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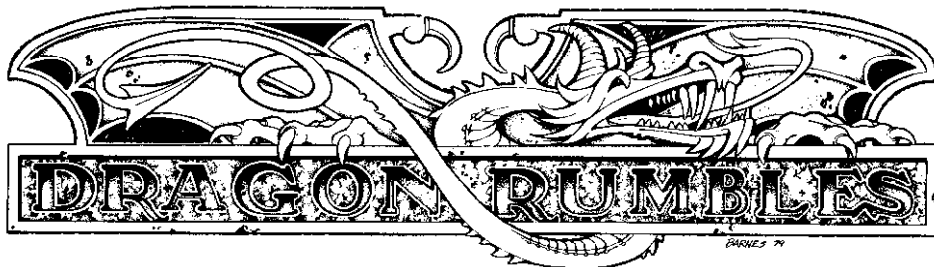
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We have a couple of pieces of information to pass along this month, which may not be "news" by the time you read this, but which certainly falls within our responsibility to report in as accurate and timely a fashion as possible.

In a press release dated March 31, Simulations Publications, Incorporated (SPI) announced it had reached an agreement with TSR Hobbies, Inc., whereby TSR had initiated a legal and economic chain of events to purchase SPI. As part of the agreement, TSR will undertake the distribution of SPI products in the United States and Canada. Kevin B. Blume, TSR Hobbies' Chief Operating Officer, has assumed the presidency of SPI.

"We believe that SPI has a potentially strong line of products," said Blume in a news release from TSR Hobbies, "which, when efficiently marketed and distributed, will be profitable and and hopefully will reverse SPI's current deficit position."

Christopher Wagner, outgoing president of SPI, said, "This deal will work because the capabilities of the two companies are highly complementary. SPI can make the products and TSR can sell them." Wagner is leaving SPI after one and a half years in the position to resume his consulting business.

Executive Vice President Redmond Simonsen and Vice President Brad Hessel of SPI issued a joint statement which said in part, "We are pleased to announce that SPI and TSR Hobbies have reached an accord that is in the best interest of the corporation, our employees, our vendors, and most importantly our customers."

* * *

And as long as we're reporting announcements: Dragon Publishing, as a division of TSR Hobbies, Inc., has come to an agreement with Arthur Bernhard, President of the Ultimate Publishing Company, Inc., to purchase Ultimate's publication, AMAZING™ science fiction stories. Started in 1926 by Hugo Gernsback, the "father" of modern science fiction, AMAZING is the oldest and longest-running science fiction periodical in the world.

Joining the Dragon Publishing staff as editor of AMAZING is George Scithers, a two-time winner of the Hugo award as best science-fiction editor, and past editor of *Isaac Asimov's Science Fiction Stories* magazine.

George has already lined up new fiction from Robert Silverberg, Barry Malzberg, Gene Wolfe, Richard Lupoff, Ron Goulart, Robert Adams, Lisa Tuttle, George R.R. Martin, and Jack Williamson; a regular column by Silverberg; interviews with R. A. Lafferty and A. Bertram Chandler . . . and a few surprises.

There wasn't time to get a subscription ad for AMAZING into this month's issue of DRAGON™ Magazine, but those of you who just can't wait may subscribe at the rate of \$9 for six issues or \$16 for twelve issues. AMAZING is currently published quarterly, but we'll be going to bi-monthly soon, and subscriptions will be adjusted accordingly. Subscription orders should be made payable to Dragon Publishing and mailed to AMAZING Science Fiction Stories, P.O. Box 110, Lake Geneva WI 53147.

* * *

Finally, while the snow is still knee-deep here in Wisconsin in early April, it's time to start thinking about the summer convention season. The GEN CON® East II Convention in June at Widener College in Chester, Pa., will be our first appearance of the season. The convention will mark the premiere of our 1983 D&D® calendar. Not only will you be able to see (perchance, to purchase?) a copy, you'll also be able to meet Tim Hildebrandt, our special guest and the creator of the artwork for the calendar.

REALMS OF WONDER, the calendar's title, may give you a sense of what you'll be seeing, but rather than try to describe Tim's fantastic paintings, we'll just ask you to make a point of stopping by our booth at the show if you can. We think you'll agree that his work for REALMS OF WONDER is every bit as good (dare we suggest *better?*) as the work he's done in the past.

If the east coast is too far to go, Tim will also be our guest at the GEN CON XV Convention in August at the University of Wisconsin-Parkside. And if you can't get to either place, look for REALMS OF WONDER in a store near you this summer. The days-and-dates part is no good until January, but the paintings are timeless.

Dragon^{T.M.}

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Don't let the guy on the cover give you too much heat — he just does this sort of thing on weekends to pick up a little extra money. The *real* wizards are the writers and artists who filled up the inside of this magazine, from EGG to Tramp and everyone in between. The cover painting is the creation of Susan Collins, whose work also appeared on the outside of issue #51.

The center 12 pages of this month's issue is taken up by *Quest for the Midas Orb*, an adventure created by Jennie Good which was, ahem, good enough to win third place in the AD&D™ section of International Dungeon Design Contest II.

In the leadoff position, following two pages of "Out on a Limb" letters, is the third and last installment of cantrips, brought to you *From the Sorcerer's Scroll* by E. Gary Gygax. These morsels of magic for illusionists are, like the magic-user cantrips that preceded them, slated for inclusion in an upcoming official volume of new AD&D™ rules. And, as the Sorcerer himself is wont to say, you Gentle Readers saw it here first.

We've looked at combat from one extreme to the other, in the form of a couple of "related" articles by Phil Meyers and Rory Bowman. The former describes a suggested new system for conducting weaponless combat in an AD&D adventure. Notice we said "new," not necessarily "simpler." If there's a way to beat somebody up and keep it simple, we'd like to know about it. The second piece is something a lot of you have asked for, and we hope it fills the bill: statistics and descriptions for about three dozen "weird" weapons, an unofficial expansion of the list in the AD&D Players Handbook.

Gnomes are the next object of scrutiny in Contributing Editor Roger Moore's series of articles on the humanoid races and their deities. "The Gnomish Point of View" draws some clear distinctions between gnomes and their "cousins" the dwarves,

and "The Gods of the Gnomes" drives the point home even more firmly.

The next time your group wants to play "Cowboys and Indians," send in the "Little People of the Iroquois," portrayed in Conrad Froehlich's article. These legendary elf-like creatures should fit especially well in a campaign one using an American Indian mythos. If you feel the same way, fine. If you don't, then you can Sioux us.

For the second issue in a row, we're able to give guidance to TOP SECRET® agents direct from E. Gary Gygax. New rules for areas of Special Knowledge, plus a completely detailed new bureau for infiltrators, are featured in the column that starts on page 60.

The latest edition of "Giants in the Earth" brings forth three more characters from the pages of fantasy literature, including everybody's favorite chauvinist, Tarl Cabot. A quartet of new critters are featured in "Dragon's Bestiary" but that's nothing compared to the *eighty* monsters portrayed in living (in most cases) color on pages 52 and 53. That's our way of giving you a sneak preview of TSR's new AD&D™ Monster Cards, which should be on the shelf of your favorite store by the time this magazine gets there.

The "Dragon's Augury" review section this month showcases two games that, at first glance, seem to have nothing in common — *Call of Cthulhu* and *Hitler's War*. But on second thought, wouldn't Der Fuhrer have made a *terrific* Lovecraft monster? Following the game reviews is a two-page section *Off the Shelf*, wherein Chris Henderson takes a critical look at some of the newest fantasy and sf book releases.

Last but never least, our comic section is a whopping five pages long this time around—designed to make your month of May as merry as can be. — KM

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Out on a Limb

Binders revisited

To the editor:

Regarding your editorial about SPELL-BINDERS in issue #59: Not only was Orisek not the first company to think of easel-back binders, they were not the first adventure game company to do so. Flying Buffalo Inc. was selling the same product for 6 or 8 months before Orisek came out with theirs. Anyone can get them printed up by the binder people if he is willing to buy at least 250.

But you are exactly right about the small press run problems. We sell our binder for \$10, and we don't make enough money on them to keep them in print. We probably won't have them redone when the current batch is sold out. (Ours are bigger than the ones Lauren bought for \$4, however.) And I'll believe that \$4 price when I see it. I have seen such binders advertised for \$8, and the Michigan Gaming Group sells theirs for \$10, as we do.

Rick Loomis
Flying Buffalo Inc.
Scottsdale, Ariz.

'Quite a shock'

Dear Editor:

I was shocked to read Mr. Jaquet's article in Dragon Rumbles in issue #58 of DRAGON Magazine. I have been an "administrator" for KILLER, a live role-playing game, and have found it enjoyable and somewhat interesting, on my part anyway, to see how the players actually conducted themselves. We held our game at Wenatchee High School, where everyone who played attended. We had fun and terminated our two-week-long game without injury, loss, or incident.

It appears that Mr. Reagan's game party was a bit too imaginative. Though I enjoyed playing KILLER, I do agree with Mr. Jaquet. Things can get out of hand resulting in injury or loss. The incident in California is an example of this. It is incidents like this that give true role-playing games a bad name. Especially for those who don't completely understand the role-playing game, like my mother. Everytime an article is published about a role-playing game, like the California incident, she's got to remind me of how dangerous it can be. (I think I did sprain my hand one night, though, while attempting to throw two dice simultaneously.)

Anyway, we've discontinued KILLER because of lack of interest and have dug into more interesting games like Traveller and GAMMA WORLD™. I hope those who play

and enjoy live role-playing games like KILLER would extend a special courtesy to those "bystanders" and try not to get too spectacular or real in their weapons or scenarios.

Kevin Berg
Wenatchee, Wash.

Bows and errors

Dear Editor:

While my archery is a bit rusty, I would like to comment on Carl Parlagreco's article that appeared in issue #58 of DRAGON Magazine. He and Robert Barrow both brought out some valid points about accuracy at various ranges, and the varying draw strengths of bows, but I disagree a bit with Carl. He suggests that the damage from a weaker bow should be less. From actual experience (although not a lot), I have found this not to be true, as I have hunted deer with a 30-lb. bow and have done a great deal of damage; in fact, one of my arrows went completely through a deer and came out the other side from a range of around 50 yards. We never did find the arrow, though we did return with the deer.

There is also a minor point neither Carl or Robert mentioned. Just as bows are made of varying strengths, arrows are made in different draw lengths. Mine are two inches shorter than my husband's, and if he were in a hurry and accidentally picked up one of mine and drew it to his normal position, it would fall off the bow or he would shoot himself in the hand. Differing arrow lengths should increase the possibility of fumbles.

Isn't it about time someone put together a weapons manual something on the order of the Monster Manual or the FIEND FOLIO? I must confess that I am much more familiar with crochet hooks than voulges and fauchards, and it is inconvenient to thumb through a pile of magazines looking for information when one of my characters is reduced to using a strange weapon in the middle of a battle. Sure, I can roll for damage (without knowing all the details of the weapon being used to do the damage), but I'd really like to know more than that.

I also enjoyed Roger Moore's articles on dwarves in that issue. About the only time my lady dwarf mentioned the god Budwizr (or was it Koorz?), was when she and a gnome took refuge with their dinner under a table during a pie fight by the rest of the party (an NPC started it!). But that was aboard ship on a long ocean voyage, and I forgave her for it.

Carol Bruce
K.I. Sawyer AFB, Mich.

'All levels'

Dear Editor:

I have experienced both types of AD&D™ games, both as a player and as a DM. When I began playing four years ago, my DM gave one-tenth (yes, one-tenth) experience points earned to characters. He gave none for treasure. In one night, my 1st-level magic-user didn't participate at all, expect for taking up space.

My second DM started me out with a very good ranger. He advanced fairly quickly. Since then he has explored countless dungeons, wildernesses, cities, and planes of existence. I still have him. That early campaign was one of the most enjoyable I have ever experienced.

After speaking with many players and DMs, I have come to the conclusion that the best possible campaign would include all levels of play, from first level to the point where characters are no longer challenged by anything less than a demigod. No one will deny that there are more high-level monsters for a party to encounter, or that these monsters are much more interesting. Which would excite you more, hacking up orcs or slinging fireballs at a mind flayer while dodging psionic blasts?

Another question: If characters should not advance beyond sixth or eighth level, why are there provisions for 29th-level magic-users, meteor swarms, hammers of thunderbolts, artifacts, and quivering palms? Why is there no upper limit in advancement? If Mr. Gyax had intended a lower-level game, why did he write this into the AD&D game system?

The object of the game is unquestionably to "role play." If you actually follow any alignment, you will be obligated to increase your power, so you will be better able to further the ends of your alignment. The closest thing to "winning" in the AD&D game is acquiring levels and powerful items. Cutting them (characters) off just before these goals are attained is robbing them of much of the fun possible in the game. At least let them have a taste of power. When that gets old, begin the cycle anew with first-level characters.

Sean P. Healy
Wichita, Kan.

'What an issue!'

Dear Dragon:

I was about to write you about issue #57 and how excellent it was when the mailman plopped #58 on my doorstep. What an issue! With Minarian Legends and Simulation Corner

gone (I will shed no tears), all of the "regular" AD&D™ features can be had in one issue. Leomund's Tiny Hut produced some much needed clerical spells, official or not, which have been overlooked in the Players Handbook. Remove Paralysis is one of these, for now a ghoul's touch and a carrion crawler's swipe aren't permanent conditions.

The highlight of the issue came from a small source: dwarves. Roger Moore's articles on dwarvish magic items and dwarven deities were superb, and had all of my schoolmates rushing to grab a look.

The only gripe I have is with Robert Barrow's look at archery. His "to hit" system is fine except for one thing: no provisions for levels. As far as I can tell, according to his system, the chance of hitting a particular target stays the same no matter what level the wielder is. This goes against the concept of the game—the idea being to rise in levels and become more powerful. In his striving for realism, Mr. Barrow forgot to keep playability alive, a problem often found in role playing.

Mark Cutter
Anaheim, Calif.

Spells not swell?

Dear Editor:

I have read Len Lakofka's article, "Beefing up the Cleric" (issue #58), and I was disappointed. The new spells showed much promise, but many of them contained flaws which ruined the spell. Some of the spells were not useful to adventurers. Also, many of the spells were concentrated into levels that don't need more spells. A few of the spells were ineffective, due to long casting times, or to too many limits on them.

Spells which are not useful to adventurers don't hurt the game, and can even add spice to NPC's. Most of the *Ceremony* spells are like this. Players never need to marry anyone in a dungeon, and only rarely consider marriage elsewhere. When these spells are put in the new manual, you should answer these questions: Why should an evil cleric prevent undead in a cemetery, and what is the probability of undead rising in unconsecrated ground?

Combine is another impractical spell. I cannot imagine a party with five clerics. Two is usually pushing it. In one melee round, any undead could make mincemeat of Combining clerics. The spell is suicide, offensively. I can, however, envision NPC clerics at a temple combining to cast resurrections, etc., for a healthy fee.

Endure *Heat* or *Cold* is a useful spell, although 120° F. is a little low; perhaps 140° would be more in line with the -20° lower extreme. If you wore clothes, would that extend the range further? How much damage does one take without the spell, with or without clothes?

Magic Stone is the worst spell I have ever heard of. Who needs a spell that does a couple of points more than a plain rock? Just save your spells for cures, and if you want to interrupt some M-U casting a spell, throw a normal rock or use a sling. In my campaigns, any damage done to a M-U ruins his spell.

Portent could use a clearer way to avoid a bad portent, or else no cleric would use it.

Detect Life is another bad spell. It is so limited it is of little value to adventurers, and, worse yet, noisy enough to attract wandering monsters, or alert the inhabitants of a room.

If *Holy Symbol* doesn't radiate magic, then why is it a spell? If it was modified, "*Holy Object*," I'll call it, then possibly it could do slight damage to opposing alignments, or help turn undead.

The *Dust Devil* is so weak a M-U could sic his familiar on it. It ought to be at least resistant to normal weapons (-1 damage).

Entrhall is a great spell, especially for NPC's and old-time gospel preachers. However, if someone makes a saving throw, why should they hoot and jeer? They ought to just make a normal reaction roll, with -25%, perhaps.

Remove *Paralysis* would be a great spell if it were more straightforward. I would suggest that an unsuccessful removal does not double the duration, and that multiple castings have simply no effect.

Meld into Stone should have a variable duration, like two rounds per level, plus a d8, else high-level clerics wouldn't use it.

In no case, in my opinion, should *Negative Plane Protection*, which surrounds the recipient with positive energy, give hit points to a Negative plane creature.

A couple more suggestions concerning clerics, not related to the new spells: In my opinion, there is too large a gap between first- and fourth-level cures. What is needed is a second-level cure spell, since the third-level spells already have some curative effects. A second-level cure should cure something like 2d4 plus 1. That is enough to fix minor injuries, but not enough to save even a first-level fighter who's mortally wounded.

Another spell that would help improve game balance would be *Detect Curse* (third level?). It ought to cost around 100 g.p. per casting, but it should detect any cursed item, except artifacts. The cost should discourage overuse.

Last, I feel that one existing spell should be changed: *Chant*. How can a cleric know one turn in advance when he is going to be attacked? Augury? It ought to take about one round to cast.

Will Hettchen
Ellicott City, Md.

Len Lakofka's reply

To the editor:

Mr. Hettchen's letter points out the fact that he plays much of the AD&D game in the labyrinth. However, clerics do not live by killing alone! They are allowed, upon becoming 9th level, to create a stronghold and can gather a band of followers if they set up a place of worship at 8th level. With this in mind, let's look at Mr. Hettchen's letter.

As fate would have it, one of my player characters did take the *Ceremony of Marriage* into the dungeon! He insisted on marrying his true love where he found her — tied to a wall and about to become an important part of a goblin ritual. All kinkiness aside . . . *Ceremonies* will earn money for the "place of worship" set up by the 8th or 9th level player character mentioned above. I doubt if the player character wants to adventure the rest of his/her life just to keep the church he/she has built "in the black."

An evil cleric would throw the reverse of *Consecrate Ground*, let's call it *Desecrate Ground*, where undead are likely to rise — perhaps one extra skeleton or zombie would be guaranteed. Thanks for the suggestion!

Combine is not impractical at all. It is very good in two major situations: battlefield play where armies meet one another (the D&D

game began as a miniatures game, I might point out), and in the church/temple to perform certain functions. In the dungeon it is more difficult to apply. However, our 8th and 9th level cleric has a band of followers and might have four of them with him/her in a dungeon. In any case, using *Combine* is a function of encounter distance where combat/melee is involved. Turning undead that you can see coming is a very good use for the *Combine* spell. Raising a cleric by 1 to 4 levels means that undead that might not have been turnable now are. Furthermore, it might mean that some undead can now automatically be destroyed where they could only have been turned before hand. This spell is just dandy for *Commune* spells and other divinations as well. The spell cannot be used offensively, as stated in the spell text.

Endure Heat and *Cold* can have limits changed if you wish them changed. I don't feel clothing affects the spell at all. If you are hit by a damage spell, the *Endure* spells afford no protection whatsoever — that is what *Resist Fire* and *Resist Cold* are for.

Magic Stone has not been considered very long by Mr. Hettchen. What if the beast can only be hit by magic weapons and the cleric has none? Note that the stone(s) can be magicked and put away for 6 rounds plus one round per level of the cleric. Thus, the cleric has a magic weapon at hand if needed in that short time span. What happens to a cleric who is locked in jail and is guarded by a gargoyle if he/she has no magic weapon whatsoever? Many DMs do not allow clerics to throw stones at all, but might allow it under the guise of a spell. Clerics cannot, by the way, use slings. *Magic Stone* range is: "Line of sight up to 120 feet."

Detect Life, as written, can attract attention but it can tell the players if something alive is beyond the next door. Its main use is to tell who is alive that appears to be dead. It has battlefield uses to see who is "playing possum" among the dead and wounded.

A *holy symbol* must be properly blessed to be usable by a cleric. This does not make it magic, per se. Every symbol must be so blessed or it is of no value to a cleric.

Dust Devil is to be used in sand dunes or where there is much loose debris. It is not a fighting monster. It is quite good to inhibit adverse spell casters. By the way, any spell caster who would send his familiar into a dust storm is asking for troubles of many kinds.

Entrhall makes them hoot and jeer because that's the way I wrote the spell.

Remove *paralysis* is straightforward. It allows one to remove spells like *Hold Person* or *paralysis* by ghoul touch at a range of 30 feet per level of the cleric. The double duration is a double-edged sword. The damage allows chaotic evil clerics to combine *Hold Person* and *Remove Paralysis* in an interesting way.

Meld into Stone is of variable duration — and why favor high-level clerics over low?

I wrote *Negative Plane Protection* to make the spell its own possible nemesis; the chance to "heal" an undead makes the spell more of a gamble for the cleric.

I think *Cure Serious Wounds* should be third level and not fourth. However, the cleric is not just a hospital, he/she is also used for fighting and for informational spell value.

Detect Curse has a lot of merit, but a gold piece cost may not be the best way to discourage overuse. A temporary drop in constitution, as with *Identify*, is likely a bit better.

Len Lakofka

Now you
see them:

Cantrips for the aspiring illusionist

by Gary Gygax

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By this time I assume that most of you Gentle Readers who were devoted to AD&D™ gaming sufficiently to labor through the last two columns will have begun employing cantrips in your respective campaigns. If the results are like that experienced in my own Greyhawk campaign, there will have been considerable zest added, for low-level magic-users are now more than one-shot lurkers in the nethermost regions of the party, and an initial attack spell roll with questionable punch no longer need spell trouble for the Prestidigitator, since four of the best cantrips can be substituted for the first-level bummer! It is also "pure" AD&D gaming, too, for the cantrips and rules for their employment will become part of the system much as they appeared here within a year or two. Meanwhile, Faithful Reader, you now have the edge on all those imprudent enough not to acquire DRAGON™ Magazine on a regular basis.

With magic-users seen to, it is time to take up the cause of their more specialized cousins, illusionists. This sub-class is not too popular in most campaigns, but that will change somewhat when the game system expansion is published. That volume will have many new and highly useful spells for illusionists. Meanwhile, you will find that adding cantrips to their repertoire now makes the playing of illusionist characters immediately more desirable. The cantrips for the sub-class are basically the same as those for magic-users of the standard sort. The main differences are that illusionists generally have fewer of them, and they have an entire additional type of cantrip not known to magic-users.

Illusionists learn many of the same cantrips as do apprentice magic-users, as indicated on the table below. They have, in addition, certain of their own petty magics which they might have learned. These special cantrips are likewise enumerated below. Otherwise, all properties pertaining to magic-user cantrips apply to those employed by illusionists.

Useful Cantrips: As *magic-users*, -3

Reversed: 2-5

Legerdmain: 3-6 (d4 +2)

Person: 2-5
Personal: 2-5
Haunting: 5-8

Special illusionist cantrips	
No.	Minor Illusion (5-8)
1	Colored Light
2	Dim
3	Haze
4	Mask
5	Mirage
6	Noise
7	Rainbow
8	Two-D'lusion

Explanations and descriptions

Colored Lights (Alteration)

A of E: *Special*
CT: ½ segment

When this cantrip is employed, the caster creates one or more globes of pastel light (cf. magic-users' *bluelight* cantrip). A single globe of illumination 1 foot in diameter can be brought forth, or a pair of 6-inch-diameter globes, three 4-inch globes, or four 3-inch globes. The caster can cause these globes of light to be of any pastel color. Each will illuminate a radius around it equal to five diameters; i.e., a 1-foot globe sheds a 5-foot radius of radiance, while a 3-inch sphere of light illuminates only a radius of 15 inches. As long as the caster concentrates upon the *colored lights*, the cantrip will remain active, and the globe or globes will float near or rest upon the caster, as he or she desires, within the 1" range. Globes can be moved back and forth, up and down, to and fro as desired. The illumination from any of them will not cast reflections beyond 1", and the light shed cannot be detected beyond 3". Infravision and ultravision are not affected if light is colored pale blue or pink, but other hues will disturb these visual capabilities. The caster must speak the color and number of globes desired, then speak a magic word (*noma*, *mazda*, etc.), while directing the globes with one or more fingers.

Dim (Alteration)

A of E: *Special*
CT: ½ segment

By means of a *dim* cantrip, the illusionist causes a light source to become weaker or the very air to become less permeated by light rays. If light sources are to be affected, about 6 torches, a medium-sized fire, (such as in a fireplace or a campfire), 72 candles, or even a *light* or *continual light* spell can be affected.

The *dim* cantrip will cause any of the above light sources to at best shed only half their normal radiance for one full round. Torches will burn only as brightly as candles, candles will but glow dimly, a fire will become torch-like in illumination, and all *light* spells dim to half their normal brightness. Affected light must be within 1" of the caster. He or she must speak a magical phrase (such as *Bee Row Nout* or *Rhee-Oh Stat*) and make a downward motion with one hand to effectuate the cantrip.

Haze (*Alteration*)
A of E: 1" cube
CT: ½ segment

When a *haze* cantrip is cast, the atmosphere in the desired area of effect becomes cloudy, as if layered by smoke or filled with floating dust. Any creature attempting to discharge missiles or cast spells at a target screened by such a haze will be affected. The target is 5% harder to hit, so missile discharge is at -1 "to hit" and saving throws are at +1 (or one is given when otherwise none is allowed, although it is only a 5% chance to save in the latter case). Hiding in shadows is 5% more effective when screened by a *haze* cantrip. The hazy effect lasts but a single round. It must be cast over an area within 1" of the caster. Atmospheric conditions will destroy the haze if applicable — a good breeze, rain, etc. A *gust of wind* spell will immediately disperse the *haze*. The caster hums a melody while the hands make passes before the body to effectuate this cantrip.

