSATION AND WITHOUT MERCY.

If, by chance, the Paladin should encounter a foe too powerful for him to handle, he should never say, "Oh, well, it's the problem of someone else now." What he should do is employ every means within his ability to get the power he needs to destroy his foe, neither resting nor putting it out of mind until he has done so. Nor should he ever be so busy in his adventuring that he could not take the time to destroy *most* of the evil beings that he meets. Remember, the Paladin was given the ability to detect evil for a reason. He should use it as often as possible.

7. THOU SHALT PERFORM SCRUPULOUSLY THY DUTIES TO THY MENTOR.

If the mentor Cleric has a task for the Paladin to perform and the Paladin is informed of this, he is obliged to drop whatever he is doing and see to that task. No promise made to any other being may take precedence over this.

8. THOU SHALT NEVER LIE, AND SHALT REMAIN FAITHFUL TO THY PLEDGED WORD.

Simply put, a Paladin may never tell a lie, no matter what the circumstances. Similarly, he is obliged to keep his word, even if such a promise is forced out of him. The only two exceptions to this rule would be if he has made a promise that would cause him to lose his Paladinhood, or if he receives a call from his mentor Cleric. In the first case, he is free of his word, and in the second case, while not being free, he must accomplish his task for his mentor first.

9. THOU SHALT GIVE LARGELY OF THY WEALTH.

A Paladin should have as many henchmen, hirelings, and servitors as he can reasonably afford. To have a large retinue of followers is a matter of great prestige to the Paladin. A Paladin without followers is a Paladin shamed! Furthermore, a Paladin is nearly always able to inspire fanatical loyalty in his servants, and a player who does not take advantage of this ability is probably a new player.

10. THOU SHALT BE EVERYWHERE AND ALWAYS THE CHAMPION OF THE RIGHT AND THE GOOD AGAINST INJUSTICE AND EVIL.

This is basically a "golden rule" for the Paladin to follow. The DM should invoke this rule whenever he feels that the Paladin is straying from the straight and narrow path,

I hope those DMs who have been giving Paladins a hard time for any reason will consider adopting these guidelines or something similar. DMing for a Paladin character can be just as entertaining as coping with those neutral and evil characters.

Sources:

Chivalry by Leon Gautier. Pub. Phoenix House, London, 1965
Caxton's Ordre of Chyvalry, Oxford University, London, 1926



Search for the **EMPEROR'S TREASURE**

In a little known land some time ago, there were heroic adventurers, mighty rulers, fearsome monsters, and powerful magicians. Nobody knows how to get there any more. But if you read these rules, and play this game . . . who knows? You just might find yourself transported in time and space . . .

. . . to the lands of Emperor Balladan, a once-mighty ruler who of late has been plagued with misfortune. Enemies to the north and east have seized much of the empire. The emperor's six great magical treasures have been stolen by evil sorcerers and hidden throughout the land. Balladan is anxious to regain these items, and will pay handsomely for them, for they are the keys to his power.

Players assume the roles of either a fighter, a cleric, a magician, or an elf and set out for adventure in this magic land. Their goal is to find treasure, both for themselves and for the emperor. The treasures are hidden throughout the land, in castles, cities, and many other unexpected places. As the players travel through mountains and swamps, across the great desert or even the great sea, they will encounter many strange animals and people . . . and perhaps even clues to treasures. The roads and trails are fraught with danger, but the rewards are many. When the emperor's treasures have all been found, the game ends, and the player with the most treasure is the winner.

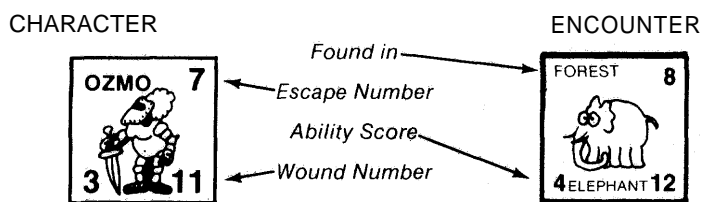
Search for the **EMPEROR'S TREASURE**

INVENTORY OF GAME PARTS

Your EMPEROR'S TREASURE game should contain the following:

- 172 Game markers (attached to the map), including:
 - 34 Treasure chits
 - 8 Character chits
 - 42 Encounter chits
 - 27 Arms chits
 - 26 Spell chits
 - 2 Ship markers
 - 2 Boat markers
 - 45 Wound markers
- 1 Sheet of 8 character cards (attached to map)
- 1 Playing map
- 1 Rules booklet
- Several six-sided dice (you provide these)

TYPICAL PLAYING PIECES



PERSONAL ATTRIBUTES

All character counters and most of the encounter chits have three numbers printed on them. These are their personal attributes. Detailed information on every encounter chit may be found in the Encounter Descriptions.

Escape Number is used when attempting to flee from a hostile encounter. The higher the number, the better the chance of escape.

Wound Number is the number of wounds required to kill the character or creature.

Ability Score is added to any weapon (sometimes a spell) used by the character. If the character or creature has no weapon, this number is the number of attack dice it may use during melee (see Battle Sequence).

The Economy

Any spell markers not chosen by the players, plus the 2 ships and the 2 boats and all unused Wound Markers, are kept near the edge of the map during play. As needed, these markers will be taken from, and returned to, the Economy.

Wound Markers

These small chits are used repeatedly during the game. When a character is wounded during a hostile encounter, the player must place the correct number of Wound Markers on his character card. These markers come in various denominations, so players can make change. If the number of wounds accumulated equals or exceeds the character's Wound Number, he is dead and out of the game.

When a player manages to heal a character's wound or wounds, the appropriate markers are returned to the Economy.

During hostile encounters, it will be necessary to keep track of wounds inflicted on creatures drawn from the Encounter Pool. This is also done with Wound Markers. When the encounter is over, the Encounter chit is returned to the Encounter Pool, even if the creature was killed.

If a ship or boat is wounded (sustains damage), a separate set of Wound Markers must be kept for the vessel. When a ship or boat is returned to the Economy, its damage is repaired, and it becomes available again.

HOW TO START

The First Time: Carefully remove your copy of SEARCH FOR THE EMPEROR'S TREASURE from the center of this issue of DRAGON™ magazine. Cut the playing pieces and the sheet of character cards away from the game map. Then, before you do anything else, glue the playing pieces to heavy stock. Self-adhesive vinyl floor tile makes an excellent backing for the game parts, and can be cut with a pair of scissors. The character cards may be cut out without need of backing.

Sorting: The cut-out playing pieces (chits) must be sorted into groups. You will need 3 dry cups or other similar containers to hold most of the pieces. All Encounter chits are placed in one cup. This is the **Encounter Pool**. All Treasure chits are placed in another cup, to form the **Treasure Pool**, and the Arms chits are placed in the third cup, to make the **Arms Pool**.

Back-fold the map along the center crease so it will lay flat on a table. Set aside an area near the map for the three pools and the unused game markers (the Economy), such as ships, boats, and spells.

Selecting a Character: Each person will play the role of one of the 8 characters provided in the game. Place the 8 Character Cards (2 magicians, 2 fighters, 2 elves, and 2 clerics) in the center of the map. Each player now rolls two dice. The high roll gets the first pick. Selection then proceeds clockwise around the table. Each player takes one character; the remainder are out of play for this game. When character selection is complete, place each character's chit on the map at the Inn of Nobnodd. The Character Card is kept in front of the player.

Personal Possessions: Each player should draw one chit from the Arms Pool and place it on his Character Card. This is all they have when the game begins. Other personal possessions (more arms, clues, treasures, etc.) obtained during the game must be kept face up (for all to see) on or next to the Character Card in front of each player. The card will state if a character may use a weapon or shield. Additional arms can be obtained during the game. A character may carry a weapon or shield he cannot use.

Characters who can use magic spells should now select their starting spells (see Magic Spells). Spells are not considered to be personal possessions but must be kept face up in front of the player until they are cast.

Player/Character Cooperation

Any time characters occupy the same space, the players may trade, buy, and sell possessions between each other. They may not attack one another nor help each other during an encounter.

SEQUENCE OF PLAY

Play consists of a series of turns which proceed from player to player clockwise around the board. Play begins with the most experienced player (If there is dispute over this, roll dice to see

who goes first). A player-turn usually consists of several events. Sometimes a player's actions will result in an encounter for a different player. During a turn, a player may do many things, but they must be done in the proper order.

1. MOVE: A player must announce that he intends to move. A player may choose to stay in place. Movement is optional. To move, roll a single die and then move from space to space along the marked trails on the map. A "meditating" player may not move (see Magic Spells).

2. TURN IN CLUES: If the player has arrived at the location indicated by a treasure clue (or delivers Maid Marywin or the Elf Princess to her destination), the clue (or Encounter) chit is returned to the Encounter Pool and the player draws the proper number of treasures from the Treasure Pool.

3. EXPLORE: If the player's marker is in any area listed on the Exploration Chart, roll one die and take the action indicated.

4. ENCOUNTER: If the player's marker is not in any of the areas named on the Exploration Chart, he must draw one chit from the Encounter Pool. If the encounter applies to the type of terrain the character is in, it must be resolved. If the encounter does not apply to the one who drew it, he or she has the option of presenting it to any other player, provided his character is in the right terrain. If the Encounter chit does not apply to the player who drew it, and he does not present it to another player, the chit is returned to the Encounter Pool.

A hostile encounter is one in which the character is attacked. If a character runs away (see Escape) from a hostile encounter, he must drop any one personal possession (if any are owned).

MOVEMENT

Movement is always optional, but a player must announce that he is making a movement die roll before rolling the die. The result of this die roll is the player's movement total. Movement is from point to point along the trails and sea lanes on the map. Inside each point on the map is a number that must be subtracted from the movement total. Note: All civilized areas and the Mines of Zerta cost one point to enter.

When a player's movement total reaches zero or less, he must stop moving. But even a single movement point can be used, regardless of terrain. A player with one movement point could still enter a mountain space (this would end his turn). The unpaid movement cost does not carry over to the next turn.

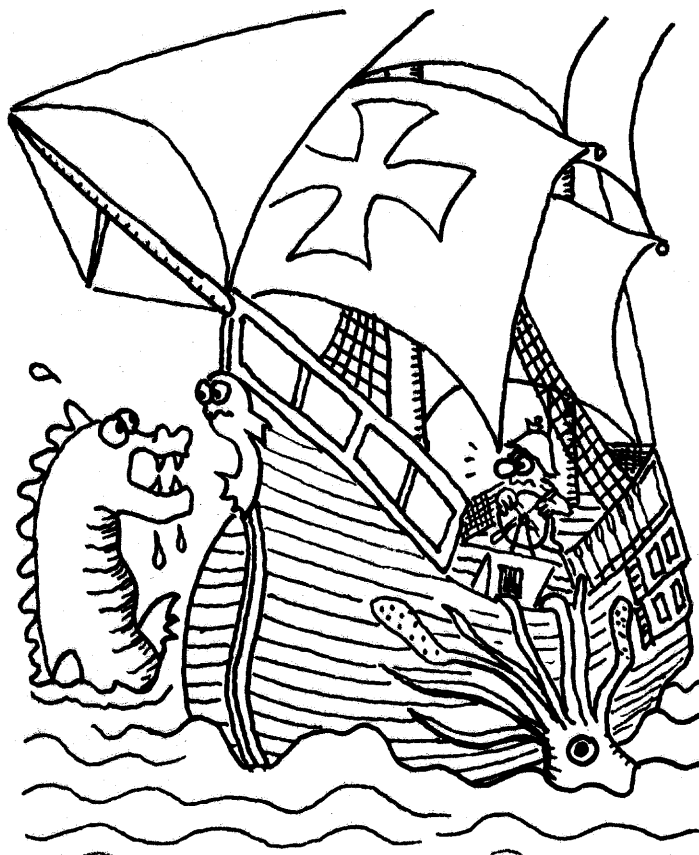
A player may pass through or occupy the same space as other players without penalty. A player need not move the entire number rolled, and may backtrack, or even choose not to move at all after the movement die is rolled.

To move by sea, a player must obtain a ship or boat. A player using a teleport spell may move immediately to any space on the map.

Movement costs for the various terrain types are as follows:

- Clear terrain (pale green): 1
- Desert (yellow): 1
- Wastes (grey): 1
- Forest (dark green): 2
- Swamp (grass symbols): 2
- Coastal Sea (light blue): 2
- Deep Sea (dark blue): 2
- Mountains (brown): 3
- Civilized Areas: 1

The Vanishing Oasis is a special place. When a player is trying to move onto or through it, he must test to see if it can be found. Move the character's token adjacent to (but not onto) the oasis and roll one die. If the result is an even number, the player's movement continues into and/or through the oasis. (It costs one point to enter the oasis) If the result is an odd number, the player cannot find the oasis and loses the rest of that turn's movement.



Sea Movement: Sea movement is very similar to land movement. To move by sea, a player must first obtain a ship or boat (through exploration) in a coastal village, city or castle. If all boats and ships are in use, the player must wait until one becomes available (there are two of each). When a ship or boat is found, it is placed among a player's personal possessions.

As long as a character remains in a coastal area or is at sea, he may retain possession of a ship or boat. A character may not hold more than one seagoing vessel at a time. If a character moves inland, a boat or ship in his possession is returned to the Economy.

Teleportation: This is a special form of movement, available only to a magician holding a teleport spell or any character holding a teleport scroll (a treasure). Teleportation may occur in place of the movement die roll, or may be done during an encounter to escape enemies.

When teleporting, the player and all of his or her personal possessions (but not a traveling companion) are moved immediately to any other space on the map. If a player with a boat or ship teleports to an inland space, the vessel is returned to the Economy.

If a player teleports away from an encounter and it is not that player's turn, he must still resolve exploration and possible encounters after the teleportation. Once that is complete, play returns to the normal play order.

EXPLORATION

When a player ends a turn in a city, village, castle, or other civilized area (or the Mines of Zerta), he must roll one die and consult the Exploration Chart (printed on next page). This determines the character's success in finding what he seeks. A player must follow the action indicated by the die roll. Explanations are printed following the chart.

A meditating player ignores all results but "Encounter" and "Must Leave."

EXPLORATION CHART

Inland Village/Inn

1. Arms
2. Heal one wound
3. Encounter
4. No action
5. No action
6. No action

Coastal Village

1. Arms or Boat
2. Heal one wound
3. Encounter
4. No action
5. Boat
6. Boat

Mines of Zerta*

1. Arms
2. Arms
3. Second Encounter
4. Must Leave
5. Treasure
6. Treasure

Inland Castle

1. Arms
2. Arms
3. No action
4. Must Leave
5. No action
6. Treasure

Coastal Castle

1. Arms or Boat
2. Arms or Boat
3. Boat or Ship
4. Must Leave
5. Boat or Ship
6. Treasure

Walled City

1. Arms or Boat
2. Encounter
3. Encounter
4. Boat or Ship
5. Treasure
6. Treasure

Monastery

1. Heal all wounds
2. Heal all wounds
3. No action
4. Must Leave
5. No action
6. Heal one wound

Wizard's Tower

1. Arms
2. Heal all wounds
3. Encounter
4. Must Leave
5. Encounter
6. Treasure

Pirate Lair

1. Arms or Boat
2. Encounter
3. Encounter
4. Must Leave
5. Treasure
6. Treasure

Imperial Capital**

1. Arms or Boat
2. Heal one wound
3. Encounter
4. Must Leave
5. Boat or Ship
6. Treasure

* — A player exploring the Mines of Zerta must automatically draw one encounter before rolling on the Exploration Chart.

** — If a player in the Imperial Capital is returning treasure to the emperor, no exploration die roll is made on that turn.

ARMS: The player may draw one chit from the Arms Pool.

ENCOUNTER: The player must draw one chit from the Encounter Pool.

HEAL ONE WOUND: The player (if wounded) returns one Wound Marker to the Economy.

HEAL ALL WOUNDS: The player (if wounded) returns all of his Wound Markers to the Economy.

MUST LEAVE: The player has gotten into trouble and is chased out by the locals. Move one space in any direction away from the area.

ARMS OR BOAT: The player may draw one chit from the Arms Pool or may take a boat from the Economy (if one is available).

BOAT: The player may take a boat from the Economy (if one is available).

BOAT OR SHIP: The player may take either a boat or a ship from the Economy. If the player already has a boat, he may return it and take a ship (if available).

TREASURE: The player may draw one chit from the Treasure Pool.

ENCOUNTERS

Before the game begins, all the Encounter chits are placed in a cup near the game board. This is known as the **Encounter Pool**. A player must draw a chit from the Encounter Pool whenever such action is called for by the Exploration Chart, or when his character ends a turn in a wilderness (not civilized) area. Civilized areas include the following: all villages and castles, the

Imperial City, the Walled City, the Pirate's Lair, the Monastery, the Wizard's Tower, and the Inn of Nobnodd.

Encounters are generally keyed to terrain. If the chit drawn applies to the type of terrain in which the player's token is located, the encounter must be immediately resolved (see Encounter Descriptions). If the terrain type listed for the encounter is inappropriate (i.e., a Deep Sea encounter is drawn when a

character is on land), that player may present the encounter to any other player whose character is located in the type of terrain called for by the encounter chit.

If the player who drew the encounter does not wish to present it to another player, or if the encounter does not apply to any of the other players, the chit is simply returned to the Encounter Pool. In any case, if the encounter chit does not apply to the player who drew it, the encounter is over for that player.

Encounters can be peaceful or hostile. A peaceful encounter is one in which there is no fighting between the player and the creature encountered. Treasure clues and encounters that do not apply to the player who drew the chit are also considered peaceful for that player.

When any encounter chit is drawn, consult the Encounter Descriptions given below to determine exactly how the encountered creature will react.

If the Encounter Description indicates that the creature encountered is going to attack, the encounter is hostile and a battle must be resolved. During a hostile encounter, the person to the left of the player under attack, or the person who presented the encounter to a player (if it came from another player), plays the role of the attacking creature. The creature named on the Encounter chit is the attacker, and the player under attack is the defender.

Each battle consists of a series of rounds. During each round, each side may make one attack against the other. Attacks are considered to be simultaneous.

Battle Sequence

1. Range Determination: Both sides roll one die. The difference between the two die rolls is the number of rounds it will take for the combatants to reach one another and begin hand-to-hand combat (Melee). This phase of the battle is known as the Approach. If both combatants roll the same number, there is no Approach, and the battle proceeds directly to Melee (below).

2. The Approach: Once during each round of the approach, the attacker and the defender may fire missile weapons at one another, either with a bow and arrow or a sling. (Note: Brigands are the only encounter with missile weapons.) After each round of the Approach, the defender may attempt to escape (see Escape Attempt). The attacker may only attempt to escape if the creature attacking can only absorb one more wound before dying.

If there is no missile fire and the defender does not want to run away, proceed to Melee.

3. Melee: The opponents are now close together and must use hand-held weapons (or bare hands if a character has no weapon). The attacker's dice are printed in the lower left corner of the chit. The defender adds his or her Ability Score to the number of dice given by the weapon being used. Thus, a fighter (ability of 3) with an axe (2 dice) would roll 5 attack dice. Each player may roll attack dice once per round of melee.

A roll of 5 or 6 on any die is a hit. Each hit (unless absorbed by a shield, weapon or spell) causes one wound on the opponent. The attacks are simultaneous, so it doesn't matter who rolls first. As the battle progresses, Wound Markers are placed next to the attacker's chit and on or near the defender's card.

After each round of Melee, the defender may attempt to escape (see Escape Attempt). The attacker may only attempt to escape if the creature has only one wound remaining before death.

Escape Attempt: After each round of Approach or Melee, the defender may attempt to escape by rolling two dice. This is called the escape roll. The number rolled is modified by the difference between the Escape Numbers of the attacker and defender. If the defender's Escape Number is larger, the difference is added to the escape roll. If the defender's Escape Number is smaller, the difference is subtracted from the escape

roll. If the Escape Numbers of the attacker and defender are identical, there is no modification to the escape roll. If the modified escape roll is 7 or higher, the defender is considered to have escaped from the attacker, and the encounter is over.

Example: The elf Nruff (Escape Number 8) is in combat with the Mountain Lion (Escape Number 9). Several rounds of Melee have passed, and Nruff can only sustain three more wounds before being killed. The elf attempts to escape. Since the difference in Escape Numbers is 1 in favor of the lion (the attacker), Nruff's escape roll must be an 8 or more for the escape attempt to succeed.

The attacker may not attempt to escape from an encounter until it has only one wound remaining before death — at which time most attackers are required to attempt escape at the end of each round. If the attacker is trying to escape and the defender does not wish to continue the fight, the defender may simply allow the attacker to run away, thereby ending the encounter.

After a successful escape by either the attacker or the defender, the player's marker remains in the same space on the map and the encounter chit is returned to the Encounter Pool. Any player who escapes from an attacker must drop (return to the appropriate pool) any single personal possession, lost in the haste of the escape. Personal possessions do not include spells, wounds, or traveling companions.

Use of Magic During Encounters: Most characters have the ability to use spells. A player may use a spell at any time during a hostile encounter; however, the casting of a spell or reading of a scroll takes time. A player who casts a spell or reads from a magic scroll may take no other action during that particular round of Melee or Approach. If the spell does not take effect for some reason, the character casting it is not permitted to use a weapon attack or attempt to cast another spell in place of the ruined spell.

Shields and Other Defenses: Fighters and elves may use shields during encounters. When a shield is used, it absorbs the number of hits (wounds) listed on the chit for that shield. These hits are always deducted before the character using the shield takes any wounds. After the shield has done its job for one encounter, it is not destroyed; it just cannot take any more hits during that encounter. On any subsequent hostile encounter, the shield will again be able to absorb hits.

Certain weapons also have the ability to absorb (parry) a few hits during a hostile encounter. These are the staff, sword, axe, mace, and great sword. This ability is identical to that of a shield. If a character is using a shield in addition to one of these weapons, hits are taken first by the shield and then by the weapon. After the weapon has done its job, hits will begin to register as wounds against the character. As with a shield, a parrying weapon regains the ability to absorb blows on a subsequent encounter.

Note: Only one weapon and one shield may absorb hits during a single encounter. A player with several weapons or shields may change arms between rounds, but no additional hits may be absorbed by a new weapon or shield.

Players may also use protection scrolls or spells to obtain effects identical to those of a shield. When the scroll or spell is used, however, it is returned to the appropriate pool or the Economy.

Hostile Encounters at Sea

When a player on a ship or boat at sea is attacked, special rules must be followed. A player at sea may use a shield, a weapon, and spells to parry and absorb hits, except during a Storm at Sea. A player at sea may add the attack value of his ship or boat to the character's attack dice total. Any hits on the defender may be applied instead to the ship or boat, if the defender so chooses. Wounds registered against a ship or boat are considered to be structural damage. If a ship or boat takes

the maximum number of wounds it can absorb, it sinks and the player is considered Lost at Sea (see below).

A player located in a coastal land area and in possession of a ship or boat may not use that vessel during a hostile encounter. The vessel is considered to be at the docks and not available for the player's use unless it is actually taken out to sea (moved into a sea area).

Lost at Sea: If a player's boat or ship is sunk, the player is Lost at Sea. A player who is Lost at Sea is likely to lose most of his personal possessions, and will be washed ashore at the Pirate Lair. To determine which possessions a player will save, the player rolls one die for each weapon, treasure, or clue among his belongings. On a roll of 5 or 6, the particular item is saved. On any other result, the item is returned to its appropriate pool.

ENCOUNTER DESCRIPTIONS

The following list of Encounter Descriptions is in alphabetical order. When learning the rules, it is not necessary to read through all the Encounter Descriptions.

When an Encounter chit is drawn, refer to the appropriate description. The number following the name in each description indicates the quantity of that chit found in the pool.



Black Bear (2); found in Mountains and Forests. The black bear will attack anyone who crosses its path. It will not negotiate.

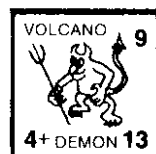


Brigands (1); found in Any land area. Brigands are a motley bunch of thieves who will attack any traveler who does not pay them a handsome bribe. The defender must roll one die and divide the result in half, rounding down (but a roll of 1 is always treated as 1). This number represents the number of treasures the brigands will demand. If the character is able and willing to pay the bribe (by returning the appropriate number of treasures to the pool), the brigands will depart peacefully. Otherwise, they will attack. Note that the brigands have the ability to fire missile weapons during the Approach.

If the brigands are killed in combat, the victor receives one draw from the Treasure Pool. If the brigands escape, the character receives one draw from the Weapons Pool.



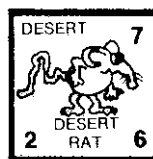
Brown Bear (2); found in Mountains. The brown bear is no friendlier than its black cousin. It will attack anyone who crosses its path. It will not negotiate.



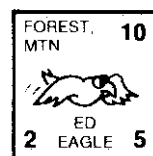
Demon (1); found near volcano. The demon will only appear in five particular locations near the volcano: the Monastery, the Village of Despin, the two mountain areas between those locations, and the mountain area directly north of Fragon Birg.

This hideous creature occasionally ventures forth from the bowels of the earth to wreak havoc. He will attack any traveler. The demon is seeking the Stone of Fire (a treasure). If this is given to him, he will return to his fiery home in the volcano without attacking (return the Stone of Fire to the Treasure Pool and the demon to the Encounter Pool). The demon will make no

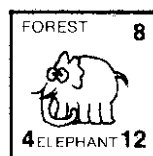
other deals. If he is defeated in combat, the player receives one draw from the Treasure Pool. The demon is an exception to the "must attempt to escape" rule; he will not run away and always fights to the death.



Desert Rat (1); found in Desert areas. This scruffy denizen of the desert is always hungry, and usually bites off more than it can chew. It will attack anyone it meets and it will not negotiate.



Ed Eagle (1); found in Mountains and Forests. Ed is the wisest and largest of all eagles in the land. He can sometimes be persuaded to travel along with a player for a few turns. To determine Ed's reaction, roll one die. An odd-numbered result means that Ed is bored and immediately flies away. An even-numbered result means that Ed will join the traveler (see Traveling Companions).



Elephant (1); found in Forests. Many years ago the elephant came to this land as part of an invading army. In a great battle, all others of his kind were slain. The surviving elephant was found in a miserable state by a band of friendly forest elves, who nursed him back to health. Since then the elephant has lived in the woods. He has a mortal fear of mankind, and will either immediately attack or run away from any humans he encounters. Any character except an elf who meets up with the elephant must roll one die: A result of 1-3 means the elephant will attack, and a roll of 4-6 means the elephant will run away (no escape roll needed in this case). The elephant will automatically join up with any elf traveler he encounters (see Traveling Companions).



Elf Princess (1); found in Any land area. The princess is on an important mission, but she has lost her escort. Any traveler who accompanies the princess to her destination by the shortest possible route (in number of areas traveled) will receive one draw from the Treasure Pool. Upon arrival at the destination, the princess is returned to the Encounter Pool. Any deviation from the shortest possible route for any reason will cause the princess to leave the player (return the chit to the Encounter Pool).

To determine the princess's destination, roll three dice and consult this chart:

Roll	Destination	Roll	Destination
3	Inn of Nobnodd	11	Village of Scrab
4	Mines of Zerta	12	The Imperial Capital
5	Wizard's Tower	13	The Walled City
6	Midland Castle	14	Grenger Castle
7	The Pirate Lair	15	The Monastery
8	River Castle	16	Village of Mohg
9	Fragon Birg	17	Village of Saltz
10	Village of Nebbswitt	18	Village of Despin

If the player is presently located in the destination called for by the chart, another roll must be made to determine a different destination.

The princess is skilled in elvin magic and, if needed (at the option of the controlling player), is able to deliver an elvin magic bolt of 4-dice strength (she has no Ability Score) during each round of battle.

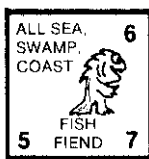
**Evil Sorcerer (1);** found in

Any area on the map.

Nobody knows where they came from, but evil sorcerers seem to be the root of the Emperor's problems. They cruise throughout the land mounted on flying reptiles, seeking any magical items in general but the Imperial Treasures most of all.

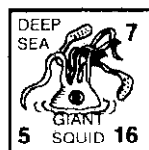
When this encounter chit is drawn, it does not automatically apply to the player who drew it. The sorcerer will always seek out the player with the most Imperial Treasures. If no player has an Imperial Treasure, the sorcerer will seek out the player with the greatest number of magic items (including magic arms and scrolls, but not spells). In case of a tie between two or more players, those involved should roll two dice. The sorcerer will go after the player who rolls the lowest number. If no players have Imperial Treasures or magic items, the sorcerer is thwarted (for now...) and returns to the Encounter Pool.

The player confronted by the evil sorcerer must either give up all the magic treasures in that player's possession or fight the sorcerer. The plus sign following the sorcerer's ability score indicates that the sorcerer may add one to each of his die rolls during an attack. (In other words, instead of needing a 5 or 6 on a die to score a hit, the sorcerer can also score a hit with a roll of 4, which becomes 5 after the sorcerer's bonus is added.) If the sorcerer is killed in combat, the player may draw one chit from the Treasure Pool. If the sorcerer runs away from combat, the player may make one draw from the Weapons Pool.

**Fish Fiend (1);** found in

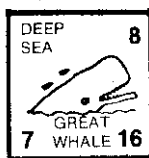
Any coastal land area, Swamp, or anywhere at sea.

This horrid carnivorous fish has the ability to climb out of the water in search of a meal. It will attack anyone it encounters and will not negotiate.

**Giant Squid (1);** found in

Deep sea areas.

This enormous cephalopod occasionally comes to the surface of the sea in search of a ship or boat full of fresh tidbits for its next meal. It will attack anyone and will not negotiate.

**Great Whale (1);** found in

Deep sea areas.

The great whale is a leviathan from the deep with a grudge against ships and boats (they occasionally stick things into him). The whale will attack anyone and will not negotiate.

**Holy Man (1);** found in

Mountains, Wastes and Desert areas.

Nobody knows how long this kindly old man has been wandering the land. If encountered, the holy man will attempt to heal the player's wounds (roll one die and heal that number of wounds). If the player encountering the holy man is not wounded, the old gent will simply bless the traveler and wander on (return to the Encounter Pool).

**Holy Woman (1);** found in

Forests and Swamp areas.

She wanders through different areas of the countryside, but in all other respects the holy woman is the same as the holy man when encountered. She will heal a player's wounds (roll one die for the number of wounds healed), and if the player encountering her is not wounded, she will share her food with the traveler and move on.

**Imperial Patrol (2);** found in

Any land area.

The emperor has sent groups of his soldiers out to search for his treasures. If a patrol encounters a player who possesses an Imperial Treasure, the soldiers will attempt to confiscate it. The only way for a player to avoid this is to defeat the patrol in combat. If the player does not wish to fight, he must turn over all Imperial Treasures in his possession. These treasures are not returned to the Treasure Pool, but are placed face up at the edge of the map and are out of play for the rest of the game.

If there is no fighting (either because the player has no Imperial Treasures or because he surrenders them), the patrol will remain with the player until the beginning of that player's next turn. During that time, the patrol will assist the player in combating any hostile encounters presented by other players. Simply add their attack dice to those of the player.

The patrol cannot be bribed. If the patrol is defeated in combat, the victor may draw one chit from the Treasure Pool. If the patrol runs away from combat, the player may draw one chit from the Arms Pool. Once the patrol has done its job or has been defeated in combat, the chit is returned to the Encounter Pool.

**Mad Magician (1);** found in

the Wizard's Tower or the Mines of Zerta.

The Mad Magician is intent upon gathering as many magic items as he can. A player who encounters the Mad Magician must roll one die. The number rolled is the maximum number of magic treasures (not spells) that the magician will be willing to trade for. A player may exchange any single magic treasure for two draws from the Treasure Pool by simply handing over the item to the magician. This may be repeated as many times as the player desires, up to the limit of the die roll. Or, if the player does not wish to trade with him, the magician will be mad, but will not attack. The player may only trade items which were in his possession at the start of the encounter. When all of the trading and drawing is done, the items given to the magician are returned to the Treasure Pool and the magician is returned to the Encounter Pool. If the magician is attacked, he will simply disappear.

**Maid Marywin (1);** found in

Any land area.

This noble lady is abroad in search of her long-lost husband. While on her journey, her retinue was murdered by a band of brigands and her horses were stolen. She will reward a player who escorts her to her destination by the shortest possible route (in number of areas traveled). Any deviation from the shortest possible route will cause her to leave the player and return to the Encounter Pool. When she arrives at her destination, her chit is returned to the Encounter Pool and the player takes two chits from the Treasure Pool.

To determine Maid Marywin's destination, roll three dice and consult the following chart:

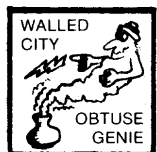
Roll	Destination	Roll	Destination
3	Inn of Nobnodd	11	Village of Scrab
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8	River Castle	16	Village of Mohg
9	Fragon Birg	17	Village of Saltz
10	Village of Nebbswitt	18	Village of Despin

If the player is presently located at the destination indicated by the dice roll, another roll must be made to determine a different destination.



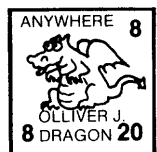
Mountain Lion (1); found in Mountains.

The mountain lion is a cunning and stealthy beast. It will attack anyone who crosses its path and it cannot be bribed. Because it waits for the right moment to pounce on its victim, the player will have no chance to use missile weapons — there is no Approach during battle with the mountain lion; proceed directly to Melee.



Obtuse Genie (1); found in The Walled City.

This devilish djinn pops out of a bottle and takes an immediate dislike to any player he encounters. Roll one die; if the result is an odd number, the genie will steal one treasure (selected at random) from the player. If the result is an even number, the player and all of his personal possessions (not traveling companions) are teleported to the Inn of Nobnodd. The genie cannot be engaged in combat. Any treasure he steals is returned to the Treasure Pool.



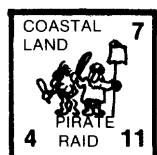
Olliver J. Dragon (1); found in Any location on map.

Olliver, the largest (and only) dragon in this land, is a greedy beast. He is searching for treasure, but is somewhat gullible. A player who encounters Olliver may tell the dragon that some other player has lots of treasure. Olliver will then fly to — and attack — that other player. He will automatically attempt to escape from a battle when he is more than half wounded. Exception: If Olliver is fighting the player holding the +3 Magic Great Sword (whether or not the player can use it), the dragon will fight to the death and will not attempt to escape. If Olliver is killed, the victor may take one draw from the Treasure Pool.



Pirate Galley (1); found in Coastal sea areas.

This cursed cruiser of the inshore seaways is rowed about by the miserable survivors plucked from the ships and boats it has plundered. It will attack any boat or ship, and will not negotiate.



Pirate Raiding Party (2); found in Coastal land areas.

Every so often the pirates will send a party ashore in search of landlubber loot. Any traveler who does not pay their price will be attacked. A player who encounters a raiding party must roll one die. Divide the result by two, rounding down (with a roll of 1 always treated as 1); this is the number of treasures the pirates will demand. If they are satisfied, they will leave peacefully. If they are not, prepare to defend yourself (proceed to battle). If the raiding party is killed in combat, the victor may take one chit from the Treasure Pool. If the raiding party escapes from combat, the player may draw one chit from the Arms Pool.



Pirate Ship (1); found in Any sea area.

The scourge of the seas is feared by one and all. It will attack any ship or boat that crosses its bow. It will not negotiate.



Sea Monster (1); found in Deep sea areas.

The behemoth of the deep sea comes to the surface to sun itself and munch an occasional passing boat or ship. It will attack anything it encounters and it cannot be bribed.



Storms at Sea (1); occur Everywhere at sea.

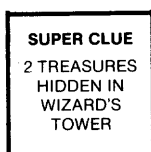
Sailors, beware! A typhoon has come upon you! All ships and boats in coastal waters must roll 3 dice; those in deep sea areas must roll 2 dice. (Note that this is an encounter which can affect an area rather than a certain player, and thus can "attack" more than one boat or ship at the same time.) The result of the roll for each boat or ship is the number of wounds (amount of structural damage) inflicted on that vessel by the storm. If a vessel takes its maximum amount of damage, it is sunk and the player is Lost at Sea.

Shields or weapons will not protect a ship from a storm. A player may cast an invisible barrier spell or use a Protection Scroll to help save his ship or boat, but such an attempt must be made before the dice are rolled for that player's vessel.



Thieves by Night (1); found in Any land area.

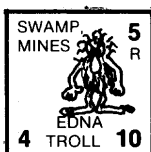
Despite the emperor's best efforts, organized bands of thieves still roam the land. Stealth and darkness are their principal allies. Thieves cannot be engaged in combat, and will attempt to relieve a player of his belongings. A player who encounters thieves must first roll one die to see if the thieves are surprised. If the result is a 1, the player was able to hear their approach and frighten them away. If the result is any other number, the character sleeps through the whole thing and will be lucky to wake up with all his goods. If the thieves are not frightened away, the player must roll one die for every personal possession (including arms, clues, and all treasures but not including spells or traveling companions). If the result is 5 or 6, the thieves steal the item (return it to the appropriate pool).



Treasure Clues (8); found in Any area on the map.

Hidden in secret caches, buried under trees, floating in bottles, lost in the pages of ancient tomes... One can never tell where a treasure clue will turn up. When a player draws a clue, it is kept face up as a personal possession. Upon arrival at the place named in the clue, the player draws the number of chits specified from the Treasure Pool. The clue is returned to the Encounter Pool.

Note: The Treasure Map (one of the clues) is worth a variable amount. When it is turned in, the player redeeming it must roll one die. The result is the number of treasure chits which may be drawn from the pool.

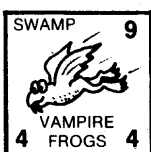


Trolls (2); found in

Swamp areas and the Mines of Zerra.

Ever in search of flesh to eat, Ralph or Edna Troll will attack anyone who crosses their path. These loathsome creatures cannot be bribed, and have the ability to regenerate (heal themselves). After every round of combat (unless they were just killed) Ralph or Edna will automatically heal one wound, if he or she is wounded.

If in peril (down to one wound remaining) Ralph will try to escape. However, Edna is foul-tempered and will fight to the death, never attempting to escape.

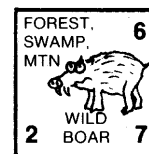


Vampire Flying Frogs (1); found in Swamp areas.

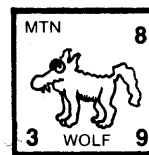
It is said that these blood-sucking amphibians, who swoop down on their victims from treetops, migrated here from a golf course in the faraway, mystical land of Floorida. The frogs will attack anyone who passes beneath their tree, and they cannot be bribed.



Wastrels (2); found in Wastes and Desert areas. These scraggly creatures inhabit the places that few others desire. They consider it an affront when anyone "invades" their homeland, wretched though it may be. Wastrels will attack anyone who crosses their path, and they cannot be bribed.



Wild Boar (1); found in Forests, Mountains and Swamp areas. The breed of boars in this land is somewhat intelligent, and they have been aware for some time that humans and elves like to carve up boars and eat them. Because of this fact, the boars have adopted a policy of "attack first, think about it later." Boars will attack anyone who crosses their path, and they cannot be bribed.



Wolves (2); found in Mountains. At one time, great packs of wolves roamed the mountains and valleys of the land. But years of hunting have reduced their numbers to a sorry few — and those who remain are very angry. Wolves will attack anyone who crosses their path, and they cannot be bribed.

TREASURE

There are 34 treasures in the game. Before play begins, they are all placed in a cup near the edge of the map. This cup is known as the Treasure Pool. When a player finds or otherwise obtains a treasure, a chit is drawn from the Treasure Pool by that player. If a player reads a magic scroll, or if a player loses a treasure for any reason, the chit is returned to the Treasure Pool (exception: see Imperial Patrol).

List of Treasures

Imperial Treasures

Emerald of Life (1)
Talisman of Quox (1)
Palantir of Zog (1)
Sceptre of Balladan (1)
Battle Ring of Gorath (1)
Grail of Pale (1)

Regular Riches

Sacks of silver (4)
Sacks of gold (2)
Silver ingots (1)
Gold ingots (1)
Gold box (1)
Gold crown (1)
Gold cup (1)
Gold necklace (1)
Large ruby (1)

Magic Arms & Shields

Great Sword (1)
Sword (1)
Mace (1)
Axe (1)
Bow & arrows (1)
Dagger (1)
Shields (2)

Magic Scrolls

Heal Wounds (2)
Protection (2)
Teleportation (2)

Mystical Item

Stone of Fire (1)
(sought by the Demon)

Imperial Treasures

There are six special magic treasures that belong to Emperor Balladan. When a certain number of these treasures are found, the game ends (see How to Win). Although the magic of a treasure can help a player, he or she may prefer to return it to the emperor. These treasures are subject to confiscation if a player holding one or more is encountered by an Imperial Patrol.

If an Imperial Treasure is delivered to the emperor in the Imperial Capital, the emperor will reward the player with two draws from the Treasure Pool to replace the treasure returned. If a player acquires one or more Imperial Treasures as the result of

such a draw, those Imperial Treasures may be redeemed immediately for other draws from the Treasure Pool (if the game does not end because the proper number of Imperial Treasures have been found). Once an Imperial Treasure has been returned to the emperor, it is displayed face up at the edge of the map.

ARMS

There are many different weapons and two types of shields available for use by characters. Collectively, these are called Arms. Before play begins, all arms chits are placed in a cup near the edge of the mapboard. This cup is known as the Arms Pool. At the start of the game, each player draws one chit from the Arms Pool. More Arms can be obtained during the game through exploration.

There are three basic types of arms: melee weapons, which can only be used in hand-to-hand combat; missile weapons, which can only be used during the Approach; and shields, which are used for defense only. Not all characters may use all of the different sorts of arms that are available. A player may, however, carry weapons that he cannot use (these are handy when a character escapes and is required to drop a possession).

Elves and fighters may use any sort of weapon or shield. Magicians may only use the Dagger, Staff, Club, Bow & Arrow, and Sling. Clerics may only use the Mace, Club, Staff, and Sling. Each character may carry as many as five different arms at one time (not including magic weapons obtained as treasures).

The quantities of each weapon and shield in the Arms Pool are printed beneath the accompanying illustrations.

An underlined number in the upper left corner of a chit indicates a missile weapon. The number represents the number of additional attack dice a character can roll when using that weapon during Approach.

A number in the lower left corner indicates a melee weapon. This number represents the number of additional attack dice a character can roll when using that weapon during Melee.

A number in the lower right corner of a chit represents the number of hits that weapon or shield will absorb in any single encounter before the character begins to suffer wounds.



(5)



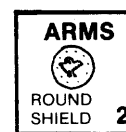
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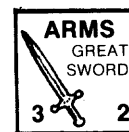
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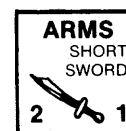
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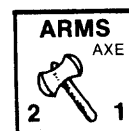
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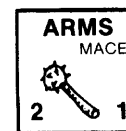
(3)



(2)



(2)



(2)

A character may only use one weapon at a time, but players may elect to have their characters switch from one weapon to another between rounds of combat — provided the weapon is one which can be legally employed by that character. Players eligible to use shields (elves and fighters) may use a weapon and a shield at the same time.

MAGIC

There are several types of magic. Elves, magicians and clerics all have the ability to cast magic spells. In the Treasure Pool there are magic scrolls and magic weapons, and all of the Imperial Treasures are magical.

Magic spells

Three of the four character types in the game have the ability to carry and use a specific number of magic spells. These spells are represented by chits which are placed face up in front of the player who is carrying them. At the beginning of a game, players who are using spell-casting characters may select their starting spells from all of those available for that character type, up to the maximum allowed. Spell chits which are not chosen at the start of the game are kept in the Economy. When a spell is cast, the chit is returned to the Economy.

A spell may be cast in place of rolling the die to move. A spell may also be cast as an offensive or defensive maneuver during a round of battle instead of using a weapon during that round. Different spells may be cast in consecutive player-turns or in consecutive rounds of combat, but only one spell may be cast per round.

Magicians may hold a maximum of four spells at one time, clerics may hold two, and elves may only carry one spell at a time. A player may not carry two of the same type of spell.

Meditating: As the game progresses, a player may replace a used spell, either with the same type of spell or with a different type, through meditation.

When meditating, a player rolls one die but does not move. This is called the meditation die roll. If the character is in the wilderness, an encounter is drawn as it would be during a non-meditating turn. If the character is in a civilized area, the meditation die roll is treated as an exploration die roll, but all results on the Exploration Chart are ignored except for "Must Leave" and "Encounter."

If the result of the meditation die roll is an even number and the character is not faced with a hostile encounter (combat) and does not obtain a "Must Leave" result, the meditation has succeeded. The player may pick one new spell chit of his choice from the available supply for his character type.

If the result of the meditation die roll is an odd number, or if a hostile encounter occurs that applies to the player, or if a "Must Leave" result is obtained, the meditation has failed. Any encounter or "Must Leave" result must be resolved immediately.

A spell may be discarded without actually being cast, if a player changes his mind and decides that he would rather carry a different one.

SPELL DESCRIPTIONS

Magicians' spells (7 types available, may carry only 4)



Bolt of Lightning: This awesome attack spell often eliminates the opposition in one round. The user may roll four dice, plus dice equal to his ability score and that of a familiar, if applicable. For each 5 or 6 rolled on an attack die, four wounds are inflicted on the target. Once it is cast,

the spell chit is discarded.



Ball of Fire: Like the bolt of lightning, the ball of fire is an attack spell. The user may roll three dice, plus dice equal to his ability score and that of a familiar, if one is present. For each 5 or 6 rolled on an attack die, three wounds are inflicted on the target. Once it is cast, the spell chit is discarded.



Familiar: This little booger is a fuzzy friend of the magician. No die roll is needed to summon a familiar; the spell is cast as soon as the player carrying it announces his intention. Once a familiar is summoned, its ability score is added to that of the user, increasing the player's potential for success during combat or spell casting.

A familiar can absorb up to 6 wounds before it is killed. During combat, any wounds which would otherwise be inflicted on the player must be applied instead to the familiar. Once summoned, a familiar will remain with the spell caster until it is killed or it dissipates. At the beginning of each subsequent hostile encounter, the player must roll one die. If the result is even, the familiar will remain with its master for the duration of that encounter (if it survives). If the result is odd, the familiar dissipates, the spell chit is discarded, and the player is once again in unfamiliar territory.



Teleport: This spell allows the user and all of his personal possessions (including spells but not traveling companions) to move immediately to any other space on the map. (A familiar is not considered a traveling companion and can be teleported.) This spell may be cast in place of the movement die roll, or it may be cast at any time during a round of an encounter. No dice roll is required to see whether the spell works; a teleport always succeeds. Once the spell is cast, the chit is discarded.



Stinking Fog: The caster must roll three dice, plus dice for his ability score and Familiar (if applicable), to determine whether this defense spell works. If any single die result is a 5 or 6, the spell works, and the stinking fog promptly (phew!) ends the current encounter. Note that an encounter which ends in this manner does not entitle a player to draw any chits, nor does it require the player to drop a possession. Once the spell is cast, whether or not it works, the chit is discarded.



Fear: To see if this defense spell succeeds, the user must roll three dice, plus dice for his Ability Score and familiar (if applicable). If the result of any single die is a 5 or 6, the target of the spell runs away in terror, and the encounter is over.

Note that certain encounters will entitle the player to draw from the Arms Pool (to retrieve a dropped weapon) if the attacker runs away. If the fear spell works, the draw may still be taken. Once the spell is cast, whether or not it works, the chit is discarded.

SPELLROCK
WALL

7

Rock Wall: This defense spell may not be cast while the user is at sea. To see if it works, roll three dice, plus dice for the user's Ability Score and a familiar (if applicable). If any single die result is a 5 or 6, the rock wall is up and will absorb the first seven hits that would have been inflicted on the user as wounds. The wall lasts only for the duration of the current encounter, or until it has absorbed seven hits. Once the spell is cast, whether or not it works, the chit is discarded.

Clerics' spells (4 available; may carry only 2)

SPELLINVISIBLE
BARRIER

6

Invisible Barrier: A cleric may cast this defense spell without making a dice roll. When cast, it absorbs the first six hits that would have been inflicted on the cleric as wounds. The spell (unlike a rock wall cast by a magician) may be cast at any location on the map. It lasts only for the duration of the encounter in progress, or until it has absorbed six hits. Once the spell is cast, the chit is discarded.

SPELLHEAL
COMPLETELY

Heal Completely: This spell may be cast without a dice roll. When cast, it heals all wounds on the character who is the object of the spell. A cleric may cast it upon himself, or upon another character, or upon a traveling companion (but not a familiar). Anyone being healed must be in the same space as the cleric.

SPELLSPEAK
TO
ANIMALS

Speak to Animals: A cleric may use this spell to soothe a savage beast. It may not be used on human attackers (thieves, pirates, brigands, Imperial patrol, etc.). To cast the spell, the player must roll three dice, plus dice for the user's Ability Score. If any die result is a 5 or 6, the animal on which it was cast becomes the cleric's traveling companion.

SPELLPHRASE
OF
FRIENDSHIP

Phrase of Friendship: By casting this spell, a cleric may be able to turn human enemies into friends. It may not be used on animals, and is less likely to succeed against relatively large groups of people. To cast this spell, the cleric must roll three dice, plus dice for his Ability Score. If the spell is being cast against thieves, brigands, or a pirate raiding party, it will work if any single die result is a 5 or 6. If the spell is being cast against an Imperial patrol or a pirate ship or pirate galley, it will work only if two of the die results are 5 or 6. The spell may not be used on Maid Merywin, the Elf Princess, the Mad Magician, the Holy Man or the Holy Woman.

If the Phrase of Friendship works, the humans on which it was cast become the user's traveling companion.

Elves' spells (2 available; may carry only 1)

SPELLELVIN
BOLT

Elvin Bolt: To cast this attack spell, an elf rolls four dice, plus dice for his Ability Score. For each die result of 5 or 6, four wounds are inflicted on the target. Once the spell is cast, whether or not it causes any wounds, the chit is discarded.

SPELLELVIN
SNARE

Elvin Snare: To cast this spell, an elf rolls three dice, plus dice for his Ability Score. For each result of 5 or 6, the target is ensnared for three rounds. While in the snare, the target may not make any attacks. The elf may continue to attack a trapped opponent, or may walk away, ending the encounter without having to drop a possession. Once the spell is cast, whether it works or not, the chit is discarded.

the encounter without having to drop a possession. Once the spell is cast, whether it works or not, the chit is discarded.

MAGIC SCROLLS

Among the treasures are six magic scrolls, two of each type described below. A magic scroll is simply a magic spell which has been temporarily encoded on a roll of parchment. These scrolls are treasures, and if they are not used they count toward winning the game. However, if a player uses the magic of a scroll, the chit is returned to the Treasure Pool. If a spell from a scroll is cast during an encounter, the user may take no other action during the round in which it is cast. All character types may use scrolls, even fighters.

TREASURE

SCROLL

HEALING

Healing: Any player may cast this scroll spell without rolling dice. When cast, it heals all wounds on the character or companion who is the object of the spell. A player may cast it upon himself, upon another character, or upon a traveling companion. However, if one character is healing another, both must be in the same space.

TREASURE

SCROLL

Protection

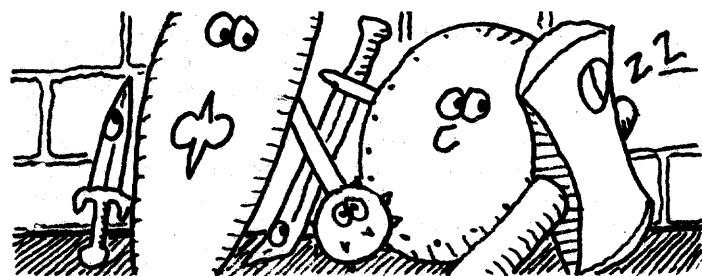
Protection: Any player may cast this defense spell without a dice roll. When cast, this spell absorbs the first six hits that would otherwise have been inflicted on the caster during a hostile encounter. The spell may be cast at any location on the map. It lasts for the duration of the encounter in progress, or until it absorbs six hits.

TREASURE

SCROLL

TELEPORT

Teleport: This scroll spell allows any player and all of his possessions (including spells but not a traveling companion) to move immediately to any other space on the map. No dice roll is required to put the spell into effect. It may be cast in place of the movement die roll, or it may be cast before or during an encounter.

**MAGIC WEAPONS**

Among the treasures are several pieces of magic arms and equipment. These are magical versions of the weapons and shields which are available in the Arms Pool. If a character type is eligible to use a certain type of normal weapon or shield, that character may also use the magical version of that arm. Otherwise, a player may simply hold onto the magic weapon or shield, since they do count as treasures toward ending the game.

Magic shields are self-explanatory; they can absorb more hits than their non-magic counterparts. Magic weapons will allow the player the same number of attack dice as the normal version of the same weapon. However, the plus sign next to the number of attack dice of a magic weapon means that the user can add one to any of the attack die rolls, up to the maximum number of dice the weapon grants to its user. In other words, a hit may be scored with a magic weapon on a roll of 4 as well as rolls of 5 and 6. Example: A fighter using the Magic Axe could roll a total of 5 attack dice (3 for the fighter and 2 for the Axe), and then add one to any two of the die results. A player may not add more than one to any single die result; the Magic Axe could not be used to raise a roll of 3 to a 5.

IMPERIAL TREASURES

All of the Imperial Treasures are filled with magic. Imperial patrols are on the lookout for the emperor's treasures and the players who are carrying them, so it can be dangerous to hold onto them. Players may use the magic of Imperial Treasures for their benefit. Any character is eligible to use the magic of an Imperial Treasure.



The Grail of Pale: This object is held in great esteem by villagers and by the monks of the Monastery. A player holding the Grail of Pale may, if he so chooses, use it to modify by one number (up or down) the result of any exploration die roll in a village or the Monastery.



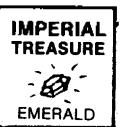
The Sceptre of Balladan: This item was manufactured for the emperor himself many years ago by a great wizard, and it is revered in all the castles of the land. A player holding the Sceptre of Balladan may, if he chooses, modify by one (up or down) the result of an exploration die roll at any castle.



The Talisman of Quox: The emperor used this device to escape from his enemies. A player holding the Talisman of Quox is allowed to add one to his Escape Number, and can also add one to the result of any movement die roll.



The Battle Ring of Gorath: The emperor obtained this ring from a mighty warrior. A player who holds the Battle Ring of Gorath may add one to his Ability Score, increasing the number of dice he may roll in a combat or spell-casting situation.



The Emerald of Life: Blessed with the power to heal, the emerald is the most sought-after of all the Imperial Treasures. If a player holding the Emerald of Life is killed, the emerald is returned to the Treasure Pool and the player is restored to life with no wounds. If a player is killed in an encounter and the attacker in that encounter is not also killed and has not escaped during the same round, the combat will continue after the player is brought back to life.



The Palantir of Zog: This crystal ball not only allows the holder to see the future, but also to change it! When a player holding the Palantir of Zog must draw an encounter, he draws two Encounter chits instead of just one and chooses the encounter which will be played. (If neither of the encounters drawn applies to any player, the turn is ended.) The palantir does not have any effect on an encounter which is presented to a character by another player.

TRAVELING COMPANIONS

There are times during the game when a creature encountered will join the player as a traveling companion. This may happen as the result of a friendly encounter with Ed Eagle, the Elephant, the Elf Princess, or Maid Marywin. Also, clerics have spells which can convert hostile animals or humans to friendly traveling companions.

When an encountered creature becomes a traveling companion, that companion stays with the player, and the player plays the role of the companion in addition to the role of his character.

Before each hostile encounter, the player must roll one die. (Separate die rolls are made for each traveling companion.) If the result of a die roll is an odd number, the companion immediately flees (return the companion's chit to the Encounter Pool). If the die result is an even number, the companion will remain with the player at least until the next hostile encounter (unless the companion is killed in the meantime).