Mask (*Illusion*)
A of E: 1 person
CT: 1/6 segment

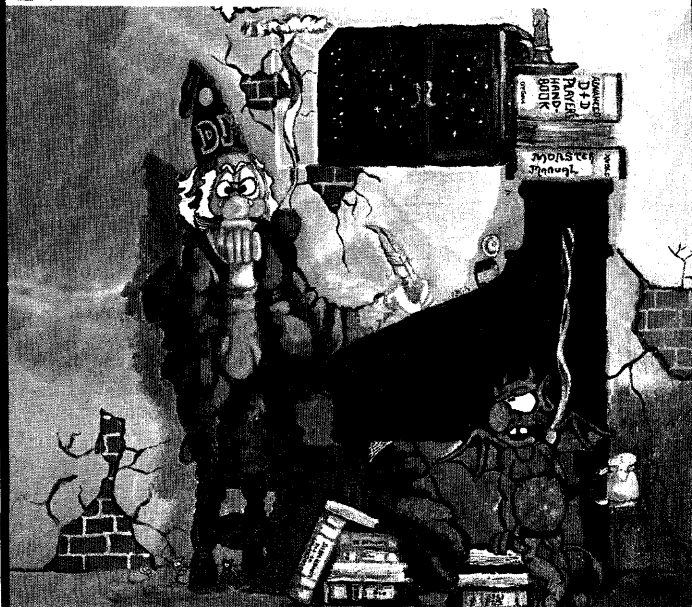
A *mask* cantrip enables the caster to alter his or her visage, or the visage of whatever subject individual (human, demi-human, or humanoid) he or she chooses, by means of illusion. Ears, hair, head shape, facial features, and all such aspects of appearance are affected. The *mask* will only be detectable if a viewer peers closely or can *detect illusion* and does so. The effect lasts for 3-6 rounds. The caster touches his or her face, thinks of the desired features, and then speaks a word descriptive of the visage desired.

Mirage (*Illusion*)
A of E: 2 sq."
CT: ½ segment

This cantrip lets the caster cause an area to appear to be something other than it is. The *mirage* cantrip brings an illusory scene to cover the area. The area must be relatively flat and featureless, and the *mirage* must be an actual place, in existence at the time, which the caster has actually beheld.

A saving throw vs. magic is applicable. The cantrip lasts for as long as the caster concentrates, although each round there is a 5% cumulative chance that it will waver and reveal its true nature. Touching a mirage will instantly dispel the cantrip, as will *dispel illusion* or *dispel magic*. The caster must speak a word or two descriptive of the *mirage* and then make a single pass to cause the magic to begin. It is maintained by concentration alone thereafter.

From the



Sorcerer's Scroll

Noise (*Illusion*)
A of E: 1"
CT: 1/6 segment

The caster of a *noise* cantrip causes illusory sound of whatever nature he or she desires, although it is indistinct and confusing. Thus, he or she can cause a murmuring sound as if many voices were speaking behind a thick door or at a great distance, a rushing sound similar to wings and wind combined, shuffling and scraping as if many people were moving things or walking slowly but at some distant place, etc. All creatures within the area of effect will be subject to the cantrip, but each is entitled to a saving throw. Success negates the *noise* with respect to the individual. Range is 1" for the cantrip's radius of sound. The caster points a digit at the desired area and then softly makes sounds imitative of the noises desired.

Rainbow (*Alteration*)
A of E: *Special*
CT: 1/3 segment

By means of this cantrip, the caster brings into being a plane of pastel colors which exactly duplicates a rainbow. He or she can cause this 30-foot-long, 1-foot-wide band of color to arch into a bowed shape, remain a ribbon, twist and

Coming
next
month

Long-lost lore
about spell books

from the
Sorcerer's
Scroll

turn, etc. In any event, one end of the *rainbow* must be within 1" of the caster when the cantrip is cast. The colors will glow softly and be visible even in total (normal) darkness. If no motion is desired, the caster may leave the vicinity of the *rainbow*. If motion is desired, the caster must control it by hand gesture and remain within 1" of it. The *rainbow* will last for 1 round and then fade away. All creatures failing to save vs. magic will gaze at the *rainbow* for 1-4 segments, 2-5 if the caster keeps it in motion. Verbal component is a name of power (*garland*, *pegee-lee*, etc.) while the fingers of both hands form a pyramid shape.

Two-D'lusion (illusion)

A of E: 4 sq."

CT: 1/6 segment

This cantrip is virtually the same as a *phantasmal forces* spell in most respects. The caster creates a two-dimensional illusion of whatever he or she desires. If any viewer observes it from an angle of more than about 45° from its horizontal or vertical viewing axis, the nature of the illusion will become immediately apparent. It is dispelled by touch or magic (*dispel illusion* or *dispel magic*). The illusion is invisible from the side or the rear. It lasts as long as the caster concentrates upon it. To effectuate the cantrip, the caster must speak a phrase descriptive of the illusion while making a circular motion with his closed hand.

Other cantrips

It is possible that an apprentice will have developed other

cantrips over the course of his or her apprenticeship. The Dungeon Master must carefully review any proposed cantrip to determine if it is of suitable nature and power when compared to existing cantrips herein. In no event is it possible for any apprentice to have developed more than three new cantrips.

Reading and recording cantrips

Since cantrips are magical, they must be read as would a spell. Likewise, to record one in a spell book or on a scroll, the same procedure is followed as in recording a spell.

Well, Good Folk, that completes the whole of known information on the subject of cantrips. (During the course of the next year or so, more could be added, or some minor changes might occur, because the AD&D® game system is vital, but any alterations will be immaterial to your use of cantrips in campaigns in the interim.)

This brings us to the subject of the next few issues.

It seems as if I have ignored clerics, and druids too, but this is obviously not the case. Neither profession can have cantrips, of course, but they *can* have new spells! Len Lakofka has been kind enough to contribute his offices on the matter of new spells for both clerics and druids. Len sent me a thick sheaf of manuscript some months past, asking that I pass upon them, amend or otherwise revise where necessary, and then submit them for publication if I approved. Having myself undertaken to expand the list of available spells for these classes, Len's contribution was most welcome. With his permission, I have done the alteration and revision necessary. (*Editor's note: The first group of those contributions to be seen by readers was the new cleric spells presented in issue #58 of DRAGON Magazine.*)

Soon will begin a long series of columns under this heading which will detail the current list of additions to the spell lists for clerics, druids, magic-users, and illusionists. If this sort of material is meat and drink to you, I urge that you be certain not to miss any of the next several issues of DRAGON Magazine, for there are over 100 spells coming! Until then....



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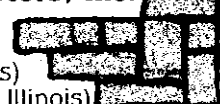
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GIANTS IN THE EARTH

CLASSIC HEROES FROM FICTION & LITERATURE

C. J. Cutcliffe Hyne's DEUCALION

10th-level cleric, 18th-level fighter

ALIGNMENT: *Lawful neutral*

HIT POINTS: 137

ARMOR CLASS: 1

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-8 (+5) (*sword*)

HIT BONUS: +2

MOVE: 12"

PSIONIC ABILITY: *Nil*

STRENGTH: 18/94

INTELLIGENCE: 15

WISDOM: 16

DEXTERITY: 16

CONSTITUTION: 18/35

CHARISMA: 18/86

Deucalion belonged to the Priest's Clan of Atlantis in the years just before the continent sank beneath the waves. He left his home to serve as the Viceroy of Ucatan, an Atlantean province, for 20 years until his recall. Upon his arrival back in Atlantis, he found the continent torn by civil strife. A commoner had proclaimed herself Queen of Atlantis, defeated all rivals or cowed them into submission, and was rapidly setting herself up for "godhood" and absolute control of the world. Queen Phorenice was also working to cast aside the old Sun God's worship, in which Deucalion remained a steadfast believer.

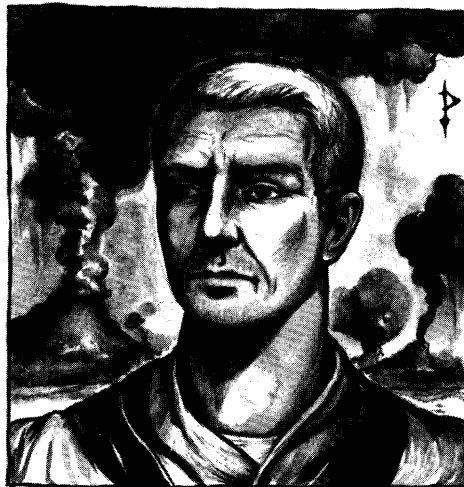
Deucalion could see that the queen was driving the nation toward disaster, but his sense of loyalty to whomever ruled Atlantis caused him to obey her and lead the battle against the rebellious armies besieging the capital city.

The turning point in Deucalion's loyalties came when he rescued a rebel woman from a gladiatorial arena. Her name was Nais, and Deucalion eventually fell in love with her. Queen Phorenice was stirred to a jealous rage, and ordered Nais to be sealed alive inside a special vault. However, Deucalion managed to get into her hands a special magical device that she used to place herself in suspended animation, keeping herself alive while she awaited her eventual rescue.

Later, when routing the rebel armies, Deucalion learned that Phorenice had

discovered the deception. He dared not return to the capital, and prepared to flee the continent. At the last moment he changed his mind and was put off ship in a dinosaur-infested wilderness, elsewhere on Atlantis, to consider his plight.

After several years of hiding out in the swamps, he was summoned by one of the last (and most powerful) clerics of the old Sun God religion to come to the capital. There he found Phorenice's armies laying siege to the Sacred Mountain, a great dormant volcano near the city where the priests of the Sun God lived. Deucalion took charge of the defense of the mountain, and though vastly outnumbered his soldiers caused immense casualties to the royal forces.



But all of this was in vain. On the Outer Planes, the old gods of Atlantis were preparing judgement upon the land for Phorenice's excesses and for the people's turning away from the old ways. Earthquakes and volcanic activity rocked the continent. The aged priests summoned Deucalion and his rescued love Nais to the summit of the Sacred Mountain, where lay a structure known as the Ark of the Mysteries. The two were ordered aboard the Ark and told they were alone to be spared the final destruction of Atlantis. Though Queen Phorenice herself managed to reach the summit and the Ark just before the end, the group of priests kept her at bay.

The sea rose up in great waves, de-

stroying and covering the land and eventually the Sacred Mountain. The Ark was cast afloat, at the mercies of the winds and the powers of the gods, to seek a new place for the last two Atlanteans to begin anew. Deucalion and Nais (treat her as an 8th-level fighter) eventually sailed into the world of AD&D™ adventuring aboard the wooden Ark.

The last hero of Atlantis is a tall and powerfully built man who will; at least initially, use only a shield in his defense in battle. He is righteous, stern, just, and quite frugal. He maintains a stoic attitude toward life and accepts everything as the will of the gods.

Deucalion is not given to any sort of foolish behavior, and may be considered immune to any form of will-force attacks or spells, due to his lifetime dedication to his moral credo. He can also be a kind man, and greatly respects courage and fighting ability — even that of an opponent. In keeping with the custom of Atlantean nobles, he is clean-shaven.

His love for Nais, even over and above his concern for the old gods, prevents Deucalion from ever gaining another level in clerical ability (and limits the range of his wisdom). In the world of the AD&D game, Deucalion will be able to use the spells listed below, just as a normal cleric would; he will, however, use combat in preference to any magical attacks, except for those spells that enhance his and Nais' combat abilities (e.g., *Bless*, *Chant* and *Prayer*). It is likely that Deucalion, wherever he lands, will seek to make new converts to his religion and establish a new post-Atlantean kingdom.

Clerical spells

1st level (4): *Bless*, *Command*, *Remove Fear*, *Sanctuary*.

2nd level (4): *Augury*, *Chant* (x2), *Know Alignment*.

3rd level (3): *Dispel Magic*, *Prayer* (x2).

4th level (3): *Detect Lie* (x2), *Divination*.

5th level (2): *Commune*, *Flame Strike*.

BIBLIOGRAPHY: *The Lost Continent* (paperback, Ballantine Books) by C. J. Cutcliffe Hyne.

Written by Roger E. Moore

**John Norman's
TARL CABOT**

20th-level fighter

ALIGNMENT: *Lawful evil*

HIT POINTS: 140

ARMOR CLASS: 2

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-8

HIT BONUS: +3

MOVE: 12"

PSIONIC ABILITY: *Nil*

STRENGTH: 17

INTELLIGENCE: 16

WISDOM: 11

DEXTERITY: 18

CONSTITUTION: 18

CHARISMA: 17

Although he is an Earthling, all of Tarl Cabot's adventures have occurred on the planet Gor. Abducted to Gor by the alien Priest Kings, Tarl was trained as a warrior and a Priest King agent. Despite their supreme power, the Priest Kings prefer not to intervene in Gorean affairs, except to limit man's destructive technology. Consequently, the political and military organization of Gor is approximately on the level of the Hellenistic Age of Earth. Except for the Priest Kings, most of Gor's inhabitants are descended from humans kidnapped from Earth over the centuries. They are organized into many city-states of varying power. The many wars and raids between Gorean cities provide "merchandise" for the Gorean slave trade, which flourishes all over the planet.

Tarl Cabot is a tall, fair-complexioned man of athletic prowess. Unless disguised, he is easily recognized by his head of outrageously red hair. He has never met his match with the short sword or the longbow (+3 to hit with both, due to his unusual skill). He is also well versed in the crossbow, and can throw a spear through a ring the size of a dinner plate at 20 yards. Goreans have no horse cavalry, but they saddle and ride giant hawks into battle. These birds are called "tarns," and tarnsmen are the elite of the Gorean Caste of Warriors.

A talented spy, Tarl Cabot often infiltrates enemy groups. His acting skill and high charisma win him the trust of his foes. His daring also shows itself in battle. Once he singlehandedly took on a fleet of slavers' barges in a swamp, picking off crewmen until the survivors left their prisoners behind and fled. Another time he fought fifty-five alert warriors by kicking out the only campfire and hewing at them in the dark.

For several years Tarl Cabot served the Priest Kings as a lawful good adventurer. At last, when crossing the marshes in the Delta of the Vosk, he was captured by the hostile Rence people. Threatened with an anonymous death in the wild, his will broke for the first and only time, and Cabot begged for his life. To mock the

disgraced warrior, the village chief gave Tarl as a slave to Telima, a beautiful but man-hating Rence woman, who used him with studied cruelty. Under her tyranny Tarl's misogyny — always just beneath the surface since, as an orphan, he was reared by an unloving aunt — came into full flower.

By the time Tarl escaped the marshes, he was a changed man. By begging for his life, he had lost his self-respect and felt unworthy of the Caste of Warriors. His alignment permanently altered to lawful evil, and he became a pirate captain in the wide-open delta city of Port Kar. Seizing ships and slaves, Tarl soon became one of Port Kar's richest men and a leader in its Council of Captains. Despite his business, he continued to serve the Priest Kings on dangerous missions. In quieter moments, he enjoys a chess-type game called "Kaissa," which he plays well but not expertly.

Tarl Cabot is basically a loner. He has embarked on many missions without any companions, although his charisma enables him to pick up helpers along the way. He gets along well with fellow warriors; with those who are less than his equals, Tarl is a generous patron, and his men follow him devotedly. Some of his retainers are recruited in an unusual way: On impulse Tarl will purchase and free a likely-looking male slave, offering him the chance to join his company as a free employee. Most of the men recruited by him in this way are loyal unto death.

If Tarl Cabot is encountered, there is a 50% chance he is alone. If not alone, there is a 50% chance he is accompanied by 1-3 fighters of any alignment, of levels 11-20, and a 50% chance of 1-3 Gorean slave girls (25% chance for each that the girl is formerly of Earth). If Tarl defeats an enemy warrior who has conducted himself bravely and who has not broken the codes of the Caste of Warriors, 50% of the time he will release his victim, upon the promise to not oppose him any longer. Tarl has a talent for detecting treachery and 70% of the time is prepared for it and cannot be taken by surprise.

If Tarl encounters male player characters who have fallen into slavery and are bearing their lot bravely, there is a 30% chance he will buy and free them. They may either go their own way or join Tarl's piratical company.

Unfortunately, Tarl Cabot's generosity does not extend to women. Since his experience with Telima, he has distrusted women and regarded them as mere sex objects. He has a lusty nature and keeps a large Gorean-style harem of slave girls, but has no female friends.

Because of Tarl Cabot's prejudices, female player characters must tread very lightly in his presence. Tarl's reaction (see page 63 of the *Dungeon Masters Guide*) is checked initially, and again later if modifying factors come to play. Subtract 10 from Tarl's reaction toward any woman encountered or singly in a group; subtract 10 more if the woman affects "male" prerogatives (e.g., adventuring, warfare, combat); subtract 10 more if a woman is rude or unpleasant to Tarl or his friends, and 10 more if a woman is from Earth (these types particularly irritate him). If Tarl's reaction to a woman (with modifiers) is 25 or less, he will decide to abduct the woman (at the first possible opportunity) 40% of the time. To girls he enthralls, Tarl is stern and domineering, but he has never slain a woman. Gorean slave girls are drilled in the arts of the dance, the harem, cooking, sewing and cleaning. His caveman approach has proven very effective, and the female prisoner must save, as against a *Charm* spell, or fall madly in love with him.

BIBLIOGRAPHY: Tarl Cabot is a central character in most of the sixteen (as of this writing) volumes of "The Chronicles of Counter-Earth" by John Norman. Individual volumes of the series have been published by Ballantine Books and by DAW Books.

Written by Glenn Rahman



Charles R. Saunders'
DOSSOUYE

7th-level ranger with assassin abilities

ALIGNMENT: *Neutral good*

HIT POINTS: 70

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8 (+1, or +9 vs. humanoids) [+6, or +14 vs. humanoids]

HIT BONUS: +1 [+6]

MOVE: 12"

PSIONIC ABILITY: Nil

STRENGTH: 17

INTELLIGENCE: 15

WISDOM: 15

DEXTERITY: 18/95

CONSTITUTION: 16

CHARISMA: 14

Information in [brackets] applies when using Agwebe's Sword.

Dossouye was once a skilled *ahosi* (female warrior) for Abomey, an African kingdom at war with invading Ashanti tribesmen. One day a short while before



a major battle was about to occur, Dossouye was summoned before the Leopard King, ruler of the Abomeans, and questioned about a peculiar dream she'd had the night before.

In the dream she was to seize Agwebe's Sword, a powerful magical weapon hidden in a distant cave. The sword was used by the first *ahosi* over a thousand years earlier to defeat an army. The Leopard King sent Dossouye on a special mission to find and recover the sword and bring it back to use in the next battle, to offset the power of a great Ashanti sorcerer who threw lightning bolts.

Dossouye left on the quest, unaware she was followed by an evil *ahosi* commander, Nyima, who hated Dossouye and was responsible for having her parents slain by assassins.

On the way to the cave, Dossouye was temporarily captured by Ashanti warriors, but escaped and killed them all with some secret help from Nyima, who planned to get revenge on Dossouye herself. In the secret cave, Dossouye was confronted by the evil commander and nearly slain before she found and grasped Agwebe's Sword. With it she

easily slew Nyima, and then went out to do battle with the Ashanti army. She blocked the weather-summoning and lightning-casting powers of the Ashanti sorcerer and turned the lightning back upon him, destroying him. She then proceeded to rout the Ashantis, who withdrew with heavy losses from her sword and from the other attacking Abomeans. Afterward, Dossouye fled Abomey to escape the Leopard King, who now feared her power and wished to slay her. She went north to act as a mercenary.

Abomeans believe that they each have three souls, and that two of these souls are guarded by a special palm tree; Dossouye was told by Nyima before she died that Nyima had cut down her palm tree, technically making Dossouye a "dead" person. This was another reason she left Abomey. However, unknown to her, she is protected by the spirit of Agwebe; this protection makes her immune to any sort of soul-trapping or the like. Dossouye's palm tree has also (thanks to Agwebe) regrown to full strength.

Though Dossouye returned Agwebe's Sword to the cave before she left Abomey, there is a 25% chance that when she is encountered she will have it back, and will be on a special mission for the spirit of Agwebe.

Agwebe's Sword is a serpent-shaped weapon that radiates golden-white light even when not held. It functions as a +5 broad sword with the powers of *Sharpness* and *Dancing* in combat. It can also act as a *Rod of Absorption*, and gives the possessor 25% magic resistance. When held it *dispels exhaustion* on the holder with 12th-level illusionist ability.

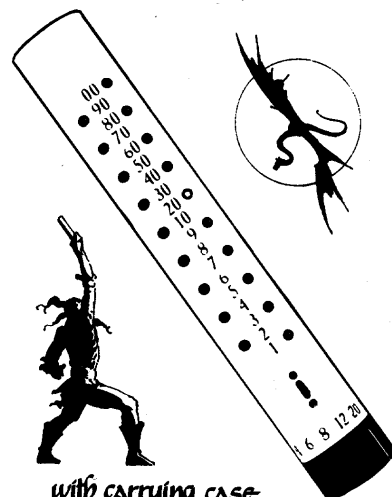
Dossouye will also have black leather armor, a shield, and one or two other weapons such as a spear, long sword, or dagger. She rides a trained and faithful war bull, equivalent to a bull of average hit points from the Monster Manual.

Dossouye is a very tall woman, thinly built but strong and very fast. Her skin is indigo-black and she probably wears her hair short. In addition to her normal ranger abilities, she can use the assassination tables for a surprise attack, though she will do so only against dangerous opponents and cannot be hired as an assassin. She can surprise opponents on a 1-4 on a d6, unlike other rangers, due to her long practice at silent and hidden movement; increase this to 1-5 at nighttime. Dossouye hates true assassins and strongly dislikes all magic-users. In the course of her adventures it is possible for her to have entered an AD&D™ universe, possibly as part of a quest for Agwebe's spirit.

BIBLIOGRAPHY: "Agwebe's Sword" (in *Amazons!*, paperback, DAW Books, edited by Jessica Amanda Salmonson) by Charles R. Saunders.

Written by Roger E. Moore

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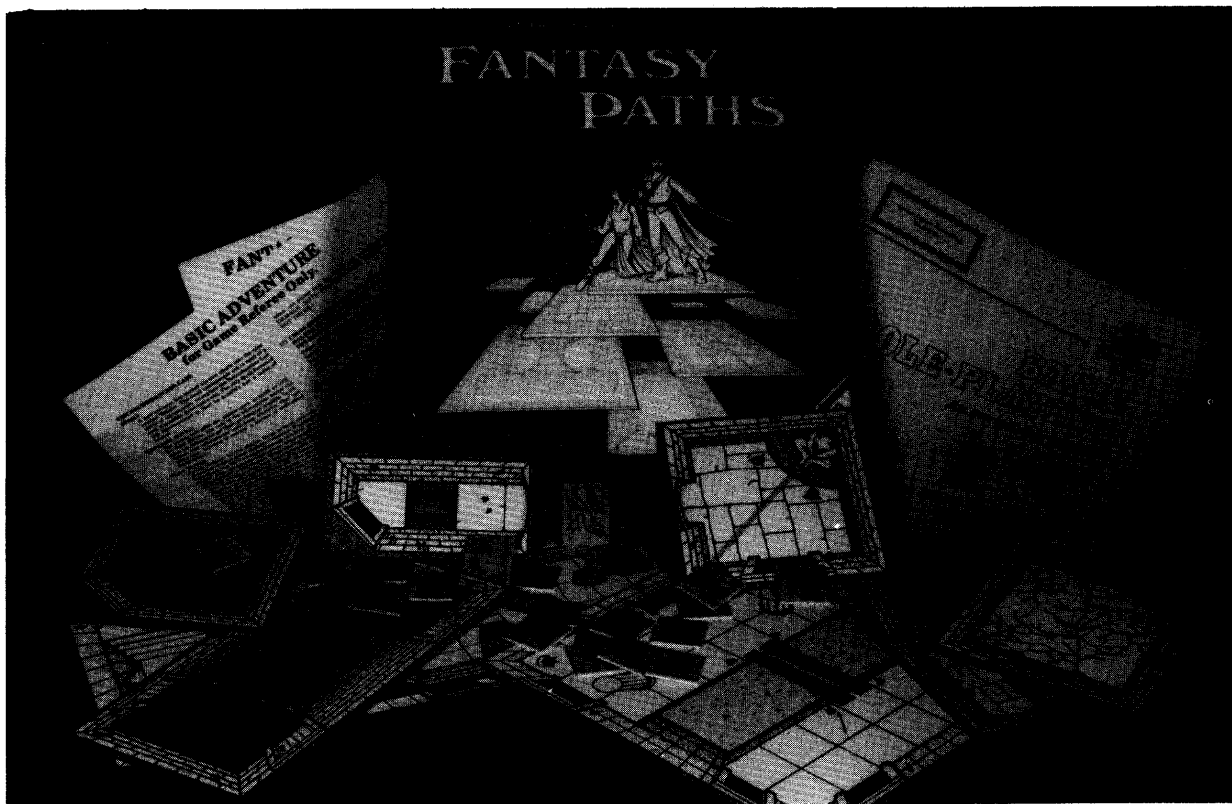
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CONTEST RULES

- 1) The dungeon design will consist of no more than twenty-five (25) rooms and/or hallways.
- 2) All entries must be accompanied by a typed introduction (no more than three pages in length) and rationale of the dungeon design.
- 3) All rooms and hallways used in the dungeon design must conform entirely to those available in any one of the three sets of Fantasy Path products. The actual layout, description, etc., will be limited only by the entrant's imagination and rationale for design.
- 4) A rough map of placement of Fantasy Path tiles used in the dungeon design must be provided with the entry. A photograph of the actual layout of Fantasy Paths is optional.
- 5) Fantasy Path products need not be purchased to enter. Descriptions of Fantasy Path products sufficient for contest entry purposes will be sent to potential entrants who send a self-addressed, stamped envelope along with a request for the dungeon design contest description materials to Board-

Craft Simulations, Inc. at the address given below.

- 6) Entries must be post marked no later than August 1, 1982.
- 7) Entries will be judged and winners selected by October 1, 1982.
- 8) All entries will become property of Board-Craft Simulations, Inc.
- 9) Decisions of the judges will be final

PRIZES

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To enter, or for more information, write to:

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Without

Weaponless combat is a part of the ADVANCED D&D® game, in the form of a system for grappling, pummeling and overbearing attacks presented in the *Dungeon Masters Guide* at pages 72-73. Although the AD&D™ weapon combat system is "unrealistic" in that it does not account for critical hits or hit location, it is streamlined enough to allow melees, particularly large ones, to be resolved in reasonable amounts of time. By contrast, the weaponless combat system in the DMG attempts to take into account nearly every possible factor that could conceivably modify grappling or pummeling hit probability. Perhaps the most extreme example of this is that both the attacker's and defender's weight and height must be known and compared in order to resolve a grappling attack. The DMG system is also designed only for humanoid combatants, and does not allow for grappling or pummeling between monsters, or between humans and monsters, without considerable modification by the DM.