During a hostile encounter, a traveling companion adds its Ability Score (if any) to that of the character. Hits which are scored by the attacker in a hostile encounter must be distributed evenly between the player (or the player's shield and/or weapon) and the companion. The player may decide whether he or his companion takes the first hit in any given encounter, and after that the hits (wounds) must be applied as evenly as possible. Protection spells and scrolls will protect both the player and the companion for as long as they remain in effect. Weapons and shields, however, protect only the player who holds them and do not protect the companion.

THE MAP

Civilized Areas: Villages, castles, cities and the like are considered civilized areas. If a player ends his movement in a civilized area, he does not draw an encounter unless one is called for by the result of an exploration die roll pertaining to that civilized area. However, since an encounter may be presented to a player by someone else, it is important to remember that civilized areas are still situated in the surrounding terrain. A player in a civilized area is still subject to encounters with creatures who are found in that terrain.

Following is a list of the civilized areas on the map and the terrain in which each area is situated:

Villages

Saltz (Mountains)
Nebbswitt (Clear)
Mohg (Mountains)
Despin (Swamp)
Scrab (Mountains)
Inn of Nobnodd (Clear)

Cities

Walled City (Mountains)
Imperial Capital (Clear)

Castles

Grenger (Clear)
Midland (Clear)
River (Clear)
Fragon Birg (Clear)

Others

Pirate Lair (Mountains)
Monastery (Mountains)
Wizard's Tower (Clear)

The Mines of Zerta: Although the Mines of Zerta is a location listed on the Exploration Chart, it is not considered a civilized area. If a player ends his turn in the Mines, he must immediately draw one encounter before making an exploration die roll (which could result in a second encounter in the same turn). For encounter purposes, the Mines are in the Mountains.

Coastal Areas: Players may only obtain ships and boats as the result of exploration in a coastal area. A coastal area is generally defined as any civilized area which is adjacent to the sea. Coastal areas include the Village of Despin, Fragon Birg, The Walled City, The Pirate Lair and The Imperial Capital.

STRATEGY TIPS

Since the object of the game is to obtain the most treasure, players should proceed to places that give the best chances of finding treasure: The Walled City, followed closely by the Pirate Lair and the Mines of Zerta. Players should take advantage of treasure clues. Unless a character is outfitted like a walking tank (a fighter with the Battle Ring of Gorath, a magic sword, and a magic shield), the best policy is to transport Imperial Treasures to the emperor for the reward. Magic scrolls are useful, but it is best to keep them as treasures and avoid using a scroll if possible.

Different types of terrain have different degrees of risk involved for a player who occupies that terrain. The following list is a rough summary of the number of possible encounters, and the number of those that are hostile or potentially hostile, for each terrain type:

- Mountain** — 22 possible encounters, 10 hostile.
- Swamp** — 19 possible, 9 hostile.
- Forest** — 19 possible, 6 hostile.
- Desert** — 16 possible, 5 hostile.
- Wastes** — 15 possible, 4 hostile.
- Clear** — 13 possible, 3 hostile.
- Coastal Sea** — 6 possible, 6 hostile.
- Deep Sea** — 8 possible, 8 hostile.

The Mines of Zerta is the single most dangerous location on the map. The safest place to meditate is a village in clear terrain.

SUMMARY OF ENCOUNTER CHARACTERISTICS

No.	Name (ability/wound/escape), where found
2	Black Bear (3/12/7), Mountain and Forest
1	Brigands (2m/3/11/8)*, Anywhere
2	Brown Bear (4/13/6), Mountain
1	Demon (4+/13/8)**, Near volcano
1	Desert Rat (2/6/7), Desert
1	Ed Eagle (2/5/10), Mountain and Forest
1	Elephant (4/12/8), Forest
1	Elf Princess (M/8/8)***, Anywhere on land
1	Evil Sorcerer (4+/16/8)***, Anywhere
1	Fish Fiend (5/7/6), Sea, Swamp, Coastal land
1	Giant Squid (5/16/7), Deep sea
1	Great Whale (7/16/8), Deep sea
1	Holy Man (NA), Wastes, Desert, Mountain
1	Holy Woman (NA), Forest and Swamp
2	Imperial Patrol (5/11/7), Anywhere on land
1	Mad Magician (NA), Wizard's Tower and Mines of Zerta
1	Maid Marywin (1/9/6), Anywhere on land
1	Mountain Lion (4/10/9), Mountain
1	Obtuse Genie (NA), The Walled City
1	Olliver J. Dragon (8/20/8), Anywhere
1	Pirate Galley (5/12/8), Coastal sea
2	Pirate Raiding Party (4/11/7), Coastal land
1	Pirate Ship (6/15/7), Anywhere at sea
1	Sea Monster (6/19/7), Deep sea
1	Storms at Sea (NA), All players at sea
1	Thieves by Night (NA), Anywhere on land
6	Treasure Clues (NA), Anywhere
2	Trolls (3/10/6) (4/10/5), Swamp and Mines of Zerta
1	Vampire Flying Frog (4/4/9), Swamp
1	Wastrel (3/9/7), Desert and Wastes
1	Wild Boar (2/7/6), Forest, Mountain, Swamp
1	Wolf (3/9/8), Mountain

Notes:

- * — Brigands are able to use missile weapons.
- ** — Demon and Evil Sorcerer can add one to each attack die.
- *** — Elf Princess can fire a 4-die Elvin Bolt once per round.
- NA — Not Applicable.



HOW TO WIN

A player wins the game by holding more treasures than any other player when the game is over. If two or more players have an equal number of treasures at that time, the game is a tie. All treasures, from the most exalted Imperial Treasure to the skimpiest bag of silver, are considered equal for purposes of determining the winner.

The end of the game is determined by the number of players involved and the number of Imperial Treasures which have been found. If 2, 3 or 4 people are playing, the game ends as soon as the fourth Imperial Treasure is discovered (drawn from the Treasure Pool). If 5 people play, the game ends when 5 Imperial Treasures have been found. If there are 6 or more players, the game ends when all 6 Imperial Treasures have been discovered.

Discovered treasures include all Imperial Treasures in the possession of players and all those which have been returned to the emperor, either by a player or by the Imperial patrol.

Quitting the game: As in most multi-player games, not all players may be able to stick around for the finish. If a player quits before the game ends, all of his possessions are simply returned to their respective pools, and normal play continues for the rest of the players still involved. The number of Imperial Treasures which need to be discovered to end the game remains the same as if the lost player(s) had not left.

OPTIONAL RULES

The following rules are not a necessary part of the game, but may be added by players who want variety, complication, or a longer game.

BLOOD & GUTS

Some playtesters complained about not being able to attack other players to seize treasure. I wanted this to be a friendly game. Attacking one another usually leads to arguments between the players, but if that's your bag, this is your rule.

When one player ends his or her turn in the same space as another player, either may attempt to attack the other. First, however, all normal encounters must be resolved. Then a period of negotiation is allowed, during which there may be all sorts of threats and bullying. If a satisfactory deal is made, no battle occurs. If negotiations break down, players roll dice to determine the distance between them (see Battle Sequence) and the conflict is resolved as if it were a normal encounter. Escape attempts may be made by either or both players at the end of each round. If any escape attempt is successful, no further conflict between those players is allowed during the current player-turn.

If several players end up in the same space, an inter-player

conflict may only be initiated by the player currently taking his turn; if that player chooses not to start a fight, other players may not do so, but must wait until their turn.

If the player currently taking his turn wants to start a fight and there are more than two players in the same space, players may gang up on one another. In such a situation (one player fighting more than one, or two groups fighting each other), the success of escape attempts is determined by the escape number of the slowest player (the one with the lowest Escape Number) on each side.

TRAVELING TOGETHER

Two or more players may elect to travel as a group whenever they occupy the same space and agree to team up.

When the group is declared, a group leader is immediately determined. The group leader is always the player who is next to move in the sequence of play. If it is a player's turn and he has not yet moved, he is the group leader. If a player has already moved into a space with others, the next player to his left will be the group leader.

When the group leader takes his turn, all other players in the group travel along with the leader and do not take separate turns. Only the group leader may draw encounters and make exploration die rolls. All players in a group may cooperate (pool their attack dice) in any hostile encounter. Treasures, clues, other possessions, and wounds must be divided as members of the group see fit. Spells may not be freely exchanged between members of a group. If this rule is used in conjunction with "Blood & Guts," each player in a group has an opportunity to start an inter-player conflict at the time when that player's normal turn would have taken place. In all other respects, a group is treated as a single entity; for instance, if one or more members of a group want to meditate, the entire group must remain in place.

If a player wants to leave a group, the other players must be informed of that decision before the group leader takes his turn. Players may be recruited, in a friendly or perhaps not so friendly manner (if "Blood & Guts" rules are used), into a group during the game, if the group and the lone player both occupy the same space.

TIME LIMIT

If players have only a short time for the game, a time limit should be set before the play begins. When the time limit is reached, each player gets one more turn, beginning with the player who is next in line. The winner is the player with the most treasure, regardless of how many Imperial Treasures have been discovered.

EXPERIENCE POINTS

Players who want to add more of the flavor of a role-playing game may be interested in this rule.

One player is appointed to be the record keeper. The record keeper will maintain a running score of experience points on a sheet of paper for each player. Experience points are awarded for performance in hostile encounters and for the acquisition of treasure.

If a player runs away from a hostile encounter, he scores one experience point. If a player's opponent runs away from a hostile encounter (a normal escape or otherwise), the player scores experience points equal to half (round down) of the Wound Number of his opponent. If a player kills his opponent, the player scores experience points equal to the full amount of the opponent's Wound Number. If a cleric charms a creature with either Speak to Animals or Phrase of Friendship, he scores experience points equal to half (round down) of the Wound Number of that creature.

Returning an Imperial Treasure to the emperor gives the player a special bonus of 5 experience points.



Under the experience-point system, treasure is not valued equally, and the winner of the game is not the player with the greatest number of treasures, but the one with the most experience points when the appropriate number of Imperial Treasures have been discovered.

Experience-point values for treasures are given below. In some cases, a certain number of dice must be rolled to determine the value. These dice rolls are not conducted until after the game has ended. Experience point awards for treasure are not calculated until the end of the game.

Experience point values for treasure:

Imperial Treasures — Emerald of Life 40, all others 20 each.

Magic Arms & Equipment — Magic Great Sword 25, Magic Dagger 10, all others 15.

Magic Scrolls — 20 each.

Regular riches — Large ruby, roll 8 dice; Gold treasures, roll 4 dice; Silver treasures, roll 2 dice.

Mystical Item — Stone of Fire, roll 10 dice.

IMPROVED ABILITIES

This rule can only be used in conjunction with experience points. For each 40 experience points that a player accumulates during the game (not counting treasure), the player may add one to any of his three characteristics: Ability Score, Wound Number, or Escape Number. The record keeper should note a player's choice, but the player himself is responsible for remembering to take his character's improved abilities into account during the play of the game.

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OZMO'S ODYSSEY

Examples of play in Emperor's Treasure

Four people sit down to play SEARCH FOR THE EMPEROR'S TREASURE. After rolling the dice, the players (whose names will not be mentioned) select their characters, choose their starting spells (except for the fighter) and each make one draw from the Arms Pool. This is the situation at the Inn before play begins:

Turb chose a ball of fire, bolt of lightning, familiar and teleport as his starting spells. For arms, he drew a short sword, which he cannot use. Rosa chose heal completely and speak to animals for her spells and got a sling from the Arms Pool. Ozmo, unable to use spells, obtained a wooden staff on his draw from the Arms Pool. Alatha took an elvin bolt as her single spell and plucked a round shield from the Arms Pool.

In the interest of self-preservation, Turb strikes a deal with Ozmo, offering to trade his sword for the wooden staff. The magician gets a weapon he can use and the fighter gets a weapon that gives him one more attack die.

TURN 1: Turb states that he is moving and rolls one die, getting a result of 4. He decides to head for the Mines of Zerta and elects to travel the Western Marshes. He is able to move three spaces. The clear terrain space south of the Inn costs 1 point; the first swamp space entered costs 2 points (he now has 1 point left), and he must stop in the next swamp space because after that move he has no movement points left.

Turb has ended his move in the wilderness and therefore must draw from the Encounter Pool. He meets up with Edna Troll, a swamp encounter that applies to Turb. The player to Turb's right (playing Ozmo) takes the part of the troll. Both players roll one die for range determination, Turb getting a 3 and Edna a 4. The difference between these numbers is the length of the Approach in rounds. Neither combatant has missile weapons, so during the single round of Approach no attack dice may be rolled.

During the Approach, Edna does nothing but lumber toward Turb, intent on making him her next meal. Knowing how hard it is to stop a troll, Turb takes drastic action and casts his ball of fire spell, rolling 5 dice (4 for the spell and 1 for his Ability Score). The result is 3, 3, 5, 6, 6. Since each roll of 5 or 6 is worth 4 hits on the target, Turb scores 12 wounds on the troll. Since Edna can only take 10 wounds before being killed, she is immediately dispatched (no regeneration possible). This ends Turb's turn, and the encounter chit is returned to the pool.

Rosa announces that she is moving and gets a 5 on the die. She moves through the mountains and into the village of Saltz, which costs exactly 5 movement points. Since she has ended her turn in a civilized area, she must now explore. She rolls a 1 and consults the Village/Inn column on the Exploration Chart, finding that she may draw from the Arms Pool. Rosa draws a dagger, which she cannot use, and her turn is over.

Ozmo declares that he is moving, rolls one die, and gets a result of 1. Unhappy with this, he opts not to move at all and remains at the Inn. Since his move is over and he is in a civilized area, he must explore. Ozmo rolls a 2, which is "Heal one wound" on the Village/Inn column of the Exploration Chart. Ozmo is not wounded, so the result is ignored and his turn is over.

Alatha announces that she is moving and rolls a 6. She travels straight south through the Western Marshes, passing Turb, and ends her move in the first forest space beyond the marsh (1 pt. for clear space, 4 pts. to get through marsh, final point used to enter forest space). She is not in a civilized area, so she must draw an encounter. Alatha draws a Brown Bear, a creature that appears only in the mountains. Since she is in the forest, she ignores it, and may if she wishes present it to any other player who is in the mountains. Rosa is the only character in the mountains (at the village of Saltz, which is in mountain terrain).

The persons playing Alatha and Rosa are good friends, so Alatha decides not to give Rosa the bear.

LATER IN THE GAME, it is Ozmo's turn. He is in the Pirate Lair. Recently, he arrived there with the Treasure Map and drew three treasures from the pool. His personal possessions now include a ship; 4 Arms (short sword, 2 daggers, kite shield); and 6 Treasures (2 bags of silver, gold box, magic axe, Grail of Pale and Emerald of Life).

Ozmo has two Imperial Treasures in his possession, and Turb is holding a third Imperial Treasure, the Battle Ring of Gorath. This means that the game will end as soon as another Imperial Treasure is drawn from the Treasure Pool.

Ozmo decides that the best course would be to go to the Imperial Capital and redeem both of his Imperial Treasures for the 2-for-1 reward. He announces that he is moving and rolls a 5. Bravely, he chooses to sail north and ends his move in the deep sea, 5 movement points away from the Capital. He could have moved to the safer coastal waters (toward the Walled City), but that route would leave him 9 movement points away from his destination, and time is of the essence.

For his encounter draw, Ozmo brings Olliver J. Dragon into the game. He sends the gullible dragon to attack Turb, Ozmo's closest rival, and Ozmo's turn is over. However, he will play the part of Olliver in the dragon's dealings with Turb.

Unfortunately for Turb, the magician is carrying — but cannot use — the +3 magic great sword. This means that Olliver will fight to the death against Turb unless the magician does something about it. After range determination, Turb casts a stinking fog spell (which he had obtained earlier through meditation) and ends the encounter without harm to himself.

Alatha has decided to remain where she is, in the Walled City, and continue to search for treasure there. She states that she is not moving and rolls one die the exploration. The result is a 3, and she must draw an encounter, which turns out to be the Great Whale. It does not apply to her since she is not in the deep sea, but she can and does present it to Ozmo (who complains bitterly).

Both players roll a 5 for range determination, so there is no Approach and the battle begins with melee. The whale rolls 7 attack dice and gets results of 1, 2, 2, 4, 5, 6, 6, scoring 3 hits (all 5's and 6's are hits), which are all absorbed by Ozmo's shield. Ozmo also rolls 7 attack dice, 3 for his Ability Score, 2 for his magic axe and 2 for his ship. His results are 1, 1, 3, 3, 4, 5, 5. Because of the magic axe, he may add 1 to any two of these results to make them into hits. The 4 becomes a 5, and there is no way to improve any other roll so that it is a hit. Thus, Ozmo also scores three hits, which are registered as wounds on the whale.

Ozmo would love to escape from this encounter, but he is at a disadvantage. Comparing the whale's Escape Number (8) to Ozmo's (7), he finds that he must add one to the escape roll. Since he would normally need a 7 or higher on two dice to escape, he now needs to roll an 8. He rolls a 6, so the battle continues, Ozmo's shield absorbs one more hit, and then his magic axe parries two more, but from now on, hits on Ozmo must either be taken by him as wounds or applied to his ship as structural damage. The fight continues, and Ozmo's luck at attacking and escaping are both miserable.

By the end of the sixth round of battle, Ozmo has accumulated 10 wounds and his ship has taken 8. Once more he fails to escape, and on the next round he takes 4 more hits from the whale. Ozmo chooses to keep his ship afloat, giving it 3 hits (it can take up to 12) and applying the other hit as a wound to himself.

Ozmo has a Wound Number of 11, which means that he was

killed by the last wound he took. Most of the time this means the end of the game for a player, but Ozmo isn't worried, for he holds the Emerald of Life. The instant he dies, the emerald brings him back to life with no wounds, and the treasure chit is returned to the pool.

The revived Ozmo must now continue the struggle with the whale. He takes another two wounds in the process, but finally manages to vanquish the beast. This ends Alatha's turn (it was

she who played the encounter on Ozmo), and it is Turb's turn.

Now that Ozmo has used the Emerald of Life, two more Imperial treasures must be found in order to end the game.

Will Ozmo get to the Capital before his ship sinks? Will Alatha be content to keep trying her luck in the Walled City? Will Turb try to turn the tables on Ozmo for dropping the dragon on him? And whatever happened to Rosa? Only time, and the dice rolls, will tell. . . .

EXPLORATION CHART

Inland Village/Inn

1. Arms
2. Heal one wound
3. Encounter
4. No action
5. No action
6. No action

Coastal Village

1. Arms or Boat
2. Heal one wound
3. Encounter
4. No action
5. Boat
6. Boat

Mines of Zerta*

1. Arms
2. Arms
3. Second Encounter
4. Must Leave
5. Treasure
6. Treasure

Inland Castle

1. Arms
2. Arms
3. No action
4. Must Leave
5. No action
6. Treasure

Coastal Castle

1. Arms or Boat
2. Arms or Boat
3. Boat or Ship
4. Must Leave
5. Boat or Ship
6. Treasure

Walled City

1. Arms or Boat
2. Encounter
3. Encounter
4. Boat or Ship
5. Treasure
6. Treasure

Monastery

1. Heal all wounds
2. Heal all wounds
3. No action
4. Must Leave
5. No action
6. Heal one wound

Wizard's Tower

1. Arms
2. Heal all wounds
3. Encounter
4. Must Leave
5. Encounter
6. Treasure

Pirate Lair

1. Arms or Boat
2. Encounter
3. Encounter
4. Must Leave
5. Treasure
6. Treasure

Imperial Capital**

1. Arms or Boat
2. Heal one wound
3. Encounter
4. Must Leave
5. Boat or Ship
6. Treasure

* — A player exploring the Mines of Zerta must automatically draw one encounter before rolling on the Exploration Chart.

** — If a player in the Imperial Capital is returning treasure to the emperor, no exploration die roll is made on that turn.

ARMS: The player may draw one chit from the Arms Pool.

ENCOUNTER: The player must draw one chit from the Encounter Pool.

HEAL ONE WOUND: The player (if wounded) returns one Wound Marker to the Economy.

HEAL ALL WOUNDS: The player (if wounded) returns all of his Wound Markers to the Economy.

MUST LEAVE: The player has gotten into trouble and is chased out by the locals. Move one space in any direction away from the area.

ARMS OR BOAT: The player may draw one chit from the Arms Pool or may take a boat from the Economy (if one is available).

BOAT: The player may take a boat from the Economy (if one is available).

BOAT OR SHIP: The player may take either a boat or a ship from the Economy. If the player already has a boat, he may return it and take a ship (if available).

TREASURE: The player may draw one chit from the Treasure Pool.



by Darrell Schweitzer

A Part of the Game

Naal Han Artal is my name. I am the one who wanders the Earth, at home everywhere and nowhere, because I have come to understand the two gods.

All places are the same in their sight.

Yindt-haran, He Who Causes the Oasis to be Found in the Desert, is held to be a friend of man, and all camel drivers pray to him before setting out. When I was a driver and later, when I was master of the caravan, I prayed to him.

But I did not pray to the other god. No one does. He has no name. He dwells deep in the heart of the desert indeed, he is the desert, the mover of dunes, and his voice is the howling of the wind in the darkness of the sandstorm. He is the enemy of all things living. He swallows men and caravans, leaving no trace of them behind.

Between Yindt-haran and the other, a kind of game is played with mankind as the prize. No man may understand the rules wholly, but each must learn what is expected of him. To do otherwise is to die

Thus, we have come to know the waste as a warrior knows the strength and manner of his foe, as the physician knows the symptoms of a disease. By the shape of the dune's crest, by the rippling of distant dust waves, by the sounds in the night, by the way the stars fade and the morning wind rises — by all these things we know in which direction lies the sea and where the oasis is. By these things we can sometimes glimpse the stratagems of the nameless god and be directed by Yindt-haran. Seldom are we lost or confused, for to be lost is to be dead, and to be confused is much the same. Confusion shortens the game, and more: It is said that even the evil one wants men in full command of their faculties and at the height of their strength, so that his slaughter might prove sufficient challenge to enliven the eternities.

Yet on the day whereof I speak, I was lost, and my twelve companions were confused. The sandstorm that arose was not an ordinary tempest. It blackened the sky and laughed with the voice of Chaos. It arose with the first hint of dawn and waxed wrathful into midday, and by afternoon we could proceed no further. So I gave the command, and we bade our beasts kneel, and men and camels huddled together against the wind. I could see only the vaguest outline of anything an arm's reach away from me. The camel next to me was a wavering mound. I could not make out its rider, so thick was the dust in the air, though I might have taken two steps and touched him.

We saw no stars that night, and it is bad luck not to see stars, for Yindt-haran speaks to the wise through them. There was only impenetrable gloom and sand to blast the eyes of any who peered into its depths. The gritty little grains were everywhere, refusing to be kept out. We drew cloaks over our faces, yet still sand was in our hair, our ears, our beards, scratching to get under tightly closed eyelids. Sand ground between our teeth and caked on our sweat-soaked bodies.

The night passed and few slept, but by the approach of morning the wind began to abate. The sun rose into a still, clear sky.

I stood up, shook the sand off myself and counted the crouched figures and camels. No one was missing. For this I thanked the Friendly God. We had survived the Other's move in the game, and now it was Yindt-haran's turn. I looked for good fortune.

But as I gazed about, I saw that this was not so. It was as if Yindt-haran had passed his turn. In the wake of the storm the waste was born anew, all its features changed, all its secrets erased and rewritten. Clearly this was the work of the Adversary, and he was winning the game. We were strangers now, lost in a land of

sameness, knowing not where the mountains stood, where the grasslands began, or how to find those cities to which we were bound, where foreigners come in ships to buy the goods of the nomad folk.

So we wandered for days. I chose a path across the never-ending expanse of sand — in the lead, but not actually leading. I chanted litanies to Yindt-haran until my throat became too parched to speak, and even then I continued to pray, murmuring under my breath or in my mind. I had long been faithful and would continue to be so, although it was clear to me that the men I led did not share my faith in Yindt-haran's desire and ability to aid us. The Friendly God was my leader, and I went where he would have me go o .

Our caravan trailed across the dunes like a long, dying serpent. When the last of our water ran out, we became feverish and even less sure of ourselves. I lost track of time, and for uncounted hours I knew not where we travelled or what sights we saw.

Then we came upon the pool. I reached the top of a tall dune and spied it, only a short ride from where I stood. I stopped and waited for those next in line to climb the dune, fearful of speaking out because I felt sure I was seeing a vision. But when the others saw it, they had no such feelings. They cried for joy with cracked voices. The camels turned instinctively toward the pool, sensing the water, and then I felt that what we were seeing was real. I offered my silent thanks to Yindt-haran.

Still, as we drew closer, I felt reason to again fear that the water-hole was just a vision. There were no trees growing around the pool, no reeds or grasses on its banks, not even any mud at its edge. I knew from the experience of long years in the desert that the minds of desperate men sometimes dream whatever is needed to ease their dying, ignoring all the details they do not long to know. But reality is made up of such details; I bade my comrades beware of unseen dangers as we approached the water's edge.

They hesitated after my warning, and only when the camels began to drink in long, deep gulps did we know the water was real. Then we caused our mounts to kneel, and we tumbled to the ground. I was one whose legs were so stiff from days of riding that I crawled that last short distance.

I thought that the water might be poisoned, and for this reason no plants grew near it, but once I had filled my mouth with a vintage finer than the cool wine of the heavenly spirits I cared little about the danger. Far better, thought I, to die in cold, wet ecstasy than with parched tongue and scorched skin in the middle of a desert grown merciless.

Yet none of us went into convulsions, and it was only after all were refreshed that someone called out, and all of us gasped when we saw what had raised his outcry.

We had been too much intent on drinking and washing our faces to notice the reflections on the water's surface. But when we looked again we saw ourselves — and *others* standing behind. Yet when we whirled around to face the desert, there was no one. We turned around as one to see another great marvel. In the pool, standing beyond the weary and begrimed travellers, were courtesans and kings in resplendent garb, surrounded by soldiers with armor and shields like those of our forefathers, who knew glory and made all nations tremble to their tread. There were maidens shapely and dark wearing silken garments, and the land where all of them stood — oh, the land! — was green and fair, with fig and fruit trees growing in great profusion and the ground thickly covered with grass and flowers. Not anywhere was a bare spot of earth or sand. And in the midst of the trees there stood a wall draped with vines, beyond which rose marble rooftops and the tips of towers. But most wondrous of all was the vast, beaten bronze gate of this city that hung open wide enough for chariots riding abreast.

Once more we turned about to behold only bare sand and blue sky, and we turned again and saw by the edge of the pool a thing even stranger than all that had gone before. A lord clad in a purple gown stepped out of the water and onto the bank and stood among us, not as a phantasm, but as a man among men. The sand showed his footprints. The wind blew through his garments and beard.

"I am called Taindris," he said. "Greetings, friends."

I blinked. He remained where he was and continued to speak.

"Brothers, weary travellers, all of us offer you greetings. We of the city of Thalanod welcome you. Pray tell, which of you is the leader?"

"I am," said I. "I am Naal han Artal, the caravan master. Greetings to you, friend. But one boon we seek of you. We have lost our way. Can you tell us where the city of Belhimra lies?"

"What need have you of Belhimra when there is Thalanod? Know, all of you, that our city was built in the earliest times, in a place beyond the world, before the gods began to play idle games with men. Our land is forever green and flowing with fruit. We know nothing of sickness or pain . . . or even death. Strife and toil were never born among us, and it is by the will of the wisest and the most compassionate of gods — those more loving than any of the gods you know — that

this gateway remains open into your world. We invite you to come and share eternal joy and peace with us. Our women are more beautiful than you can imagine and our country is filled with wonder. Come, now, out of the sun and this parched land."

Then he stepped back into the water. One instant he was a man wading; the next, he was a reflection on the surface. The transition was too quick and too subtle for the eye to follow.