The weaponless combat system presented in this article represents a compromise between realism and playability. It is not as simple as the normal AD&D melee system, mainly because weaponless combat is not as simple as normal combat as far as the AD&D structure is concerned. Much of the complexity of the system stems from the portions of the system designed to handle monsters in addition to humanoids. Many of the rules and charts are not used in the majority of situations. In tests, weaponless combat was found to take several times longer to play out than normal combat, but the creatures making the attacks definitely benefited by using grappling and pummeling tactics. This will be discussed at greater length below.

In order to keep the rules "compact" for future reference, the discussion of the system will be presented after the rules. The following terms are used as abbreviations within the text:

AT = Attacker

DR = Defender

S, M, L, VL = Size designations for small, medium, large, and very large. S, M, and L are the same as in the AD&D rules, but creatures 10 feet tall or taller, 30 feet long or longer, or otherwise large and massive are very large (VL).

PUMMELING

Pummeling is defined here as an attack with fists or comparable limbs, or an attack with a special pummeling weapon, calculated to stun and render an opponent unconscious rather than kill.

The basic pummeling attack: When an attacker (AT) elects to pummel rather than attack normally, the defender (DR) is treated as AC 10, modified by dexterity bonus or penalty, magic of any sort that affects armor class, and special bonuses, such as the benefit dwarves receive when fighting giants. Armor and armor equivalents such as *Bracers of Defense* are not counted. Shields, however, count for three armor classes (-3 to AC) rather than the normal 1 armor class, but only against frontal opponents. The AT's roll to hit is made on the appropriate DMG chart, subject to the changes above, as if a normal (weapon) attack were being made.

The AT's roll is as it would be normally. Strength bonuses would be applied for player characters, and a *Bless* spell would increase hit probability, but obviously having a +2 sword would be of no value in a fistfight.

Order of attacks: Pummeling attacks automatically occur after normal attacks in any round, but at the same time as grappling attacks. Thus, any creature using a weapon or its natural mode of attack will strike before an opponent using pummeling. If both the AT and DR are using grappling or pummeling tactics, normal initiative rules decide who attacks first. This rule holds even when the pummeling AT is entitled to 5 attacks per round (a 5th-level fighter) against an opponent entitled to only one (such as a goblin).

An AT using pummeling who is hit and suffers damage from a

(Turn to page 63)



by
Phil Meyers

any weapons . . .



*Suggested
new rules
for using
your bare
hands*

EDITOR'S INTRODUCTION

Many readers have asked for information on weapons not included in the AD&D™ *Players Handbook*, and more than a few writers have attempted to compose articles on that subject. The best and most complete treatment of new weapons we've received is printed below.

Rory Bowman's list includes more than 30 obscure and/or unusual weapons (the exact count may differ, depending on whether certain weapons are considered as distinct types, or variations of other weapons), a healthy addition to the 52 weapon types given in the *Players Handbook*.

Is this list exhaustive? Definitely not. If we held out for the "ultimate weapon article," you'd be waiting a lot longer than you have already. That is not a suggestion that Rory hasn't done a good job; but an acknowledgment that other obscure weapons must exist. (If you know of one, tell us about it — or better yet, write it up for our next weapons article.)

Some of the weapons on the new list, particularly those of Oriental origin, have been featured in articles before. The descriptions, and especially the statistics, given here may conflict with the earlier published material; statistics are often a matter of interpretation, and we prefer to respect both authors' interpretations rather than change one set of statistics to conform with the other.

ATLATL: The atlatl, sometimes referred to as a spear-thrower, is a specific example of a weapon type common throughout much of the world. The atlatl was used by the various cultures of Central America, including the ancient Aztecs (against the Spanish conquistadors) and Mayas.

A specially crafted stick, the atlatl was used as an extension of the user's reach to give his javelin or tlacochtli added power and range when throwing. The weapon contains a small cup on one end of the shaft into which is placed the butt of the missile. A groove along the entire length of the shaft holds the missile in place across the top prior to the actual throw. A handle at the other end of the shaft is held with the aid of a leather thong designed to reduce wrist strain. To operate the atlatl, the user places the butt of the stick on the arm, which is cocked and released to bring the missile about 2 feet higher above the wielder's head than would be normally possible, giving the throw considerably more power and range and still retaining a great degree of accuracy. Long ranges of more than 250 feet can be attained, compared to usual maximum ranges of 60 yards for an unassisted throw.

The atlatl's long-range capability makes it an excellent weapon, but it is important for the DM to pay special attention to the fact that an atlatl user must have at least 3 feet of space above his head for the swing of the weapon to move through.

BAGH NAKH: Bagh nakh are made up of four or five iron, spike-like claws attached to an iron crossbar which extends around the wielder's hand when worn. The crossbar is connected along the palm and the back of the hand by a metal strip to another bracelet-type bar going around the wearer's wrist, and the 3-inch-long claws are situated so they emerge between the fingers when the fist is clenched. These claws are usually used to attack with an open-handed motion, but are also a useful aid in climbing walls (giving a 5% bonus to any character's chance to climb walls so long as the wall's surface allows the claws to be embedded into the wall itself).

The iron claws are often used in tandem by assassins, since they are easy to conceal for a backstab attack. The only major drawback to this weapon is that it is very nearly impossible to poison it, since skin contact with the weapon is always occurring and the poison will usually (70% chance) rub off onto the poisoner's hands, especially (90% chance) if those hands are damp, as from perspiration.

The name *bagh nakh* means "tiger claws." This type of hand-held metal claw was employed throughout the Middle East and

or with



by
Rory Bowman

a ... *weird* one



*Stats and
facts about
strange new
weapons for
AD&D™ play*

TABLE I: WEAPONS PERMITTED BY CLASS

Class	Weapons usable	MAGIC-USER	caltrop, katar, shurikin, yawara
CLERIC	man-catcher, nunchaku, shield, tonfa, three-sectional staff	Illusionist	caltrop, iron fan, katar, shurikin, yawara
Druid	blow gun, boomerang, caltrop, scythe, shield (smash or spiked), staff sling, throwing nets, throwing knife, tonfa, yawara	THIEF	blackjack, bola, caltrop, chakram, garrote, katar, manriki-gusari, shurikin, yawara
FIGHTER	any	Assassin	any
Paladin	any <i>except</i> bagh nakh, bullwhip, garrote, and jung meh	MONK	bagh nakh, chakram, dokyū, iron fan, nunchaku, sai, shurikin, three-sectional staff, tonfa, yawara
Ranger	any		

TABLE IV: HURLED WEAPONS & MISSILES

Weapon	Rate of fire	Weight (gp)	Ranges S-M-L	Damage S-M/L
Atlatl-hurled javelin	1	20	3" 6" 9"	1-6/1-6
Blow gun dart	1	1	2" 3" 4"	1-2/1
Bola *	1	25	2" 4" 6"	2-5/2-5
Boomerang	1	10	2" 6" 9"	2-7/1-4
Chakram	3	15	1" 2" 3"	2-5/1-4
Dokyū	2	55	6" 12" 18"	1-4/1-4
Manriki-gusari †	1	35	1" 2" 4"	1-4/1-3
Shurikin	3	5	2" 4" 6"	1-4/1-3
Staff sling, bullet	1	2	7" 12" 21"	2-5/2-7
Staff sling, stone	1	1	5" 9" 18"	1-4/1-4
Throwing knife	1	50	1" 2" 4"	2-7/2-5
Throwing net, hooked	1/3	170	-1" 2"	2-8/3-12
Throwing net, weighted	1/2	150	1" 2" 3"	—/—
Tlacoctli ‡	1/2	25	2" 4" 6"	1-6/1-6

* This weapon will entangle and fell an opponent unless the victim successfully saves vs. breath weapon.

† The weapon is able to entangle and fell an opponent if the "to hit" roll is sufficient to hit armor class 0 and the victim fails to save vs. breath weapon.

‡ This weapon will do additional damage if forcibly removed from the victim's flesh.

TABLE II: SUGGESTED PRICES FOR WEAPONS

Weapon	Price	Weapon	Price
Atlatl	4 sp	Man-catcher	12 gp
Bagh Nakh, pair	2 gp	Manriki-gusari	5 gp
Blackjack	15 sp	Manriki-gusari w/hook	6 gp
Blow gun	10 sp	Nunchaku	1 gp
Blow gun dart	1 sp	Sai, single	3 gp
Bola	3 gp	Scythe, battle	7 gp
Bommerang	3 gp	Shield spike	7 sp
Bullwhip	10 sp	Shurikin	15 sp
Caltrop	2 cp	Staff sling	15 sp
Chakram	1 gp	Three-sectional staff	4 gp
Dokyū	16 gp	Throwing knife	3 gp
Garrote	5 sp	Throwing net, hooked	15 gp
Iron fan	4 gp	Throwing net, weighted	3 gp
Jung Meh	10 gp	Tlacoctli w/line	15 sp
Katar	2 gp	Tonfa	5 sp

TABLE III: INFORMATION FOR HAND-HELD WEAPONS

Weapon	Weight	Length	Space req.	Speed factor	Damage vs. S-M / L
Bagh Nakh (1 claw)	10 gp	6"	—	1	1-3/1-3
Blackjack	20 gp	8"	1'	2	2-5/1-4
Bullwhip *	20 gp	7'+	10'	8	1-4/1-4
Caltrop	5 gp	4"	—	—	1-4/1-4
Garrote	2 gp	4' special	—	—	2-8/2-8
Iron Fan	10 gp	12"	1'	3	1-4/1-3
Jung Meh	125 gp	c.5'	7'	7	1-8/2-12
Katar	25 gp	1'	—	2	1-6/1-4
Man-catcher †	70 gp	c.8'	4'	9	—/—
Manriki-gusari (with hook)°	35 gp	3'	2'	4	1-6/1-4
	40 gp	3'	2'	5	1-6/2-5
Nunchaku	20 gp	c.32"	2'	3	1-6/1-6
Sai, single ‡	10 gp	1'-2'	2'	3	1-4/2-5
Scythe, battle	85 gp	4'	4'	5	2-8/1-8
Shield (smash) §	—	—	1'	4	1-4/1-3
Shield (spiked)	15 gp	—	1'	4	2-5/1-6
Three-sectional staff *	60 gp	7'	3'	6	1-6/2-7
Tonfa	20 gp	2'	2'	4	1-6/2-5
Yawara	1 gp	6"	—	1	1-4/1-3

* The weapon is capable of disarming an armed foe on a score equal to hit armor class 8.

† A hit by this weapon captures the foe within the jaw device.

° The weapon will also do damage upon being violently torn from the victim's flesh.

‡ The weapon, when used in pairs, is capable of disarming an opponent on double scores equal to hit armor class 8.

§ A hit by this weapon will subtract 1-4 from the opponent's next "to hit" roll.

TABLE V: ARMOR CLASS ADJUSTMENTS

Weapon	10	9	8	7	6	5	4	3	2
Atlatl-hurled javelin	+2	0	+2	0	-1	-2	-3	-4	-5
Bagh Nakh (claws)	+5	0	+2	0	0	-1	-3	-4	-7
Blackjack	+1	0	0	-1	-1	-2	-3	-4	-5
Blow gun dart	+3	+1	0	-1	-2	-3	-4	-5	-7
Bola	+2	+1	+2	+1	0	0	+1	0	+1
Boomerang	+1	0	0	-1	-1	-2	-3	-3	-5
Bullwhip	+3	+1	0	0	-1	-2	-3	-5	-7
Caltrop	see text for description of weapon								
Chakram	+2	0	-1	-1	-2	-3	-4	-5	-7
Dokyū	+3	+3	+3	+2	+1	0	0	-1	-2
Garrote	+3	+4	+3	+2	0	-2	-4	-5	-6
Iron fan	+2	0	+1	0	-1	-2	-3	-3	-4
Jung Meh (spear/whip)	-1	0	0	+1	0	+1	0	0	-1
Katar	0	0	0	+1	0	+1	-1	-2	-3
Man-catcher	+1	+2	+1	0	0	0	+1	+2	+2
Manriki-gusari w/hook	0	-1	0	0	0	0	0	-1	-1
Nunchaku	+2	0	+1	0	-1	-3	-5	-7	-8
Sai	+1	0	+1	0	-1	-2	-3	-3	-4
Scythe, battle	+3	+1	+2	0	0	-1	-2	-3	-4
Shield (smash)	+2	-1	+2	-1	0	0	0	-1	-2
Shield spike	+1	-2	0	0	0	-1	-1	-1	-2
Shurikin	+3	0	-1	-1	-2	-3	-4	-6	-8
Staff sling	as per rules, by ammunition type								
Three-sectional staff	+1	+1	+1	0	0	-1	-3	-3	-5
Throwing knife	+2	0	+1	0	-1	-1	-2	-3	-4
Throwing net, hooked	+4	+3	0	0	-2	-2	-4	-6	-8
Throwing net, weighted	-2	0	-1	0	0	+1	+1	+2	+3
Tlacoctli	+2	0	+2	0	-1	-2	-3	-4	-5
Tonfa	+2	0	+1	0	-1	-2	-3	-3	-5
Yawara	+3	0	+1	-1	-3	-5	-7	-8	-9

in Asia, with the version presented here being one frequently used by the ninja of feudal Japan.

BLACKJACK: A generic term for a leather bag filled with lead pellets or heavy stones which is used as a bludgeon, the blackjack is a very popular weapon among thieves and assassins. Due to its great damaging power and ease of concealment, it is also a favorite weapon among sailors and press gangs in search of new "recruits." The blackjack was used by different cultures around the world, with the American Indians even possessing a similar form of cudgel filled with sand, occasionally tied to a cord to be whirled and thrown. (Treat such weapons as thrown clubs for purposes of "to hit" adjustments and damage.)

BLOW GUN: Almost everyone is acquainted with the wooden blow gun. The weapon varies in length from 4 feet to 7 feet and weighs from 1-3 pounds. Popularly thought of as a weapon for jungle-dwelling pygmies, the blow gun is heavily underestimated. Although its size makes it cumbersome to use in a crowded area, its breath-propelled, needle-like darts are quite useful on the plains, in the mountains, or in desert and forest regions. Darts for the blow gun are seldom more than long, thin needles with light cloth vanes. Most blow gun-using cultures utilized poison to add the threat of death to what usually would be just a nuisance weapon.

Ranges given herein are for "standard adventuring conditions" (if such things exist), such as drafty dungeon corridors and mildly breezy outdoor areas. If the air is perfectly still, the blow gun is accurate up to 6", while in windy situations the weapon is useless. Note that the blow gun itself does not do damage; the dart delivers the wound.

BOLA: The bola consists of two or three weighted and spiked balls connected by a light barbed chain. The bola is thrown at an opponent's legs in such a manner that the victim (if the weapon hits) must save vs. breath weapon or be tangled by the

barbed cords and felled. Entanglement lasts for one round, during which (while untangling himself) the victim will be incapable of defense, and persons attacking the toppled creature will receive +2 "to hit." The bola will, of course, only topple bipedal creatures with man-sized or smaller legs set relatively close to one another. At the DM's option, the bola may be allowed to fell quadrupedal creatures whose leg movement brings two legs close enough together in such a way that the bola can entangle both at once. The bola was historically used to hunt ostriches, and in adapting it for use as a weapon against other men, it became necessary for the wielder to wear a glove of some type to protect the throwing hand from the barbed chain, (Boiled leather is ample protection for this purpose.)

BOOMERANG: The most marvelous accomplishment in weaponry by a primitive culture is the boomerang of the Aborigines. A specially curved and aerodynamically contoured piece of wood, the boomerang—when properly thrown—will return to the thrower if it fails to hit its target. Ranges given for the boomerang differ from those given for other missile weapons, in that 1" = 10' for the boomerang when it is used against a creature on the ground, while when used against an airborne target 1" = 10 yards. This is because the boomerang's flight pattern only allows it to remain close to the ground for a limited time (and distance). Then the missile will bank either to the right or left, depending on what "hand" the boomerang is, and make a wide circle before returning to the thrower.

All boomerangs are either right or left-handed, and in flight will always arc out to the off-hand side in a high bank which restricts the boomerang to use only in outdoor settings.

A skilled boomerang thrower can seem to "miss" a target—only to strike it from behind on the return part of the flight. Such attacks receive a -6 "to hit" due to the inherent difficulty of such a throw, although a dexterity bonus may somewhat offset this penalty.

BUSHIDO

ROLE PLAYING ADVENTURE IN FEUDAL JAPAN

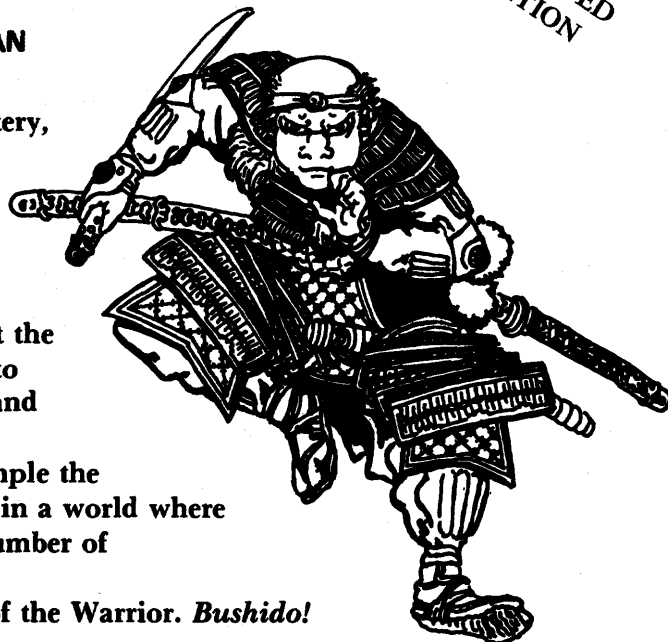
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EDITION

Flashing bladework, brave warriors, martial mastery, wise priests, honor, stealthy assassins, demons, magicians, spirits, war — the stuff of Legends, the Legends of Japan. *Bushido* is a role playing game that allows you to adventure on the Misty Isles of Nippon.

Players in *Bushido* design their characters to suit the profession that they choose. A skill system is used to determine the character's success in both martial and peaceful endeavors.

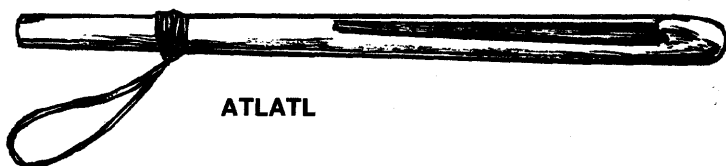
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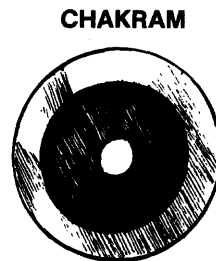
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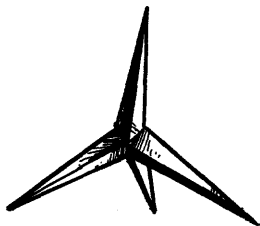
ATLATL



BAGH NAKH



CHAKRAM



CALTROP



BOLAS



GARROTE

Most of the skill in using a boomerang is in the catch, so those who manage to throw a boomerang properly but are not proficient in the weapon's use will be struck for normal damage on the instrument's return, unless the thrower specifically states that he or she is avoiding the return in case the target is missed. An improperly thrown boomerang should be treated as a hurled club, at -3 "to hit." The main disadvantage of the boomerang is its fragility; the boomerang must make a saving throw vs. crushing blow (as for thick wood) every time it hits a target to remain undamaged. Failure to make this save results in the weapon becoming chipped and its aerodynamic properties harmed, making it -2 "to hit" (cumulative for each time it is so chipped). Should the saving roll be a natural "1," the boomerang will not return due to severe damage.

BULLWHIP: Braided leather set with bits of jagged glass, the bullwhip is more an instrument of torture than a weapon, but can be used as one—although good-aligned characters might endanger their alignment status in doing so. The whip is a versatile instrument; it can be used to wrap around posts and chairs, to disarm an opponent, or as a makeshift rope (if proper precautions are taken to avoid ripping one's hands to shreds on the inset glass bits).

Characters may try to topple creatures by wrapping the whip around their legs, but this tactic won't work against any but the lightest of long-legged monsters. In other cases, the creature attacked in such a manner will either grab the whip and tear it out of the wielder's hands or cut it with a weapon attack before the user has a chance to apply any force. The DM should oversee the activities of a whip-wielder very carefully, enforcing restrictions such as the space required to use the weapon (a fact which is often abused).

CALTROP: The caltrop is a specially crafted set of metal spikes used to impair an opponent's movement. The spikes on a caltrop are set in a tetrahedral pattern, so that when a caltrop is tossed on the ground one spike will always point up. Caltrops are scattered in the enemy's path, and when so scattered require the foe to slow down or stop and pick out a caltrop-free path, or have their foot/feet come down on an unseen spike.

For each caltrop dropped in a 5-foot-square area, there is a 5% chance that an individual not on the alert for such hazards will step on it. This chance is cumulative, so if a party being chased through a dungeon corridor 5 feet wide stops to drop 20 caltrops in a 5-foot length of hallway, it is 100% likely that their pursuer(s) will step on at least one of the dropped caltrops.

The spikes will always do damage on a successful "hit," although this damage is adjusted by the footwear of the person or creature stepping on the caltrop. Those wearing no footwear of any type will take normal damage plus 1 point for each

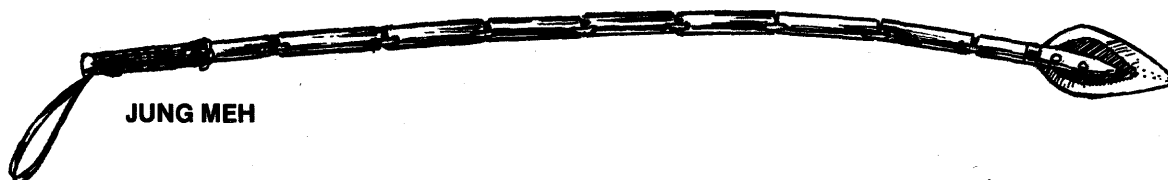
caltrop trod upon; those wearing soft leather boots will take normal damage for caltrops traversed; and those wearing thick sandals or hard leather boots will subtract 1 point of damage done by any caltrops they happen to encounter (with a minimum of 1 point of damage taken on any single "hit"). Magic boots (such as *Boots Of Elvenkind*) which are made of soft leather should be treated as hard leather for purposes of determining damage, and any magical boots of hard leather will enable the wearer to walk on a caltrop and take no damage (as long as the person doesn't do something foolish like trying to jump up and down on the things in rapid succession, which tends to impale the tootsies). To completely avoid a chance of receiving damage, it is required that a group passing the caltrop-strewn area stop and select a safe path, a process which requires 1 round for each 10-foot-square area passed through (with a minimum expenditure of 1 round in any case).

Characters who want to toss caltrops all over the dungeon should be allowed to do so, with a time requirement of 2-5 segments for each 10-foot-square area so trapped (with a minimum time of 1 full segment for a 5-foot-square area). It shouldn't be too difficult for the DM to keep such activity in check, considering the encumbrance value of each one of these 4-inch-tall weapons. The DM may wish to stipulate that special precautions be taken to prevent carried caltrops from puncturing packs. (It could be amusing to watch an unwary party turn to flee and tromp all over their own caltrops that have fallen through the new holes in their backpacks).

CHAKRAM: The chakram is a metal disc, 5" to 12" in diameter and about 1" thick at the center, with sharpened edges. Many chakram had holes in the center which could be used to store them on pegs or on a hook worn at the belt. Thrown like a shuriken (with a Frisbee-type motion), the chakram is of limited usefulness since its edge has little chance of penetrating any but the lightest of armor. The chakram's biggest assets as a weapon are probably its low cost, its effectiveness against non-armored opponents, and the small amount of skill required to use one.

DOKYU: The dokyū is a repeating crossbow used in some areas of Asia. A "clip" atop the bow holds up to five bolts at a time and gives the ability to fire the weapon twice as often as a normal crossbow. For purposes of combat, the dokyū is the same as a light crossbow except for its rate of fire. The dokyū's "clip" requires one round to reload and can be fitted with normal light crossbow bolts. Many types of repeating bows have been tried throughout history, and the dokyū is the most successful of these attempts.

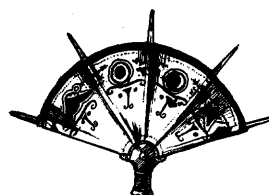
GARROTE: The garrote is typically a braided leather thong



JUNG MEH



KATAR



IRON FAN



MAN-CATCHER

with hand grips at either end of its 4-foot-long cord, and is used to throttle an opponent from behind. Some versions of the garrote used piano wire instead of the leather cord described here, but in the usual AD&D campaign wire that sort of wire is not strong enough or flexible enough for use in a garrote (lute strings are made of catgut or some equally unsatisfactory material, for the information of players who try to argue the point).

To successfully attach a garrote requires a backstab attack to be made during the first round of combat, and damage is taken for each following round the garrote remains attached and held by the wielder around the victim's throat. Adjustments "to hit" are figured for the initial attachment, and after attachment no further "to hit" rolls are required. Once a garrote is attached, the victim will do whatever is necessary to attempt to remove it; such actions might include rolling around on the ground, backing into walls, or carefully cutting the garrote itself. Should the victim fail to remove the garrote in the first round of attack, any of his allies may join in the attempt to remove it. Any attacks made on the assailant will be made at +4 to hit, but only two figures may attack the wielder in a given round. The victim cannot himself employ any weapon against his attacker, and of course cannot use spells — although he might be able to activate a magic item such as a *Helm of Teleportation*, or any other which would not require any swallowing (no potions) or extravagant movements to deploy.