My companions looked at the pool and at one another, and then back to the pool, rejoicing and praising Yindt-haran for offering such great promises to them. "Clearly the Good God has won the game," said Zad-hadoun, the eldest of my sons, not considering that the Good God's name had been insulted in the speech of Taindris.

Some of the men stood in a daze, sure that they were dead and were looking upon the paradise prophesized by some. But I felt neither joyous nor dead. I feared what I saw, thinking it either an illusion or a dream. I admonished the others, warning of treachery and things the mind cannot grasp.

Yet they only laughed. One of them, speaking for the group, said, "Old man, you are suspicious and your thoughts are narrow. You are a fool to want to stay with the sun and the desert, with the instruments of the Other. You are a fool to want to drink only from little pools, and to strive only to move from pool to pool; merely to stay alive. Remember always the joys that were offered you, and how stupidly you refused them."

Then the men turned their backs on me and stepped into the water.

"Come back! I am your leader!"

"But we are not your followers," several of them replied.

They sank down, changing as Taindris had, in a manner beyond the seeing of the eye, and were gone, all twelve of them. Some had lain as infants in the same tent as I, and had nursed at the same breasts, and yet they went away. Zad-hadoun was the firstborn of my children, and yet he went away.

For a while they stood in the pool, beckoning. Then serving girls surrounded them, presenting fresh and fine garments. A final time they beckoned to me, but I would not join them. I feared many things: dreams, entrapments—and, yes, newness. I am one who seeks no more than he has; for me, the desert, a camel, and a water hole at the end of a journey are the only things of importance. Even in my youth I did not dream. I imagined no ethereal kingdoms; I longed for no wonders beyond the sunset. Maidens fairer than any poet can describe I left undescribed and ignored. What need had I of these? I had a life to live, a mortal

wife to bear my children, and a tent of hides in which to live.

Yet as my companions passed into the pool to become phantoms, these things upon which I built my life seemed to crumble. As the twelve and those waiting for them formed a long procession and strode through the city gate, I felt the wisdom of my leadership, my insistence on knowing no more than one needs to know — I felt my very selfhood eroding away. And, as the gate shut them from my eyes, the vision faded and I was sure that I was wrong. The entrance to the new world was closed to me. The pool was just a pool again. I knelt at its edge among the camels.

I wept, and as my tears mingled with the waters before me there happened a terrible thing, like a fantasy in a fevered



dream. But it was nothing conjured out of any delirium. *In truth* the pool boiled bloody red, and when I was splattered with it I saw that the stuff was indeed blood. *In truth* I heard agonized screams like cries of the damned filtering up through the ground. *In truth* I watched with an awe and dread superseding mortal fear as scraps of flesh and clothing floated to the surface. I saw bobbing there a hand, like a limp, bloated spider. One of its fingers wore a ring I recognized — I gave that ring to my son on the day of his manhood.

I cried his name aloud, but he was beyond hearing.

I was paralyzed. I do not know how long I remained there, but after a certain interval the water became clear again and I saw, squatting in the mud at the bottom, a hunched and misshapen creature, like a toad the size of a man, its

almost human face stretched hideously over its huge head, its two red eyes burning like coals in a brazier in the Hall of Pain. This thing gazed up at me and I back at it — it masterful and full of contemptuous triumph, I rapt with horrid fascination, like a desert rat charmed by the serpent about to devour it. No more than three feet of water was between us.

The thing grinned, revealing endless rows of crooked teeth still stuck with tatters and scraps, and a huge throat recently distended by its meal, and from that throat and between those teeth came a deep, wordless laugh, more subtle than the breeze that vanguards the tempest, more quiet than the trickling of dust in some ancient tomb, yet loud enough to shake my brain and fill my world. Oh! How the universe reeled before it!

The camels heard even as I did, and at once they lurched to their feet and stampeded off, snorting and grunting in terror. My legs were fluid and invisible beneath me, and beyond any command of my conscious mind, they too were moving. I fled, filled with subhuman fear — far, far across the wasteland, until I was again lost, and still I ran, until all strength left me and I collapsed and slept where I lay on the sand.

I fell into dreaming. I saw all the endless centuries of pain known to mankind, and the naked, primal Earth was revealed to me, broiling beneath a red sky. Then I was swept into the depths of impossible, nighted seas, into the infinite abyss beyond the world and time, where no stars shine, where no moon ever passes, and there, in the final darkness, I saw again the face in the pool. At once I knew I had beheld the very visage of the Adversary, whom priests call the One Who Is Not To Be Seen. I had seen him, and I knew that my mind would have no peace, that I would wake screaming whenever I lay down to sleep, that my pain would never end.

Even as I tell you now, he whispers to me that he will be with mankind until the ending of days. Yindt-haran will never try to banish him, nor want to. No, no, that one too craves sport, and when a man he has tried to protect dies, Yindt-haran mourns not, but merely acknowledges the defeat of his move, and goes on with his game, whiling away eternity like the Other. That is all. Yindt-haran loves not the men who sacrifice to him. They are but his pieces in the game.

And yet, when I awoke to see the pale light of dawn silhouetting a curving dune before me, I prayed to Yindt-haran, for I know how to speak to no other. In time I was rewarded. A wind blew, bearing the scent of brine, and I followed it throughout the day until I came to a little town by the sea.

The game goes on. I am still part of it.

CWA-CON's not small any more

CWA-CON has become one of the nation's largest annual gaming conventions — not large enough to rival Origins or the GEN CON® game convention in size or stature, but large enough so that the “good old days” are gone for those who enjoyed the first few small CWA-CON events.

CWA-CON '81 is scheduled to be run from July 16-19 at the Northlake Hotel in Northlake, Ill. It features the largest and longest collection of events in the history of the convention — more than 200 tournaments, seminars and other happenings for the crowd to choose from. And it *will* be a crowd: Members of the Chicago Wargamers Association are anticipating an attendance of at least 1,500.

There are other numbers that help tell the story of how the convention has grown, numbers that are not as pleasant for gamers to hear: Admission prices at the door are \$12 for the weekend or \$7 for a single day.

CWA president Tony Adams writes, in the May issue of *Chicago Wargame Report*, that the \$7 admission price is “awfully high,” but he points out that little can be done to keep costs down when the size and scope of the convention keep going up. “There was a time,” he writes, “when . . . a single day would only cost a couple of bucks. But those days are gone . . . if we are going to have big conventions, we have to come up with the cash. The only way to do it is to have the gamers foot the bill.” Tony also points out that the high-priced single-day admission is designed to help discourage people who show up at the door and want to get into an event or three. “The \$7 isn't meant to be a penalty,” says Tony, “it's just harder to plan everything if there are a lot of one-day tickets at the door. This cost tries to compensate for that.”

As for those who would like a return to the “good old days,” the CWA president points out that it's just not possible to stop growing. “The hobby has changed and we have changed with it,” Tony says. “Someday, another generation of gamers will look back on our conventions here as a part of ‘the good old days.’ ”

CWA-CON '81 boasts many offerings and features that used to be the domain of the giant-sized conventions only. There will be celebrity guests, including Duke Seifried of Heritage Models; Rich Banner, Frank Chadwick and Marc Miller of Game Designers' Workshop; and Craig Taylor from Yaquinto Games. They will take part in demonstrations and seminars, highlighted by a “Beat the Duke” miniature painting contest, and a two-day Yaquinto Game Fest to be run by Taylor and Phil Poulos.

There's also a “straight” painting contest sponsored by the CWA for historical, fantasy and futuristic figures. Two auctions will be run on Friday and Saturday — and a lot of the items that don't get bought in the auctions may show up as merchandise in Sunday's flea market.

A full range of multi-player boardgames, two-player games, miniature competitions and role-playing events are on the schedule of tournaments. Most tournament winners will receive as part of their prize a gift certificate redeemable for merchandise at any exhibitor's booth. In most CWA-sponsored events the value of the prizes is equal to the amount of money paid in as entry fees, meaning that more than \$1,000 in prizes will be awarded to CWA-CON champions.

More information can be obtained before the convention from the Chicago Wargamers Association, P.O. Box 10397, Fort Dearborn Station, Chicago IL 60610, phone (312) 870-8002.

Convention calendar

ODYSSEY '81, July 17-19 — Sponsored by the University of New Hampshire Simulations Games Club, to be held at the university in Durham, N.H. Miniatures, boardgame, and role-playing events are scheduled, and a dealer room will be on the site. Dormitory accommodations available. For more information, contact UNH Simulations Games Club, Memorial Union Building, UNH, Durham NH 03824.

Game Masters' Workshop/Seminar, July 18-23 — The Maine Wargamers Association will sponsor a workshop and seminar for game masters in fantasy role-playing games in Portland, Maine. Guests include Lenard Lakofka, DRAGON™ magazine columnist, and John Wheeler of Companions Publishing, Inc. The number of participants is limited. For more information contact Maine Wargamers Association, 102 Front St., Bath ME 04530, phone (207)443-3711.

GEN CON® EAST CONVENTION & TRADE SHOW, July 23-26 Sponsored by the Eastern Gaming Association (the group which staged Origins '80) in cooperation with TSR Hobbies, Inc., this major gaming gathering will be held at the Cherry Hill Inn, a professional convention center located in Cherry Hill, N.J. For further information write to Gen Con East, P.O. Box 139, Middletown NJ 07748.

NAWA MINI-CON, July 25 — The North American Wargamers Association will hold this one-day event at the National Guard Armory in Paducah, Ky. Fantasy and science-fiction role playing and a 25mm miniatures painting contest are among the

scheduled events. Pre-registration is \$2.50; \$3 at the door. For more information, contact Charles Sagui, Route 1, Boaz KY 42027.

NANCON 88-IV, July 31-August 2 — “The Midnight Special,” a 100-person, in-costume Nuclear War contest, highlights the fourth running of NANCON. Also scheduled are D&D® events, *RuneQuest*, *DragonQuest*, *Afrika Korps*, science-fiction games, miniatures and many other games, along with a dealer area, seminars and demonstrations. Pre-registration is \$10; \$15 after July 18. For more information, send a self-addressed, stamped envelope to Nan's Game Headquarters, 118 Briargrove Center, 6100 Westheimer, Houston TX 77057 or Nan's Toys and Games, 105 Northoaks Mall, 4611 FM 1960 West, Houston TX 77069.

MAINECON, July 31-Aug.2 — More than 100 game events are scheduled, including military miniatures, D&D games, other fantasy role-playing games, boardgame tournaments and special events. Sponsored by the Maine War Gaming Association, to be held at the Eastland Hotel in Portland, Maine. Pre-registration fee is \$8 for convention admission, plus \$2 per event entered. Registration at the door is \$3 per day plus \$2 per event. For details, contact John Wheeler, MaineCon director, 102 Front Street, Bath ME 04530, phone (207) 443-3711.

5TH ANNUAL BANGOR AREA WARGAMERS CONVENTION, Aug. 8-9 — To be held in the Student Union on the University of Maine campus in Orono, Maine. Registration is \$3 in advance or \$5 at the door. Dormitory lodging is available on campus for

\$9.50, payable in advance only. More information is available from Edward F. Stevens, Jr., 83 N. Main Street, Rockland ME 04841, phone (207) 594-2642.

GEN CON® XIV GAME CONVENTION, Aug. 13-16 — The nation's oldest regular gaming convention, to be held for the fourth straight year at the University of Wisconsin-Parkside between Racine and Kenosha, Wis. The event is sponsored by TSR Hobbies, Inc., with the Parkside Association of Wargamers (PAW) acting as official hosts at the tournament site. For more information, write to Gen Con XIV, P.O. Box 756, Lake Geneva WI 53147.

MASSCON '81, Aug. 22-23 — This event, the third annual, will be held at the University of Massachusetts Campus Center in Amherst, Mass. It is organized by the University of Massachusetts Strategy Games Club. Overnight lodging is available at the convention site at a cost of about \$20. For more information, contact MassCon director Dennis Wang, 11 Dickinson St., Amherst MA 01002.

DunDraClone, Sept. 4-7 — A rescheduled and revised version of DunDraCon VI, originally scheduled to be held last February, which had to be cancelled because of a lack of a large enough facility to house the event. DunDraClone offers all the normal attractions: tournaments, miniatures contests, films, seminars, demonstrations, a large dealer area, and round-the-clock open gaming. The site is the Oakland Airport Hyatt. Admission for the weekend is \$15 by mail or at the door. One-day admissions will also be available at the door. Further details are obtainable by

writing to DunDraCon, Inc., 386 Alcatraz Ave., Oakland CA 94618,

GLASC VI (Greater Los Angeles Simulation Convention), Sept. 4-7 — To be located at the Student Union of California State University in Northridge, Calif. Tournaments, seminars, auctions, free gaming, and a dealer area are among the planned offerings. Pre-registration cost is \$6, admission fee at the door is \$8. Details are available from GLASC secretary L. Daniel, 20550 Wyandotte St., Canoga Park CA 91306.

BABEL CONFERENCE '81, Sept. 25-27 — The third running of this Star Trek/science fiction/fantasy convention will take place at the Holiday Inn East, 3333 28th St. SE, Grand Rapids MI 49506. Tentative plans include an art show, a marathon film festival, and several seminars and panel discussions. Persons wishing to participate in or help organize such events should indicate their desire when first corresponding with BabelCon officials. Registration costs are \$15 for a three-day membership, \$6 for a one-day membership, and \$8 for a supporting membership. To register or request more information, write to Steve Harrison, 1355 Cornell SE, Grand Rapids MI 49506.

URCON, Sept. 25-27 — Dr. Isaac Asimov and L. Sprague de Camp will appear at URCON, a simulation gaming and science-fiction convention scheduled for the University of Rochester in Rochester, N.Y. Tickets are \$8 until Aug. 1; \$10 before Sept. 24; \$12 at the door. Single-day tickets are \$6. For more information, write to URCON, Box 6647 River Station, Rochester NY 14627.

GEN CON® schedule expanded

There will be at least 20 more things happening at the GEN CON® XIV Trade Fair and Convention that weren't on the schedule when the pre-registration brochure was printed several weeks ago. The new events include 12 additional tournaments and eight free seminars. Precise times and places for the new events have not all been determined yet, but that information will be readily available to gamers when they arrive at the convention site. Those who are interested in obtaining more information before the convention can write to GEN CON Coordinator Skip Williams at TSR Hobbies, Inc., P.O. Box 756, Lake Geneva WI 53147. GEN CON XIV will be held Aug. 13-16 at the University of Wisconsin-Parkside, located between Racine and Kenosha, Wis.

The new events are as follows:

Free seminars

A panel discussion on the TOP SECRET™ Espionage Game will feature Merle Rasmussen, the author of the game rules; Mike Carr and Allen Hammack of TSR Hobbies, who developed and edited the rules prior to production of the game; and Jerry Epperson, an associate of Rasmussen's who helped in the original development of the rules.

A seminar on conducting ground combat in *Traveller* will be run by Frank Chadwick of Game Designers' Workshop.

"Meet the Workshop," moderated by Bill Stone of Game Designers' Workshop, is an opportunity for gamers to meet the GDW staff members and ask questions about GDW games.

A seminar on *Source of the Nile* and *Squadron Leader* will be conducted by David Wesely and Ross Maker of Discovery Games, including a demonstration run of *SOTN*.

"Creating a Fantasy World" will be described and discussed by Peter C. Fenlon, designer of The Iron Wind fantasy campaign module produced by Iron Crown Enterprises.

"Making Magic Work in Fantasy Gaming" is another seminar

by Peter Fenlon, which will include a description of a new release from Lion Crown.

Marc W. Miller of GDW, designer of the *Traveller* game system, will conduct a pair of seminars on the game, for basic and advanced players.

Additional tournaments

Trillion Credit Squadron, a *Traveller* competition based on one of GDW's prepared adventures, will be judged by Marc Miller and Loren Wiseman of Game Designers' Workshop.

Ace of Aces, sponsored by Nova Game Designs, principal judge Alfred Leonardi.

Axis and Allies, sponsored by Nova Game Designs, will use all of the game's optional rules. Principal judge for the event is Joseph Angiolillo.

Runes, a new multi-player word game from Eon Products, will be judged by Ned Horn. He will also judge a competition in *Hoax*, another new release from Eon.

Quirks, yet another Eon Products game, will be judged by Bill Eberle.

"Valley of Death," gladiatorial combat based on fantasy figures from Castle Creations, will be judged by Larry Connor.

OK Corral, sponsored by Discovery Games, principal judge David Wesely.

The *Arms Law* combat system from Iron Crown Enterprises will be used as the basis for a competition to be judged by Peter C. Fenlon.

Manassas, sponsored by Iron Crown Enterprises, principal judge Richard H. Britton.

"Vaag Moor," a role-playing event using a simplified version of the *Arms Law* system, will be judged by Peter C. Fenlon.

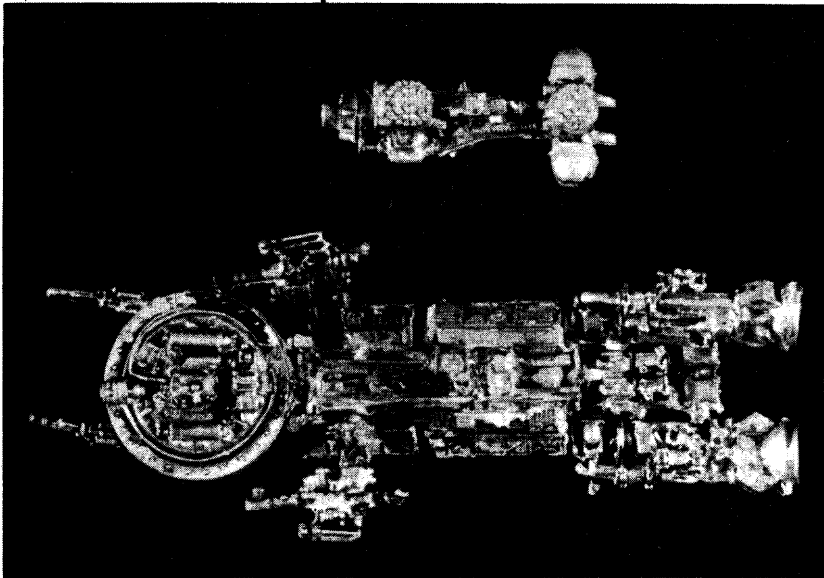
Knights and Berserkers and Legerdemain Fantasy Tournament, sponsored by Kabal Gaming Systems, principal judge Ernest T. Hams.

Figuratively Speaking

Reviews by Bill Fawcett
Photography by
Kathy O'Donnell

VALIANT MINIATURES

Stardate 3000 starship models



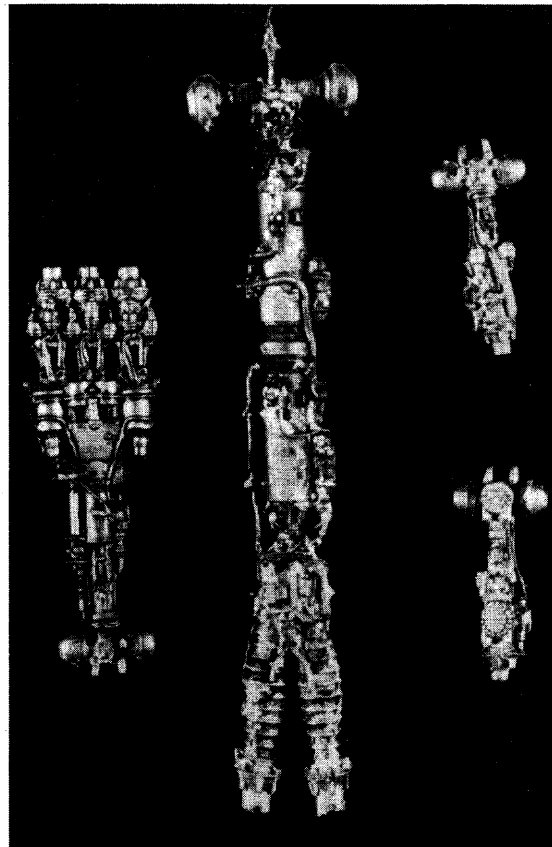
Prop: 6 Det: 7-8
Anim: 7 Tech: 7-8

This line of starships contains more than 20 different types in two fleets (Terran and alien, of course). They are generally original in design, with only a passing resemblance to *Star Trek* and *Star Wars*-style ships.

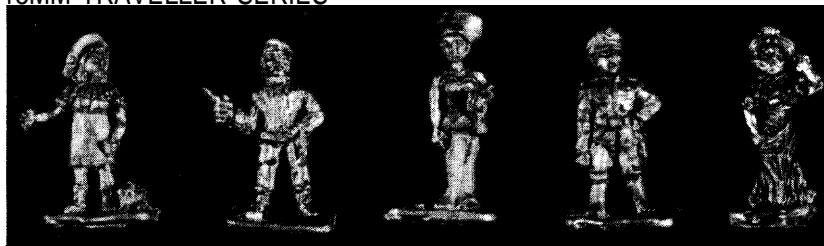
The larger ships come with some of the parts unattached, enabling

the owner to customize a fleet while it is being built. No scale is given, but the ships seem to be compatible with those in the Superior line (see *facing page*).

The Valiant line has been available for some time, meaning that a good variety of sizes and types are offered. The detail is well done, castings are generally clean, and the parts fit together properly.



MARTIAN METALS 15MM TRAVELLER SERIES

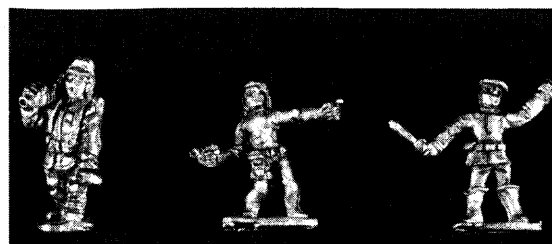


Prop: 6 Det: 4-6
Anim: 5 Tech: 6

These two sets (2011, 2012) are made up of non-armored military and civilian figures. A few illustrate historical types, and one figure bears a strong resemblance to the rebels in *The Empire Strikes Back*.

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.

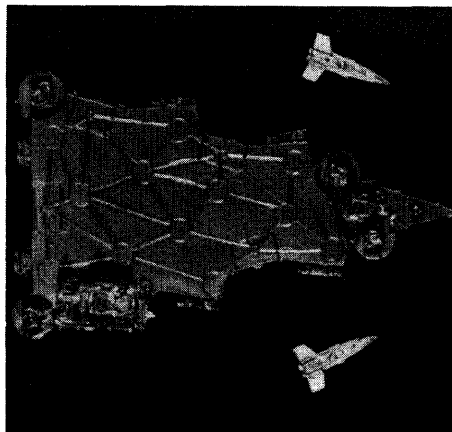


We show 'em, they sell 'em

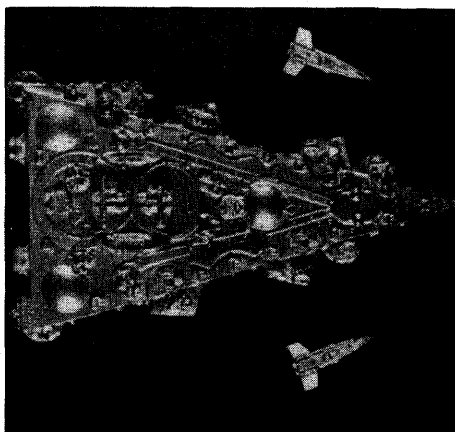
Figuratively Speaking has received many letters from readers who are interested in purchasing some of the miniatures they've seen reviewed on these pages. That sort of interest is greatly appreciated, but unfortunately *Figuratively Speaking* cannot provide information for buyers, such as addresses of manufacturers or dealers through whom the figures can be obtained.

Those who want to contact a figure manufacturer are encouraged to look through advertisements in this and other magazines to get their addresses. Your local hobby shop is also a good source for this information.

SUPERIOR MODELS Starships



Carrier (top)



Carrier (bottom)

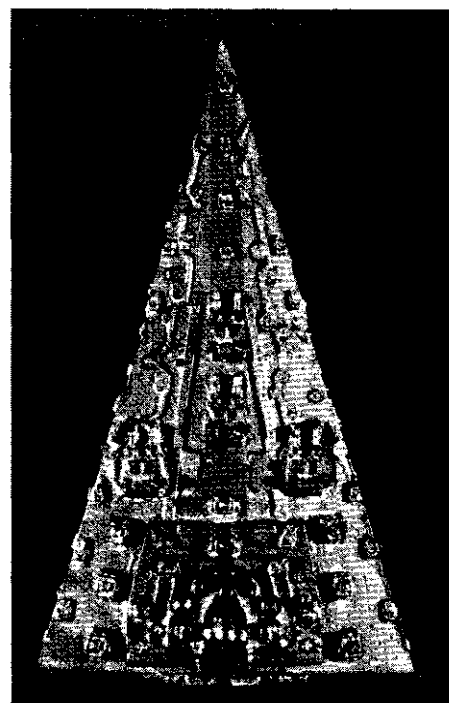
Superior's line of starships is divided into five fleets, each fleet containing 10 or more different ship types, most of which have counterparts in each fleet. The types range from the small fighters (12 for \$4.00) to the massive Galactic Dreadnoughts (\$7.00 each). A modular space station is also available.

Shown above are ships of the Terran Federation. As is typical of Superior models, the castings are very clean, and the ships have a great amount of detail. The Terran ships are obviously drawn from Star Wars ship types, and these figures beg to be used with any rules which recreate the battles from those movies.

The other fleets (Entomalian, Avarian, Aquarian, and Carnivorian) have a great diversity in styling, making the members of each fleet stand out from one another.

Superior says the ships are suitable for use in scales from 1:1200 to 1:9600, but comparative figures are rather irrelevant since the ships really only match with others in the same line anyway. Based on the size of the turrets and other details, an "actual" scale somewhere in the middle of this wide range is probably accurate.

If this line has a "weakness," it is that the bottoms of the ships are just as well detailed as the tops. Since the ships



Dreadnought

don't have bases, they must rest on their bottoms if they are used in play, and regular use in this manner is bound to scratch the paint on the underside.

A set of rules, low to moderate in complexity, is also offered by Superior, including suggested values for the weaponry, defenses, and other attributes of the ships of each of the five Empires.

FASA The I.S.C.V. King Richard I.S.C.V. King Richard



To the delight of most *Traveller* players, several companies are now offering floor plans and deck plans for ships, bases, asteroids and the like for use with the 15mm *Traveller* figures from Martian Metals.

The Imperial Starship Commercial Vessel *King Richard* is an offering of

this sort from FASA. The plans for this luxury liner include 21 different, very detailed deck plans and an eight-page booklet of descriptions and explanations.

(Editor's note: Two other FASA products, *Tethys* and *Fenris*, are reviewed on page 79 of this issue.)

Plastic figures allowed in Gen Con Open contest

In response to many requests, plastic figures will now be permitted as entries in the Great Gen Con Miniatures Open. The competition will be conducted during the GEN CON® XIV Convention Aug. 13-16 at the University of Wisconsin-Parkside, with the actual judging and awarding of prizes scheduled to take place on Saturday, Aug. 15.

So far, the list of prize contributors includes Floquil-Polly S Color Corp., Ral Partha, Heritage U.S.A., Dragon Publishing, Minifigs, TSR Hobbies, Superior Models, GHQ, Tekla Fineline Brushes, Grenadier Models, Valiant Enterprises, Fantasy Modeling magazine, Martian Metals, Tom Loback General Artworks, The House of the Seven Dragons, and Citadel Miniatures. More than \$1,500 in merchandise, gift certificates and other prizes will be given out.

According to contest coordinator Kim Eastland, all entries must be registered by 3 p.m. Saturday, Aug. 15, and judging will take place at that time. Winners will be announced at 5:30 p.m. that day at the display area in the Physical Education building — and prize winners *must* be present to receive their awards or the prize will be awarded to the next highest finisher.

Contest judges will include Phil Stearns, editor of *Fantasy Modeling* magazine; Dave Sutherland, vice president of design and graphics at TSR Hobbies; Bill Fawcett, the author of *Figurative/y Speaking*; Mike Lang, winner of "Best of Show" in the painting contest at GEN CON XII; and Eastland. Persons needing more information about the competition should contact Eastland at 1801 11th Ave., Apt. 3, Moline IL 61265.

THE ELECTRIC EYE

COMPUTER TECHNOLOGY AND TERMINOLOGY

by Mark Herro

This month's edition of *The Electric Eye* has less to do with computers than it does with the people who operate them. The questionnaire below is an opportunity for readers of the column to describe themselves, their likes and their dislikes, and what they want in the way of articles about computer games and the use of computers in gaming.

Responding to the questionnaire will take a few minutes of time and a few cents in postage. Fill out this page, or make a photocopy or a handwritten or typewritten facsimile, and return

it to The Electric Eye, c/o DRAGON magazine, P.O. Box 110, take Geneva WI 53147. Also, readers are encouraged to offer particular comments and criticisms which are not covered by the questions asked here. Suggestions for future columns, gripes, and general comments can be written out on a separate sheet.

In order for *The Electric Eye* to serve its readers as well as possible, it's important for those readers to speak out about what they want and don't want to see. Now's your chance!

(Circle all answers that apply)

- Sex: Male Female
- Age bracket:

Under 15	19 to 22	30 to 44
15 to 18	23 to 29	45 and over
- Education (highest attained):

High school or less	College graduate
Some college	Post-graduate
- Profession or occupation:

Student	Technical
Professional	Engineering
Government	Business
Education	Other (_____)
- What computer(s) do you own or have regular access to? Write in amount of RAM.

None	
Apple- II	North Star
Apple- II+	Atari 400
Apple- III	Atari 800
"Old" PET	APF Imagination Machine
"New" PET/CBM	OSI Challenger
CBM "VIC"	Sinclair ZX80
TRS-80 Model I	Exidy Sorcerer
TRS-80 Model II	Heath/Zenith
TRS-80 Model III	S-100 business, any kind
TRS - color	Other (_____)
TRS - pocket	
- How long have you had a computer?

Less than 6 months	One to three years
6 months to a year	Over three years
- How many peripherals do you have?

Cassettes	Printer(s)
Mini-discs	Modems
Big disks	Joysticks/paddles
Others (_____)	
- How much have you spent on software?

Less than \$100	\$100 to \$249
\$250 to \$500	More than \$500
- Do you do your own programming?

Very little; mostly buy programs
Copy from magazines & books
Most of the time All of the time
- Do you have a programmable calculator?

Yes (_____)	No
-------------	----
- Rate from 1 (best) to 6 (worst) the contents of *The Electric Eye*:

— Program reviews	— Program listings
— Calculator topics	— Instruction
— General topics	— Gaming topics
- What do you want to see more of in the future in *The Electric Eye*?

Computer programs	Program reviews
Calculator topics	Electronic games
General topics	Arcade games
Gaming topics	Industry news

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The RASMUSSEN Files

College courses and Vital statistics

TOP SECRET

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by Merle M. Rasmussen

SECURITY CLEARANCE: One in all bureaus, especially Technical.

BEGIN MESSAGE

TO: Operatives and participants of the TOP SECRET™ game, especially the first 30,890 recruits.

BY AUTHORITY OF: Merle Rasmussen, Director of Administrations.

PURPOSE: To give examples of courses which could appear in the Espionage College Course Handbook and to add new details to the agent's personal traits.

MESSAGE: The following course descriptions are excerpts from the Espionage College Course Handbook.

Keep in mind, as with anything that appears outside the TOP SECRET rulebook, that these suggestions are authorized, but are not official TOP SECRET policy. Your organization or administration may adopt any or all of these courses into its educational program. Although the courses are extremely expensive and time-consuming, the costs in time and money should not be reduced. This will force agents to come in out of active field duty, actually learn a new skill (or polish up an old one), and earn credit for the course. Agents never know when they may need that bit of expertise later in their career.

Completing a course permits the agent, his or her operator, and his or her Administrator to know exactly what that agent can perform in the time of duty. Specific learned abilities and mastered Areas of Specialization should be listed on the agent's dossier. Some Espionage College courses not listed below may appear in later issues of DRAGON magazine. Further course descriptions designed by you, the agent in the field, should be submitted to this magazine at your earliest convenience. Such submissions will aid other Administrators compiling Course Handbooks throughout the world. Your consideration will be appreciated, and may even bring you financial remuneration from the publishers of DRAGON magazine.

ASSASSINATION BUREAU COURSES

Course: Boxing

Cost: \$4,000

Time: 4 weeks

Prerequisite: Knowledge 60+, Physical Education AOK 75+, or Military Science AOK 75+.

Areas of specialization: None.

Ability acquired: The use of boxing. Physical Strength +(1-10) and Willpower +(1-10).

Area of Knowledge increase: Physical Education +25 +(1-10), Military Science +25 +(1-10).

Credit: 50 Experience Points.

Course: Demolition with Explosives

Cost: \$11,000

Time: 5 weeks

Prerequisite: Coordination 75+.

Areas of specialization: Buildings; Bridges and Trestles; Tunnels and Arches; Towers and Aerials; Roads and Rails; Vehicles; and Miscellaneous Structures.

Ability acquired: Given dynamite, blasting cap, a plastic explosive, a thermite bomb, or a grenade, plus the necessary wiring and/or fuse materials and ignition mechanisms, the agent will be able to explode any device in the position required 95% of the time. Given sufficient explosives and time, the agent will be able to demolish a particular type of structure 85% of the time.

Area of Knowledge increases: Military Science +25 +(1-10), Construction Engineering +25 +(1-10).

Credit: 110 Experience Points.

Course: Judo

Cost: \$5,000

Time: 6 weeks

Prerequisite: Knowledge 85+, Physical Education AOK 100+, Military Science AOK 75+.

Areas of specialization: None.

Ability acquired: Use of judo. Physical Strength +(1-10), Willpower +(1-10).

Area of Knowledge increases: Physical Education +20 +(1-10), Military Science +20 +(1-10).

Credit: 70 Experience Points.

Course: Karate

Cost: \$8,000

Time: 8 weeks

Prerequisite: Knowledge 110+, Physical Education AOK 125+, Military Science AOK 100+.

Areas of specialization: None.

Ability acquired: Use of karate. Physical Strength +(1-10), Willpower +(1-10).

Area of Knowledge increases: The agent will gain from 1-10 points in each of these Areas of Knowledge (each determined separately): Physical Education, Military Science, Medicine/Physiology, and Psychology.

Credit: 110 Experience Points.

Course: Projectile Weapons Practice

Cost: \$1,000 per week

Time: 1 to 10 weeks (agent's option, announced in advance)

Prerequisite: Physical Strength, Knowledge, Courage, and Coordination all 35+.

Areas of specialization: Pistols; Carbines and Assault Rifles; Submachine Guns; Rifles; Shotguns; Bows and Crossbows; Blow, Air and Dart Guns; Flamethrowers; Spear; and Miscellaneous Projectile Weapons.

Ability acquired: Given a particular type of projectile weapon that operates properly, the agent will be able to increase his or her Hit Determination Modifier. The amount of improvement will be 1-10 points per week of practice with that particular type of weapon only. For example, if an agent took a class in Pistols for 5 weeks, that agent's Hit Determination Modifier for pistols only would be +(5-50).

Area of Knowledge increase: Military Science +(1-10).

Credit: 140 Experience Points.

Course: Wrestling

Cost: \$3,000

Time: 2 weeks

Prerequisite: Knowledge 35+, Physical Education AOK 50+, Military Science 25+.

Areas of specialization: None.

Ability acquired: Use of wrestling. Physical Strength +(1-10), Willpower +(1-10).

Area of Knowledge increases: Physical Education +25 +(1-10), Military Science +25 +(1-10).

Credit: 40 Experience Points.

CONFISCATION BUREAU COURSES

Course: Animal Handling & Riding

Cost: \$5,000

Time: 5 weeks

Prerequisite: Knowledge 35+, Courage 35+, Animal Science AOK and Biology/Biochemistry AOK both 45+.

Areas of specialization: Any single genus of semi-intelligent animal life. This includes cattle, horses, dogs, cats, elephants, ostriches, camels, reindeer, alligators, crocodiles, falcons, llamas, porpoises, and apes. This does not include most birds, reptiles, fish, and invertebrates.

Ability acquired: Given six or less particular domesticated animals, the agent will be able to keep them from attacking 75% of the time. Given six or less particular wild animals, the chance of stopping them from attacking is 25%. Given six or less guard animals, the agent should subtract 50 from the die roll for the animal guard reaction table. Given a particular type of domesticated animal capable of carrying a human, an agent will be

able to ride the creature 75% of the time. The agent has a 50% chance that a particular type of domesticated animal can be loaded and used as a pack animal. Roll once a day for each animal handled or ridden. Increase Courage and Physical Strength by 1-10 each.

Area of Knowledge increase: Animal Science +(1-10).

Credit: 70 Experience Points.

Course: Driver Training

cost: \$11,000

Time: 9 weeks

Prerequisite: Coordination, Courage, and Knowledge each 75+, Transportation Engineering AOK 50+.

Areas of specialization: Automobiles; Specialty Vehicles; Two-Wheel Vehicles; Large Vehicles (See Vehicle Movement Rate Table).

Ability acquired: Given a particular type of land vehicle capable of being driven, the agent will be able to start, drive, and stop the vehicle safely each with a 95% chance of success. Difficult maneuvers such as driving backwards, driving on two wheels, jumping chasms, spinning sideways, and crashing safely are dependent upon the vehicle's ability to perform the feat modified by one half the agent's Offense. For example, there is a 10% chance that an agent's snowmobile can jump the crevasse. The

agent's Offense is 96, so the chance for the agent to safely jump the crevasse is $48 + 10 = 58\%$.

Note: The vehicle must be physically able to perform the stunt. The agent's additional value is for safety. A vehicle may perform the stunt but the agent may be injured. Increase Courage 1-10.

Area of Knowledge Increase: Transportation Engineering, Military Science, and Physical Education all +(1-10).

Credit: 130 Experience Points

Course: Marine Vehicles

Cost: \$11,000

Time: 8 weeks

Prerequisite: Coordination, Courage, and Knowledge each 75+, Transportation Engineering AOK 50+.

Areas of specialization: Person-Powered Vehicles (PPV's include canoes, rafts, rowboats, gondolas, and kayaks); Small Sailing Vessels; Small Motorized Craft (includes speedboats, small hydrofoils, motorized ski-craft, and airboats for swamps); Small Submarine and Amphibious craft (includes 1-4 person subs, open and closed cockpit); Medium-sized Sailing Vessels; Medium-sized Motorized Vessels (includes yachts and medium-sized hydrofoils).

Ability acquired: Given a particular type of vehicle capable of being piloted, the agent will be able to start, maneuver,

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FS58	Innkeeper's Wife98
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FS60	Villager98
FS61	Villager's Wife98
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FS64	Money Lender98



FS27



FS5



FS2



FS19



FS28



FS16

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dock, and if possible, submerge or surface the craft safely, each with a 95% chance of success. For difficult and stunt maneuvers such as jumping land or capsize safely, see the "Ability acquired" section of Driver Training. Increase Courage 1-10.

Area of Knowledge increases: Transportation Engineering, Military Science, and Physical Education all +(1-10).

Credit: 130 Experience Points.

Course: Pilot Training

Cost: \$12,000

Time: 10 weeks

Prerequisite: Coordination, Courage, and Knowledge each 75+, Transportation Engineering AOK and Aeronautical Engineering AOK each 75+.

Areas of specialization: Helicopters/Gyrocopters; Small Propeller Aircraft; Small Jet Aircraft (includes 1-person jetpack); Large Propeller Aircraft (includes gliders, balloons, and hang gliders). Large jets and dirigibles require specialists to pilot them.

Ability acquired: Given a particular type of vehicle capable of flight, an agent will be able to take off, fly, and land safely, each with an 85% chance of success. For difficult and stunt maneuvers such as barnstorming, power driving, looping; stalling, or flying upside down safely, see the "Ability acquired" section of Driver Training. Increase Courage 1-10.

Area of Knowledge increases: Aeronautical Engineering and Transportation Engineering each +(2 x (1-10)).

Credit: 150 Experience Points.

INVESTIGATION BUREAU COURSES

Course: Disguises

Cost: \$9,000

Time: 4 weeks

Prerequisite: Knowledge 35+, Arts & Crafts AOK, Fine Arts AOK, and Home Economics AOK each 50+.

Areas of specialization: Cosmetics; Costuming.

Ability acquired: After specializing in Cosmetics, an agent given the necessary materials will be able to disguise any

face beyond recognition 85% of the time. Disguising animals or parts of the human body other than the face has a 90% chance of success. An agent specializing in Costuming, given the necessary time and materials, will be able to reproduce or modify any costume or uniform, which will pass unnoticed as an imitation 95% of the time.

Area of Knowledge increases: Arts & Crafts, Fine Arts, and Home Economics each +(1-10).

Credit: 60 Experience Points.

Course: Elint (Electronic Intelligence)

Cost: \$11,000

Time: 8 weeks

Prerequisite: Knowledge, Courage, and Coordination each 50+. Electrical Engineering AOK, Law AOK, and Military Science AOK each 50+.

Areas of specialization: None.

Ability acquired: Given the necessary electronic surveillance and detection equipment, the agent can operate it 16 out of 24 hours a day with 95% efficiency. The agent will be able to install and remove electronic equipment undetectable to the eye 90% of the time. This ability includes the use of wireless mikes, phone taps, drop mikes, and de-bugging equipment. This ability does not include photography, radio operation, or computer tie-ins. Increase Willpower 1-10.

Area of Knowledge increases: Electrical Engineering, Law, and Military Science each +(1-10).

Credit: 90 Experience Points.

Course: Languages & Culture

Cost: \$1,000 per week

Time: 1-19 weeks (agent's choice, announced in advance)

Prerequisite: Knowledge 75+, Charm 50+. Agriculture AOK, Architecture AOK, Economics AOK, Education AOK, Fine Arts AOK, Geography AOK, Law AOK, Literature AOK, Medicine AOK, Political Science AOK, Psychology AOK, Religion AOK, Social Sciences AOK, World History AOK all 50+. No courses may be taken in conjunction with this one.

Area of specialization: A specific language. (See Appendix Three: Major Languages of the World) Languages include sign, Braille, and lip reading discussed later in this article under Vital Statistics. Only one language may be taken at a time.

Ability acquired: For each week of education in a particular language and culture selected by the agent in advance, that agent will learn enough to speak and act like the natives of that culture with 1-5% authenticity per week. The most an agent can learn is to within 95% authenticity, but that may take 19 weeks or more. The authenticity percentage is equivalent to the agent's fluency in that language and may exceed the agent's native fluency rating. The agent may take the Language & Culture class to improve his or her native fluency rating. Knowledge and Charm are increased by 1-10, no matter which language is taken.

Area of Knowledge increases: All Areas of Knowledge listed under Prerequisite are increased by 1-10.

Credit: 200 Experience Points.

Course: Mountain Climbing & Wall Scaling

Cost: \$7,000

Time: 4 weeks

Prerequisite: Physical Strength and Coordination each 50+, Willpower 75+.

Areas of specialization: None.

Ability acquired: Given the proper climbing equipment, the agent will be able to scale any incline 85% of the time per attempt. The agent will be able to descend any incline 95% of the time safely. Safety rolls should be made every 100 feet of movement up, down, or across the incline. Slick or rocky surfaces and belaying should always be considered by the Administrator during a climb. Increase Physical Strength 1-10.

Area of Knowledge increases: Ecology, Geology, Military Science, and Physical Education each increased 1-10.

Credit: 50 Experience Points.

Course: Parachuting

Cost: \$9,000

Time: 4 weeks

Prerequisite: Physical Strength and Willpower each 25+, Courage 75+.

Areas of specialization: None.

Ability acquired: Given the proper parachute equipment, the agent can jump from an airborne vehicle above 2,500 feet and land safely 85% of the time, within 1 foot of the target for each 100 feet of altitude fallen with the parachute open. Roll for the, direction off target. High-altitude skydives, acrobatic maneuvers, and jumps from less than 1,000 feet reduce the safety factor of 85% by a value equal to 150 minus the agent's coordination. Unsafe landings with the parachute

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open will cause 1-20 points of damage. If the parachute fails to open, see the results for Thrown from a Height on the Execution Table. Increase Courage 1-10.

Area of Knowledge increases: Military Science and Physical Education each increased 1-10.

Credit: 60 Experience Points.

Course: Scuba Diving

Cost: \$8,000

Time: 4 weeks

Prerequisite: Physical Strength 50+, Willpower 75+.

Areas of specialization: None.

Ability acquired: Given the proper scuba diving equipment, the agent will be able to dive to a maximum depth of 151-250 (150 +(1-100)) feet and swim a distance of 5,001-6,000 (5000 +(1-1000)) feet 85% of the time safely. An agent will be able to hold his or her breath for a number of seconds equal to his Willpower. Increase Physical Strength and Willpower each 1-10.

Area of Knowledge increases: Military Science and Physical Education each +(1-10).

Credit: 60 Experience Points.

VITAL STATISTICS

The following optional rules are presented to further "flesh out" player and non-player characters. These rules deal with weight, blood type, and visual and auditory acuity.

Weight: The base weight for females is 135 pounds, for males 160 pounds. For variations in weight, use this table:

Percentile dice roll	Base weight change
01-03	Subtract 35 pounds
04-09	Subtract 28 pounds
10-17	Subtract 21 pounds
18-28	Subtract 14 pounds
29-42	Subtract 7 pounds
43-58	No weight change
59-72	Add 10 pounds
73-83	Add 20 pounds
84-91	Add 30 pounds
92-97	Add 40 pounds
98-00	Add 50 pounds

Blood type: There are two factors to be considered when determining blood type: blood group and Rh factor. To determine blood group, roll three percentile dice and refer to this table:

Dice roll	Blood group
001 -425	Group O
426-850	Group A
851-955	Group B
956-000	Group AB

To determine Rh factor, roll percentile dice and refer to this table:

Dice roll	Rh factor
01-85	Positive
86-00	Negative

Donor and recipient compatibility Group	Can give blood to groups	Can receive blood from groups
O(universal donor)	O, A, B, AB	O
A	A, AB	O, A
B	B, AB	O, B
AB(universal recipient)	AB	O, A, B, AB
Rh positive	Rh positive	Rh positive
Rh negative	Rh negative	Rh negative

The chance of being blood type O positive is 36.125%. The chance of being AB negative is 0.675%. This is very rare blood, possibly valuable to a person of this blood type if his blood is needed for another person of the same blood type. However, it could be a liability, should that same person need the services of a donor and one cannot be located.

Visual acuity: Five percent of all characters may be color-blind. A color-blind agent/character should have his Coordination reduced by 1-5%.

Auditory acuity: Five percent of all characters may be hard of hearing. Reduce Charm and Coordination by 1-10% each and increase Courage by 1-10%. Sign language may never be a native language, but may serve as an additional language usable only when contacts are within short range. It should be listed directly after a spoken language, for example: 1. (Native) English 2. English (sign) 3. French 4. French (sign).

Lip reading is only possible after learning to speak or sign a language, even a native language. A deaf child learns a language by reading lips, signing, or both. A character must know a language before he or she can read lips in that language. The "languages known" list should include lip-read languages due to the training involved, and should be indicated as follows: 1. (Native) English 2. English (sign) 3. English (lips read) 4. French 5. French (lips read).

The speaker's lips must be at short range and the speaker's face must be visible at least in profile, if not in full view. One need not be hard of hearing to learn sign language or to read lips. Remember, just because you are out of earshot doesn't mean you can't communicate. Even though you can read lips doesn't mean the other person can, too. Binoculars and scopes can bring speakers into short range. Divide the distance from the speaker by the power of the scope.

It is assumed that if you can speak, sign, or lip-read a language, you can write and read it, too. If you want to be literate in Braille you must designate it as an additional language after you've mastered one. It is listed as follows: 1. (Native) English 2. English (Braille read). It is assumed that if you can read Braille with your fingertips you can also sight-read it. There may be times when such skills may prove invaluable, like in a dark elevator or if you are blindfolded or injured so you can't see. Some languages may not have developed Braille alphabets such as Chinese, Hebrew, or ancient Egyptian. In these cases, even raised hieroglyphics may be impossible to read by touch. An agent should stick to Indo-European languages used by a great many people.

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Dragon's Bestiary

Dark Dwellers

Created by Mark Cummings

FREQUENCY: *Very rare*
NO. APPEARING: *2-24 in large lairs; 1-8 wandering or in small lairs*
ARMOR CLASS: -4
MOVE: 12"
HIT DICE: 9-14
% IN LAIR: 80%
TREASURE TYPE: *V, W in large lairs; G in small lairs; nothing on individuals*
NO. OF ATTACKS: *3 (claw, claw, bite) or 1 (by weapon)*
DAMAGE/ATTACK: *1-6/1-6/1-8 or by weapon type*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Regeneration*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average to high*
ALIGNMENT: *Lawful evil*
SIZE: *L (9' + tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Dark Dwellers are much like trolls in appearance, lending support to the theory that the two species are distant relatives. Dark Dwellers (also known as subterranean trolls) have the general physical characteristics of trolls, including regeneration, but are physically different in some respects and vastly different in overall intelligence and basic behavior.

They are bigger and stronger than trolls, and the warriors almost always (90%) wear plate armor. They are lawful evil instead of chaotic evil in alignment.

Dark Dwellers are excellent miners and smiths. They have the following special abilities:

—All of the mining skills possessed by dwarves, according to the AD&D™ Players Handbook.

—The ability to construct secret doors that are only detectable 8% of the time by elves, and then only if they are actively seeking them. Men detect them only 4% of the time when searching for them. A sword or another magical device with the ability to detect secret doors will detect them only 33% of the time. Multiple searches of the same area are allowed.

—The ability to construct mechanical traps that will only be detected 75% of the time by a sword or a *Find Traps* spell. *True Seeing* will reveal them 80% of the time. Thieves find/remove such traps at



a -20% to the score they normally need to be successful.

—The ability to construct their own arms and armor.

Dark Dwellers are very strong. Males have a minimum Strength of 19, enabling them to attack at +4, and to do an additional 8 points of damage per hit with their favorite weapon, a great sword. Their strength allows them to wear plate mail of unusual thickness and to carry great shields, which gives them an effective armor class of -4. Females have strengths of 17-18, with "to hit" and damage bonuses accordingly reduced, and do not bear such heavy armor and shield (AC 0). Males and females are equally ferocious, but the females have 9-11 hit dice while males have 12-14 hit dice each.

The main weakness of subterranean trolls is their inability to withstand bright lights. Full exposure to the light of the

sun will blind. *Light* and *Continual light* spells cause them to lose their +4-to-hit bonus. However, they will not flee from light spells, and only true sunlight will blind them.

Dark Dwellers share a communal lifestyle. In a small lair, all of the inhabitants will be adults. In a large lair, one third of the creatures present will be young. They will function as regular trolls with regard to melee, etc.

Subterranean trolls are very greedy. They live in their extensive, hard-to-find underground tunnels, venturing forth at night to raid and hunt for food. Their superior infravision (150') combines with their excellent sense of smell to make them formidable hunters. Mainly carnivorous, they will eat any kind of flesh. They live for about 200 years and have a very low rate of reproduction.

Their favorite tactic is to build a lair near a populated area. The advance

team will consist of 2-12 adults. They will avoid the inhabitants of the area in an effort to expand the lair until it is large enough for the rest of the tribe to come and join them. Then they will begin a campaign of terror and destruction, living off the inhabitants and their livestock until the inhabitants drive them off (rarely) or until the inhabitants are killed off or driven out. They will then live off the game in that area while a new advance team seeks a new area to raid.

Subterranean trolls have one more ability that makes them even more fearful: the ability to domesticate the Antrodemus dinosaur as a beast of burden and as a war mount. Since Dark Dwellers must raid at night, they use these beasts

to increase the range of their raids. There is a 33% chance that a large lair will contain 1-20 of these beasts.

The lair of a group of Dwellers will always be more extensive than the group needs. It may consist of many levels; subterranean trolls love to mine for the sake of mining.

All of the group's treasure will always be kept in one central location that is well concealed and well trapped. A lair will always have more than one entrance, and these will be hard to find. There is a 1% chance to find such an entrance in an all-day search of five square miles, per every 20 men involved in the search. Additional bonuses to the chance of finding the entrance are as follows:

— Each additional day of search of the same area, plus 5%.

— Each Ranger or Druid involved in a search adds 2%; each elf adds 1%.

— If the lair contains Antrodemus dinosaurs, add an additional 10%.

Subterranean trolls will sometimes build small lairs with only one or two entrances to use when raiding areas that are more than one night's journey away from the main lair. When Dark Dwellers leave an area, other creatures may move into their abandoned nests, bringing their own treasure with them. In this way, many networks of underground tunnels and chambers have been formed for adventurers to loot and die in.

Pirahna Bats

Created by David Dougher

FREQUENCY: *Very Rare*
 NO. APPEARING: 10-300
 ARMOR CLASS: 5
 MOVE: 48"
 HIT DICE: 1 hit point plus special
 (see below)
 % IN LAIR: 100%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: S (6" long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

Pirahna bats have an appearance much like that of normal bats in most aspects, but possess relatively large, distended jaws filled with razor-sharp teeth. They are found in swarms of various sizes inside caves and caverns or in other large enclosed areas such as a chamber in a castle or dungeon. They will be sleeping 30% of the time when encountered, but there is only a 10% chance that a sleeping swarm will not be awakened by the presence of other beings or the noise the intruders create. Their movement, like that of normal bats, is guided by a sonar-like sense which enables them to fly and attack with accuracy even in total darkness.

Pirahna bats' most distinctive characteristic is their ability to increase their strength when attacking in a swarm. Although each individual bat has only one hit point and thus (if attacking as an individual) only attacks as a monster of one hit die, a swarm will attack with an effective hit-dice number equal to the number

of bats in the swarm divided by four (round down). For instance, a swarm of 25 bats attacking all at once will score a successful hit as if the swarm were a monster of 6 hit dice. In no case will more than 30 bats attack as a swarm against a single target at one time, and only one swarm can attack a single target at one time.

When a swarm scores a successful hit, it is assumed that only one-fourth of the bats participating in the attack will actually hit the target (the other three-fourths serving to confuse the opponent). Thus, a swarm will always score a number of points of damage equal to the effective hit-dice number it used to determine whether or not a hit was made; a swarm of 25 bats, if it hits, will do 6 points of damage, and a swarm of 30 (the maximum possible in one attack) will do 7 points of damage if the attack succeeds. Whenever combat or other circumstances reduce the number of Jive pirahna bats to less than 10 (the minimum which may be initially encountered), the remaining animals will attack as individuals with one hit die each.

The "combining" ability does not apply on defense; an opponent who scores a hit will kill a number of bats equal to the number of points of damage in that attack. Bats which survive an opponent's attack may not attack again themselves until the second round following the first attack, because the bats will take one round to turn and dive on the target again. Surviving bats from two or more swarms may combine into one larger swarm for subsequent attacks, as long as the maximum of 30 bats per attacking swarm is not exceeded. The number of bats which form into one swarm at any given time can be determined randomly or at the discretion of the DM.

Although pirahna bats generally possess standard magic resistance, they are especially susceptible to Sleep and Slow spells. Sleep will affect twice the usual number of victims, and Slow will affect a

number of bats equal to the level of the caster multiplied by two, with those affected by the spell dropping to armor class 10 for the duration.

Pirahna bats do not like the effects of a *Continual light* spell or any spell which creates flame, and when confronted with such magic will usually flee. However, Light spells or the flame from a normal torch will usually only infuriate them and cause them to attack at once.

As the "pirahna" part of their name indicates, these creatures are particularly vicious and they become frenzied after blood is drawn. There is a 50% chance that all surviving bats in a swarm will converge on a target which has been rendered dead or immobile, forsaking all other possible opponents and proceeding to strip all the flesh from a "sitting duck" unless the swarm is opposed in this attempt. This 50% chance should be rolled for once every other round until the bats do converge on the stationary target or until the issue is resolved in some other fashion.