Should the person using the garrote take half of his or her remaining (as of the time of the attack) hit points in damage before the victim dies, the wielder must release the garrote. If the round-by-round damage done by the garrote does not kill the victim within three rounds, the attacker is allowed to roll on the assassination table in the fourth and all subsequent rounds. If the victim is not dead or the attacker not repulsed by the sixth round of garroting, the victim will die (regardless of hit-point total) of strangulation.

The garrote will not work against creatures with a windpipe more than 1" below the outer skin layer or against those whose neck circumference is greater than 4 feet. The garrote is also not usable against undead or other foes that cannot be strangled. This weapon may seem formidable at first, but less so when it is considered that the attacker must usually stay attached to his victim for six rounds without attracting others' attention because of the victim's cries for help and other measures an endangered person might take.

IRON FAN: The iron fan is not made of iron, but rather of a metal skeleton with canvas stretched over it. The steel skeleton may be forged only by a master weaponsmith, due to the precision workmanship needed to allow the fan to fold and unfold in battle. The edges and tips of the fan's ribs have been sharp-

ened, much as a dagger blade would be, with the canvas often painted in lovely colors to further complement the weapon's illusion of harmlessness.

The rapid folding and unfolding of the fan in battle is a very important part of the weapon's use; this action, along with fluttering and waving the fan, causes enough of a distraction to allow the user to draw a dagger or ready a spell component with the other hand. The main problem with the fan is the tendency for blood to stain the painted canvas, requiring either repainting or the installation of a new canvas in order to keep the passive appearance of the weapon, which is so necessary for using an iron fan in a surprise attack. Unless someone has seen one before, it is very unlikely (10% chance at best) that an iron fan not in use will be recognized as a weapon.

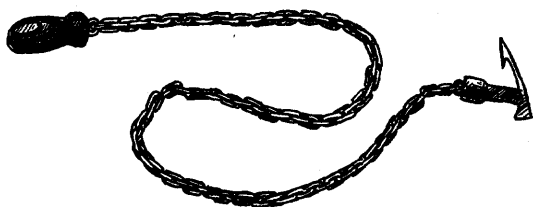
JUNG MEH: The jung meh, or "spear whip," is made up of nine metal rods, each approximately 6" long, attached to one another by a single link of chain at either end and ending in a spear head. The weapon is held together by a leather-bound haft and has a minimal amount of flexibility, with the head being capable of bending about 45 degrees in any direction (in relation to the haft) when fully extended.

The weapon is used primarily as a bashing instrument, but the edged and pointed head is capable of cutting and slashing with its sharpened portions. Although the weapon has a point, its flexibility does not allow for it to be used for stabbing, nor can the spear whip be set to receive an opponent's charge. The jung meh is employable from horseback to a limited extent. The name "jung meh" is of Korean origin, but there is no evidence of it ever being employed in that country, and the origins of the weapon itself are doubtful.

KATAR: The katar is a triangular blade ground to an edge on either side and attached to an H-shaped handle. Often referred to as a "punch dagger," the katar is held in the clenched fist and used much as a normal fist would be, with the blade pointed away from the user's knuckles. The katar is used to stab or slash, a blow which carries considerable power when its direct stabbing abilities are taken into account. The katar's great speed is because of the quickness involved in its simple deployment as an extension of the fist. It's also very easy to learn to use. Although there is no formal sheath for the katar, a large belt pouch lined with light wood to prevent puncturing will easily hold two of the weapons.

MAN-CATCHER: As suggested by the name, this weapon is usually not used to kill but to capture. The man-catcher is a pincer/jaw device mounted on a pole. The pincer portion of the weapon is commonly 3 feet in length with the pole itself anywhere from 4 feet to 6 feet long and flanked by the appropriate

MANRIKI-GUSARI w/hook



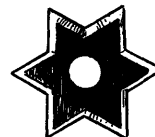
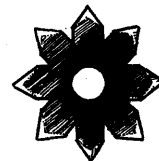
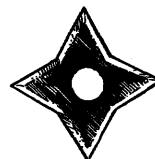
NUNCHAKUS



THROWING KNIFE



SAI



SHURIKIN

manipulation apparatus. This apparatus allows the user to open and close the pincer of the instrument and latch the jaws shut once the victim is entrapped. Any hit made by the man-catcher is considered to have locked the pincer about its target. Of course, anyone with a girth much smaller or much larger than a human may not be so trapped, and against such opponents the man-catcher is virtually useless.

Once the man-catcher has made its hit, it must be determined just how much of the target has been caught by the pincer device. For each level of experience the attacker possesses, there is a 3% chance that both the victim's arms will be pinned to their sides, obviously negating any shield or dexterity bonuses to armor class the victim may have had. If both arms are not so pinned, there is still a 6% chance per level of the wielder that one arm will be incapacitated, with an 85% chance it will be the victim's "off" arm. If the shield arm is free and the victim has a small shield in hand, it may be used to guard the shield flank, but any larger shield is not usable in such a situation. If the weapon arm of a victim is left free, the victim may use that weapon on anyone within range. (Of course, missile weapons and magical spells may not be employed, due to the constant tugging and shaking by the entrapping instrument.) Once a victim is captured, the wielder must hold on to the weapon and wait until the captured is subdued enough for release, at which time the latch holding the jaws shut is disengaged. The DM must be sure to keep the use of this weapon in check; some players may want to hold an orc still until it can be slowly beaten to death with any available objects. One simple way to avoid this sort of tactic is to have a few very strong monsters in your dungeon which would be able to ram any man-catcher that happens to latch onto them down the wielder's throat — if the wielder can shove and push, so can the character or creature on the other end, if the victim is strong enough.

MANRIKI-GUSARI: The manriki-gusari, of Japanese origin, is made of a 3-foot-long chain weighted at either end with round or rectangular pieces of iron. The manriki-gusari is a very versatile weapon; besides being used as a rapidly whirling bludgeon, it can be thrown as far as 120 feet, occasionally entangling its target in much the same manner as a bola. At the DM's option, skilled fighters or assassins might even be able to entwine a foe's limbs within the manriki-gusari, having the ability to do this on a score equal to hit armor class 8 or better.

Another use for the manriki-gusari is as a garrote-type weapon; as such, it should be treated as a 3-foot-long garrote, with paladins being forbidden to use the weapon in this manner.

The manriki-gusari was developed in the 17th century for use by the Japanese police force (specifically the Yoriki and Doshin) in apprehending criminals and murderous samurai at the

end of Japan's feudal age.

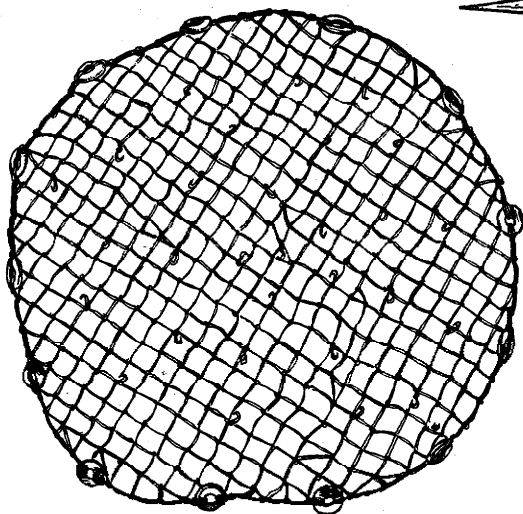
MANRIKI-GUSARI with HOOK: Due to lack of a better name, this weapon is considered a sub-class of the manriki-gusari having at one end of its 3-foot length a barbed hook. The hook has several advantages over the bludgeoning weight used on the regular manriki-gusari, the best of which is that it is good for taking foes alive. When the hooked portion of this weapon has scored a hit, it is considered to have caught on the victim's flesh. (Allow characters to choose which side of the weapon they are going to use at the beginning of each round, and treat attacks with the blunt end as "normal" manriki-gusari strikes, with the only adjustment being a speed factor of 5 instead of 4, due to the extra manipulation required to use one end instead of the other.) Once caught, the victim may elect to surrender. If not, the hook can be pulled out forcibly, causing as much damage coming out as it did going in.

NUNCHAKU: The nunchaku is an almost direct adaptation of the common agricultural flail. Also known as "num-chucks" or "chuka sticks," the nunchaku as shown in martial arts films is made of two 12-inch to 14-inch-long hardwood sticks about 1 inch in diameter and connected by either a stout leathern cord or a metal chain. (With a cord instead of a chain, the weapon's price would be 1 sp instead of 1 gp.) Having no mace-like head similar to the footman's flail, the nunchaku has a weapon speed the flail cannot hope to attain; it is this speed which gives the nunchaku most of its damaging power and puts it on a par with conventional weaponry.

Nunchaku are easily folded for concealment within a boot or pack, or to be tucked within a girdle or belt. Characters using the nunchaku may try to use the weapon to strangle an opponent (a la Bruce Lee), but this should not be allowed in the game, since the victim can easily grab the stick portion of the weapon and relieve pressure on the throat. Nunchaku cannot be modified with a longer chain to allow strangulation attacks; this would disrupt the user's speed and control of the weapon, making it useless as a nunchaku for melee combat.

The nunchaku was derived from the flail used commonly in Asia to separate rice from the stalk, and was used quite commonly in the Okinawan area.

SAI: The sai is an edgeless dagger-type weapon resembling a trident more than anything else given in the AD&D volumes. It was derived from an instrument used by the farmers of the Okinawan area for handling hay. With a cylindrical blade anywhere from 13 to 20 inches in length and a specially modified hilt assembly rising 4 inches parallel to the "blade," the sai is useless for cutting and is a stabbing weapon only.



THROWING NET, hooked

The hilt serves to protect the hand when a single sai is used, but when used in pairs the sai's special hilts are used in a manner similar to the ranseur to disarm a beweaponed foe. This trapping and removal process only works on weapons 1 foot or more in length and made of rigid materials such as wood or metal, and will always occur at such times when both of the sais are wielded in the same round and each "to hit" roll is sufficient to hit armor class 8 or better.

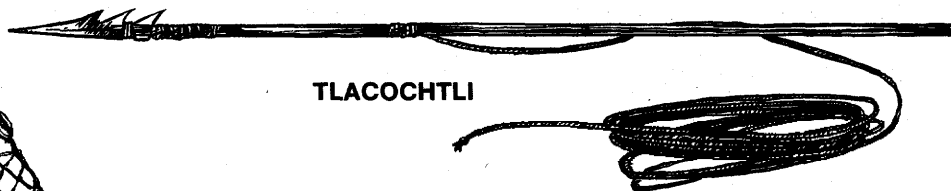
Since the sai cannot slash or cut, it is a bit slower than the common dagger, and because of this the weapon cannot be used by magic-users, any more than a spear can.

SCYTHE, BATTLE: This is an adaptation of the agricultural scythe and falls somewhere between the one-handed sickle and the huge "FatherTime" model. The battle scythe is specially built and reinforced for use in battle, and can be used either one-handed or two-handed like a battleaxe. If used with both hands, the scythe is +1 "to hit" and has a speed factor of 7. If used with one hand, there are no such adjustments. A favorite weapon of druids and evil types, the scythe is much in use by certain demons, and with its great damaging power can prove devastating in combat — although, just as with all other weapons, the DM should be sure it is used in an area of sufficient space.

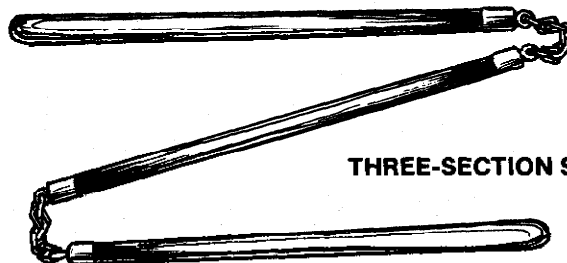
SHIELD (smash): A very reasonable combat move, the shield smash, or rush, is sadly not accounted for in the AD&D combat rules. Any size shield can be used for a shield rush attack. The tactics used in such attacks vary, however, so characters who wish to take the shield (both rush and spike) as a weapon of proficiency must specify what size shield they are going to use. Large shields are usually just slammed into an opponent to do whatever damage their size and momentum can do, but medium-sized shields and small shields such as bucklers require a bit of artistry to employ properly.

The medium shield is used in a combination of techniques which range from a full frontal smash to an ascending blow with the shield's rim usually contacting the opponent's chin or weapon arm. The small shield is far more delicate, but its size lends it quite nicely to use as a wooden or steel "boxing glove." In addition to normal damage, a shield hit also will cause the struck opponent to suffer a penalty of 1-4 (roll d4) on his next "to hit" roll due to the shield's stunning power.

The shield smash is the only type of shield attack usable by clerics. The shield can only be employed to the attacker's front, and when so used does not count as a bonus to the wielder's armor class. Magical shields gain no bonuses when used in a smash since their enchantments are designed to guard against weapons, not to make the shield possible to be used as one.



TLACOCHTLI



THREE-SECTION STAFF

(The DM may wish to devise magic items which are contrary to this directive, such as a +2 *shield of crushing*.) Any shield used to smash during the same round another weapon is used incurs the usual penalties for using two weapons at once.

SHIELD, SPIKED: Employed by the Vikings (among others), this is simply a shield to which has been attached a pointed head instead of the usual boss. The shield spike may only be attached to large and medium-sized shields, since if it were attached to a small shield it would disrupt the object's balance.

The spiked shield is used to jam an opponent's weapon attack, with the intent of driving the spike into the first available opening in the enemy's defenses. The spiked shield is a weapon in its own right, and its use as a weapon requires proficiency (as with any other weapon) on the part of the user. Such proficiency should be specified for either a large or a medium-sized shield. The training involved is such that the shield can be used for both an offensive weapon and for a defensive weapon (giving the appropriate armor class bonus) if no other weapon is used during the same round as the shield. Otherwise the shield is a secondary weapon with appropriate "to hit" penalties, for both the shield and the other weapon being used, and the shield will not add to the wielder's armor class.

SHURIKIN: The shurikin, or "throwing star," is a star-shaped disc 4 inches in diameter with four to eight side-ground points. The shurikin is usually less than half an inch thick and often has a hole in the center by which it can be hung on a peg or attached to a hook to hang from a belt. The most common method of carrying shurikins is in a small belt pouch. Such a pouch holds up to six of the discs, but it was common practice among the ninja of feudal Japan to have special pockets similar to these pouches sewn into their garments at the thigh or on the upper arm, with each pocket holding one or two shurikins.

The shurikin is a good small-sized missile weapon, and its shape and use easily lend it to poisoning purposes.

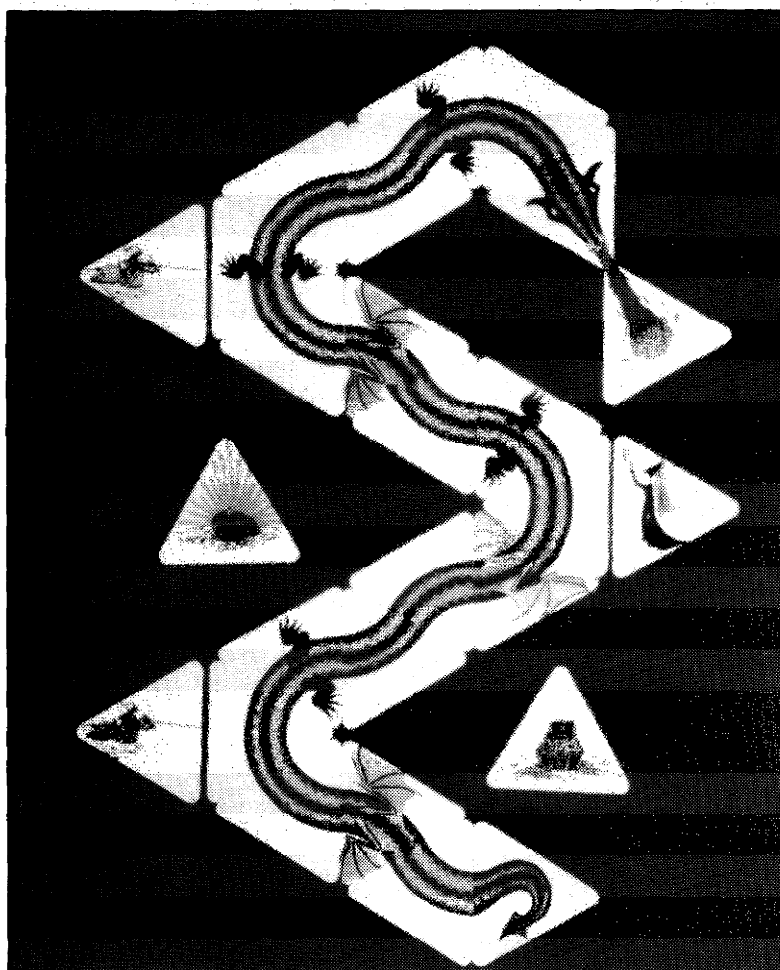
STAFF SLING: This is an ordinary sling mounted on a quarterstaff to increase the momentum and velocity of the throw. A hook on one end of the staff allows the weapon to be swung around the user's head. The stone is released by a small change in the staff's movement, unhooking the sling in much the same way as a trebuchet's sling is released.

The sling portion of this weapon could easily be wrapped around the staff to allow its use as a melee weapon if the user is proficient in the quarterstaff. The main advantage of the staff sling is its added range over a regular sling. Due to the gyrations necessary to achieve this longer range, the staff sling is only usable in outdoor settings.



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(Text continued from page 23)

THREE-SECTIONAL STAFF: This is made of three hardwood sections, each 2 feet in length, with the middle section connected to the outside two staffs by segments of chain about 4 inches long. Each of the outer pieces can be folded over onto the center section. The weapon can be used in several different ways, such as folding all three pieces together to use the staff as a club-type weapon, or folding one end piece over the center piece to use the staff like a flail. It is most often employed by holding the two end pieces in either hand while using the center piece to block an attack. When the weapon is used in this last fashion, the user has a chance to catch weapons between the end and center pieces, disarming an opponent on a "to hit" roll sufficient to hit armor class 8 or better.

The three-sectional staff was used in Asia as a training weapon for monks, and was never employed by the common people. Legend has it that the three-sectional staff was invented by an old man whose staff was broken twice in battle and who was unable to get a new staff made, thereby winning himself great renown throughout the land.

THROWING KNIFE: This is a wicked collection of blades more akin to an axe than a knife, having a main haft and 4-6 branch-like blades. The throwing knife is not hurled vertically, as are most bladed missiles, but horizontally. The knife's heavy weight is the reason for its short ranges, but its damaging potential more than makes up for the range restrictions. There are endless variations on the basic idea presented here.

THROWING NET, HOOKED: This, a favorite weapon of evil characters everywhere, is ideal for capturing and tormenting creatures instead of just killing them. A 10-foot-diameter net with a weighted perimeter and numerous hooks woven into the mesh, the hooked throwing net is an ideal weapon for taking a powerful creature or character prisoner.

If the net scores a hit, it is considered to have trapped the opponent within its barbed interior. Unless the victim saves vs. breath weapon, he or she will become entangled and have a 50% chance of falling to the ground. If the victim remains relatively motionless under the net, no additional damage will be taken, but if the victim struggles or the thrower tugs on the net, damage will be taken for each round that the victim remains within the moving net.

Ensnared victims can free themselves from the net in one round if they have a dagger or similar cutting tool, and such a victim will take only 1-4 points of damage in the round of escape, unless some individual is tugging on the net from the outside during this time. Nets which are cut are rendered useless. Anyone without a knife who wishes to get untangled from a hooked net must spend 2-5 rounds in so doing, with full normal damage being taken for the first 1-4 of those rounds. A net can be cut away from the outside in one round, or otherwise taken off from the outside in 2-5 rounds, with 1-4 points of damage taken by the victim in each round, no matter what method is used to free the net's occupant.

Hooked nets must be waxed weekly to prevent them from becoming hopelessly entangled within their own hooks. Nets thrown in combat will require 3 rounds to hurl, with at least two of these rounds being used to untangle the net and achieve the proper spin to avoid midflight tangling. Such maneuvers require at least 5 feet of space on either side of the thrower. Throwing a net in the dungeon is nearly impossible, although it can be done (at the discretion of the DM).

A smaller, one-hand version of the hooked net is available at a cost of 1 gp and is used as a secondary weapon which can be wrapped around an opponent's weapon to disarm him or her on a "to hit" roll sufficient to hit armor class 6 or better. This is the only purpose for the smaller net, since the hooks within it are made for catching objects and are not suitable for damaging flesh. The smaller nets weigh about one pound each.

THE TRIBES OF CRANE

You, task chief of the Leopard people wandering tribe of crane, sit in your great wagon awaiting news from your swift searching outriders. Suddenly hoof beats approach. The outriders leap from their mounts to your wagon flushed with excitement for they know full well the meaning of their news. But one sector to the North the great merchant caravan of the Impala people has been spotted. The order is given, "To arms... to arms!" You snap your orders, "Gather my captains of hundreds. Let all know the tactic will be entlaid right. Now my arms, my mount." You heard that Kate, chief of the Impala people, has chosen a stand and defend tactic twice before; will he again? You know also that the Impala people are fine warriors as are all the people of the many tribes. This will be no raid of the strong on the weak, but rather a mighty clash of the TRIBES OF CRANE...

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As chief you will know many secrets of your people and their lands, but there will be much you have still to learn of the lost secrets of Crane. It will be you who decide if your people will remain in their familiar homeland or begin a journey to new lands as you strive to increase your herds, train warriors, and learn of the ancient lost secrets that can move your people toward prosperity and dominance.

The land of Crane is a complete fantasy world with a full range of geography from the permanent ice of the polar regions, to the deserts, and tropical forests of the equator.

Cities dot the continents of Crane providing centers of trade and homes for the powerful Shamans and King Lords.

The creatures of Crane are as varied as its geography. Cattle, goats, and the caribou are the mainstay of the tribes, depending on the geography. But horses and the great mancarrying war hawks are important to the fierce warriors. Many undomesticated creatures also inhabit Crane such as the Euparkeria, a huge bipedal lizard that feeds on cattle in the grasslands of Crane.

Interaction between players is very common. Alliance, trade, and combat are always possible. Combat is determined in part by a comparison of tactics used by the antagonists, the relative number of warriors, and the geography.

The game's objective is to increase the relative strength and prosperity of your tribe which is measured by different criteria, depending upon the type of tribe, and thus obtain points. Players try to obtain high average points per turn thus placing new players on a par with those who have been playing longer.

The **Tribes of Crane** may be entered for \$10.50 which includes the first two turns, set up turn, a rule book and all necessary material (except return postage). Thereafter, turns are \$3.50 each. A rule book may be purchased for \$3.50.



THROWING NET, WEIGHTED: Used in a manner very similar to the hooked throwing net, the weighted net does no damage other than entanglement (although sadistic DMs might want falling creatures to take 1-2 points of damage when entangled), and for this reason is better suited than the hooked net for taking weaker creatures relatively unharmed.

To escape from a weighted throwing net requires one round with a knife or dagger and 1-2 rounds without such a tool. Since the weighted throwing net doesn't have any hooks to aid in the entanglement of the victim, it does not require any waxing and can be thrown more quickly (2 rounds instead of 3), since it is not so difficult to handle.

TLACOCHTLI: The tlacochtli is a barbed javelin with an attached line, and is used much like a whaler's harpoon. The tlacochtli is equipped with a 50-foot-long cord which is used to either force a victim to surrender by threat of pulling the javelin out violently, or to retrieve the missile should it miss or become embedded in an undesired or uncooperative target. When the tlacochtli is ripped out of a wound it will do the another 1-6 points of damage, just as it did going in. Thus, anyone hit by a tlacochtli will be required to cut the line, hold it stationary, or do whatever is necessary to keep the javelin from being forced back out.

The tlacochtli can be used in an atlatl, just as a normal javelin, with subsequent increases in range and adjustments "to hit." The weapon was employed in this manner by certain Central American cultures.

TONFA: The tonfa is a cudgel-type weapon with a 2-foot-long, flat body and a 6-inch-long handle one quarter of the way down the main body and placed perpendicular to same. The tonfa is wielded by holding the handle in the clenched fist with the main piece lying alongside the outside of the user's forearm, with the part of the weapon directly opposite the handle protruding outward from the side of the fist. Often used in

modern times by police for riot control, the tonfa can be twirled to bash a foe (as with a club), or the weapon's outstretched section can punch or gouge a victim.

The tonfa is easily held and carried along the arm of the user. At distances of 50 feet or more the snug-fitting tonfa may not even be spotted, and its presence will always go undetected if measures are taken to hide the weapon.

The tonfa is another Okinawan weapon, and a traditional instrument in many martial arts. The tonfa may count as a secondary weapon, but only when it is used with another tonfa as the primary weapon.


YAWARA: The yawara is the most harmless-appearing of all the weapons described here, and to the uninitiated will usually be seen as a ridiculous weapon. The yawara is simply a 6-inch-long cylinder of wood about three-fourths of an inch in diameter. It is held in a clenched fist so that the ends protrude slightly from both sides of the fist and can be used to gouge an enemy. It is occasionally tapered a bit at both ends like a bo stick, but this has little bearing on its use in normal combat.

The yawara is an especially good weapon for monks and assassins since they may, at the DM's option, do double or triple damage when using it due to their knowledge of anatomy and their ability to zero in on nerves and pressure points.

Although the yawara is usually wooden and especially meant for use as a weapon, there are several everyday objects that would work just as well as a yawara due to their size and shape; a candlestick holder is an excellent example of a yawara-type instrument. Yawaras can be made of almost any scraps of wood with the aforementioned dimensions, and such scraps are so readily available (small branches, carpenter's leavings, etc.), usually for free, that a price for the yawara is not given.

If a yawara is used in a pummeling attack, it is equivalent to a metal pommel, and due to its size and dimensions it is equivalent to hard metal for all saving throws versus physical attacks such as a crushing blow.