For every 30 bats encountered, there is a 5% chance that one of them will be vampiric and (as per the procedure outlined above) a 25% chance that one of the bats which actually bites an opponent will be the vampiric one.

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Schardenzar's story

by Glenn Rahman

According to Minarian folklore, the planet-rending catastrophe called the great Cataclysm was caused by a war between the divine tribes of heaven. After much of heaven and earth was destroyed, the Father of the gods demanded that his children cease their conflict. Of all the godly tribes, only two defied the Father's injunction — the Goligo Favre and the Ta-Botann.

The continuing struggle between these two groups caused the Father of the gods to lose patience. He deprived them of their most destructive weapons and released the four winds upon them. The disobedient tribes were swept out of heaven and plummeted to the mortal realm. The Ta-Botann fell the farthest, to the rocks and soil and subterranean darkness. The Goligo Favre, less weighted down by sin, were caught in the clouds, the vegetation, the rivers, the lakes and the seas.

The tribes learned nothing from their fall and continued their feud in Minaria. The mortal survivors of the Cataclysm beheld these fallen gods and identified them with the fairies of lore. The Goligo Favre were not always hostile to men and so were called the "Noble Folk." But the Ta-Botann despised their mortal neighbors and harried them spitefully. Men feared their haunts and named them the "Night Eyes."

While men, elves, trolls and other mortal races were few, the Goligo Favre and the Ta-Botann ruled fairy kingdoms of unearthly loveliness. But as Minaria's mortal population grew and the fairies felt themselves encroached and spied

upon, they withdrew to secluded woods, lakes and islands and concealed their palaces behind magical illusions. Thereafter, men beheld only wasteland or empty water where, in fact, the spires and temples of immortal beings, loomed majestically.

According to Tein of Tadat's biography, *Schardenzar the Wizard*, there lived during the reign of Egalon of Muetar a certain Count Renen. One night, while returning from a stag hunt, the nobleman saw the lights of a very large house. He was intrigued, because he had believed this bank of the River Deep to be uninhabited, and the count turned his mount toward the mansion. Reining next to a window, Renen saw a large company of ladies dancing within. They were exceedingly beautiful.

At the sight of one maiden, who excelled all others in grace and charm, the nobleman was inflamed with love. Dismounting, he opened the door and rushed inside. He seized the maiden who was the object of his passion while the other dancers assailed him, using their teeth and fingernails. But Renen was strong and swift. Escaping from his assailants and winning free, he threw his lovely captive over his saddle and galloped away.

For five whole days after Renen and the maiden arrived at his manor house, no persuasion could draw a word out of the fairy maid. Finally, on the sixth, she broke her silence, saying: "My name is Sira. Happily will I wed you, dear Count, and may the Goligo Favre bless you with vigor, joy and plenty as long as you tell no one that I am a lady of the river."

Count Renen agreed to the condition

and the couple spent many happy years together. Seven sons and daughters were born to the Count and Countess. The youngest child, a son, was named Schardenzar, which means "Dweller in the valley of the awe-inspiring ones."

According to Tein's book, there came a night, when carousing at the palace of the Duke of Plibba, that Renen commenced to argue about whose wife was the more beautiful. "Your bride is fair indeed, noble Duke," said Renen, "but her beauty is mortal. My Sira is a lady of the Noble Folk, whose loveliness was born in heaven."

Even before Renen returned home, knew what had transpired. "Alas," she lamented, "I will soon be gone from your house. A great evil is coming and we cannot avoid it. Still, our family may yet be avenged if you pass on this gift to one of our children." She placed into his hands a small fly whisk made of silver wire.

Misfortune struck that very night. The blare of a hunting horn roused the family and servants from their beds. They rushed outside and surveyed the fields from the high bartizan. There they saw a pack of white wolves with glowing red ears, and behind the wolves a black-clad horseman from whose head branched a pair of antlers.

"It is Rhybyrn, a prince among the Ta-Botann!" exclaimed Sira. "When you gave away my identity, his Night Eye spies heard and informed him. He has come for me and our children!"

"To arms!" Renen exhorted his guards. "They shall not pass our strong walls!"

Even as he spoke, the wolves moved like ghosts over the ramparts and scattered the guards with their ferocious attacks. On the heels of the wolves came the huntsman Rhybyrn — right up the walls of the lofty bartizan. He charged for the lady Sira and cast a net made of deep-growing roots over her, while the wolves rended the children in their slaving jaws. With great difficulty, Renen swept Schardenzar up into his arms and held the wolves at bay until the blast of Rhybyrn's hunting horn announced his return to the darkness. All of the Count and Countess's children except for Schardenzar had fallen prey to the wolves, and the last time Renen saw Sira, she was imprisoned in the tangled, evil net and firmly in Rhybyrn's cruel grasp.

The manor never prospered there after. The water sprites took vengeance on the indiscreet Count by inflicting interminable droughts on his lands. Meanwhile, grief and heavy drink ruined Count Renen. When the nobleman died, he had nothing to pass on to Schardenzar except the strange little fly whisk Sira had given him soon before Rhybyrn had carried her off.

Upon the death of the Count, creditors quickly arrived to take possession of his castle and parched lands. They also bore a writ authorizing the sale of the Count's son upon the block, to further satisfy Renen's creditors.

Forewarned of the writ, Schardenzar fled the castle in the company of a faithful old groom. They traveled south, to a land for the homeless and the fugitives, the dreary, dry plains of the Banished Lands.

No man could survive in the Banished Lands without the skill of the sword, or the collective strength of the group. No kingdom claimed this haunt of riff-raff, robbers and impoverished nomads. The sight of two lonely riders, an old man and a stripling, incited the rapacity of the robber Yeeno. His ragged henchmen trapped the pair in a ravine.

The old groom was a victim of the villain's daggers, but young Schardenzar was taken captive. As he struggled with the henchmen, the silver fly whisk fell out of his cloak. "I can sell this," said Yeeno, picking it up. "The flies in this desert could eat a man alive!"

The miserable Schardenzar was auctioned away at the marketplace of the main town of the Banished Lands, the City of the Free Hearts, known to the outside worlds as the "Huts of the Scum." Kolahlo, a mercenary captain in need of

a varlet, purchased him. For the next several weeks Kolahlo beat and bullied young Schardenzar pitilessly. Fortunately, a reprieve came to the youngster when strife broke out between Shucasam and Rombune over the possession of the city of Parros.

Kolahlo raised a band of fifty thieves and beggars, including his bondsman Schardenzar. Then, along with other similar bands, the mercenaries set out to offer their services to the Parrosians. The levies of the Banished Lands called themselves the "Golden Heroes of the Desert," but the kingdoms to which they attached themselves esteemed them so lowly that they were derided as the "Scum."

In his eighteenth year, Schardenzar began to come into his own. In his father's castle he had learned to handle a blade, a skill he had not forgotten. His courage stood out amid the cowardly greed of his companions. Before long, the better men of Kolahlo's company were looking to Schardenzar for leadership, instead of their drunken, brawling captain. When Kolahlo discovered this was so, he called his young bondsman out and set upon him with a truncheon.

But Schardenzar would no longer tamely submit to blows. He fought and disarmed Kolahlo, punishing the man until he fled howling to the picket lines of the

Parrosians. According to the rough customs of the Scum, Schardenzar had won his freedom — and the captaincy of Kolahlo's company.

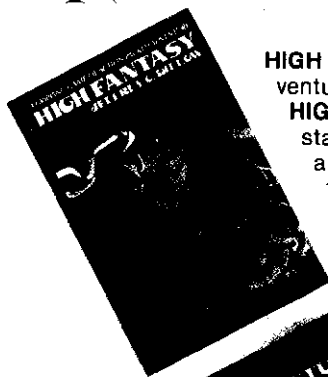
Schardenzar reorganized the band and sent the poorest members packing. As his subsequent leadership netted his band rich plunder, he had no problem recruiting courageous fighters. The Parrosians quickly recognized Schardenzar's worth and, unlike the rest of the Scum mercenaries, his company soon found itself on the Parrosian paymaster's list.

But even Schardenzar did not fully understand those talents which made him a successful strategist. He had an uncanny ability for guessing what an enemy planned, and had prophetic dreams and regular clairvoyant visions.

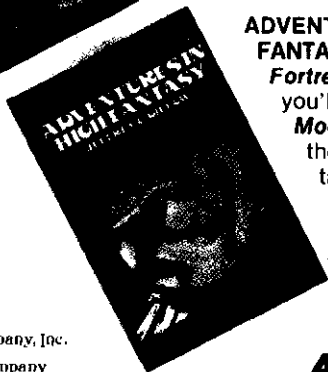
One night, as his band patrolled the banks of a woodland stream by moonlight, Schardenzar noticed a sleek black mare wandering riderless. Resolved to take it for his own, he approached the horse and mounted it. No sooner he had done so than the stirrups imprisoned his feet and the mare galloped away, more swiftly than the soul flies to perdition.

As the miles passed and the beast did not tire, Schardenzar realized that he was the captive of some supernatural created. Patiently and helplessly he awaited and, at long last, the ride ended with a plunge into the River Deep.

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Upon fully submerging itself in the waters, the demon mount was transformed into a young woman of such tranquil aspect that Schardenzar's worries seemed to lose their meaning.

"I am your mother's sister, Herla of the Goligo Favre," the fairy said. "You have come of age, and it is time to deliver your mother from Rhybyrn's captivity."

"My mother is dead!" Schardenzar protested.

"Not so," insisted Herla. "She is a captive of the Night Eyes, as are many other Goligo Favre. Rhybyrn keeps them in vile darkness, forced to sweep and scour his benighted stronghold, whose filth and mud returns as swiftly as exhausting toil removes it."

"I would gladly give my life to deliver my mother and her people," said Schardenzar, "but how am I to prevail over Rhybyrn when my father's strong-guarded castle could not?"

"Your baptism in the River Deep has liberated the Goligo Favre in you," replied the fairy. "Their spells are yours, but beware: Because half of you is mortal, you may use each enchantment only once. But it is your mortal courage that shall defeat Rhybyrn. Recover the whisk your father gave you, then mount a high crag and slaughter a stag with a iron sword. Finally, call out Rhybyrn's name three times."

Having said this, the fairy changed into a kartika fish and disappeared into the current.

The youth, eager to try his magic powers, exerted his will, commanding the return of the silver whisk. It promptly materialized in his hand.

Taking Herla's advice, he hunted and captured a stag, which he carried to the top of a nearby hill and sacrificed. At last, waving his bloodied blade over his head, he called out Rhybyrn's name three times.

A cloud hid the sun and a chill wind swept the hilltop as Rhybyrn's hunting horn moaned in the distance. The demon wolves of his pack suddenly appeared and ran effortlessly up the steep slope. Schardenzar braced himself, but instead of falling upon him, the wolves attacked the stag's carcass and paid the youth no attention. Then the blast of the horn once more heralded Rhybyrn's arrival.

The antler-bearing demon glared at the feasting wolves and then upon Schardenzar. "A paltry glamour such as this will not thwart me, mortal," said Rhybyrn. "Long have the Goligo Favre prophesied that such a half-blood as thee would bring liberty to their people. But I swear by all the powers of the earth and underworld that thou are not the one destined to conquer me!"

The Night Eye prince unfurled his net, but an inspiration made Schardenzar take the fly whisk from his cloak. At the



Schardenzar and his mount take the plunge into the River Deep.

first sight of it, Rhybyrn fell into a mad, debilitating laughter. Thereupon, the youth sprang forward and slapped the whisk across the demon's thigh. Immediately, the dark lord and his mount bobbed up into the air, like a wooden horse and rider floating in a rain barrel. Thrashing and kicking its legs futilely, Rhybyrn's stallion threw its master out of the saddle. He fell, but not quite all the way to earth. He stopped and stood in mid-air, several inches above the ground. Like his horse, he was unable to make contact with the hilltop under him.

The youth raised his iron broadsword and rushed at the demon, who wore a bewildered expression but was ready for battle. Rhybyrn met Schardenzar's blow with his own blade, of black fairy metal, and the weapons clashed together like thunder. It was all the young warrior could do to match his opponent's speed and strength, but after a few moments Schardenzar sensed Rhybyrn's attack waning.

He guessed the truth. It was the deprivation of earthly contact that weakened the prince of the Night Eyes. Rhybyrn, a Ta-Botann, was tied to the soil in the same manner as the Goligo Favre de-

pended on the waters and vegetation.

Schardenzar redoubled the ferocity of his attack, lunging through the demon's guard and driving his iron sword into the villain's immortal breast. Rhybyrn gave a howl of agony and vanished, taking his mount and ravenous wolfpack with him.

"Now," said the weary swordsman, "if I have truly conquered, let all the prisoners of the fallen demon be freed!"

As his magical command was uttered, the hill, its flanks and the river bank below became filled with thousands of tall, beautiful people. To his surprise and joy, his own mother, Sira, materialized next to him.

For many days Schardenzar tarried with the Goligo Favre. Then, as mortals must, he returned to the mundane world of men.

The years brought Schardenzar increasing wisdom and skill. He vowed to use his Goligo Favre powers sparingly, lest he be left without a spell at a crucial time. The young wizard studied the sorcery of mortals and proved an able student. He also studied military science and took numerous commissions as a military advisor. General, admiral, soothsayer, sorcerer — his talents were so

many that he never lacked for gold or employment.

He also kept in close touch with his kin among the Goligo Favre. Once, serving as a mercenary general for Mivior, Schardenzar cast a spell of forgetfulness over the elven sorcerers serving Boewenn's invasion army at the ruins of Ad-dat. The sorcerers were unable to remember how to use the magical devices in their custody, and the Elves were consequently defeated.

But the Mivorian army was unable to keep up with the retreating elves when they reached the forests of Neuth. Rather than see the opportunity for decisive victory slip out of his hands, Schardenzar summoned the Goligo Favre of the River Sullen.

After he had explained his problem, the Noble Folk instructed him to lead his army into the water. Marching into the river, the men were stunned when they discovered that their boots would not break the surface of the water. Then the River Sullen commenced to flow backwards, carrying the Mivorians northward faster than any elf could march. Schardenzar deployed his troops in the deep woods for an ambush and made prisoners of the elves as they blundered into it.

The viciousness with which Boewenn's War had been waged disturbed Schardenzar and encouraged him to use his talents to combat tyranny and alleviate suffering. His marvelous deeds are too numerous to list them all, but we may draw some illustrative examples from Pujade's *Lives of the Sorcerers*.

Once, squat and ugly Sarnada; a powerful Duchess of Pon, told Schardenzar to make her the most beautiful woman in Minaria. Because she was vain and cruel, the sorcerer refused her. She thereupon swore that ten peasants would be hanged every day until he yielded. Grim and indignant, he acquiesced: "As you wish, so shall it be!"

Immediately Sarnada's spirit flew away and occupied the body of Tozama, Minaria's most splendid beauty. In return, Tozama's soul came to be placed in the



With his quarry over his shoulder, Count Renen fends off the attacks of the mysterious 'ladies of the river.'

ugly, vacant shell of the Duchess's body. Tozama soon accepted her change cheerfully, for her former beauty had been no joy to her as the wretched prisoner of Hab the Lame—slaver and vice lord of Khuzdul's criminal underworld. Schardenzar coaxed Tozama into impersonating the Duchess, and she subsequently ruled wisely and well, to the joy of her new subjects. How happily Sarnada fared with Hab the Lame is not recorded.

Whenever he could, Schardenzar tried to settle quarrels between mortals and fairies. During the reign of King Reglisar of Immer, the bride of Baron Ataelos

was abducted by a Ta-Botann lord, Balmach. The villain carried the bride, Isola, to his underground palace and closed up its opening to the surface. Determined to get his wife back, Baron Azaelos commanded his yeomen to dig into the earth until they broke into the subsurface realm. They did their best, but as fast as they could dig, the earth filled in again.

At this point Schardenzar arrived and appraised the situation. He told Azaelos to have the ground strewn with salt before each day's digging commenced. This was done, and the Immerites discovered that the earth could now be excavated without difficulty.

As the shaft went deeper, the Night Eyes realized their great peril. Should the humans invade Balmach's realm and gaze upon his palace, the splendid building would turn to dust. Therefore, the canny Ta-Botann returned Isola to the surface under the cloak of darkness, leaving her sleeping peacefully on a soft mound of soil.

Noble deeds have assured Schardenzar of immortal fame. Perhaps he has even achieved physical immortality, for although the half-fairy sorcerer is more than a century old, he does not look half that age. Neither does Minaria's hero show any sign of diminished power or a lessened sense of justice.

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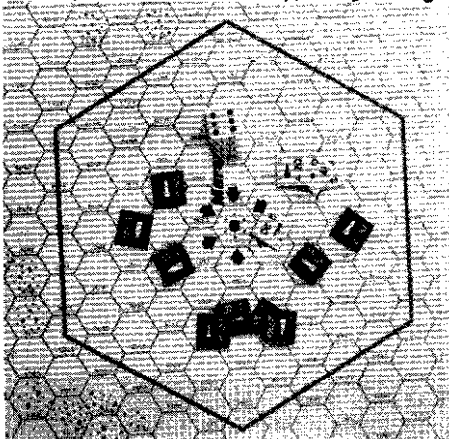
The "Children of the Night" have been turned loose on the world. They're lurking at your local adventure gaming store.

TRIPLANETARY: An old friend returns

by Tony Watson

Science-fiction games now comprise a sizable part of the wargaming hobby, but there was a time when this wasn't the case. In fact, it was not until the mid-1970's that SF titles began to appear from major game publishers.

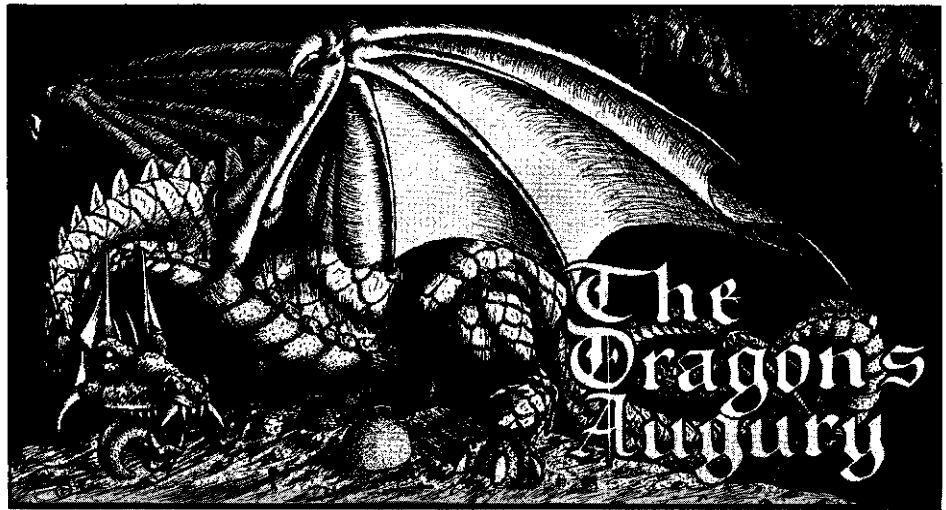
In 1973, a new game appeared from a then new and rather unknown company, Game Designers' Workshop. That game was **TRIPLANETARY**, the first slick, mass-market SF wargame. For this reviewer, who has long been an observer and a fan of this facet of the hobby, the appearance of the game was important for a number of reasons. First, it was "state of the art" in physical quality, rather than something a step or two above homemade: nice map, excellent graphics, die-cut counters and a professionally printed rulebook. Second and ultimately more important, the game was an intelligent attempt to deal with an unusual environment, outer space. Rather than calling a battleship a space cruiser and slapping on rules more appropriate to a naval game, **TRIPLANETARY** dealt with the singular aspects of space warfare, such as the factors of distance, gravity and Newtonian mechanics. Third, the game's appearance was the beginning of what has become a large line of SF games from GDW. In this regard, games like *Imperium* and *Traveller* are direct descendents of **TRIPLANETARY**. At the present time GDW, especially through



the efforts of designer Marc Miller, who did **TRIPLANETARY**, has established itself as a leading producer of SF games.

The original game came shipped in a square-edged mailing tube and consisted of rules, a map, counters, a plastic overlay for the map and a grease pencil for writing on the overlay. It sold for \$6.80. In 1976, the original *Triplanetary* went out of print.

Now, for those of us whose copies are old and ragged, or for the many who weren't gamers when the first edition



was around, **TRIPLANETARY** is available once more. The rules have been updated a bit, some of the components have been improved, the whole thing comes in a box now with a higher price, but it is the same classic game.

TRIPLANETARY is a near-future game of conflict in the solar system. There are no starships or stellar empires and the like; just good old rocket ships plying the spacelanes between planets we can see with the naked eye. Players maneuver their spaceships "in scenarios reproducing the future conflicts of piracy, alien invasion, interplanetary war and political oppression," as the game's introduction nicely puts it.

Each counter depicts a single spaceship, rated for combat and fuel and cargo capacity. There are three types of non-combatant commercial ships: transports, liners and tankers. There are seven classes of military craft: packet, corvette, corsair, frigate, torch, dreadnought and orbital base. The counters in the new version are the same as those in the original, and they are some of the best counters ever produced. For those who feel that the ideal spacecraft design can be found as the hood ornament of a late '50s car, the needle-nosed and finned spaceship silhouettes should fill the bill.

The map depicts the inner solar system: Sol, Mercury, Venus, Terra, the asteroid belt, Mars, Jupiter, and three of Jupiter's moons. There's not a whole lot of color on the map (black hexes outlined on white background) save for the worlds; Mars is appropriately red while Earth shows land masses and seas and so forth. Planetary bases are noted, as are the five-hex-range detector fields around worlds. Where the old map came rolled with a separate plastic overlay, the new map is folded in the game box and is already plastic coated.

The trickiest part of **TRIPLANETARY**, and its most distinctive aspect, is its movement system. Spaceships do not have movement allowances but instead move by a remarkably accurate yet workable vector system that takes into account gravity and Newtonian physics. A ship moving in space has a vector; that is, a direction of movement and a velocity in that direction.

To record this in game terms, a dot is drawn in the hex in which the ship begins its move and another is drawn in the hex in which it will end its move, given its present vector. The endpoint of this course can be altered by one hex in any direction by expending a fuel point. A line is then drawn between the original and destination hexes, creating and recording the ship's new vector, using the grease pencil which is provided. A ship that does not alter its course by a fuel burn or by passing through a gravity hex will move as it did in its previous turn.

Gravity is accounted for by turning the hexes adjacent to planets into "gravity fields" that cause automatic course changes toward the world when they are entered. This interpretation of Newtonian movement works quite well, and has been used with some modification in both *Traveller* and *Mayday*. The movement system for **TRIPLANETARY** requires a little getting used to, but is certainly worth the trouble in terms of realism and flavor.

The outcome of combat between ships is determined by a simple comparison of combat factors and consultation of an odds-ratio CRT. A die is rolled with the throw being modified for range and the difference in relative velocity. The ideal situation for an attacker is being in the same hex as the target and matching its course, while a considerable difference in range or course can make a shot im-

possible. Gunfire results are given in terms of number of turns disabled, during which a ship may not change course or engage in combat. "Disabled" results are cumulative, and if the number of turns disabled reaches six or more for any ship, it is considered destroyed. Ships attacked by gunfire are allowed to counterattack before taking their own damage into account.

Larger ships (with the cargo holds to carry them) can fire ordnance weapons: mines, torpedos and nuclear weapons. These weapons have their own vectors plotted on the overlay just as ships do.

The mine is a low-yield missile cluster that travels the vector the launching ship was on when the mine was launched. Since it explodes when it comes into contact with a ship, the launching ship must make a course change in the turn of launching. Mines attack on a separate column of the CRT, doing about as much damage as a good shot by gunfire. Mines are not especially useful because they have a relatively low damage potential and are fairly easy to avoid.

Torpedos have a greater utility, since they can be given an initial (right after launching) two-hex course adjustment and their column on the CRT is very nasty (two-thirds chance of target elimination).

Nukes have the movement characteristics of mines, but always destroy any ships they intercept. Nukes can also be used to turn asteroid hexes into clear space (blasting a path to prevent an asteroid crash) or, more importantly, to devastate planetary hexsides they crash into.

For the true lovers of space opera, there is a fourth type of combat, ramming, which can take place when a ship passes through a hex containing another ship (ramming is, however, optional). The damage taken is relatively light and applies to both ships involved, but makes for a fine desperation measure.

While spaceships are definitely the main show, orbital bases figure prominently in the game as well. Orbital bases have counters as do ships, and a gunfire factor, but no engines; they must be carried to a gravity hex. In addition, most worlds have planetary bases, which provide defensive fire (an automatic 2:1 on enemy vessels in adjacent gravity hexes), have detector fields, and serve as a source of fuel and replacement ordnance. The asteroid belt has two bases: Ceres, an important way station, and Clandestine, the pirate base, which is by an asteroid field navigable only by the side that owns the base at the start of the scenario.

TRIPLANETARY is replete with a variety of special rules that add considerably to game's framework. There are provisions for ships matching course for the purpose of fuel transfer, looting or



rescue. Speedy movement through the asteroid belt can result in damage from collision with an asteroid. (In one game we played here, the Pirate player laughed gleefully as a Patrol frigate he had disabled careened wildly through the asteroid belt to its ultimate destruction.) Shipboard and planetary detectors are used to identify and track enemy ships. Other rules cover the Torch ship, a frigate with an experimental fusion engine that never needs fuel. There is even a rule to cover heroism, stating that ships which successfully attack at 1:2 odds are accorded a favorable die-roll add for the rest of the game. Even the counter colors add to the effect. The counters generally used by the Terran Space Patrol or other good guys (depending on the scenario) are red, white and blue, while those used by the Pirates or oppressive governments are white on black.

The rules to the new edition of *TRIPLANETARY* are essentially the same as in the first edition. The biggest difference is in scenarios, where some have been dropped, some added and others modified. The game has eight scenarios, ranging from a race around the solar system (to acquaint players with the movement system) to long campaigns of in-

terplanetary war and prospecting in the Belt. The scenarios are imaginative and interesting and play like something out of an old Heinlein novel. The game is easily adapted to player-created scenarios, too.

While this review has been quite laudatory of *TRIPLANETARY*, the game does have its weak points. The vector movement system is essential to the game, but continuous plotting on the map with the grease pencil can get messy and confusing, especially in the longer scenarios.

Purists may point out that although the ship movement system gets high marks for realism, the planets do not move! In reality, the planets themselves would be in motion as they traveled their orbits around the sun. However, to do this in the game would require either many additional maps or a reduction in scale so severe as to ruin the game. The designer has apparently decided to sacrifice this bit of realism for the sake of playability, and it seems to make a great deal of sense. A similar defense could be made to the charge that the game should have provided for three-dimensional movement. Doing so would have needlessly complicated an elegantly simple system.

TRIPLANETARY is a marvelously well conceived game that plays well and is a lot of fun. It is varied and interesting, and fairly dripping with the feel of the old-style SF novels many of us grew up with. Even eight years after its initial appearance, *TRIPLANETARY* compares favorably with the plethora of other SF titles on the market.

TRIPLANETARY comes boxed (cover art by Steve Fabian) with counters, plastic-coated map, rule book, information card, grease pencil and six-sided die for \$11.98.

Traders and Gunboats for Traveller

by Tony Watson

TRADERS AND GUNBOATS is the seventh supplement for *Traveller*, yet another interesting creation from the fertile minds of Marc Miller and company at Game Designers' Workshop.

If space travel and trade figure prominently in your campaign, this book should prove very valuable since it concentrates entirely on spacecraft and their employment. If you're just enamored with starships (and this writer certainly is), the book is a double bonus.

TRADERS AND GUNBOATS begins with some general information on deck-plan symbology and some notes on the strength of walls and bulkheads as well as an explanation of how the various portals function. If you've ever wondered just how an iris valve works, or if you've run into a situation where someone

attempted to fire through interior walls and bulkheads, this section should be helpful.

The most extensive and interesting sections of the supplement are profiles of individual ship types, including deck plans, gridded to the scale of *Snapshot* and *Azhanti High Lightning*, and a few pages of interesting text. The text explains the usual employment of the ships, as well as highlighting any interior details of note and any peculiarities. Drive performance capabilities are recounted, along with listings of standard weaponry packages and (for those characters with some megacredits to invest) their prices. A wealth of information and ideas can be found here. Chris Purcell's deck-plan drawings are well drawn and clearly labeled, useful both as accessories for the aforementioned combat systems and as general information.

The ships described in the booklet include

the Express Boat (the star-age equivalent of the pony express) and its tender, and the ubiquitous type S Scout/Courier. Trading vessels depicted are the type R subsidized merchant, the Far Trader (an up-driven version of the very common Free Trader), and the Seeker, a prospecting variant of the Scout. Gunboats include the Close Escort (a 300-ton version of the ship featured in *The Journal of the Travellers' Aid Society* issue #4) and the system defense boat, a fast, heavily armed non-starship. Small craft such as launches, cutters, and pinnaces are not overlooked. It should be noted that the deck plans provided in *TRADERS AND GUNBOATS* differ substantially from those published by Judges Guild, or even those put out by GDW itself in the game Snapshot.

The book is rounded out with a series of starship encounter tables designed to replace the rather simplistic encounter chart given in *Traveller* Book 2, *Starships*. These new tables provide for more varied meetings and allow for the inclusion of the new ship types.

Once again, GDW has produced an interesting and useful supplement for *Traveller* that should add considerably to any campaign. *TRADERS AND GUNBOATS* is 48 pages long, including numerous illustrations and deck plans. Priced at \$3.98, it is available by direct mail from GDW (P.O. Box 1646, Bloomington IL 61701) or in many hobby stores.

Ley Sector

Traveller aid from Judges Guild

by Tony Watson

LEY SECTOR is one of the latest Judges Guild products designed for the *Traveller* game system, and it is meant to mesh with other JG material on the same subject. The components include a 22" x 34" stellar map which is back-printed with eight individual planet maps, plus a 32 page guidebook.

The sector map is printed in red and blue on white. It depicts stars, X-boat routes, scheduled shipping lines, Imperial borders and subsector names. Unfortunately, the names of the individual worlds are not printed here (they must be looked up in the guidebook), and a bit more vexing is the fact that the hexes are numbered in continuous sequence rather than as a series of eight-by-ten rectangles denoting subsectors. The guidebook follows the same numbering system, so it's not hard to find the information for the world you're interested in, but it's a bit difficult to determine exactly what subsector is involved. Players and referees may wish to pencil in subsector boundaries to ease future play. In addition to a large number of Imperial worlds, uninhabited planets and the Sydymic Empire are also depicted.

The guidebook is devoted primarily to subsector maps and planet-characteristic listings. For each of the 16 subsectors described, a map is included complete with planet names and jump routes as well as tech level, population and government values and information on physical makeup.

The booklet also contains imaginative encounter tables which should provide the ref

with some respite from the standard encounter charts given with *Traveller*. Besides some fairly detailed ship encounters, the tables include events such as meteor showers and unmarked space minefields. Not only is the type of ship encountered given, but weaponry and a clue to the ship's possible motives and reactions appear as well. There are also tables for encounters on inhabited and uninhabited worlds, and a listing of creature types.

LEY SECTOR, like GDW's own *The Spinward Marches*, provides a ready-made universe for the referee who doesn't have the time or inclination to develop his own. Even those referees who have already fully developed their own subsectors might find the new encounter tables and events listing to be useful.

LEY SECTOR sells for \$4.98. It is available in game and hobby stores, or can be ordered by mail from Judges Guild, R.R. 8, Box 9, 1221 N. Sunnyside Rd., Decatur IL 62522.

Fenris and Tethys

Starship plans from FASA

by Roberto Camino

Playing aids for *Traveller* have appeared with increasing frequency. One of the more popular and obvious aids is a complete, ready-to-use starship. FASA Publications has released several packages along these lines, including **FENRIS** and **TETHYS**.

These are "interstellar para-military vessels" designed in accordance with the first edition *High Guard* (Book 5 of *Traveller*) rules. The *Fenris* is 2000 tons, the *Tethys* half that. Both derive the bulk of their fighting power from the complement of small craft they carry: eight fighters in the former, six pinnaces in the latter.

Besides the pinnaces, the *Tethys* can carry a company of troopers. The Captain, Van Tromp, hires his ship out for a variety of missions. The pinnaces can shuttle troops while the mother ship provides support. Only the number of turrets, not the type, is specified. Similarly, the armament of the pinnaces is not mentioned.

The *Fenris* is a heavily armed converted cargo ship. The commercial concern of Phoenix Enterprises Limited on the planet Australia constructed the type Q ship, apparently to combat the pirates and greed so rampant in the *Traveller* universe. Like the *Tethys*, it has the maximum allowable number of turrets. It also fires missiles. But the preferred defense for the *Fenris* is the Valkyrie fighter. The fighter's powerful weaponry, three beam lasers and two missiles, indicates a large fighter. Its high acceleration, up to 12 G's, tends to reinforce that conclusion. A bigger ship can house more weapons than a small ship with the same acceleration.

Tech levels are not mentioned in either product, so it is impossible to determine with certainty what design trade-offs were embodied in the fighter. This is not crucial, but it is the type of information a referee can use to flesh out an adventure. Another irksome point is that the relationship between the Valkyrie fighter and the Valkyrie missile (which can be controlled like a fighter) is not clear. Confusion arises as to whether these missiles are

fired from the *Fenris*, from the fighters, or from both. Other than that, the *Fenris* is reasonably well done.

The *Tethys* also appears to be well thought out, except for one matter. The corridors in the living spaces are not straight, but rather resemble a series of knight's moves linked together. In an emergency, this makes for slower movement than through a standard passageway. It also creates numerous blind spots. In an interstellar pleasure palace where privacy is demanded this arrangement may be desirable, but it certainly would not be in a warship, especially one carrying potential hijackers.

The ship plans are depicted on 8" x 16" blueprints (actually white), seven sheets for the *Tethys*, ten for the *Fenris*. Located conveniently on some sheets is a discussion of the featured ship sections. The *Fenris* package has two 8" x 11" sheets with additional descriptions, and the *Tethys* has one sheet. These deck plans are drawn in 15mm scale, conforming to the combat system of *Azhanti High Lightning* or *Snapshot*. This scale is the same as that of Martian Metals' *Traveller* figure line. The only distraction in the blueprints is that the bordering is annoying when joining together the sheets. Again a minor point, except that it is disturbing to see playability sacrificed for the sake of appearance.

Both packages can be useful to referees, and they have the official approval of GDW for use with *Traveller*. **FENRIS** is the more extensive and the superior of the two products in most aspects (including price), but **TETHYS** should not be sold short. Mercenaries will naturally encounter this type of ship. Other players can just as plausibly run into it.

The seemingly helpless *Fenris* is an excellent foil for piratical players. However, it must be kept in mind that this class of craft is uncommon, and should be sparingly used.

Ultimately, the value of these products depends on the referee. Besides the obvious reliance on his skill in simply incorporating the ships into his campaigns and scenarios and expanding on the packages, the referee's ability and inclination in designing ships must be considered. If the referee is conversant in constructing vessels that the players enjoy and has a sufficiency of such ships, then he probably should not buy these playing aids. But if for any reason he finds new ships attractive, these are good candidates.

FENRIS is priced at \$7.50 and **TETHYS** is \$5. They are available at hobby shops or from FASA, Box 6930, Chicago IL 60680.

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ALIENS

(From page 8)

X. Natural weaponry

Roll	Weaponry
01-85	no
86-00	Yes

Note:

If natural weaponry is present, roll on Animal Sizes and Weaponry Table, p.32, *Traveller* Book 3 (*Worlds and Adventures*) and apply common sense.

XI. Natural armor

Roll	Armor
01-90	no
91-00	yes

Note:

If natural armor is present, it is 60% likely to be equal to jack, 30% equal to mesh, and 10% equal to cloth.

XII. Body covering

Roll	Covering
01-45	Hairless skin or hide
46-70	Fur or hair
71-80	Chitin or carapace
81-90	Scales
91-00	Feathers or down

Beings with fur will tend to look mammalian; those with chitin/carapace will look insectile or crustacean; those with scales will look reptilian; and those with feathers will look avian. There is a 20% chance that there will be two major body coverings of different sorts, and a 5% chance of three major coverings.

XIII. Internal temperature

Roll	Type
01-95	Warm-blooded
96-00	Cold-blooded

XIV. Reproduction**A. Production of young**

Roll	Type
01-85	Live-bearing
86-99	Egg-laying
00	Other (cloning, budding, fission, etc.)

B. Sexes

Roll	Number of sexes
01-10	One sex (parthenogenic)
11-90	Two sexes
91-99	Three sexes
00	Four or more sexes

XV. Senses**A. Primary sense**

01-40	Visual
41-70	Auditory
71-95	Olfactory
96-99	Tactile
00	Other (Special Abilities Table)

B. Visual

01-60	Normal (human)
61-65	Light-enhancing
66-70	Light-reducing
71-75	Infrared bias
76-80	Ultraviolet bias

81-85	Telescopic (farsighted)
86-90	Microscopic (nearsighted)
91-95	Other powers
96-00	Two of the above

C. Auditory

01-50	Normal (human)
51-60	High-frequency bias
61-70	Low-frequency bias
71-80	Heightened sensitivity
81-85	Decreased sensitivity
86-90	Sonar/Radar
91-95	Other powers
96-00	Two of the above

D. Olfactory

01-60	Normal (human)
61-90	Heightened sensitivity
91-95	Decreased sensitivity
96-00	Other powers

E. Tactile

01-50	Normal (human)
51-60	Heat tolerant
61-70	Cold tolerant
71-80	Pain tolerant
81-90	Heightened sensitivity
91-95	Other powers
96-00	Two of the above

There should be 1-4 (player's choice) sensory organs each for visual, olfactory, and auditory senses. All organs of a specific sense should be located in the same area on an alien's body. If the player chooses only one organ for an important sense (say the alien is a cyclops), then consideration might be given to allowing a special increased power in another sense to balance any ill effects (the cyclops gets better hearing to balance the lack of depth perception). Radial-symmetry beings can have a maximum of as many sensory organs as they have arms/legs.

Light-enhancing vision vastly improves vision in dim light, but makes vision very difficult in brightly lit places. *Light-reducing vision* is exactly the opposite. A being who gets both powers will see in bright or dim light without trouble.

Infrared bias allows the alien to see heat sources and infrared radiation, but makes it blind to blue, violet, and ultraviolet light.

Ultraviolet bias allows the alien to see fairly well at night (due to the amount of stellar radiation striking the land) and to see strong emissions of gamma radiation, but blinds the alien to yellow, orange, red, and infrared radiation. Possession of both abilities negates the adverse effects of each and permits a wide-ranging visual spectrum.

Telescopic vision allows an alien to see objects clearly up to 5 kilometers away, but makes all objects within 10 meters fuzzy and unclear. *Microscopic vision* permits the alien to see objects as small as 1/10 millimeter in fine detail, but makes objects over 1 meter away go out of focus, completely blurring all objects more than 100 meters away. Having both abilities negates the adverse effects of each.

High-frequency bias allows the alien to hear sounds not normally detectable by humans. However, low-frequency noises will go unnoticed, even some in the range that humans can hear. *Low-frequency bias* is just the opposite. Having both eliminates all negative effects, vastly broadening the alien's hearing range. Amphibians will have *High-frequency bias* 90% of the time, since high-frequency sound penetrates water better.

Heightened sensitivity to sound allows the alien to detect faint sounds up to 100 meters away, giving a +1 in surprise situations, but the alien will suffer severe hearing loss on a score of 8+ on 2d6 from any very loud and nearby noises (like an explosion).

Decreased sensitivity to sound makes the alien hard of hearing, but immune to any sort of deafening noises.

Sonar/radar is the power to use ultrasonic impulses, usually sent from the mouth, to create a radar-like map of the creature's surroundings. If this power is present, the alien should have a poor or nonexistent visual sense.

Heightened sensitivity to odors permits detection of the presence of other beings up to 1 kilometer away if the wind is right (+1 on surprise). It also aids in tracking creatures overland by scent with 66 2/3% accuracy (1-4 on d6) on trails up to one day old. Items handled by a certain other being or creature can be identified as such on a roll of 3+ on 2d6, even if the scent is up to 10 days old. However, exposure to very powerful odors (ammonia fumes, skunk musk, etc.) will cause olfactory damage on a score of 8+ on 2d6, preventing detection of any odors for 3-18 days. *Decreased sensitivity to odors* makes the alien immune to the negative effects of nearly all odors, even very powerful ones such as tear gas.

Heat tolerance allows one to withstand temperatures between 50°C and 100°C with ease. Temperatures below 0°C will paralyze the alien immediately, killing it unless it rolls its Endurance or less on 2d6. *Cold tolerance* gives immunity to cold effects between -50° and 0°C, but temperatures over 50°C cause instant heatstroke and unconsciousness, with death occurring unless the alien's Endurance or less is rolled on 2d6. Having both permits a comfortable existence between -50°C and 100° C.

Pain tolerance is the ability to disregard pain impulses to a large extent and to continue to function normally while taking damage until two categories from either Strength, Dexterity, or Endurance are brought to zero. At this point, though, the alien will of course be very seriously injured. *Heightened sensitivity to touch* allows detection of very minor surface variations (hairline fractures, Braille dots, etc.) but large amounts of painful stimuli may cause unconsciousness (5% chance per point of damage

received by the being in a single round). Having both of these abilities eliminates the negative effects of each.

XVI. Location of sensory organs

Roll	Location
01-80	Head (if any; if not, roll d20 for 81-00)
81-95	Body
96-98	Arms
99	Legs
00	Elsewhere

Note:

Roll separately for each sense, excluding psionic and tactile senses.

XVII. Special abilities

Note:

There is only a 5% chance of a given race having one or more special abilities.

Roll	Special ability
01-03	Perfect sound imitation
04-06	Perfect balance
07-09	Metabolic control
10-12	Radiation detection
13-15	Electrical generation
16-18	Poison immunity
19-21	Disease immunity
22-24	Psionics (fully developed by nature)
25-27	Rapid healing
28-30	Filtered respiration
31-33	Filtered/compressed respiration
34-36	Perfect memory recall
37-39	Savant-like mental calculation
40-42	Chameleon-like body covering
43-45	Magnetic field detection
46-48	Odor or gas generation

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49-51	Climbing ability
52-54	Perfect time sense
55-57	Psionic immunity
58-60	Bioluminescent parts
61-63	Perfect direction
64-66	Temporary vacuum resistance
67-69	Silent movement
70-72	Amplified sonics
73-75	Gills
76-78	Burrowing skills
79-81	Polymorphic appearance
82-84	Feign death
85-87	Suspended animation
88-90	Unusually prolonged lifespan
91-95	Other special abilities
96-00	Roll twice on above chart

Perfect sound imitation allows the alien to exactly duplicate another being's voice or other sounds as it desires.

Perfect balance permits tightrope walking with ease, movement along narrow ledges, landing on one's feet after a fall, and so on.

Aliens with *Metabolic control* may go without food or water for periods of up to 30 days, but must thereafter spend 1-6 days in complete rest, regaining nourishment.

Radiation detection is a non-visual sense that warns the alien of the presence, amount, and general location of radioactive material within 100 meters. Very powerful sources may be detected at greater ranges.

Electrical generation is the ability to create a powerful internal electrical charge that will do 1-6 points damage to any being touched by the alien. This charge takes 1-6 minutes to accumulate before it can be released.

Poison immunity and *Disease immunity* are self-explanatory.

Psionic aliens will have a Strength rating of 12 when they initially start their careers. Each alien race created with natural psionics will be predisposed to commonly use one of the talents listed on p. 35, Book 3 (*Worlds and Adventures*). This talent (typical of the entire race) should be randomly determined.

Rapid healing is the power to heal wounds on the alien's own body as if it had taken medical slow drug, though no actual aging effects will occur. This healing will begin within 10 minutes of being wounded.

Aliens with *Filtered respiration* and *Filtered/compressed respiration* are treated as if constantly wearing a filter or combination set respectively.

Perfect memory recall allows precise, "photographic" recollection of past events, materials or things the alien has read or seen, and so forth.

Savant-like mental calculation is the ability to perform complex mathematical calculations in extremely short time, as if the alien was using an electronic calculator. This ability is not related to the being's Intelligence score, though it is purely mental in nature.

Some aliens may have a *Chameleon-like body covering*, permitting fast concealment in natural terrain.

Magnetic field detection is the power to detect magnetic and electrical fields within 10 meters of the alien, noting the direction of current flow and its strength.

Odor or gas generation is the talent of producing a gas with qualities from a special gland on the alien's body. The gas created may produce unconsciousness in other beings, cause other beings to be attracted to the alien, cause olfactory damage, or the like.

Climbing ability allows a being to scale a vertical surface with some form of handholds and footholds with great success, on a score of 3+ on 2d6. Beings without this power will have considerably less success at climbing.

Perfect time sense functions as if the alien had a chronometer in its brain. It will always be aware of how much time has passed between any two events in the being's lifetime, even if it is

unconscious or asleep or placed in suspended animation. The alien may also awaken from sleep at a precise time with great accuracy.

Psionic immunity guarantees resistance to telepathic powers, from mind-reading to psionic assault. This is as if the alien was wearing an artificial psionic shield helmet. An alien with this power cannot ever have or use psionic powers.

Beings with *Bioluminescent parts* may create light as if using a cold-light lantern, as often as the alien pleases.

Perfect direction prevents an alien from ever becoming lost in unfamiliar terrain, as if it were using an inertial locator. This is a mental power unrelated to the alien's Intelligence.

An alien with *Temporary vacuum resistance* automatically has a natural armor equivalent to Battle Dress, and may withstand exposure to airlessness for up to 10 minutes if necessary.

Silent movement is the power to cross any sort of solid terrain with an absolute minimum of noise being made. This allows a +1 for the alien to surprise opponents.

Beings with *Amplified sonics* may naturally produce sounds as if using a bullhorn. They are likely to have a larger than normal lung capacity and powerful vocal cords.

Amphibian aliens automatically have *Gills*. Other sorts of aliens with gills are considered to have them as a sort of biological leftover from an earlier stage of evolution, or perhaps they have produced gills through genetic manipulation on their own species.

Burrowing skills may be used by an alien to dig through packed earth at a rate of 1-6 meters each 10 minutes. The alien will automatically gain claws or some other sort of natural digging equipment.

Polymorphic appearance allows an alien to naturally change its features so as to resemble another being of the same race. This is accomplished through internal rearrangement of body parts and coloration.

Aliens with *Feign death* ability can make themselves appear to be dead, decreasing respiration and other body systems to abnormally low levels for as long as a day at a time.

Suspended animation permits an alien to reduce all body systems to very low levels for long periods of time. The alien will age at only 1/10th the normal rate while in this state. A number of six-sided dice equal to the alien's Endurance is rolled, and this result is the number of days the alien may remain in this state. The alien will appear superficially to be dead, but closer examination will reveal otherwise (*Feign death* ability will foil close examination unless special equipment is used). Upon regaining consciousness, the alien will not be aware of how much time went by while it was in stasis, but it will require no special care or rest.

Normally, aliens are considered to have lifespans equivalent to human lifespan, give or take a few years. Those beings with an *Unusually prolonged lifespan* will live to be 2-12 times as old as a human (from about 200 to 1,200 years). They roll up their past career experience as normal, however.

ALIEN CHARACTERISTICS

The Strength, Dexterity, and Endurance of an alien being depend upon the creature's body mass. Below is a table listing the number of six-sided dice used to generate each characteristic. The determination of Dexterity is kept constant in the table, as larger creatures are assumed to have their physical coordination slowed by bulk, and smaller creatures generally have more dexterity than strength or endurance, due to their lessened body mass.

Characteristics	Table		
Base wt.	Strength	Dexterity	Endurance
12	1d6	2d6	1d6
25*	1d6	2d6	1d6
50	2d6	2d6	2d6
100*	2d6	2d6	2d6

200	3d6	2d6	3d6
400*	3d6	2d6	3d6
800	4d6	2d6	4d6

* — When calculating Strength and Endurance scores for beings of 25, 100 or 400 kg. base weight, an additional die is rolled and the result divided as the player chooses between the two scores. For example, an alien of 25 kg. weight has a Strength of 3, Dexterity of 7, and Endurance of 1 from the initial rolls. Another die is rolled and 4 is the result. The player may add 4 points to the Endurance score, or 2 to Strength and 2 to Endurance, or any other combination of the four points split among as many of the three characteristics as desired.

As always, any discrepancies that result from using these tables must be arbitrated by common sense. Alien player characters may go through the career and service tables, acquire skills, retire and muster out and age just as normal humans do if desired.

As a final note, some basic alien body morphologies will be more common than others and may be classified under general titles. Bilaterally symmetrical beings with two legs, two arms, and a head are called *humanoids*; those with four legs and two arms and a head are *centauroids*; those with two legs, one arm and a head are *tyroids* (after Tyr, the Norse one-armed god); and those with four legs and one arm and a head are *elephantoid*. Radially symmetrical beings with three legs and arms are *triradials*, and those with four arms and legs are *quadriradials*. Other names may be invented for other body types. Examples of all of the above may be found in fantasy and science fiction literature and other media. For instance, Lt. Arax of the cartoon *Star Trek* was a triradial, and Professor Barker's Ahoggia from the *Empire of the Petal Throne* game is a quadriradial being. For all their outward differences, a Kzin (from *Ringworld* by Larry Niven), a dwarf (from the AD&D™ game) and an Andorian (from *Star Trek*) are all humanoids. And so on. A system like this makes more sense than trying to classify aliens into categories like "ursoid" (bear-like) or "feline" (cat-like), since the aliens might not even resemble earthly animals or beings at all. It is better not to relate everything to common experience, as it dulls the imagination and makes one less flexible.

Winged Folk

(From page 21)

their number, and rules for life. Tribal chieftains are, in turn, chosen by the clan leaders of each tribe.

Female winged folk have a great voice in their clans and often hold the office of clan matriarch because they excel in cleric's abilities. There are many male Clerics, but the majority are females, and the males do not ignore their wisdom.

Males and females are generally considered equals, with each responsible for performing important tasks for the community. In general, males are typically Fighters and hunters; the females Clerics and crafters. Both sexes deal in the Magic-User class equally well. Females who wish to fight and males who wish to be Clerics, though they are the exceptions, are not scorned.

Few laws exist among winged folk, and the few laws there are can be boiled down to one principle: Do not bring harm upon other winged folk or their communities. There are few winged folk who would intentionally harm another of their kind, and those few are exiled from their clan as soon as they are found out. Word is spread among the rest of the tribes, and there is usually no chance of return for such an outcast. Should one of these outlaws attempt to cause further trouble, he is hunted down and killed by members of his former clan.

Economy: Winged folk have a simple economy. They tend to be hunters and gatherers, as they do not care to till or dig the earth. Many times they will locate their homes near groves of fruit-bearing trees to make the gathering easier. Females are the main crafters, and their carvings of wood, ivory, and gemstones

provide the bulk of the community's wealth. Elves act as intermediaries between winged folk and men in matters of trade, bartering finished carvings and furs for weapons, tools, utensils, and anything else the winged folk do not care to make.

The winged folk appreciate other types of wealth as well as their carvings. Mercenaries and adventurers are often motivated by the promise of gold and other riches with which to fill the communal coffers.

When acting as mercenaries, winged folk will not fight other winged folk serving for an opponent, nor will they put each other in any danger by any of their actions. This is expressly stated in any agreement between an employer and mercenary winged folk. At such times, both bands of winged folk would simply be sent to other areas, or both would terminate their service and leave. If only one of the employers is foolish enough to force the winged folk to fight each other, or even insist on it, the band hired by that employer will join the other side.

In battles against men, winged folk generally are employed as scouts to observe and report on enemy maneuvers and as messengers. If from 50-100 winged folk are present, they are usually employed as high-altitude missile troops who can decimate enemy ranks with little fear of retaliation. In sieges, they can scatter the defenders on the inside of a wall in this manner to enable other attackers to storm the walls with minimal resistance. Winged folk mercenaries are as highly regarded as any troops, and rightly so, for they bring aerial power to any battle, and can turn the tide for even a comparatively weak force.

Military organization and tendencies: Winged folk prefer to fight from the air using bows or javelins, but are not averse to closing with a foe and meleeing on the ground or in the air if the situation so dictates. They can hover for up to one round in mid-air (long enough to discharge missiles without penalty) once every five rounds. If a hostile party is outnumbered by four to one or more, winged folk may attempt to capture them with nets, bolas, and ropes instead of killing them.

When found in groups of 20 or more, winged folk troops will be armed as follows: 50% of the group will have longbows, and within this group 40% will also be armed with a sword, dagger, and bolas; 30% with spear, dagger and bolas, and 30% with axe, dagger and bolas. The remaining 50% of the group will be armed with 3 javelins, and within this group 40% will also be armed with sword, dagger, net, and rope; 30% with spear, dagger, net, and rope, and 30% with axe, dagger, net, and rope.

The winged folk bola does damage of 1-3/1-3/1-3 (roll separately for 3 attacks vs. normal AC of opponent) and an entanglement (roll vs AC 6). An entanglement will bind both legs together (35% of the time), one arm to the body (30%), both arms to the body (30%), or will cause the weapon to wrap around the throat (5%). Entanglement prevents an opponent from attacking for one round, and he defends at -4 for that round while getting disentangled. If both hands are caught, someone else must cut that victim loose. Otherwise, a victim can cut himself free from the entanglement of a bola attack.

The net and rope are used in conjunction with each other. The net is thrown (roll for an entanglement vs. AC 6, as with the bola) to entangle the opponent. If a victim is entangled in the net, the warrior who dropped the net will attempt to lasso the opponent and bind him during the round while he is struggling with the net (roll vs. AC 6 to see if the roping attempt succeeds).

Winged folk conform in all ways to the rules on aerial combat in the *Dungeon Masters Guide* for determination of damage causing loss of flight ability. They are class C in maneuverability.

The winged folk will be a power to be reckoned with more and more often as they continue to emerge from their retreats and conduct their affairs openly once more. The areas in which they choose to operate will certainly feel a great impact; the contributions of winged folk to a society will almost certainly result in advantages for all who show good will and willingness to cooperate with them.

Out on a Limb

(from page 4)

unfortunate, but not unsurprising. Whenever we present an article of this type (a NPC based on an interpretation of a historical figure), we don't expect everyone to agree with the author's interpretation. Then again, we don't get too many letters that express disapproval as strongly as Mr. Stansfield's letter does.

But on second thought, considering the subject matter in this case, maybe that's not too surprising, either. Many aspects of the description of a Samurai, or any other sort of oriental warrior-type, are subject to different interpretations by different people with different backgrounds in the study of Oriental history and the martial arts.

Tony Salva's background, as pointed out in the text accompanying the NPC presentation, is in the art of Hapkido. The "Samurai" class he offers is drawn from that background. If Mr. Stansfield or Mr. Ravitts or anyone else chooses to create a Samurai class drawn from a different background and based on different information, they are free to do so.

We'll share the "blame" for what seems to be a major reason for Mr. Stansfield's distress.

Based on the historical information he points out, it is apparent that "Samurai" was technically an inaccurate description for the NPC class which Tony Salva created and we published. The word was used as a generic term to describe an oriental warrior-type character which, if Mr. Stansfield's facts are correct and his reasoning sound, is not necessarily a samurai-type figure.

The only real test for an article such as this is whether it works — whether the character as presented is playable and able to be enjoyed by players and DMs alike. We felt that Tony Salva's "Samurai" filled that requirement when we accepted it for publication, and we still feel that way. — KM

Designer speaks

To the editor:

Tony Watson, in his review of *Fury of the Norsemen* in DRAGON #50, makes several points on which I, as the designer of the game, would like to comment.