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The Gnomish Point of View

by Roger E. Moore

Gnomes are small demi-humans closely related to dwarves. They average about 3'6" in height and 80 lbs. weight; their skin tones range from brown to dark tan to grayish brown, and they have gray or white hair. Gnomish males are bearded but females are not. Despite their small size, gnomes have an average strength equal to most humans. Though most people tend to think of gnomes as just smaller dwarves, they have different capabilities and a much different outlook on life, and are certainly worthy of consideration as a race unto themselves.

Gnomes are perhaps the rarest of all demi-humans, though halflings in some areas are tied with them for the distinction. Only 5% or less of any adventuring types of human or demi-human origin are gnomes. They prefer living in temperate climates in rough and hilly terrain.

Gnomish communities are composed of elaborate underground tunnel complexes much like those dwarves inhabit, and all such communities maintain a network of mines for metals and gemstones. However, gnomish complexes do not go as deep into the earth as dwarven tunnel systems do, and tend to be spread out over a wider area. Though gnomes enjoy their mines and their close association with the earth, they also appreciate the world above ground, and love the beauty of the wilderness and of living creatures.



Gnomes seem to have struck a happy medium between the attitudes of dwarves and elves in this respect. Dwarves seek mastery over their environment, treating it as a thing to be shaped and governed; elves seek union with their sylvan environments, making themselves at one with nature. Gnomes, splitting the difference, look upon their environment and the creatures within it as separate but equal to them, as friends and helpers. For this reason they have learned to speak with all other burrowing mammals and often have working relationships with local groups of badgers, ground-hogs, and so forth for food-gathering and mutual defense. Gnomes sometimes have such creatures as companions; they treat their animal friends as partners and not like pets. Certainly it does not hurt such relationships that gnomes are small enough to see "eye to eye" with these small mammals.

Communities of gnomes are closely knit, and tend to engage in much friendly competition with other such communities. The major trades include jewelcraft, mining, metalworking (including armor and weapons manufacturing), a minor amount of farming (a skill almost unheard of among dwarves), hunting, and involvement with the local military as scouts and community militia. Trade with other gnomish communities and demi-human villages and towns is brisk, though few gnomes leave their homes to become traveling merchants. In general, humans trade with gnomes less frequent-

ly than do elves, halflings, or dwarves, due to some mutual distrust and avoidance, but some human areas are quite friendly with gnomish folk, sending them clothing, foodstuffs and spices in exchange for ores, gems and jewels, and worked metal products (weapons, tools, armor).

Humor is very important to the gnomish personality. Gnomes go for practical jokes, especially the sorts that are directed against larger creatures and enemies. When directed against other gnomes, these jokes tend to be friendly, with no harm intended. But against humans and other large races (including humanoids), gnomes' humor is more of a weapon, and takes on a darker aspect. A good practical joke played on an enemy (like substituting a *Necklace of Strangulation* for a *Necklace of Missiles* in a half-orc's pocket) will win immense status for the responsible gnome.

Those whom gnomes do not trust are dealt with carefully; they may find themselves perplexed, led around in circles, and kept unsure of just what is going on. The gnomish brand of humor is demoralizing to enemies of the gnomes, who may find themselves constantly subject to booby-traps of every conceivable sort. Humans have found it helpful to develop a manner of humility and respect when passing through a community of these small folk. Those who are earnestly friendly and supportive of gnomes may soon find them to be close friends. Gnomish mercenaries will assist non-

gnomes fighting directly for gnomish causes; their service may also be given in other, non-critical (to a gnome) situations, but they won't take things quite as seriously in such instances, and won't necessarily stop their practical jokes (though they will become more friendly and harmless).

The lawful good orientation of most gnomes comes from their sense of community spirit and cooperation with one another and other allied beings. This is muted to some extent by a more neutral, nature-loving concern that includes a tolerance for other alignments and a desire to maintain the balance of nature. Though gnomes may not like chaotic evil beings, there is still the feeling among most gnomes that such creatures are necessary in some way to maintain a balance with other alignments. Neutrally aligned gnomes are not often prone to be closely involved with other races, with the possible exception of sylvan elves and rare communities of tallfellow halflings of neutral alignment.

Perhaps because of their close association with the earth, gnomes are tough when it comes to constitution and related matters. They are resistant to many poisons and magic spells; as with halflings and dwarves, certain magic items (i.e., rings) may malfunction when used by gnomes, because of this resistance. Gnomes are also able to consume large quantities of alcoholic beverages and not be as affected as a human might be; gnomes drink as much as dwarves do, but whereas a drunken dwarf becomes (generally speaking) more obnoxious and gruff, with a tendency to fight everything that moves, a drunken gnome becomes euphoric, laughs at everything, and joyfully insults anyone or anything larger than himself or herself.

Gnomes are rarely on good terms with

any evil humanoid race, but their most hated enemies are the kobolds. Both races compete for the same sort of living space and materials, and their deities have long warred with one another. Garl Glittergold (the major gnomish god) once caused Kurtulmak's most elaborate and richly decorated throne room to develop a structural defect in the ceiling, making it collapse at an untimely moment when the kobold god was entertaining one of the major arch-devils. The latter believed the ceiling collapse was an assassination attempt, and in vengeance hung Kurtulmak by his tail over an active volcano for six weeks. The kobold god has since devoted all his energies to the destruction of all gnomes, but his efforts seem to have only made the gnomes tougher on the whole. All in all, it was a grand joke indeed.

Goblins also hate gnomes, though not with the single-minded fury that kobolds have for them. Gnomes, in turn, hate these races to the point where they will attack them in preference to any other race of enemies, and gain a bonus to hit them as well. Because gnomes are small enough to dodge between the legs of larger opponents and evade blows, humanoid beings of gnoll size or larger have a very tough time scoring any hits on them.

The physical senses of gnomes are very well developed. Eyesight is good and includes infravision out to 60' or so. Gnomes have the most sensitive hearing of any demi-human race, and their communities are unusually quiet compared to those of other races as a result. Some gnomes prefer walking some distance ahead or behind groups of noisier (usually meaning human) races. Gnomes also have a more highly developed sense of taste and smell than other races, and have larger noses than some people find

quite amusing.

Gnomes go adventuring for various reasons; many such adventurers are multiclassed. Gnomes are able to learn the skills of the fighter, thief, illusionist, and assassin and are better able to mix classes than either dwarves or halflings.

Gnomish thieves and illusionists, for obvious reasons, are especially able to use their talents to pull jokes on other beings. The feeling that gnomes have been slighted by many other races without cause (a claim not without substantial evidence) makes the fighting and thieving lives most attractive, as a way of evening up the imbalance. Assassins are motivated by a similar "get 'em back" philosophy, and enjoy taking vengeance on their enemies with macabre humor. Illusionist gnomes are rare, but highly respected in their home communities for their powers; learning illusionist powers takes a great deal of time and practice compared to learning fighting skills or thieving. Gnomish adventurers of any sort often think of themselves favorably as "giant killers" ("giant" here meaning anything larger than 5 feet tall).

Aside from elves, gnomes are the longest-lived race among humans and demi-humans, reaching a maximum age of over 750 years. As with the elven folk, this has to some extent changed the gnomes' concept of time. Gnomes are not usually prone to hurry with tasks, and are good at making up a variety of amusements with which to occupy their time. Joke-playing and other humor is very useful in this respect. Gem and metal crafts take up much of a gnome's time in later life when adventuring begins to pale, and community service is a popular option. Mining, of course, can be done at any age, and frequently is.

As a race, gnomes are quite adaptable. Though they do not particularly like the



“Humor is very important to the gnomish personality. Gnomes go for practical jokes, especially the sorts that are directed against larger creatures and enemies. When directed against other gnomes, these jokes tend to be friendly, with no harm intended. But against humans and other large races, gnomes' humor takes on a darker aspect. A good practical joke played on an enemy will win immense status for the responsible gnome.”

sea or other large bodies of water, they are more willing than dwarves to live in such areas. Undersea communities of gnomes, with tunnels leading from great air-filled caverns beneath the waves to rockier ground on the shore, have been reported. These complexes would be extremely rare, since most gnomes do not know how to swim. Other colonies of gnomes have been reported in arctic areas, clustered near geothermal springs or places with mild volcanic activity.

Recently, a purely subterranean subspecies of gnomes was discovered; known as "deep gnomes" (see AD&D™ Module D2, *The Shrine of the Kuo-Toa*), these beings are on close terms with many sorts of earth elementals, just as surface gnomes associate with burrowing mammals. They possess an innate magic resistance and spells of illusion; their language is a modified form of the surface gnome tongue. Gnomes seem to be turning up in the most unexpected places — perhaps their way of having a little joke on all the other races.

The gnomish personality is well represented by their chief deity, Garl Glittergold. Garl is mischievous, courageous, witty, and strongly drawn to the adventuring life. His great axe is actually his companion; Arumdina is quite intelligent, and has the power to cut stone and heal Garl as desired. It is interesting to compare Arumdina (as Garl's com-

panion) to Moradin's hammer (which is non-intelligent and his personal tool) and to Corellon Larethian's sword (which is an extension of the elven god, virtually a part of him). Gnomes have a number of other gods, but Garl is the best representative of gnomes as a whole. His ever-changing gemstone eyes seem to fit well into his unpredictable (though still lawful) nature.


Like dwarves, gnomes have a distinct sexual imbalance in numbers (two males for every female), and this does have an effect on their society. Gnomes, however, do not have the rigid sexual and marital mores dwarves have. Expressions of love and caring are shown more freely, and courting is a popular pastime among gnomes. Since most gnomes do not marry early in life, this means very long courtships, some lasting several hundred years (making for some particularly amusing tales and jokes).

Those males who choose not to be married become more immersed in their crafts, and develop close, non-sexual relationships with friends who are either other male gnomes, humans or demihumans of either sex, or animals. These relationships are looked upon by married and unmarried gnomes alike as being as valuable and important as a marriage relationship, though humans and other races might be hard pressed to see things that way. Gnomes will go to great

lengths to aid those they become attached to, and will feel a strong sense of responsibility for them.

As presented in the AD&D rule books and played in AD&D campaigns, gnomes at times seem a little too much like dwarves. The two races share some characteristics; yet, in order for each to remain a separate and distinct character type, differences should be present. It might be worth discussing ways in which gnomes could be made a little more unlike other character races; it is suggested that the sexual ratio of males to females be evened up, perhaps nearer seven males for five females. It is odd, too, that while dwarves are said to be unable to cast magical spells (excluding the clerical sorts possible to many races) due to their magical resistance from their constitutions, gnomes gain the same magic resistance *and* are allowed to become illusionists. Further discussion of this matter and other possible changes might be worthwhile in making the AD&D system more logical and reasonable.

Material for this article was gleaned from the AD&D Players Handbook, Monster Manual, Dungeon Masters Guide, and the DEITIES & DEMIGODS™ Cyclopaedia. In addition, the novels *Three Hearts and Three Lions*, by Poul Anderson, and *Enchanted Pilgrimage*, by Clifford D. Simak, provided some additional details on various matters.



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The Gods of the Gnomes

by Roger E. Moore

The demi-human pantheon with the fewest members is likely that of the gnomes. By most counts there are only six or seven deities governing the gnomish folk, though it is possible there are more in other universes. All gnomish gods, with the exception of Urdlen the Crawler, are ruled by Garl Glittergold (see the DEITIES & DEMIGODS™ Cyclopedica). All but one of them live on one of the planes of the Twin Paradises in the area called the Golden Hills, where the souls of faithful gnomes go at death. The exception is, as before, Urdlen, who lives in the Abyss.

Gnomish deities are fully concerned

with the fate of the gnomish race, and go adventuring quite often to support their causes and keep enemies from overwhelming the gnomes. Though all of the known gnomish gods are masculine, they are worshipped by male and female gnomes with equal reverence. They lack the "he-man" image one might imagine an all-male pantheon would possess, and are clever, sensible, and helpful. Urdlen is sexless (though still referred to as a "he") and shares none of these good qualities, but "his" few followers may still be male or female.

Gnomish gods nearly always have at least one companion, either a weapon, animal, or other deity, that accompanies them on their missions. Garl has Arumdina, his intelligent battle axe; Baervan

has his raccoon friend Chiktikka; Segojan is sometimes accompanied by an intelligent stone golem, and so forth. Urdlen, an exception again, has no friends. Because gnomes regard companions highly, it is inevitable that their pantheon reflects this trait. Gnomish deities usually only associate with other gnomish deities, though they maintain a loose contact with a few dwarven gods at times.

Pranks and practical jokes are a major response of gnomish gods to their enemies. They often act indirectly against their enemies, but if the situation is serious enough they are fully able to take the offensive and fight directly in battle. Compared to other non-human deities, the gnomish pantheon is one of the most active and involved with its worshipers.

CLERICAL QUICK REFERENCE CHART

Deity	Sphere of Control	Animal	Head	Raiment Body	Colors	Holy Days	Sacrifice/Propitiation Frequency	Form	Place of Worship
Baervan	adventure, thieves	raccoon	green cap	brown clothes	wood brown	full moon	monthly	treasure items	forest clearing
Urdlen	evil	white mole	bare	white cloak	white	winter solstice	annually	blood and jewels	underground cavern
Segojan	earth, nature	badger	fur cap	leather armor	gray and dk. brown	first day of each season	quarterly	gemstones	underground temple
Flandal	metalworking	n/a	steel helm	leather armor	red	midsummer's day	annually	forged weapons	underground forge

Gnomish clerics are never druidical, regardless of alignment. They tend to work through indirect channels to support the cause of gnomes, and will only rarely bring their business into the open. They are not often found as community leaders, mayors, or such, because of their supportive orientation. Gnomish clerics are all males, just as their deities are considered to be.

Baervan Wildwanderer

Lesser god

ARMOR CLASS: 1
MOVE: 15"
HIT POINTS: 295
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 2-24 (+6)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +2 or better
weapon to hit
MAGIC RESISTANCE: 20%
SIZE: S (4' tail)
ALIGNMENT: Neutral good
WORSHIPER'S ALIGN: All good
and neutral alignments (gnomes)
SYMBOL: Raccoon's face
PLANE: Twin Paradises or
Prime Material plane
CLERIC/DRUID: 12th level druid
FIGHTER: 8th level ranger
MAGIC-USER/ILLUSIONIST: 13th level
illusionist
THIEF/ASSASSIN: 20th level thief
MONK/BARD: Nil
PSIONIC ABILITY: ///
S: 18(00) (+3, +6) I: 21 W: 19 D: 25
C: 22 CH: 22

Garl Glittergold's closest rival in the field of good-natured mischief is Baervan Wildwanderer, the forest gnome. While he lacks Garl's finesse and dedication, Baervan is slightly better in the



practice of his thieving skills. He dresses in clothes of wood brown hues, and carries a spear (+3) made from an ancient oak tree on the Twin Paradises, called Whisperleaf. If this spear is destroyed, Baervan may make another from the wood of Whisperleaf in a single day. Only he may safely approach this tree; it will attack all others (treat as a treant of maximum size and hit points). Whisperleaf regenerates all wood loss within an hour. In battle Baervan may touch his special spear to any ordinary tree, automatically animating it as a 12-hit-dice treant for 5-20 turns. It obeys all of Baervan's orders and no one else's for that time. He may do this as often as he likes, animating one tree per round.

Baervan has a travelling partner, a giant raccoon named Chiktikka Fastpaws, who is highly intelligent but prone

to act before he thinks. Chiktikka is AC3, moves at 15", has 70 hit points, and has all the powers (including attacks) of a 12th-level thief with 18 dexterity. Chiktikka does 2-8 points of damage with each set of claws and bites for 2-12 points of damage. Many stories are told of the adventures this duo has shared, often started by Chiktikka's humorous ability to get into trouble "borrowing" something valuable, such as a minor artifact or some other item.

Though Baervan sometimes plays jokes on other creatures, it is hard not to like him. He tends to keep to himself, except for Chiktikka's company, and is said to sometimes roam the forests of the Prime Material plane. He is distinguished by his nut-brown skin and pale gray hair (and his raccoon friend). Should he chance to meet a worshiper of his who has performed some great deed in his name (DM's option, about a 1% chance of encounter), he will give that gnome a minor magical item. Such a worshiper will meet Baervan only once in his or her lifetime.

Gnomish fighters, fighter/thieves, and thieves of a non-evil nature are often the followers of this god, and prefer living in the outdoors rather than in a city all the time.

Segojan Earthcaller

Lesser god

ARMOR CLASS: 0
MOVE: 9" (36")
HIT POINTS: 285
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-30 (+3)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +2 or better
weapon to hit
MAGIC RESISTANCE: 20%
SIZE: M (4½' tall)
ALIGNMENT: Neutral good
WORSHIPER'S ALIGNMENT: All good
and neutral alignments (gnomes)
SYMBOL: Large glowing gemstone
PLANE: Twin Paradises
CLERIC/DRUID: 14th level druid
FIGHTER: 6th level fighter
MAGIC-USER/ILLUSIONIST: 16th level
in each
THIEF/ASSASSIN: Nil
MONK/BARD: 4th level bard
PSIONIC ABILITY: V/
S: 18(01) (+1, +3) I: 22 W: 23 D: 18
C: 24 CH: 20

Segojan is the gnomish deity of the earth and nature, a friend to all living animals that move above and below the earth and one who speaks with the very



rock itself.

He is known to his worshipers as a gray-skinned gnome who wears armor made of grass and roots that acts as +4 leather. When he enters battle he carries a rod made of crystalline quartz that is +4 to hit and does 3-30 points of damage per hit. This rod will create a stone golem once a day that is of average intelligence and will obey Segojan's commands alone. The rod must be pressed against a mass of rock of sufficient size to form the golem. Segojan may also call up 2-8 earth elementals (16 hit dice each) once

a day to help him in combat.

Though his primary sphere of control is the earth and nature, Segojan is also seen in a lesser way as the gnomish god of magic. Many of his followers are illusionists who strive to improve their art for the betterment of gnomekind and for their art's sake as well. Gnomish miners and jewelers also revere this deity. The non-player clerics of Segojan frequently cast *Light* or *Continual Light* spells on large and well-cut gems for use as holy symbols, causing them to glow from within.

Urdlen

("The Crawler Below")

Lesser god

ARMOR CLASS: 2

MOVE: 12" (36")

HIT POINTS: 272

NO. OF ATTACKS: 2

DAMAGE/ATTACKS: 4-16 (+7)

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 30%

SIZE: L (8½' long)

ALIGNMENT: Chaotic evil

WORSHIPER'S ALIGN: All evil

alignments (gnomes)

SYMBOL: White mole

PLANE: Abyss

CLERIC/DRUID: 8th level cleric

FIGHTER: 10th level fighter

MAGIC-USER/ILLUSIONIST: 13th level illusionist

THIEF/ASSASSIN: 12th level assassin

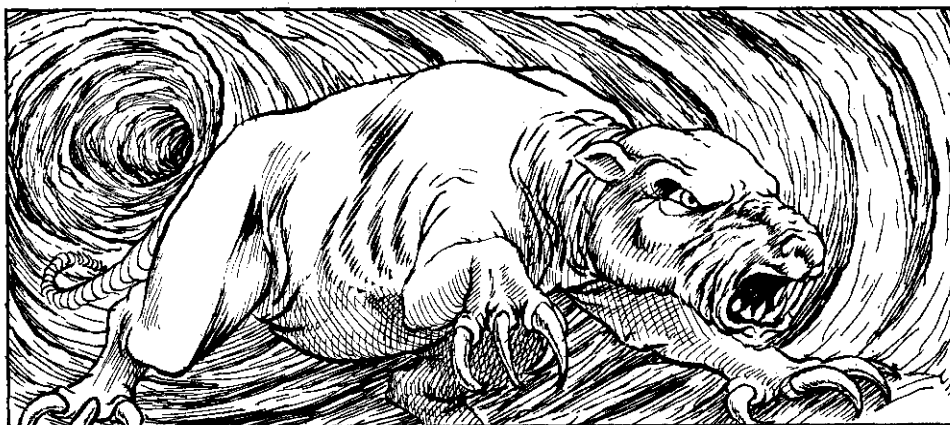
MONK/BARD: Nil

PSIONIC ABILITY: VI

S: 19 (+3, +7) I: 20 W: 14 D: 20

C: 24 CH: 3

Urdlen is the epitome of the evil impulse that rules some gnomes and is feared by the rest. He appears as a huge, dead-white, furless mole with claws of steel. It is said that Urdlen, a neuter and sexless being, lusts for precious metals, jewels, and the blood of any human, hu-



manoid, or demi-human. No one can predict where he will strike next, or what his plans are to further the cause of evil among gnomekind. Just as he can burrow into the earth of the Abyss, so he hopes evil will burrow into his followers' hearts and souls. He thrives on harmful trickery against the innocent and good.

Urdlen's form is distorted by a permanent *Blur* spell which cannot be dispelled while he lives. His clerics have a 5% chance of successfully calling upon Urdlen when in danger and having him cast a *Blur* spell on them for protection; however, if the gnome cleric is slain anyway while the spell is still in effect, Urdlen will eat the gnome's soul when it reaches the Abyss. Urdlen's clerics may

appease their deity by pouring the blood of a creature they've killed into the ground and burying it. Jewels and valuable metal goods are sacrificed to him by ruining them (breaking, tarnishing, melting) and then burying them. Clerics of this deity are continually at war with the rest of the gnomish deities and the clerics and followers thereof.

Gnomish assassins and evil thieves and fighters make up most of the worshipers of this awful deity. They generally share their lord's love for evil and deadly pranks directed against all creatures, even other gnomes. His followers often prefer to live underground, after the manner of Urdlen's chaotic tunnel home in the Abyss.

Flandal Steelskin

Demigod

ARMOR CLASS: 2

MOVE: 6"

HIT POINTS: 230

NO. OF ATTACKS: 3/2

DAMAGE/ATTACK: 3-24 (+10)

(and see below)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Takes half

damage from heat and fire

MAGIC RESISTANCE: 10%

SIZE: S (4' tall)

ALIGNMENT: Neutral good

WORSHIPER'S ALIGNMENT: All

workers of metal (gnomes)

SYMBOL: Flaming hammer

PLANE: Twin Paradises

CLERIC/DRUID: 8th level in each

FIGHTER: 10th level fighter

MAGIC-USER/ILLUSIONIST: 15th level magic-user

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: VI

S: 22(+4, +10) I: 18 W: 20 D: 17

C: 23 CH: 18

Flandal wears only a leather apron for armor and protection from fire, but it has been enchanted to reduce by half all



damage he receives from heat and fire. His skin is the color of mithril steel, and his eyes are flaming coals. Flandal's hair and beard are a brilliant blue-silver.

Flandal is one of the strongest of gnomish deities, perhaps the most so. He is often found traveling with one or two of the other gnomish deities in search of new ores and veins of metal to use in his forges. It was Flandal who helped forge and enchant Arumdina, Garl Glittergold's battle axe.

Flandal wields an axe-backed hammer made of yellow metal, named Rhondang. It is +5 to hit and can shoot a six-dice

fireball as frequently as once per round, up to a total of ten times per day. Rhondang is able to converse naturally with all beings who use fire or dwell in fiery places (red dragons, chimerae, fire elementals, etc.). This in no way means that Flandal is friendly toward those beings, however, though he will be prone to talk first before attacking. Rhondang does double damage to cold-using or cold-dwelling creatures.

Because he needs their services to help forge items, Flandal is likely (65% chance) to have 1-4 fire elementals (16 hit dice each) with him when he is encountered. The elementals are quite friendly toward him and obey him in all respects. When Flandal is not traveling, he will be found in his workshop on the Twin Paradises, planning or making a new magical weapon.

Flandal is obviously a popular god among gnomish smiths; a large number of fighter/clerics follow his worship in some areas. It is said that some of his clerics have developed or been granted a new spell that enables their war hammers to burst into flame for a short time, giving additional bonuses to hit and damage, as a *Flame tongue* longsword.

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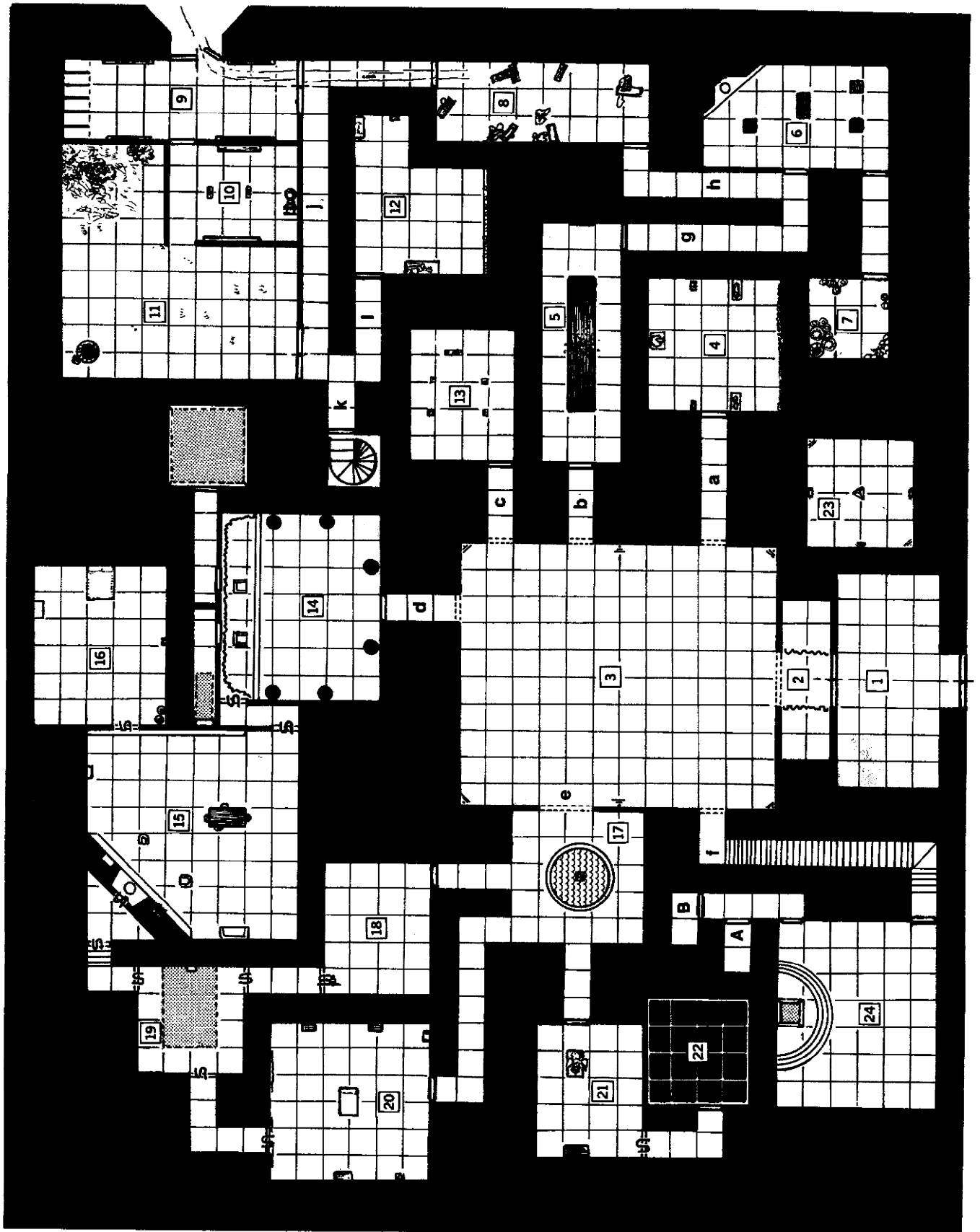
Quest for the MIDAS ORB

by
Jennie Good



Third place winner, IDDC II

Upper level



Quest for the MIDAS ORB

Long ago in the land of Gnarda lived the worshippers of Kalsones, the god of wealth and power. Kalsones was a fair god who treated his followers kindly. As proof of his fairness and kindness in an era long past, he had presented the people with an artifact called the Midas Orb. Legends say if the Orb is held in one hand and another object is touched with the index finger of the other hand, the object touched will turn to pure gold.

The Midas Orb was much revered by the people of Gnarda. It was the symbol of the country's prosperity (much as the gold in Fort Knox is a symbol of the prosperity and wealth of the United States). None of the common people had actually ever seen the Orb, but they did not consider it one of their privileges to be able to see or use it; it was enough that the Orb existed, and by its existence gave stability to the country's economy and the morale of the people.

Everything ran smoothly for a few hundred years after the Orb was given to the country. Then the leaders of Gnarda discovered—and reported to the people—that, suddenly and mysteriously, the Orb had disappeared! None of Gnarda's leaders and officials seemed to know what had happened to it, and an extensive investigation turned up no worthwhile clues.

Soon after the disappearance of the Orb, the country began to decay. There was a serious decline in the morale of the people, which led to a similar decline in the strength and vitality of the economy of Gnarda.

The decline in morale continued for about ten years, until General Bohica became the ruler of Gnarda. The economic problems continued, or perhaps worsened, but the General conducted such an intense search for the Orb and gave such promising progress reports that the people were greatly heartened.

General Bohica's reign lasted for almost two years, during which time the people were made to believe the Orb would be found very soon. Then it was inadvertently discovered that the General had not been completely honest in his handling of the country's monies. He had been pocketing large amounts of wealth which should have been deposited into the treasury of the country. Before the General could be confronted with evidence of this, he disappeared—just as the Orb had many years before. Some of the General's consorts and top aides travelled to his castle to seek him out, but none of them even returned with so much as a report.

The people began to formulate theories about what had happened. The most

popular theory was that the General had found the Orb at just about the time he had been discovered taking the country's money and that, allied with his personal wizard, Wthai, he had retreated to his castle to consolidate his wealth and power. A few people believed that perhaps Wthai had become power-hungry and had killed the General, taking the Orb for himself. Other people went so far as to report sightings of strange and hideous creatures in the area of the General's castle. No one knew for sure what had happened, but one thing was certain: The people of Gnarda were stricken with fear and dread.

THE MIDAS ORB

The Midas Orb is a beloved relic of Gnarda, but it has rarely been used. The economic well-being of the country does not depend on the presence of the relic; however, the morale of the people does. The people's morale, in turn, affects the country's economy.

The legends of the Midas Orb are sketchy. The people have some idea of how it works, but they are not aware of its specific limitations or powers. It is generally regarded by the people as being too awesome or powerful to be seen or touched by normal people. Indeed, this is essentially true.

The Midas Orb has an intelligence of 10 and an ego of 10; if this combination equals or exceeds the combined wisdom and intelligence of its possessor, it will overpower him or her 60% of the time, causing insanity in that person. After a short time, death will occur. The Orb in no way radiates magic.

It is a round gold sphere, approximately palm-sized. By holding the Orb in the left hand, touching another object with the right index finger and saying "Become gold!" the possessor can turn certain objects into gold, subject to these limitations:

(1) Flesh of any kind, if turned to gold, will remain so only as long as no nick, cut or dent is made in it. If the flesh is damaged by a blow or a weapon strike, the object creature or character's form will explode, causing 2-16 points of damage to anyone within 1", and 1-8 points of damage to anyone from 1-2" away who fails a saving throw against dexterity (must roll dexterity or less on d20).

(2) Any other organic or inorganic substances, with the exception of refined metal, will turn to a worthless gold-colored stone.

(3) Only refined metals will become true and permanent gold.

Special powers of the Orb are as follows:

(1) Telekinesis (1,000-6,000 gp weight) twice per day.

(2) Possessor immune to *Magic Missiles*.

(3) Protection +2 when held or worn.

GENERAL NOTES FOR THE DM

The Dungeon Master should become entirely familiar with this environment before conducting an adventure in it. The DM should be careful not to reveal more than the player characters will be able to see or know at a certain time.

This adventure encourages creative thinking by player characters, rather than simply having them encounter difficult-to-handle creatures. Although some spells are to be found within the castle, it must be assumed that participating magic-users will have acquired some spells of their own from previous adventuring. It will be of great help to the party if they can arrange to take a magic-user of as close to ninth level as possible.

WANDERING MONSTERS

This list of random wandering monsters applies throughout the castle and should be checked frequently, once every 1 or 2 turns. Roll d10 for the type and number of monsters appearing:

1: 2-8 orcs (AC 6; HP: 8,7,7,6,5,5,4,4; D/A 1-8).

2: 1-6 bugbears (AC 5; HP: 23, 21,18,17,15,13; D/A 1-8).

3: 2 wererats (AC 6; HP: 22, 19; D/A 1-8).

4: 1-6 giant rats (AC 7; HP: 4,4,3,2,2,1; D/A 1-3).

5: 2 bugbears (AC 5; HP: 22,17; D/A 2-8).

6: 1 ogre (AC 5; HP: 29; D/A 1-10).

7: 2 wererats (AC 6; HP: 21, 16; D/A 1-8).

8: 4 men (AC 10; HP: 22,21,19,16; D/A 1-8, long swords). These men are wererats in human form.

9: 2 displacer beasts (AC 4; HP: 38, 35; D/A 2-8/2-8; -2 on opponent's attack dice).

10: 1 giant scorpion (AC 3; HP: 34; D/A 1-10/1-10/1-4, poison).

The orcs and bugbears are raiding parties looting the castle, and the wererats are hirelings of the wizard.

THE WIZARD

General Bohica's wizard, Wthai, is an 11th level magic-user: S 10, I 17, W 15, D 15, C 15, Ch 10; HP: 44. Although he knows as many spells as allowed, he carries his favorites at all times. These are:

First level: *Charm Person, Magic Missile, Hold Portal, Shocking Grasp.*

Second level: *Continual Light, Invisibility, Wizard Lock, Magic Mouth.*

Third level: *Dispel Magic, Slow, Fireball, Protection from Normal Missiles.*

Fourth level: *Polymorph Self, Confusion, Fear.*

Fifth level: *Teleport, Distance Distortion, Bigby's Interposing Hand.*

THE CASTLE

Heavy wooden doors bound with brass bands lead to an inner garden courtyard (1). This courtyard has a neat, well-kept appearance. With a closer look, an adventuring party will discover that there are many twigs and branches broken throughout the courtyard, and in several damp places footprints may be discerned. The walls surrounding the courtyard are of gray stone. On the south, the wall is only ten feet high; however, on each of the other sides the walls are as high as the castle itself. Two more heavy banded doors are set into the north wall of the courtyard opposite the first set.

The north doors open onto a 20-foot-wide corridor (2) with heavy gold draperies flanking it. Once this second set of doors is passed through, the outer doors will shut and become locked. Behind the drapes on each side are 20-foot-square alcoves with wooden pegs on all three walls. The walls and floor in this area are made of the same gray stone as the outside of the castle. On a peg in the eastern alcove is a filthy cloak; in a secret pocket in the cloak are 3 sp.

An archway leads from this short corridor into a formal ballroom (3). This room is lit by 4-inch-diameter discs (magicked with *Continual Light* spells) mounted on the walls in the corners and in the center of the east and west walls (places marked "X").

The ballroom floor is of highly polished marble with a gold vein throughout (the gold cannot be removed). On the walls are five large tapestries depicting various knights doing heroic deeds. The tapestries are slightly moth-eaten and, though they are rather large, they are not collector's items. They are worth (at the very most) 50 gp each.

Leading from the ballroom are six archways. A corridor in the southeast part of the room (a) is lined with shiny, rust-colored tiling on the walls. There is moss-green flagstone on the floors. Flagstone is rather noisy to walk upon; therefore, a party increases its chance of attracting wandering monsters to 2 in 6 while in this area.

This rust-colored corridor leads to General Bohica's trophy room (4). Taking up the entire south wall is a hanging made from the skin of a red dragon (which, in reality, Bohica had help in killing). A rug made from a huge white bear is on the floor, and scattered throughout the room on display are a pair of stuffed

badgers, a stuffed giant eagle, a stuffed wild boar and two stuffed giant rams.

There is a niche in the wall behind the dragon skin. However, as soon as the dragon skin is touched or moved, the two rams will animate (AC 6; HP: 27,24; D/A 2-12) and attack anyone who might be in the room. The niche in the wall behind the dragon skin contains a velvet pouch with two diamonds inside (500 gp each).

The corridor leading from the east central part of the ballroom (b) is tiled in red. Again, the floor is of moss-green flagstone and will increase the chance of wandering monsters being encountered while it is traversed. As the door is opened to the adjoining room (5), the first thing noticed is the end of a very long, heavy wooden table. The table is constructed of highly polished oak.



There are no chairs in the room. A gigantic chandelier has fallen from the ceiling onto the table at about its midpoint. It may be noticed that there is quite a bit of gold on the chandelier. If the party is enterprising enough to remove all the gold from the chandelier, the task will take approximately 2½ hours to complete, and the gold obtained will be worth 1,000 gp. But during that time, three bugbears will discover the group (AC5; HP: 21,18,13; D/A 2-8). There is a 2/3 (1-4 on d6) chance that the party will be so engrossed in gold-picking that the stealthy bugbears will initiate the attack.

On the eastern wall of this room is a portrait of General Bohica in full military uniform. He is an imposing figure, with heavy brows over dark, brooding eyes. These eyes seem to follow every movement in the room. There is no magic or

deviltry involved in the picture, but the artist has so magnificently captured the mesmerizing effects of General Bohica's gaze that all who look at the picture must save vs. spells (at +1) or become unable to break the gaze for 1-4 rounds. This may occur at any time, including during the fray with the bugbears.

The corridor (g) leading south from the dining room is of plain grayish-brown stone, as is the floor. The stone walls and floor are fairly smooth and flat. There is nothing remarkable about this corridor.

The first room off this corridor is a kitchen (6). There is a fireplace, containing cold ashes, in the northeast corner of the room. The flue to the fireplace is shut; should it be opened, five stirges will fly into the room. (AC 8; HP: 8,7,6,5,5; D/A 1-3 and blood drain, 1-3 hit points per round up to 12 points or until killed.)

There are large chopping-block-type tables at various places around the room. Pots, pans, and utensils hang from the ceiling over the tables.

A smaller room (7) off the kitchen to the west seems to be a pantry. There are several barrels and bags of foodstuffs (untouched and still good): wheat flour, rice, pickled cucumbers, cauliflower and carrots, and dried, salted fish. There is quite a bit of flour on the floor, and some bags have been shredded to make a nest for the eight giant rats that live here. (AC 7; HP: 4, 4, 3, 3, 2, 2, 2; D/A 1-3.) In the nest are three tiny rats (HP: 2, 1, 1) and several gems: two clear gems (rock crystals, 50 gp each), two clear pale blue-green gems (zircons, 50 gp each) and one golden-yellow gem (topaz, 500 gp).

The corridor (h) leading north from the kitchen is made of the same nondescript gray stone. The room at the end (8) seems to be a barracks. There is an 80% chance of finding a band of eight orcs searching this room. (AC6; HP: 8,8,7,6, 5, 4, 4, 3; D/A 1-8.) Each orc is carrying 2-12 ep in a pouch. All the cots and bedding in this room have been overturned and generally disrupted. There are several swords and items of armor: two chain mail, one plate mail, a long sword (non-magical) and a short sword (+2). If the adventurers make a more diligent search of the mess, there is a 60% chance for one character to find a gold ring. (Roll percentile die for each searcher; the lowest roll under 60 determines who finds the ring. If all rolls are over 60, the ring is not found. It is a *Ring of Fire Resistance*.)

The door in the north wall opens into a corridor (i) which is of the same gray stone, although a well-worn path (lighter in color than the surrounding area) seems to have been trod here. There are deep (fresh) scratches running the length of the hallway, leading to the double doors at the north end of the hall. These marks give the impression that something heavy was recently dragged from the barracks to and through the doors.

Those double doors open into the stables (9). The gouging on the floor continues across to the doors on the east wall. There are water and feed troughs along the east and west walls. Close inspection will reveal hay in some troughs and water in others. The area has an appearance suggesting that the east doors were left open by some hastily departing inhabitants of the castle.

In the stalls at the extreme east and west along the north wall of the stables are the lairs of two huge spiders. (AC 6; HP: 15 (west stall), 13 (east stall); D/A 1-6, save vs. poison.) Each spider guards a treasure of six platinum pieces. Disturbing either lair will alert the other spider, who will come forth and join the attack.

The room (10) adjacent to the stable is a smithy's shop. There are two large anvils here, and many different tools hanging from the walls. There is nothing extraordinary about this room.

The area adjacent to the smithy's shop is the garden (11). This area has no ceiling and looks dry and untended. There is a well in the northwest corner. A pail with about 30 feet of rope tied to it rests on the edge of the well. Lowering the pail into the well will alert five large spiders (AC 8; HP: 9, 7, 6, 5, 5; D/A: 1 point and save vs. poison at +2) that live in the well about ten feet below the rim. These spiders will rush to the top of the well in one round and will attack anyone or anything within reach. The well does contain water, which can be obtained if the bucket is lowered 25 feet inside the rim.

A careful search of the surrounding garden will reveal nothing of value, but will cause a giant scorpion (AC 3; HP: 37; D/A 1-10/1-10/1-4, poison sting) which lives in the vines and overgrown bushes in the northeast section to attack the adventurers.

The section of the corridor (j) which leads past the stable and the garden is made of the same gray stone and is not unusual in any way.

One short hallway (k) branches off and leads to a staircase spiraling down to a lower level, while another (l) leads to an oddly shaped room (12). In an alcove in the northeast corner of this room is a cot and a wooden chest. Along the west wall of the room is a large desk strewn with sheets of parchment. Diagrams and unfamiliar scribbles abound on most of the parchment sheets. A leather cylinder (50 gp) lies on the desk. Inside is a scroll containing a spell (*Dispel Magic*). If the spell is utilized by a character other than a magic-user, or a magic-user who is not able to use a third-level spell, one of the following three things will occur: 70% chance of user being stunned for 1-6 turns; 20% chance of amnesia for 1-6 turns; or 10% chance of permanent insanity. A saving throw vs. spells, made at -2, will negate the insanity effect, leaving the user stunned for 1-6 turns as if the

first-mentioned result had occurred.

Also to be found on the desk is a large brass key on a leather strap. This key may be useful to the party in the future, but at the time of its discovery, any character who places or ties the key about his or her neck or waist will suffer the following side effects after 30 minutes of wearing it: (1) a great tiredness will overcome the character, causing him or her to attempt to slow the group's progress and movement, and (2) the wearer of the key becomes somewhat paranoid — specifically, he or she thinks another member of the party (determined at random) has been taken over by a doppelganger and is out to destroy the group. The wearer of the key will even go so far as to quote folklore and legend about the infamous doppelganger in order to prove his point. Within six rounds after it is removed from around the neck or waist, the key's side effects will be gone. The key and its strap may be carried in a pocket or pouch without harm to the carrier. The key cannot be removed from the leather strap, and the entire apparatus will radiate magic if detected for.

Along the south wall of the room is a shelf upon which rest twelve containers. These containers are corked and are not transparent. It is impossible to guess the contents by shaking the bottles because of the thickness of the ceramic from which they are constructed. The only way to discern what is inside is to spill, dump or taste the contents. Several of the containers have symbols inscribed thereon. Any thief will have a percent chance equal to his or her level to decode each symbol (roll for each container separately). Note: Do not show the symbols until a roll for understanding is successful.



Container 1: Symbol (meaning "explosives") shown at left. Inside is a clear red liquid. It will explode internally if imbibed, causing 2-8 points of damage.

Container 2: No symbol. It contains mare's sweat.

Container 3: No symbol. Hippogriff feathers are inside.



Container 4: Symbol (meaning "sex change") shown at left. This is a greenish, milky liquid which, if taken internally, will change the sex of the person drinking it. Taking a second dose will not reverse the effects, but a *Dispel Magic* spell might (20% base chance, plus 10% per level of the spell caster).

Container 5: No symbol. Human blood is inside this vessel.



Container 6: Symbol (meaning "poison") shown at left. A blue, milky liquid which is poison (save vs. poison or die if taken internally).



Container 7: Symbol (meaning "cure wounds") shown at left. Four doses of a pinkish fluid which cures 1-8 hit points of damage per dose.

Container 8: No symbol. Contains one huge pearl valued at 500 gp.



Container 9: Symbol (meaning "anti-potion") shown at left. This clear liquid is an anti-potion mixture (three doses) which will reverse the effects of the contents of any other container.



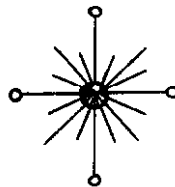
Container 10: Symbol (meaning "hair") shown at left. This milky gray fluid will cause hair to grow wherever it comes in contact with flesh (including the tongue).

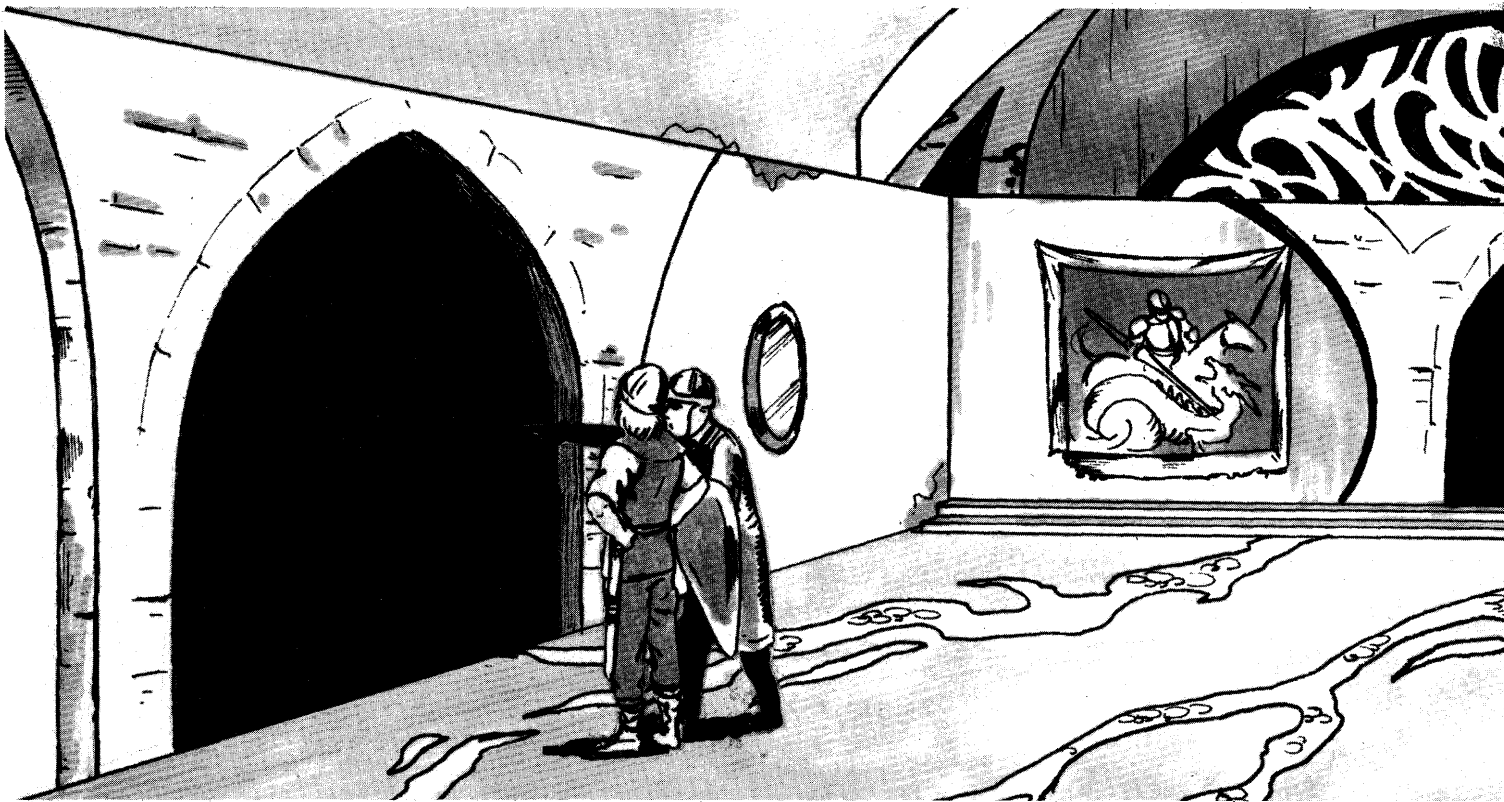
Container 11: No symbol. The container holds hundreds of long, silky strands of (apparently human) hair.

Container 12: No symbol. This jar is full of insect legs.

The corridor (c) leading out the north-east wall of the ballroom is tiled in magenta. At the end of a 30-foot hallway is a door which opens into what appears to be a music room (13). A number of finely made instruments, all seeming to be in mint condition, are displayed in this room. The adventurers may recognize one lute, three harps, one mandolin, and a *Fochlucan bandore*. The bandore is the only instrument with magical properties; however, a bard is the only character who will be able to distinguish that instrument from the others.

The corridor (d) which leads north from the ballroom is lined with bronze-colored tiling. Several tiles have symbols of inlaid ivory, with the following designs repeated three or four times each:





All are symbols denoting royalty. The door leading to the north is made of fine wood banded in highly polished brass, and also contains one rendition of each of the symbols. The room to the north (14) has ivory tiling on the floors and walls, and marble columns line the walls. In the northern part of this room there is a raised dais about four feet high. On this dais are two huge, ornately carved thrones. A large rat holding a long sword is lounging upon each throne. These creatures are obviously wererats, and they will attack the party as soon as possible. (AC 6; HP: 21, 16; D/A: 1-8.) Once the wererats have been dealt with, party members may search the room.

Behind the thrones on three sides of the dais is a heavy purple drapery which reaches from ceiling to floor. There is approximately 1½ feet of space between the drapery and the wall. Pegs are evenly spaced along these walls. Two doors are located behind the drapery on the north wall. Each of these doors leads into a separate corridor. The west corridor(m) leads to a false door. Trying to move it will open a trap door in the floor beneath it, dropping all party members within 20 feet of the false door into a pit 20 feet deep. This pit is 10 feet wide by 20 feet long and contains about four feet of water at the bottom. Roll for damage from the pit on the following table, using d12:

- 1-3: No damage.
- 4-6: 1-4 points of damage.
- 7-8: Broken foot and 1-8 points of damage.
- 9-10: Broken leg and 1-8 points of damage.
- 11: Two broken feet and 2-16 points of damage.

12: Two broken legs and 3-18 points of damage.

(This table applies to animals as well as humans.)

The east corridor (n) leads to a door which is not locked but appears swollen and is very difficult to move. Opening it will require several shoulder hits by a character of not less than 16 strength. When the door does come open, there is a 70% chance that the character doing the pushing will fall into the room — a 30-foot pit which contains three feet of water. (Use the same damage table as for the pit trap in the previous corridor, with +1 to the die roll.)

Also behind the drapery in the throne room in the northwest corner on the west wall is a secret door. It appears to be part of the wall. Even if detected, it will not open until the first and third pegs from the west wall are grasped, pulled and then pushed firmly. This will cause the door to swing open easily — but if it is not held open, it will swing shut just as easily and then must be re-opened. The secret door leads into a 30-foot corridor (o) running north and south, with another secret door in the southwest corner. This latter secret door need only be detected and pressed firmly to cause it to open.