He quite rightly brought up the problem in the set-up (no set-up location was given for

Militia and a wrong set-up was given for Cavalry). This omission occurred during the layout stage of the game rules and has probably led to no little confusion, unfortunately. This snafu will probably be corrected in a later printing, and all copies now being sent out should have a small errata sheet inside which corrects the error. For the benefit of those who bought an early copy without the errata sheet, the correct set-up additions are:

Cavalry — Villager cavalry units are placed within two hexes of the Keep.

Militia — Villager militia units are placed in or one hex from any building hex.

I'm sorry that Tony didn't care for the "Divine Wrath" rule. Other people, however, have responded favorably to it. *FOTN* is not meant to be a literally "historic" game, but rather a simulation of the wild, furious, bloody raiding that went on during the period. The particular village on the map could be anywhere in northern Europe; *FOTN* is more a game of a raid that could have been rather than a game of a raid that actually happened. Besides, historically the churchmen of the time did believe that God or the saints would protect them if they prayed devoutly enough — indeed, the chronicles of the time mention several instances when divine intervention was believed to have taken place and frustrated the heathen Vikings. In putting the Divine Wrath rules into the game I tried to capture some of this Dark Age romantic "atmosphere" by giving the monks and priests the benefit of the doubt— maybe, occasionally, there really was divine assistance . . . or might have been....

Kevin Hendryx
Lake Geneva, Wis.

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'By a long shot'

To the editor:

I took your test (*The AD&D Exam, issue #46*) and thought that it was very well done, but I do have one point that bothered me. The answer to question #49 is wrong by a long shot "First, a fifth-level Magic-User threw a magic missile at him." Every person knows that a Red Dragon can cause 88 points. Every person knows that it is one six-sided die for every ten feet fallen and the rat does one to three with disease, but it is also true that we all know that a Magic-User can cast as few missiles at one target as he/she wishes. As far as I am concerned, when you say "a magic missile" you mean exactly Had it been "a magic missile spell" or some such I would have understood, but as it is the point damage should be 102

Mike Billington
Birmingham, Mich

'Test of skill'

Dear editor:

I don't want to criticize your magazine because I think it is very well put together and a great help to players of D&D. However, I felt I had to write about the players test that was published in issue #46

I feel that a real test of skill for a player is to have him learn about monsters and treasures from experiencing them and not by looking it up in the Monster Manual. If a person is travel-

ling through a dungeon in Medieval times, I doubt if they would have a reference manual to refer to. A good player is not necessarily one who sits down and memorizes the Monster Manual and the Players Handbook. A good player is one who can think his way out of situations that he is unaccustomed to handling. I think your test should have consisted of different situations so the player would have to figure out how to get out of them.

I sincerely hope that getting high-level characters and magical items/artifacts never gets to be more important than learning about magic and different places and monsters through experience.

Tom Willis
Worthington, Ohio

Page numbers

Dear Editor:

I have played D&D since 1976 and AD&D since 1979. I have DM'd since 1977. I have bought your magazine since Vol. 1, #6 and have three of the seven issues of The Strategic Review. I have seen DRAGON grow and develop into what it is today and I must say you are not getting older, you are getting better.

I have only complaint. When you include a module or a game in an issue, you should number those pages such as M1, M2, etc., so that if a reader wishes to remove it, he/she won't end up with the pages of the magazines numbering 35, 36, 41, 42, etc.

Gordon Lawson
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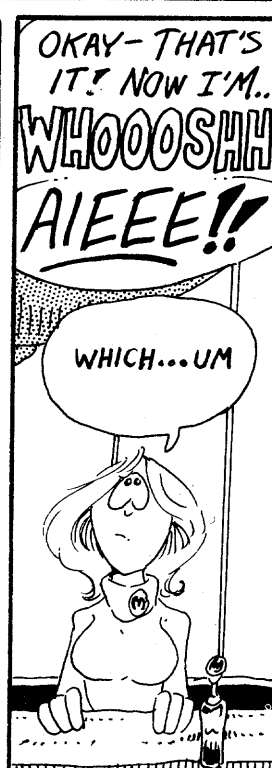
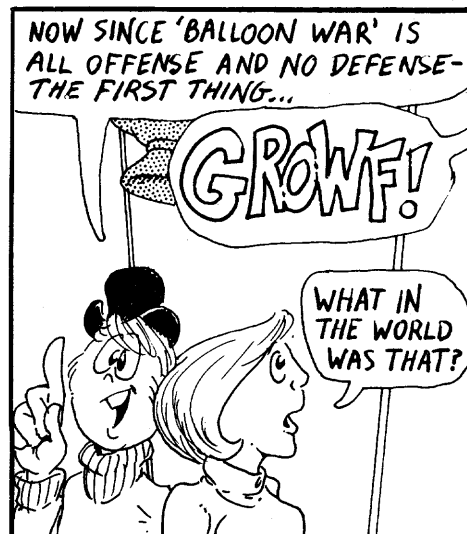


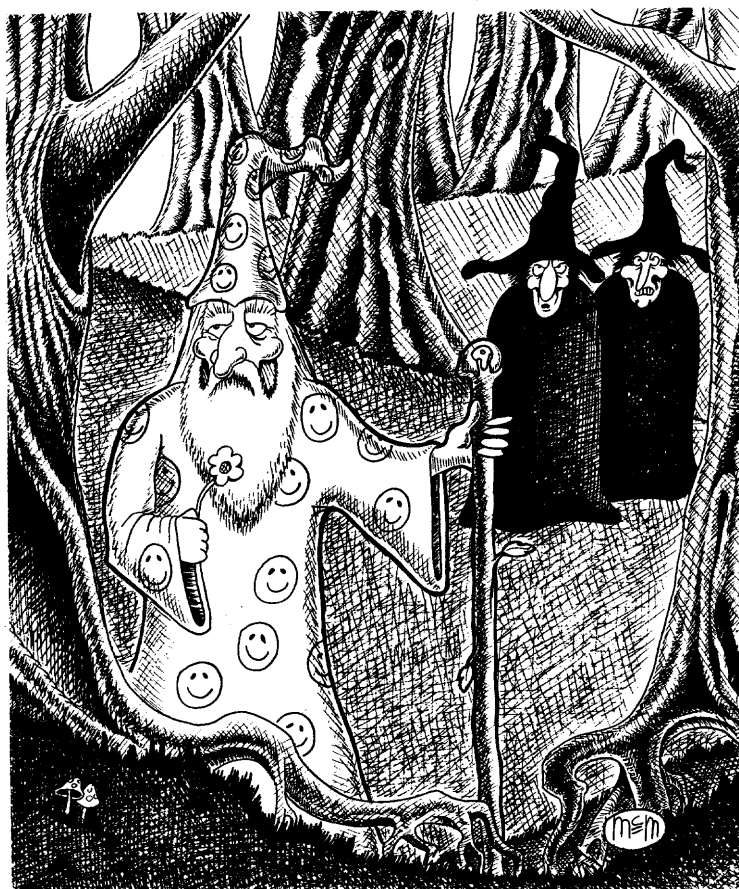
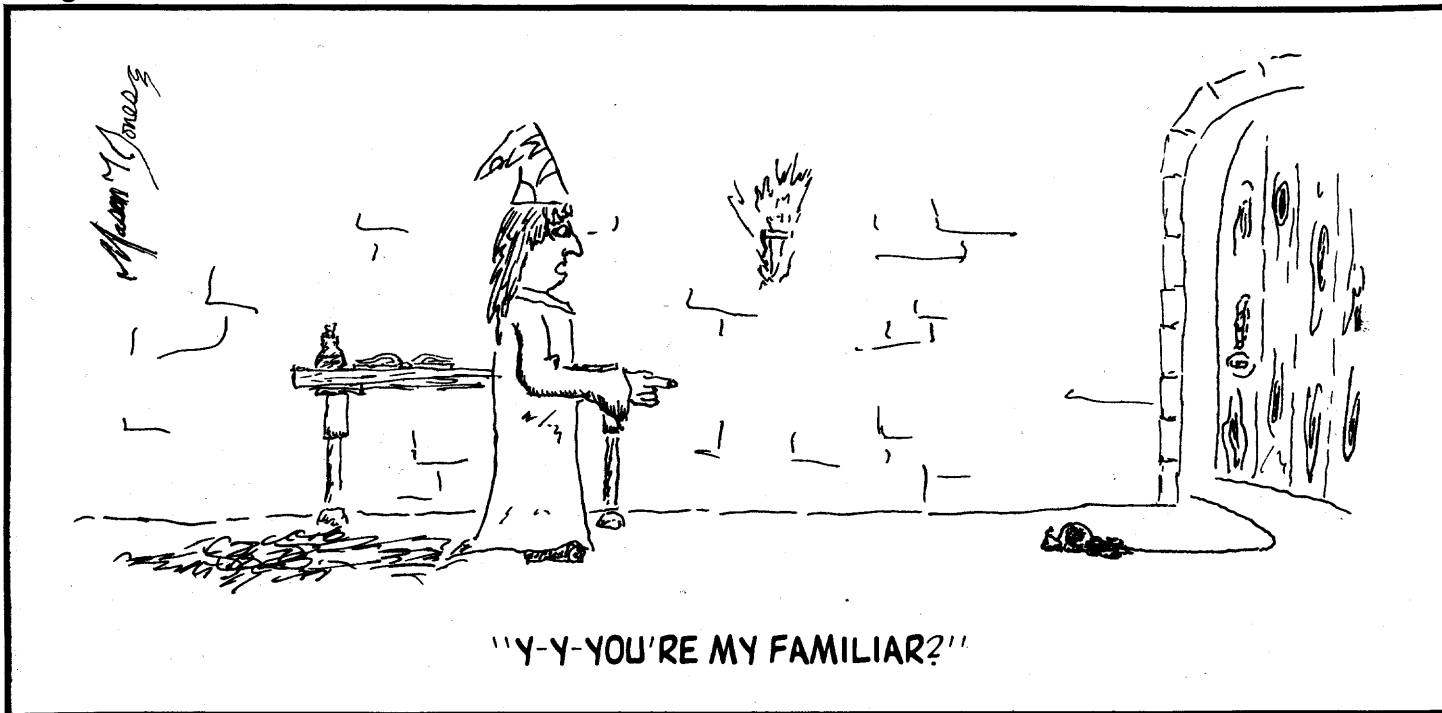
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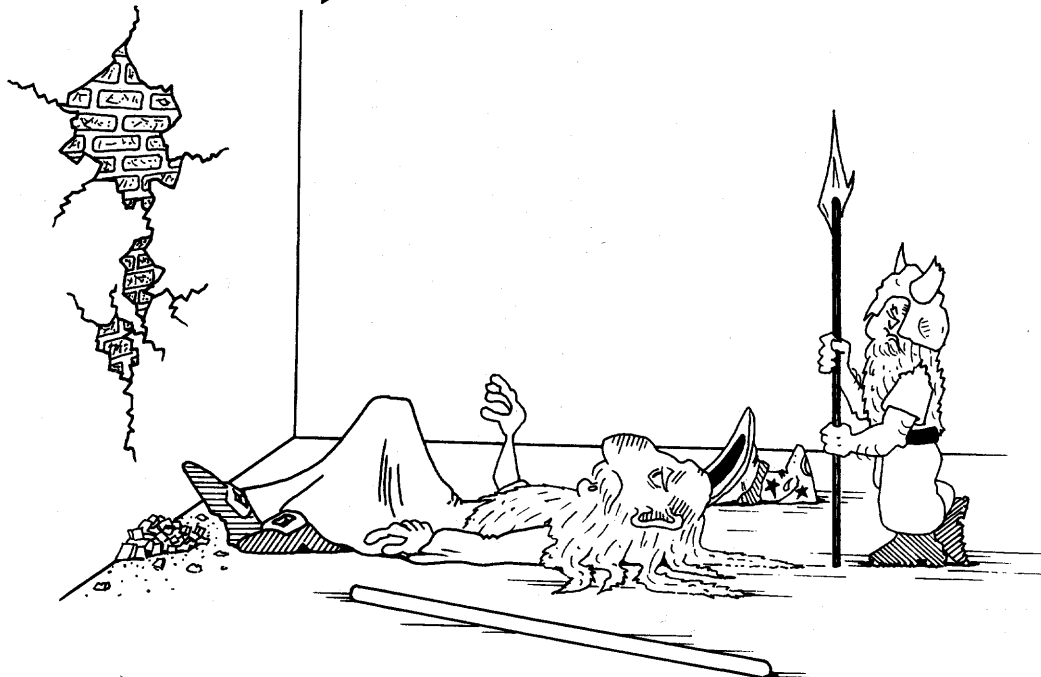




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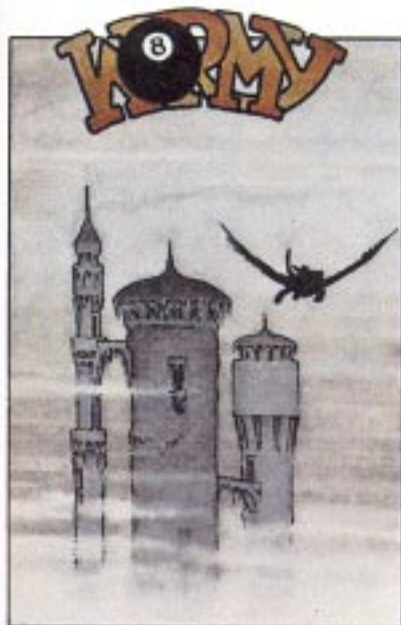
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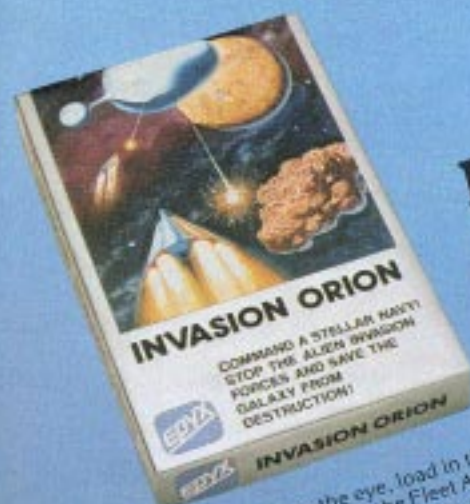
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The Martian Chronicle

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F.A.S.A. Starliner Visits Mars

MARTIANS HELD

HOSTAGE (Day 1)

Recently, Clonemaster Zepeda and Michael Bledsoe (mc) were allegedly held hostage by the 15mm DRAGONSLAYERS and TRAVELLER figures. The 25mm figures were also held at spear/gun point as the smaller figures tried to figure out what to do next.

The Head Martian, who conducted the negotiations by phone from a nearby grocery store, told us that it was tough going for awhile, "their demands, however reasonable on the surface, were outrageously costly". According to the released hostage, the figures wanted an apology from Bledsoe (mc) for calling them "ordinary, compared to the 25mm's". Bledsoe (mc) was unwilling to give this apology until he saw the DRAGONSLAYERS 25 heroes sacrificed to the Dragons.

When asked why Clonemaster Zepeda was held, Bledsoe (mc) replied, "The leader figures held the Clonemaster so they would have a better bargaining position". Bledsoe (mc) and Zepeda both affirm, though, that the miniatures are just metal, even after their supposed harrowing experience.

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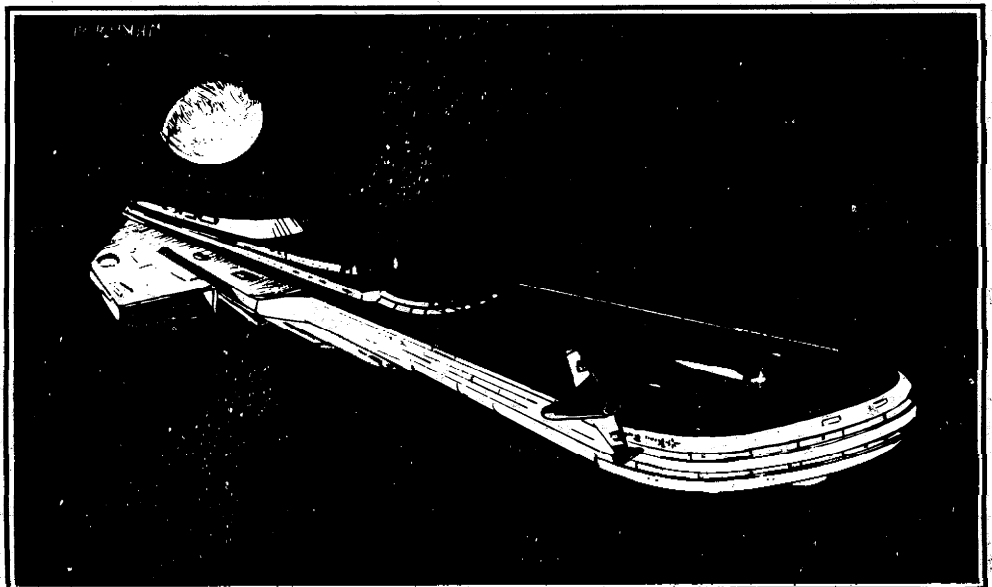
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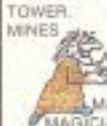
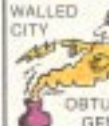







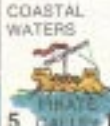








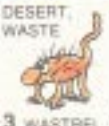















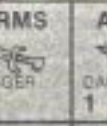


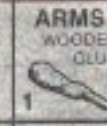



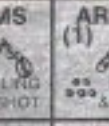
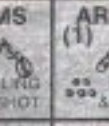
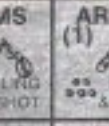





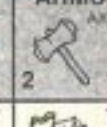








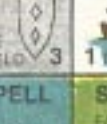

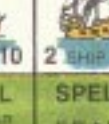

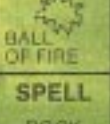
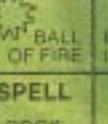

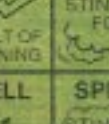
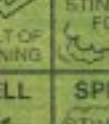
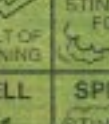

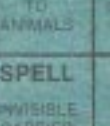




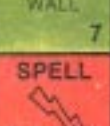






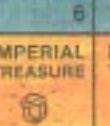
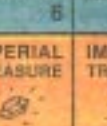



























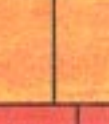
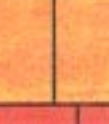
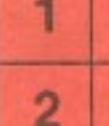




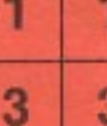




Salt
Lake

Bleak Pass

DESPIN

Wretched
Swamp



 OZMO 7 3 11	 KATE 7 3 11	 NRUFF 8 2 12	 ALATHA 9 2 9	 HARALD 7 2 10	 ROSA 8 2 8	 TURB 6 1 9	 DULCIME 7 1 7	 ANYWHERE 8 4+ EVIL 16 SORCERER	 ANYWHERE 8 8 OLIVER J. 8 DRAGON 20			
 ALL LAND THIEVES BY NIGHT	 VOLCANO 9 4+ DEMON 13	 TOWER MINES MAD MAGICIAN	 WALLED CITY OBTURATE GENIE	 DESERT WASTE MOUNTAIN	 SWAMP FOREST HOLY WOMAN	 ALL LAND 8 M PRINCESS 8	 ALL LAND 6 1 MARYWIN 9	 ALL LAND 7 5 IMPERIAL 11	 ALL LAND 7 5 IMPERIAL 11			
 STORMS AT SEA	 COASTAL WATERS 8 5 PIRATE GALLEON 12	 ALL SEA 7 6 PIRATE SHIP 15	 DEEP SEA 7 5 GIANT SQUID 16	 DEEP SEA 8 7 GREAT WHALE 16	 DEEP SEA 7 6 SEA MONSTER 19	 ALL SEA SWAMP COAST 6 5 FISH FIEND 7	 COASTAL LAND 7 4 PIRATE RAID 11	 COASTAL LAND 7 4 PIRATE RAID 11	 SWAMP 9 4 VAMPIRE FROGS 4			
 DESERT WASTE 7 3 WASTREL 9	 ALL LAND (2) 8 3 BRIGANDS 11	 FOREST MTN 7 3 BLACK BEAR 12	 MTN 6 4 BROWN BEAR 13	 FOREST MTN 7 3 BLACK BEAR 12	 MTN 6 4 BROWN BEAR 13	 FOREST 8 4 ELEPHANT 12	 FOREST MTN 10 2 ED EAGLE 5	 SWAMP MINES 6 R 3 RALPH TROLL 10	 SWAMP MINES 5 R 4 EDNA TROLL 10			
 MTN 8 3 WOLF 9	 MTN 9 4 MOUNTAIN LION 10	 DESERT 7 2 DESERT RAT 6	 FOREST SWAMP MTN 6 2 WILD BOAR 7	CLUE 1 TREASURE HIDDEN AT FRAGON BIRG	CLUE 1 TREASURE HIDDEN AT CASTLE GRENGER	CLUE 1 TREASURE HIDDEN AT IMPERIAL CAPITAL	CLUE 1 TREASURE HIDDEN IN VILLAGE OF SCRAB	SUPER CLUE 2 TREASURES HIDDEN IN WIZARD'S TOWER	TREASURE MAP GO TO PIRATE LAIR			
 ARMS DAGGER 1	 ARMS DAGGER 1	 ARMS DAGGER 1	 ARMS DAGGER 1	 ARMS DAGGER 1	 ARMS WOODEN CLUB 1	 ARMS WOODEN CLUB 1	 ARMS WOODEN STAFF 1	 ARMS WOODEN STAFF 1	 ARMS WOODEN STAFF 1	 ARMS (1) SLING & SHOT	 ARMS (1) SLING & SHOT	
 ARMS ROUND SHIELD 2	 ARMS GREAT SWORD 2	 ARMS GREAT SWORD 2	 ARMS SHORT SWORD 1	 ARMS SHORT SWORD 1	 ARMS AXE 1	 ARMS AXE 1	 ARMS MACE 1	 ARMS MACE 1	 ARMS (2) BOW & ARROWS	 ARMS (2) BOW & ARROWS	 ARMS (2) BOW & ARROWS	
 ARMS ROUND SHIELD 2	 ARMS KITE SHIELD 3	 ARMS KITE SHIELD 3	 ARMS 6 BOAT 10	 ARMS 6 BOAT 10	 ARMS 7 SHIP 12	 ARMS 7 SHIP 12	 SPELL BALL OF FIRE	 SPELL BALL OF FIRE	 SPELL BOLT OF LIGHTNING	 SPELL BOLT OF LIGHTNING	 SPELL STINKING FOG	
 SPELL SPEAK TO ANIMALS	 SPELL SPEAK TO ANIMALS	 SPELL REAL COMPLETELY	 SPELL FAMILIAR 2	 SPELL FAMILIAR 2	 SPELL FEAR! 6	 SPELL FEAR! 6	 SPELL ROCK WALL 7	 SPELL ROCK WALL 7	 SPELL TELEPORT	 SPELL TELEPORT	 SPELL STINKING FOG	
 SPELL REAL COMPLETELY	 SPELL INVISIBLE BARRIER 6	 SPELL INVISIBLE BARRIER 6	 SPELL PHRASE OF FRIENDSHIP	 SPELL PHRASE OF FRIENDSHIP	 SPELL ELVIN SNARE	 SPELL ELVIN SNARE	 SPELL ELVIN BOLT	 SPELL ELVIN BOLT				
 IMPERIAL TREASURE SCYTHRE	 IMPERIAL TREASURE RING	 IMPERIAL TREASURE EMERALD	 IMPERIAL TREASURE TALISMAN	 IMPERIAL TREASURE PALANTIR	 IMPERIAL TREASURE GRAL	 TREASURE BAG OF SILVER	 TREASURE BAG OF SILVER	 TREASURE BAG OF SILVER	 TREASURE BAG OF SILVER	 TREASURE STONE OF FIRE	 TREASURE SILVER INGOTS	
 TREASURE MAGIC SHIELD 5	 TREASURE MAGIC SHIELD 4	 TREASURE MAGIC SWORD 3	 TREASURE MAGIC SWORD 2	 TREASURE MAGIC AXE 2	 TREASURE MAGIC MACE 2	 TREASURE MAGIC DAGGER 1	 TREASURE (2+) MAGIC BOW & ARROWS	 TREASURE SACK OF GOLD	 TREASURE SACK OF GOLD	 TREASURE GOLD INGOT	 TREASURE GOLD BOX	
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2	2	2	2	2	2	3	3	3	3	4	4	5
5	5	6	6	6	7	7	7	8	8	8	9	10

OZMO**7**
ESCAPE**3**
ABILITY**11**
WOUNDS

A fighter may use all Arms, but has no spells.

OZMO ROCKFIET grew up in a land to the west called Galeath, where the lords of castles raise their sons to be mighty warriors. Ozmo has been down on his luck, and seeks a fortune so that he may return and become king of Galeath.

KATE**7**
ESCAPE**3**
ABILITY**11**
WOUNDS

A fighter may use all Arms, but has no spells.

KATE deBONK hails from a small kingdom where, as a child, she refused to fit in the mold made for little girls. She became a champion, beating the best fighters of her land in mock battle. She has been sent by her king to aid the emperor.

NRUFF**8**
ESCAPE**2**
ABILITY**12**
WOUNDS

An elf may use all Arms, and may carry one spell.

NRUFF of Norffon comes from a forest to the north, where a rare disease is killing all the trees. In an effort to save their woods, the elves there have gone off in search of help. Nruff is not above a bit of personal gain while on his quest.

ALATHA**9**
ESCAPE**2**
ABILITY**9**
WOUNDS

An elf may use all Arms, and may carry one magic spell.

ALATHA AEOLTHNA, known also as "The Unseen One," is a golden elf from beyond the black mountain. There, the elves are building a palace for their queen. Alatha intends to bring enough riches back to her land to fill the palace up.

HARALD**7**
ESCAPE**2**
ABILITY**10**
WOUNDS

A cleric may carry 2 spells, but may only use mace, club, staff or sling.

HARALD was raised as an orphan by a band of monks in the great forests of the south. They taught him humility and kindness. He is now in quest of treasure, and there is no doubt that he will put to good use any riches he gains.

ROSA**8**
ESCAPE**2**
ABILITY**8**
WOUNDS

A cleric may carry 2 spells, but may only use mace, club, staff or sling.

ROSA of Ragnoyl grew up in the great cities of the former age. Early in her life she became a member of a religious order which seeks to restore harmony to the universe. To raise funds to build a new sanctuary, she has come in quest of treasure.

TURB**6**
ESCAPE**1**
ABILITY**9**
WOUNDS

A magician may carry 4 spells, but may only use dagger, staff, bow & arrow or sling.

TURB was awarded a scholarship to the Magical College of Black and White Arts when, as a youth, he turned all the chickens in his village into eggs. He has since led the life of a wandering magician.

DULCIME**7**
ESCAPE**1**
ABILITY**7**
WOUNDS

A magician may carry 4 spells, but may only use dagger, staff, bow & arrow or sling.

DULCIME DUVINNE was trained in the mystic arts by her father, who was once sorcerer to the emperor. Then the evil sorcerers came, battled her father and destroyed him in the Mines of Zerta. Dulcime seeks to restore her family's fortune.

EXPLORATION CHART

Mines of Zerta
1. Arms
2. Heal a wound
3. Encounter
4. No action
5. No action
6. No action

Coastal Village
1. Arms or Boat
2. Heal a wound
3. Encounter
4. No action
5. Boat
6. Treasure

Walled City
1. Arms or Boat
2. Encounter
3. Encounter
4. Boat or Ship
5. Treasure
6. Treasure

Wizard's Tower
1. Arms
2. Heal wounds
3. Heal wounds
4. Must Leave
5. Treasure
6. Treasure

Imperial Capital
1. Arms or Boat of Zerta must automatically draw
2. Heal a wound one encounter.
3. Encounter
4. Must Leave
5. Boat or Ship
6. Treasure

location the roll is made.
6. Treasure
5. Boat or Ship
4. Must Leave
3. Encounter
2. Heal a wound one encounter.
1. Arms or Boat of Zerta must automatically draw