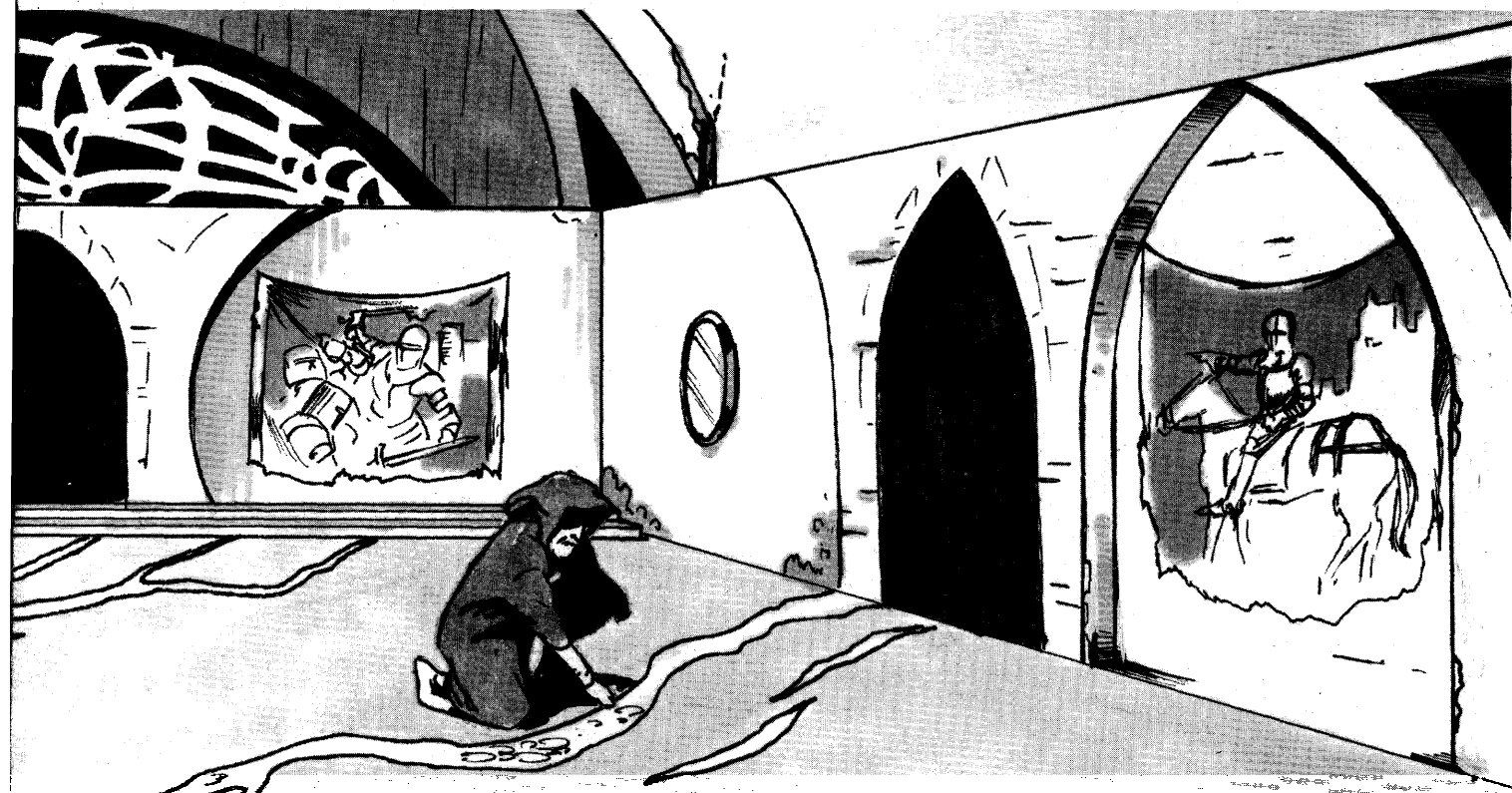
It swings open into a huge den (15) filled with comfortable furniture, with a large fireplace in the northwest corner. There is a large, plush couch, two comfortable chairs, a large table with four matching chairs, and an aquarium in the room. A section of shelves on the east wall contains a number of figurines: a gold statue about one foot tall worth about 800 gp; an ivory elephant (100 gp);

several wooden carvings of animals (worth 100 gp total); a small jade statue of a man in a squatting position (200 gp); and several miniature carvings such as a mahogany frog, an ebony fly (magical), an ebony lizard, and a mahogany spider. There are also two ornately decorated pewter plates, worth 150 gp each, propped up at the back of the shelf. Also contained here are several books and tomes, all well-known literary works of the time. None are magical in nature and none have any appreciable value.

Above the fireplace is a large mantle. Over the mantle, a large coat of arms is mounted on the wall. It is carved of heavy wood and is colored gold with red bands crossing it at the top and bottom. A duck is depicted in the middle of the design. Two bastard swords in scabbards are mounted to either side of the coat of arms. There are carvings on the hilt and scabbard of each sword, but they seem to be ornate rather than rune-like. The sword on the left is a magical (+3) sword. The sword on the right is also magical, but not beneficial: As soon as it is drawn from its scabbard, it will cause the character holding it to attack the nearest other character, at +1 to hit, for 1-6 rounds before it can be dropped. The victimized character may defend him or herself, or may move away from the wielder so that another character nearby draws the sword's attention.

No ashes are in the fireplace, although there are tools on either side, and a pile of logs in a small niche to the left of the fireplace. (Another niche on the right is empty.)

Inside the fireplace at the back is a secret door about five feet high. If the



door is discovered, it can be opened simply with a firm push. Behind the door is a sleeping ogre (AC 5; HP: 29; D/A: 1-10). There is a base 50% chance, going up to 65% if the swords above the mantle are examined, that any group searching the den will cause the ogre to awaken and enter the den through the secret door to attack. If the ogre doesn't attack earlier, it may be surprised when its chamber is entered. There is a 35% chance the ogre will remain asleep when the secret door is opened.

Another secret door is on the east wall of the den, concealed as a section of bookcase, and will be revealed as a door only if triggered. In order to trigger this door, the left-hand pewter plate must be removed from the shelf, uncovering a keyhole behind it. The key for this lock may be (or perhaps has already been) found in the wizard's laboratory (12). Turning the key in the lock will release a spring latch, and the door will open.

This secret door opens into a majestic bedroom (16). This is obviously the master bedroom of the General. Its lavish furnishings include an intricately carved ebony bed, a similarly carved wardrobe, and a dry sink with a porcelain basin.

In one corner of the room stand two ceramic urns. One has a lid and is slightly smaller than its companion. This urn contains dried flowers. If the container is opened, a spray of spores will be released. Anyone within a ten-foot radius must save vs. spells or have an amnesia-like malady for 1-4 hours. A character who is so affected will refuse to leave this room willingly for the duration of the effect, because this room is the only reference point in his or her mind.

In the other urn are about 100 small silver-colored balls. Although this container has no lid, the contents cannot be seen by peering into it because of the small neck of the urn. As soon as one of the balls is removed or touched, it will burst and set off a reaction among the others, causing them to all burst within the next five segments. This causes no immediate harm but releases a delayed-action poison into the room. All who remain for two rounds after the end of the reaction (2% rounds after the first ball is disturbed) must save vs. poison after or fall into a comatose sleep. Anyone remaining in the room six rounds after the end of the reaction (including those who fall asleep) must save vs. poison or die. Characters who make the first saving throw will fall into a comatose sleep if they fail the second save, and will die if they are not removed within three more rounds.

In a drawer at the bottom of the wardrobe is a tray lined with velvet. In the tray's twelve compartments are the following items: (1) alkanet root, (2) bitter aloe, (3) asafetida, (4) ash leaves, (5) camomile, (6) catnip, (7) gum camphor, (8) blue flag, (9) nutmeg, (10) juniper berries, (11) horseradish, and (12) china root. Also in this drawer is a small jewel case with a heavy gold-chain bracelet (worth 250 gp) inside.

Seen through the 20-foot-wide portal (e) to the west of the ballroom is a fountain room (17), done primarily in indigo-colored tile, with jade-colored tiles surrounding the fountain and forming a ledge about 2 feet high. In the center of the fountain is a statue of a grinning imp. As soon as at least one character comes

within 5 feet of the ledge, the imp will animate and say the following riddle:

*A narrow fellow in the grass
Occasionally rides
You may have met him — did you not,
His notice sudden is*

*The grass divides as with a comb
A spotted shaft is seen
And then it closes at your feet
And opens further on*

*Several of nature's people
I know, and they know me;
I feel for them a transport
Of cordiality*

*But never met a fellow,
Attended or a/one
Without a tighter breathing
And zero at the bone.*

("The Snake," by Emily Dickinson)

If the subject of the riddle is guessed immediately, the imp turns to stone again. If no one says the answer ("a snake"), the imp will spit poison at one character per round, starting with the nearest intruder. If the victim fails to save vs. poison, he or she will take 7-12 points of damage right away and 1-4 points per hour afterward. A *Neutralize Poison* spell will halt the loss of hit points.

The only items of value in this room are the jade-colored tiles (which are actually jade) covering the ledge around the fountain. Removal of all the tiles will require three hours of careful work, and if the party attempts this task, they will be attacked after one hour by a party of six

bugbears. (AC 5; HP: 23, 21, 18, 17, 15, 13; D/A: 2-8. Roll d4 to determine from which of the four entrances they attack.) Each bugbear has on its body a pouch containing 1-12 gp.

The corridor leading from the center of the north wall of the fountain room leads to the armory (18). This room is full of all types of armor and weapons. There are two suits of leather, one set of chain mail, and one suit of splint mail all lying on the floor in pieces. There are one crossbow, a short bow, ten quivers of arrows, two long swords, three short swords, and five daggers also strewn about the room. In one leather pouch are ten darts. A morning star, a footman's flail, a throwing hammer, and a halberd all hang along the south wall.

In the northwest corner stands a suit of splint mail holding a long sword. If either this armor or this sword is touched, the figure will animate and attack (AC 4; HP: 30; D/A: 1-8). It may be "killed" in a normal manner, in which case the armor is destroyed, or it can be "defeated" by the use of *Dispel Magic*. In this case, the armor may be utilized by one of the party.

This suit of armor stands in front of a concealed door. Any elf in the group of adventurers will have a 60% chance of spotting this door once the armor has moved from its resting place. This door leads to a seemingly dead-end corridor. There is a secret door at the north end which can be opened only by pushing against the bottom within one foot of the floor. (The door is hinged at the top and swings both ways.)

Once that door is opened, the party will be looking into a 40-foot-square room (19). Immediately opposite on the north wall is another door. Against the center of the east wall is a treasure chest. The only way this chest can be reached is by walking along the centerline of the room from the west wall to the east wall. Anyone who heads directly for the chest from any of the doorways will cause the floor to open up, dumping the character(s) into a pit of water 20 feet down, causing 2-8 points of damage per character. This trap covers a 20-foot-by-30-foot area of the room, as outlined on the map, and affects any character within that space when the trap is sprung.

The chest is bolted to the floor and will remain in place even if the floor is rotated. It is also *wizard locked*. If the chest is opened, the party will find two diamond bracelets (2,000 gp each), two ruby rings (1,000 gp each), and a total of 500 cp.

The door on the north wall opens into a corridor which leads to the secret alcove behind the fireplace in the den. The second secret door, like the first, is opened by pushing against the bottom.

The corridor leading from the northeast corner of the fountain room is tiled in silver. At the end of the hall is a door which opens into the General's public, or

"known," quarters (20). This room has a huge bed in its center and a feminine-looking dressing table on one wall, two large wardrobes on another, and a dry sink on still another. A large gold chest stands in one corner. (Close inspection will reveal that it is not really gold.) The bed is surrounded by a gauze curtain held in place by a ring directly over the bed. White furs (total value 200 gp) are strewn over the bed itself.

Inside the dressing table is a large selection of silken lingerie, some of which is quite daring in design. All of the lingerie has the smell of roses; at the back of one drawer is a small pewter bowl (20 gp) containing fragrant dried rose petals. There is also a small vial of a fragrant oil in the same drawer.

In one wardrobe are feminine clothes (very musty) and in the other is masculine clothing, including some military uniforms.

In a drawer at the bottom of the wardrobe is a small pouch containing juniper berries. There is also a smallish locked chest of wood. It contains a golden orb, approximately palm-sized. (A layer of gold paint can be scraped off, revealing a lead sphere of no worth.)

In the gold-colored chest are dirty clothes. The chest has a false bottom which will spring open if pushed slightly and then released quickly. Beneath the false bottom is a small gold chest containing some jewelry: one ruby set in a gold brooch (1,000 gp), a pair of emerald earrings in silver settings (500 gp), and an emerald choker (1,000 gp). The ruby in the brooch can be removed, revealing a tiny vial which is empty.

There are two tapestries on the north wall. One covers a secret door, which can be easily opened if it is detected. The corridor beyond leads into the treasure room (19).

Leading west from the fountain room is a corridor tiled in emerald green. The door at the end of this hallway opens into a large room (21). The first thing noticed when the door is opened is a tall creature which resembles a lion with wings and a human-like head. This is located about ten feet inside the room — and as soon as the door is opened, it will emit a deafening roar. All within 30 feet must save vs. fear (as against a wand) or flee in panic for three turns. This is only a statue of an androsphinx with a *Magic Mouth* spell cast on it. Party members who make the saving throw will see the statue for what it is, but will not be able to offset the *fear* effect of the characters who fail the save. The statue emits only one roar.

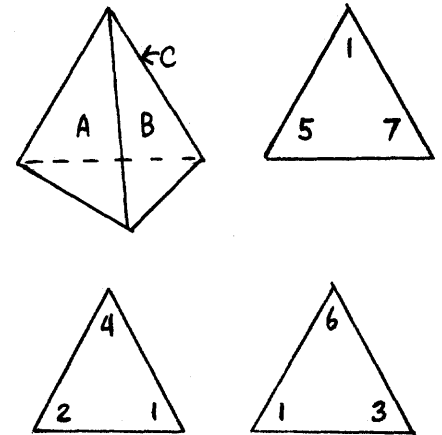
There is a large wooden table on the west wall of this room. It is a mimic of the smaller, more intelligent variety (AC 7; HP: 43; D/A: 3-12). If it is detected and then given food, it will divulge a limited amount of information, such as: "There is a secret door in the southwest corner of the room leading south. It leads to

treasure." The mimic cannot and will not be of any further assistance. It will not attack except in self-defense.

The secret door in this room may be opened by sliding a portion of wall to the east into a slightly thicker section of wall. The hallway thus reached is a nondescript one which leads only to another door.

Inside that door is a room (22) decorated all in black tile. The totality of the blackness causes these walls to absorb light, allowing a character or creature to see only ten feet ahead. Even magical light is so absorbed. Those who investigate the room will eventually discover it is entirely empty. There is no difficulty entering the room or moving within it. But, when a character tries to leave (via the door in the west wall), he or she is immediately teleported to another room.

The room (23) that characters are teleported into is made of the same gray stone as most of the rest of the castle. The room is illuminated by two 3-inch discs (*Continual Light* spells) in the northwest and southeast corners. There are no visible exits. A six-foot-tall obelisk, shaped like a three-sided pyramid, stands in the center of the room. On each side are three numbers, positioned as shown below:



Along the north, east and south walls are three large wooden chests. The one on the north wall contains a crown of gold with a huge diamond in its center. Gems radiate out from this diamond: four rubies, four emeralds and two aquamarines. The crown is ornately etched and edged in platinum. It is worth 10,000 gp. The chest on the east wall contains a silver tiara. It has a diamond in its center with radiating lines etched outward from it. It is worth 4,000 gp. The third chest contains a total of 500 pp.

The obelisk is the key to transportation out of the room. The outline of the number "1" on each side must be traced with a finger or other implement. One side, at random, will then fall outward 45 degrees and stop. The obelisk is hollow. Etched on the floor inside it is a circle.

Three sharply pointed daggers are embedded in the interior walls of the obelisk, about midway up each side. They appear to be spaced to meet as the three sides close together. A person is teleported from the room by stepping into the circle. The open side of the obelisk will then snap shut; however, teleportation occurs instantly, thus causing the daggers to stab into thin air. Any person teleported out of this room will reappear in the corridor outside the black room, at the spot he or she would have reached by going through the door out of the black room (if that were possible).

Leaving the ballroom from the corridor in the southwest corner (**f**) will take the party through a flame-colored hallway. After rounding the first corner, the party comes upon a stairway which descends about 40 feet over the 90-foot distance, then turns and leads into another chamber.

This room (**24**) is the Ceremonial Chamber. On the north wall is a semi-circular dais which can be ascended by several steps all along its edge. In the center of the dais is a pit with a rope ladder leading downward. This ladder is spiked to the floor at the southernmost edge of the pit. Anyone who remains in the room for more than ten minutes has a 30% chance of hearing moans issuing from below. The rope ladder extends down for 30 feet. The pit is about 10 feet square and of indeterminate depth. When a character descends to the bottom of the ladder, he or she will find a pool of water 25 feet further down.

Branching off a corridor at the northeast corner of the Ceremonial Chamber are two filthy cells. In the first (**A**) is a hideous creature with one sensory organ stalk and two tentacles. The room is filled with offal, and any who open the door will be blasted with an odious smell. (The creature is an ottyugh. AC 3; HP: 39; D/A: 1-8/1-8/2-5, 90% chance for typhus if bit.)

In the northernmost cell (**B**) is an enraged creature. Its thrashing and door-beating can be heard up to 40 feet away. It is an eight-foot-tall humanoid creature with the head of a bull. (This is a minotaur. AC 6; HP: 38; D/A: 2-8 butt vs. opponents over 6', or 1-4 bite vs. those less than 6'.)

LOWER LEVEL

The first room of the lower level (**25**) is what appears to be the lair of three displacer beasts (AC 4; HP: 40,34,17; D/A: 2-8/2-8; -2 on opponents' "to hit" rolls.). Once these creatures have been dealt with, characters will notice this room is a well-stocked wine cellar. Shelves on the east, south, and west walls hold more than 500 bottles of vintage wine. There is a 65% chance for anyone examining the wine bottles to find one near the center of the south wall that cannot be removed from the shelf. If this bottle is rotated

clockwise, it will release a latch on a secret door, which can then be pushed open.

This secret door opens into a corridor (**t**) which, after 20 feet, turns both east and west. Going east along the corridor leads to another hallway (**p**), which goes north and south.

This passageway leads south to a very large room (**26**), lavishly furnished in gold and white. There are several plush, comfortable sofas, three furs (200 gp each) on the floor, and two globular lamps (50 gp each). A poisonous snake has coiled itself up behind one of the couches and waits there for some unsuspecting adventurer. (AC 5; HP: 25; D/A: 1-3 plus poison.)

There are two statues of women, in the northeast and northwest corners of the room. These statues seem to be of pure



gold and are perfect replicas of beautiful young girls. (They are pure gold; however, if even one nick is made in either statue, it will explode, doing 2-16 points of damage to anyone within a ten-foot radius. At the instant of the explosion, the gold of the statue will turn to stone.)

The door on the west side of this lounge opens into a boudoir (**27**). In the center of the room is a large circular bed. A gauze curtain encircles the bed. Intruders in this room will see movement behind the curtain. On the bed is a giant scorpion. (AC 3; HP: 33; D/A: 1-10/1-10/1-4 poison sting.) There are shelves carved into the walls of the room on the north and south. On the south shelf sits an ebony coffer, approximately 10 inches on each side, with ornate carvings on it. It seems to be upside down, as there is a line around it about 2 inches from the bottom. If the entire coffer is picked up, a gas will pour from tiny holes in the bot-

tom. This gas will cause *confusion* for anyone in the room who does not save vs. spells. Confused characters will do one of the following things for 1-3 turns:

- (1) Lose sense of direction.
- (2) Forget the mission.
- (3) Think everyone else in the room is an enemy.
- (4) All of the above.
- (5) All of the above, twice normal duration.
- (6) Extreme drowsiness for 1-2 turns.

If the top is lifted off the box, a golden orb will be found. The gold can be scraped off, revealing a silver-colored ball with an almost invisible seam around it, where it may be opened. The silver is thick, making the ball fairly heavy. Inside the ball is a hollow space in which rests a gold-colored ring (a *Ring of Invisibility*).

In the southeast corner of the lounge is a door opening into a corridor (**q**). The stone of the floor here is highly polished.

Two rooms, (**28**) and (**29**), open off the east side of this corridor. They are identical in shape and size. There are feminine decorations in the southern room, as well as two more displacer beasts (AC 4; HP: 38,33; D/A: 2-8/2-8; -2 on opponents' "to hit" rolls). There is nothing else of interest in the room.

In the north room there is a girl. She is very beautiful, and claims to be one of the General's harem. She will say that he turned the other harem girls into gold but missed her because she successfully hid from him. She will ask to join the group. She does not know where the Midas Orb is hidden, but she feels that perhaps the General is still alive. She claims to have heard the screams and shrieks of a man being tortured, but has never found the source. She says that she knows of the General's wizard, and that he (the wizard) has been gone for a very long time. If the group accepts her, she will elude them at her earliest convenience. (She is, in fact, the wizard, employing *polymorph self* and *charm person* spells.) If the adventurers should opt to attack her, "she" will become invisible and escape the area.

The room at the north end of the corridor (**30**) is a bathing area. The room is tiled in white except for the baths, which are tiled in blue. There are two small holes on the north wall of each bath (for the pouring of water into the baths). There are several small furs on the floor but they are rather ragged and a little moth-eaten (worthless). Should anyone venture too close to the eastern bath, a huge spider (AC 6; HP: 13; D/A: 1-6, save vs. poison at +1) will attack.

Another room (**31**) branches east off the main north-south corridor going north from the lounge. A black, oily substance covers the floor here. Investigation will show this is actually some sort of crude oil. If the party sets it on fire, it will burn for about twenty minutes or so,

and increase the chance for a wandering monster to 2 in 6 during that time. In the center of the room is a trap door. The handle has broken off, so the group will have to pry it open. Accomplishing this will disclose a pit approximately 5 feet by 5 feet across and 10 feet deep. There is a locked chest at the bottom of the pit. It has handles on each end for lifting. If the chest is lifted out of the pit, an enraged spectre (AC 2; HP: 47; D/A: 1-8 plus energy drain; +1 or better weapon to hit) will emerge from beneath. In the chest are 500 pp.

At the north end of the corridor, down a flight of low, broad stairs, is a room (32) with a pool of water covering the entire northern part of the floor. Bubbles are coming from the north side of the pool. The water escapes by flowing underneath the steps leading into the pool. There are a number of urns lining the walls, but close inspection will uncover nothing of value.

Leading south from the southeast corner is a passageway which runs into an east-west hallway (s), the only features of which are two small holes near the floor on the south wall. These are used to fill the baths in the bathing room.

Moving west from the corridor from the wine cellar leads to a huge room (33). This room has whips, a rack, chains and other types of equipment commonly associated with torture. There is a huge heavy chair with straps on the arm rests and the legs situated on the north wall. This chair conceals a door (which is simply a sliding panel of rock). There are heavy stocks concealing another similar door on the south wall of the room. A shallow pool of murky water is in the center of the room. Directly above it, about 25 feet overhead, can be seen the end of a rope ladder dangling from overhead. By looking further up, characters may be able to discern a hole in the ceiling. In the pool lurk four giant leeches (AC9; HP: 17,13,9,5; D/A: 1-4 and blood drain).

The south tunnel (u) gets progressively smaller until it is only four feet wide and ten feet high. At the end of the tunnel are two doors. The north door is locked and has a small grate near the top for ventilation. Inside the room (34), in chains, is an emaciated old man in a loincloth. From his wild ravings, it can be determined that he is (or at least thinks he is) General Bohica, but he will offer no other information, due mostly to his mental incapacitation.

The door leading to the southern room (35) is slightly ajar. If the party becomes more engrossed in the north cell initially, they will be attacked from the south cell by a creature standing eight feet tall, with a brownish-black combination of fur and feathers. (This is an owlbear. AC 5; HP: 32; D/A: 1-6/1-6/2-12 and hug for 2-16.)

The door in the north wall of the tor-



ture chamber opens into a tunnel (v) similar to the southern tunnel. It slopes downward gradually until it divides and turns both east and west. At this point, low heat can be felt from both directions. To the left, the tunnel bends around to the south. As soon as an adventurer goes in that direction, a red glow may be seen and the heat increases with each step taken in that direction.

The room (36) itself contains a lava pit in the center, with only a three- to five-foot-wide walkway around the edge. The lava is boiling furiously, with sulfurous smoke exiting through cracks in the high ceiling. The whole room is lit by the glow, and there is a 70% chance that a small tunnel may be seen through the haze leading out to the southwest. All who enter the lava room must save vs. poison or be overcome by the heat and oppressive atmosphere.

The tiny tunnel heading southwest from this room winds around to the north and opens into a room (37). On the far wall is a huge cloth covering and apparently containing a rather large, motionless, lumpy shape or shapes. If the cloth is pulled down or moved, twenty gold balls will rain down from the ceiling. All persons in the room must roll for dexterity (their own dexterity or less on d20 to save) or be hit by the balls for 1-6 points of damage. Each of the spheres has a 50% chance of exploding when it hits someone, causing an additional 2-12 points of damage to that figure. The Midas Orb is not among these spheres.

The tunnel leading off to the right of the branch snakes around to a room (38) with a lava pit in its center. The lava is bubbling and smoking, with the smoke and most of the noxious vapors escaping

through cracks and holes in the ceiling. Members of an adventuring party must save vs. poison or be overcome by these odors. A narrow ledge encircles the pit. Anyone peering through the smoke and haze has a 50% chance of spotting a small tunnel exiting the room on the north wall.

This tunnel slopes steeply downward and becomes very narrow. It winds around to a room (39) with a pit in the center. If anyone lowers him or herself over the edge, fierce snarls and growls will emanate from the bottom. The pit curves downward for twenty feet into the darkness, making it impossible to see to the bottom from the rim. When someone reaches the bottom, the noises will be discovered to be just a Magic Mouth spell. There is a small room at the bottom of the pit with a pile of one dozen black balls, approximately palm-sized. If the balls are scraped, one of the following consequences will occur (roll d12) for each one:

1-6: The ball explodes, causing 2-12 points of damage to the nearest character.

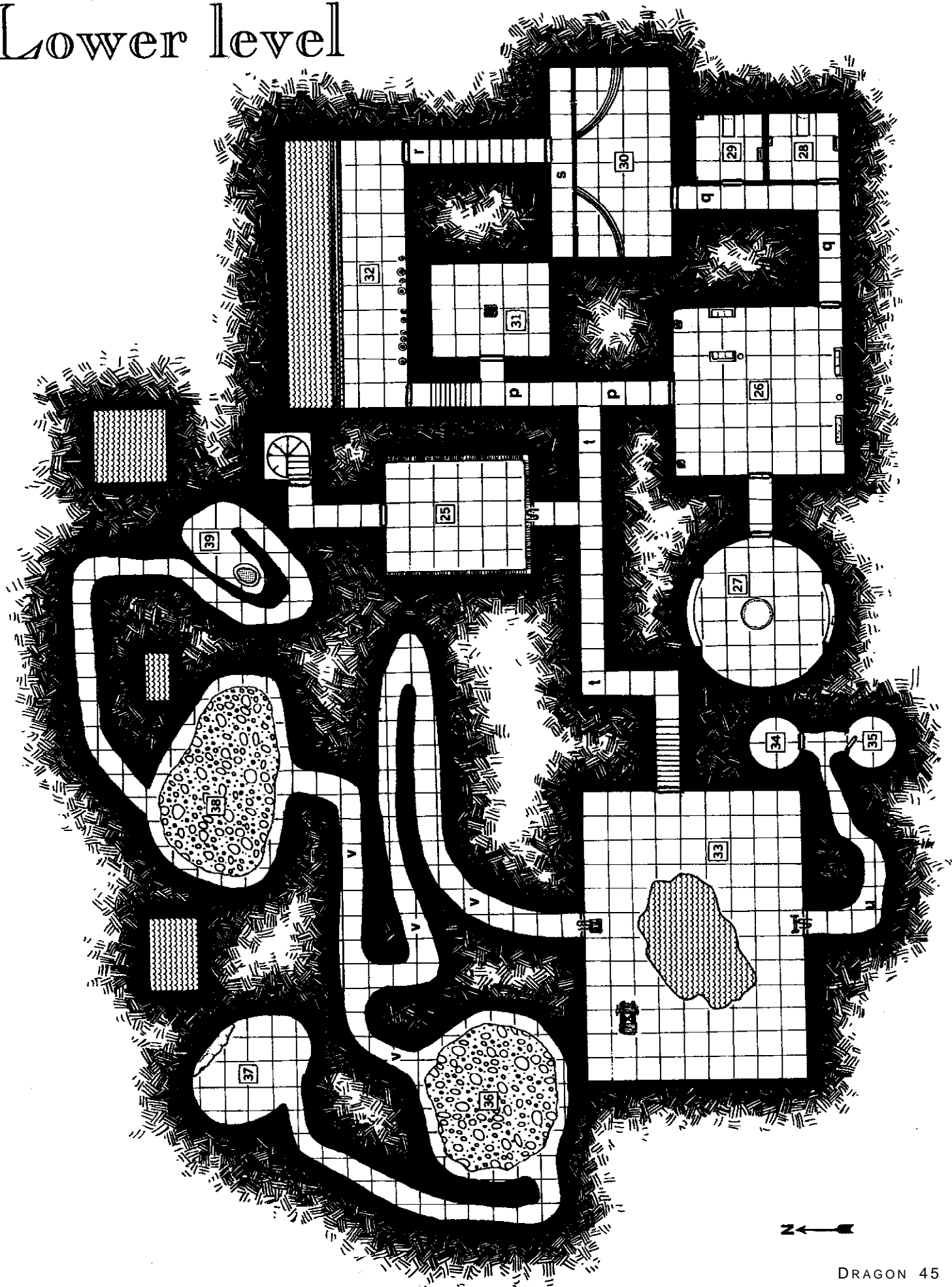
5-11: The ball is made of stone.

12 (or, for the last ball examined if a 12 has not yet been rolled): The ball is the Midas Orb.

The Midas Orb does not radiate magic, so it must be tested (by using it) to ensure that it is the real Orb.

As the group leaves this area, they will encounter the Mad Wizard, who may also be very angry, in the large torture chamber. If Wthai can be overcome by the adventurers, the success of the quest is assured and the return of the Midas Orb to the country and the people of Gnarda can be accomplished.

Lower level



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Convention schedule

WARGAMERS WEEKEND, May 21-23 — This event will be held in the DAV Hall in Newburyport, Mass. For details, contact The Toy Soldier, 20 Unicorn Street, Newburyport MA 01950.

CWA-CON, May 21-23 — One of the big gatherings sponsored by the Chicago Wargamers Association. The new location this year is the DuPage County Fairgrounds in Wheaton, Ill. Attendees can preregister for events at the GEN CON® XV Convention in August and get immediate confirmation. For more information: CWA-Con '82, P.O. Box 217, Tinley Park IL 60477.

REDLANDS FANTASY GAMING CONVENTION, May 22 — To be held on the Redlands High School campus. For more details, contact the Redlands High School Chess & Wargames Club, c/o Gil Volk, Advisor, at 540 E. Citrus Ave., Redlands CA 92373.

CONQUEST III, May 28-30 — SF author Norman Spinrad will be the guest of honor at this gaming event, to be held at the Continental Hotel in Kansas City, Mo. Contact: CONQUEST III, P.O. Box 32055, Kansas City MO 64111.

GRIMCON IV, May 28-31 — A fantasy and SF gaming gathering to be held at the Oakland Hyatt House, Oakland, Calif. More information is available by writing to GRIMCON, P.O. Box 4153, Berkeley CA 94704.

LASERCON, May 29-31 — The site for this gaming convention is Griswold's Inn, 1500 S. Raymond, Fullerton, Calif. For details, write to Fantasy Events, Box 987, Campbell CA 95009.

M.I.G.S. III, May 30 — The Military Interests and Games Society

will stage this event at the Kitchener-Waterloo Regional Police Association Recreation Centre in Kitchener, Ontario, Canada. Contact: Les Scanlon, President of M.I.G.S., 473 Upper Wentworth St., Hamilton, Ontario, Canada L9A 4T6.

GENGHIS CON IV, June 4-6 — To be held at the Aurora Student Center of Metro State College in Denver, Colo. More information is available from the Denver Gamers Association, P.O. Box 2945, Littleton CO 80161.

DUNGEON QUEST I, June 4-6 — This gaming event will be held at O'Hara High School in Kansas City, Mo. Registration is \$3 per day or \$7.50 for the weekend at the door. For details: Dungeon Quest I, 10505 E. 94th St., Kansas City MO 64138.

NORTHERN NEW ENGLAND GAMING CONVENTION, June 11-13 — This new event will be held at Southern Maine Tech in South Portland, Maine. For more information, contact Maine Games, 10 Exchange St., Portland ME 04101, or Dragon's Keep, 93 Ocean St., South Portland ME 04106.

GEN CON® EAST II Convention, June 17-20 — Widener College in Chester, Pa., is the site for this second annual TSR Hobbies-sponsored event. An extensive schedule of gaming competitions is offered, including a wide range of official AD&D™ tournaments created especially for the convention. Guests of honor will include AD&D creator E. Gary Gygax, peerless painter Duke Seifried, and fantasy artist Tim Hildebrandt. Preregistration fee is \$7, and admission is \$12 at the door. More information is available from GEN CON East II, P.O. Box 756, Lake Geneva WI 53147, phone (414)248-8050.

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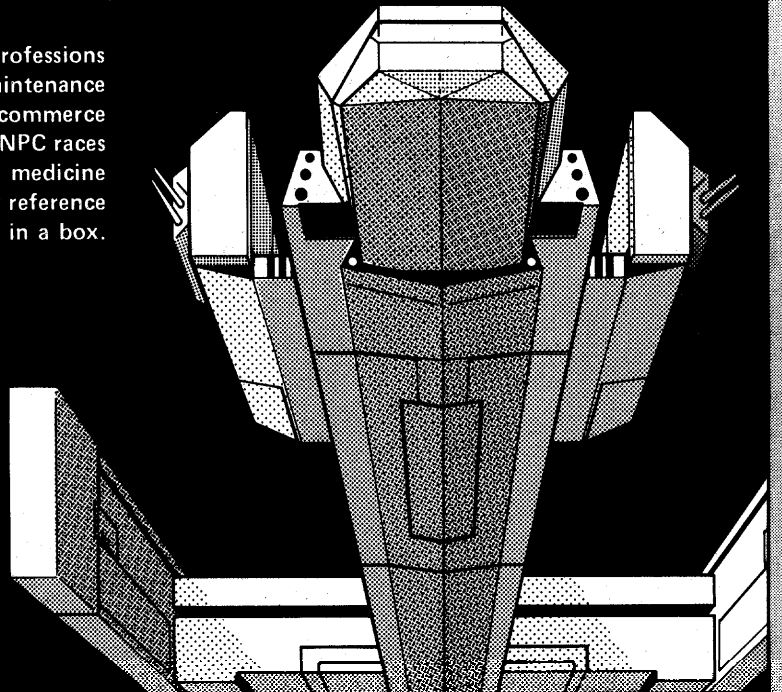
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Dragon's Bestiary

Firetail

Created by Ed Greenwood

FREQUENCY: *Rare / very rare*
NO. APPEARING: 1-6/1-2
ARMOR CLASS: 6/2
MOVE: (*flight*) 14"/19"
HIT DICE: 4+4/9+9
% IN LAIR: *Nil*
TREASURE TYPE: *Nil / Gems only*
(25% chance)
NO. OF ATTACKS: 2/4
DAMAGE/ATTACK: 1-6/1-12
SPECIAL ATTACKS: *Heat/Heat, magic use*
SPECIAL DEFENSES: *Nil / +1 or better weapon to hit*
MAGIC RESISTANCE: 40% / 90%
INTELLIGENCE: *Average / Genius*
ALIGNMENT: *Chaotic neutral*
SIZE: *S (2-4' long)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

The firetail appears as a frolicsome, fey creature of living flame, which loops and darts dazzlingly in the air and is reputed to employ magic. Only the "greater firetail," or *tshala* (listed to the right of the slash marks in the table above), actually casts spells, but the two species are outwardly identical.

The firetail originates on the Elemental Plane of Fire, where it is *Uncommon/Rare*, but some few have been transport-

ed elsewhere by diverse means, and some have travelled to other planes of their own whim, for greater firetails may *Plane Shift* themselves and 1-6 lesser firetails (in a group) once per day.

Such groups are short-lived (thus stranding lesser firetails in unfamiliar planes), for firetails are creatures of whim and independence. Usually solitary, they prefer the company of their own kind to that of other creatures. Occasionally they will take a companion, which may be almost any sort of creature. Firetails have accompanied others of their kind, pegasi, sylphs, elves, and even humans. Although they never forget friends, firetails may suddenly ignore a familiar being, depart for a time and return without discernible reason, or even break off combat and attempt to befriend an opponent.

Firetails tend to take sides in conflicts, and may wreak great havoc or do much

good. They hate salamanders and will attack them on sight. Firetails and fire elementals tend to ignore each other.

Greater firetails can use the following spells, cast as though they were spellcasters of the 14th level: *Plane Shift* (see above), *Remove Curse*, *Heal*, *Feeblemind*, *Maze*, *Fire Trap* (all once per day), and *Fireball* (once per turn). When spellcasting, they can take no other action.

Firetails take no damage from heat- and fire-based attacks, but suffer +3 per die additional damage from water- and cold-based attacks. Their fiery bodies can be disturbed (preventing them from spellcasting or attacking for one round) by strong, sudden winds (such as the magical *Gust of Wind*). They blaze from fiery orange to blue-white, varying intensity, hue, temperature, and pattern of coloration as a means of communication. Their flames do 1-6 or 1-12 points of damage (depending on type) upon contact, and will ignite flammable materials such as parchment and cloth.

Once every three rounds a firetail may blaze intensely for a few seconds, so that one of its attacks in that round does an additional 1-12 points of damage, its great heat damaging all items within 1/2" that fail a saving throw.

Some firetails on the Prime Material Plane have accumulated hoards of twinkling gems, tending to take stones of fiery color which catch the light.

When they reach very old age (400 man-years), firetails burst, producing 1-4 lesser firetails, or (20% chance) 1-2 greater firetails.



Umbrae

Created by Theresa Berger

FREQUENCY: *Very rare*
NO. APPEARING: 1-6
ARMOR CLASS: 3
MOVE: 18"
HIT DICE: 4
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-5
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non- to semi-*
ALIGNMENT: *Neutral evil*
SIZE: *M (4'-6' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil/Immune to psionic attacks*

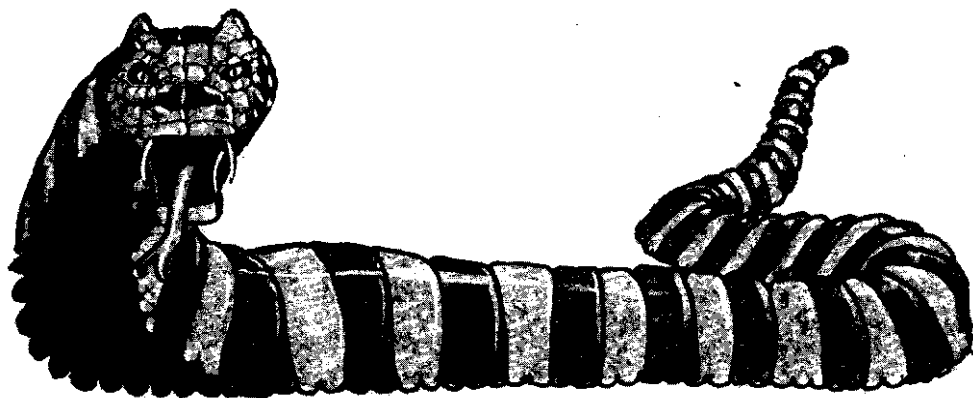
Umbrae appear as humanoid-shaped shadows upon walls, floors, and other surfaces, wherever they can find light (the brighter the better). Umbrae are not undead; their origins and motives are obscure, though their characteristics suggest a source on the Negative Material Plane.

Umbrae "feed" upon humanoids by striking a victim's shadow with their "hands" or with what appear to be the shadows of weapons. They attack as if the target had a base armor class of 10, and only magical or dexterity bonuses improve this (i.e., *Bracers of Defense* would give no benefit, but +2 *Armor* or a *Cloak of Displacement* would raise the target's AC to 8). Each hit upon the victim's shadow damages the victim and causes his or her shadow to fade slightly (an effect which lasts until the victim is healed). Any humanoid whose shadow (and life) is consumed by an umbra will become an umbra unless a *Remove*

Curse is cast upon the body within one turn.

Umbrae are unaffected by direct attacks against their form; only the *shadows* of weapon or spells attacks will harm them. Thus, a warrior would have to "strike" an umbra with the shadow of his or her sword, and a mage could ensnare an umbra with the shadow of a Web. Weapons do normal damage if their shadows hit, but no strength bonuses or magical damage bonuses apply. Umbrae are immune to any attack form which does not cast a shadow of itself.

Opponents facing umbrae for the first time suffer a penalty of -4 "to hit" due to unfamiliarity with the necessary attack forms, and will inflict only "accidental" damage until they recognize the proper approach. Opponents improve by +1 in each succeeding encounter with umbrae, until no penalty is incurred on the fifth and subsequent encounters. (Monks ad-



Light worm

Created by Willie Callison

FREQUENCY: *Very rare*
 NO. APPEARING: 1 (75%) or 1-3
 ARMOR CLASS: 6
 MOVE: 6"
 HIT DICE: 4
 % IN LAIR: 40%
 TREASURE TYPE: I, Y
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 75% (*see below*)
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Neutral*
 SIZE: L (7'-10' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

These creatures are usually found singly in dungeons and similar subterranean settings. The light worm's principal weapon is a very poisonous bite. Victims must make a saving throw vs. poison (at

+1 on first bite, then -2 for each additional bite, cumulative) or die in 1-8 minutes. There is no known antidote for this poison, although *Slow Poison* and *Neutralize Poison* spells are effective.

The bite, however, isn't the creature's most potent weapon. There is a 35% chance per round that the light worm will create a sphere of colored lights around its victims. The diameter of this hypnotic sphere is 20 feet, and the monster can cast it at a range of 120 feet. During the first three rounds of its use, all in the affected area are dizzy (-2 "to hit" per round, cumulative). In rounds 4 and 5, the victims will have become so dizzy that no forms of attack are possible, and it will be a struggle merely to keep their feet. After six rounds of continuous exposure to the lights, those affected will fall unconscious for 11-20 minutes, during which the light worm will devour its prey if left undisturbed.

A saving throw vs. spells at -2 is allowed during the first round of the worm's mental attack; those who make the save will suffer only the dizzying effects of the first three rounds, with the corresponding penalties "to hit." After three rounds, they will shake off the hypnotic effects of

the sphere and will be able to attack normally. *Dispel Illusion*, *Mind Blank*, and *True Seeing* stop the effects of the light pattern, as does the use of a *Helm of Telepathy*.

Once the creature begins to use its colored-light attack, there is only a 5% chance per round thereafter that it will discontinue that form of attack. The creature has the ability to maintain the pattern despite all attacks directed at it, or any damage it takes short of death. If the lights are negated by some means or the worm ceases to maintain the sphere, the monster will immediately return to biting or it will disengage. It generates a sphere of light once every 12 hours.

If more than one light worm is encountered, and more than one uses the colored-light attack, victims must make saving throws against each sphere of lights. If a victim is affected by more than one sphere, each at full strength, the effects are cumulative.

Light worms are immune to *Sleep*, *Charm*, *Hold*, and *Illusion* spells of any strength or form. *Snakes to Sticks* will stun the creature for 1-3 rounds, canceling the light pattern in use at the time. Cold- and heat-based attacks do double damage if the creature fails a saving throw, normal damage otherwise. The worm's magic resistance does not apply to cold- and heat-based spells, or to spells which negate the light pattern.

The light worm looks very much like a giant snake, but there are several distinguishing features. The worm's coloring is black on the underside and alternating bands of violet and light blue on top. The head is that of a normal snake, except for two small bumps above the eyes that may have been or may yet evolve into horns. Along the beast's underside are two rows of small stubs which are apparently the vestiges of some sort of "feet."

just more rapidly due to their training; they suffer only a -2 penalty on their first encounter, and no penalty thereafter.)

Umbrae inflict damage only when they strike, and never simply when the victim's shadow overlaps an umbra. Such contact causes discomfort to the victim; thus, umbrae cannot hide in the shadow of a living creature without alerting it. They have a 100% chance of hiding in the shadow of an inanimate object, and they surprise on a 1-5.

Generally, umbrae will not attack unless distinct shadows are present, and they are harmless in areas of complete darkness or diffused light. However, they can and will follow intended victims until a well-lit area is reached. An umbra will continue to attack until it has entirely consumed a shadow (and slain the victim), or until it is killed, in which case any surviving umbrae are 80% likely to flee.

Despite their great affinity for light, umbrae are never found above ground.



Tybor

Created by Jeff Brandt

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOR CLASS: 0
 MOVE: 48"
 HIT DICE: 10
 % IN LAIR: 20%
 TREASURE TYPE: I, S, T
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 2-8/2-8/3-18
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 50%
 INTELLIGENCE: *Genius*
 ALIGNMENT: *Neutral*
 SIZE: *M (6-7' tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



The tybor are a race of flightless birds that, when running at maximum speed, seem to "float" above the ground without touching it. Males are never encountered, and females are always solitary.

The tybor attacks physically with its two claws and a beak slash. Its magically sharp beak is +3 to hit. However, it prefers to use its spell-casting ability in combat (or to avoid combat) whenever

possible. Tybor are able to employ magic-user spells at the 20th level of ability. They can use nine 1st-level spells, eight 2nd-level spells, seven of the 3rd level, six of the 4th, five of the 5th, four of the 6th, three of the 7th, two of the 8th, and one of the 9th level during any given day. (Spells should be determined randomly by the DM for each individual creature.) In addition to these spells, the

tybor can cast both *Haste* and *Slow* spells (no saving throw for either type) four times a day.

It is rumored that the feathers of the tybor are magical in nature, but only if plucked from a live creature. (DMs are encouraged to make some of the feathers small magical tokens; for instance, a feather might grant the owner the ability to use a *Haste* spell 3 times a week without the aging side-effect. But not all feathers from a single bird should be magical.)

The tybor have their own language, but never use it in communication with other creatures. They know the tongues of all birds and flying reptiles, and have a limited form of telepathy whereby they can communicate with most humanoids.

If the tybor is encountered in her lair, there is a 60% chance there will be 1-3 eggs (worth 7,000 gp apiece on the open market) in the nest. The tybor will let no one near the eggs, defending the nest until death.

The tybor has a purple crown and tail. The majority of the body feathers are orange with a sprinkling of green. The head is blue with red around the edges and a bridge of green above the beak.

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New AD&D aid: Monster Cards

You wouldn't know it from the artwork displayed on the following two pages, but appearances can be deceiving where the new ADVANCED DUNGEONS & DRAGONS® Monster Cards are concerned.

The cards, the latest release in TSR Hobbies' line of accessories for the AD&D™ game, each feature a full-color painting of the creature in question, backed with a set of statistics and a description. And although those descriptions *look* a lot like the descriptions already contained in the Monster Manual, that doesn't mean they are the same.

Harold Johnson, Editorial Supervisor for the TSR Games division, was the director of the monster-card project — which is to say that it was his problem to decide how to trim down and “massage” the text from the book. In the process of scaling down the descriptions to fit the limitations of a 3-by-5-inch card, Harold and his staff also took the opportunity to make some corrections and clarifications on the material.

What we're trying to say is that the text on the cards can be valuable and informative, even to someone who's memorized the Monster Manual. And in addition to the tidbits of new (or newly phrased) information on already existing monsters, each of the four initial sets of Monster Cards contains three never-before-encountered creatures — official AD&D monsters, just like those in the Monster Manual and the FIEND FOLIO™ Tome.

“I asked the Design Department to create some new monsters, to fill some niches in the game,” says Harold. Then he selected what he thought were the best of the available offerings, and the dozen newcomers were parceled out among the four sets. For the record, the new monsters and their creators are: Zorbo (Allen Hammack), Grippli (Brian Pitzer), and Mishtu (Dave Cook) in Set 1; Galeb Duhr (Mike Price), Land Urchin (Brian Pitzer & V.J. Koffler), and Thri-Kreen (Paul Reiche III) in Set 2; Sea Wolf (Lawrence Schick), Tunnel Worm, and Wemic (both by Dave Sutherland) in Set 3; Hybsil (Dave Sutherland), Korred (Harold Johnson), and Oblivix Moss (Lawrence Schick) in Set 4.

Already existing monsters whose descriptions were significantly altered, either for the sake of clarity or correctness, include (among others) the Ankhkeg and the Treant in Set 1; the Roper and the Gelatinous Cube in Set 2; and the Grey Elf and the Mummy in Set 3. The Vampire, in Set 4, is a prime example of the other kind of alteration that was performed, to some degree, on virtually every piece of text. The vampire's description is one of the most lengthy and detailed passages in the Monster Manual; “It wasn't easy to cut that information

down to the size of the card,” Harold recalls. The various dragons and demi-human races are examples of other cases where the Monster Manual entries had to be drastically condensed and streamlined.

The trimming was always done with a certain purpose in mind. “The information on the cards is designed to make them valuable for use during encounters,” says Harold. “The DM can just pull out the card and have the facts he needs right at hand.” At other times, as Harold points out, it may be necessary to refer to the Monster Manual listing for details that don't generally apply to encounter situations. “The cards are not useful if you're trying to design a village,” Harold says, as a short way of defining their purpose.

The cards come in sets of 20, and obviously more sets are forthcoming besides these first four. But it took quite a while to create and produce the first 80 cards, and it might be quite a while longer before all of the 350 creatures in the Monster Manual — not to mention those in the FIEND FOLIO book — are represented. A second group of four sets is tentatively scheduled for release in 1983, according to Harold, and those sets will include “several monsters” from the FIEND FOLIO book.

How was it decided which creatures would be included in the first sets? It's obvious, after glancing at the list for each set, that the choices were motivated by a desire for variety within each 20-card set. “The opposite tactic would have been to do a set with all the giants, a set with all the dragons, and so on,” said Harold. “Maybe some of them (the sets) would be popular, but maybe some others wouldn't be.”

Artists who contributed to the project include Jim Holloway, Harry Quinn, Jim Roslof, Steve Sullivan, Dave LaForce, Darlene Pekul, Jeff Dee, Bill Willingham, and Erol Otus. The portraits they painted are shown on the next two pages, in dimensions one-third as large as the actual cards.

Examples
of cards,
90% of
actual size

FQ: Rare
#E: 1-3
AC: 0
MV: 3"
HD: 10-12
%L: 90%
See below
AT: 1 strand+1 bite
DM: Special/5d4
SA: Strength drain
SD: See below
MR: 80%
IN: Exceptional
AL: Chaotic evil
SZ:
Nil
L/XP: VII/2,750+16/hp*

ROPER

Ropers live in caverns preying on all types of creatures, but preferring humans. They are gray and cigar-shaped and look like a stalagmite when standing up and resemble a boulder when lying down.

Ropers attack by biting and by shooting, 2"-5", one strong, sticky rope-like strand per round. A roper has up to six strands. Each time a strand of a living roper touches (hits), the victim must save vs. Poison or lose 50% of its strength in 1-3 rounds. If poisoned twice, a victim becomes helpless, his strength zero. Strength loss lasts for 2d4 turns. A roper will pull captured prey 10' closer to its mouth each round and may then bite it automatically. A strand can be broken, by pulling it off (equal to the character's chance to Open Doors) or by cutting it with an edged weapon for 6 points of damage. Ropers are unaffected by lightning, take half damage from cold, but fire is +4 to hit and a roper takes +1 point/die of damage and is -4 on saving throws against fire.

Ropers have a gizzard-like organ which often holds treasure — usually 3d6 platinum and may (35%) hold 5d4 gems. **MM 83**

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Ettin



Silver Dragon



Peryton



Nyctadeimon



Mummy



Locathah



Will O'Wisp



Wemic



Tunnel Worm



Sylph



Sea Wolf

The winnah and still champeen — Father Time!

Rules for aging in RINGSIDE

by Mark Schumann

"You're not getting older — you're getting better."

Telling that to a housewife may sell vitamins. Telling it to a boxer may get you a mouthful of leather.

Experience in the ring is a valuable asset to any pugilist. But too much can be just as harmful as too little: Every fighter lives with the knowledge that sooner or later Father Time will catch up with him when the bell sounds.

This aspect of the sport can easily be added to Brian Blume's *RINGSIDE™* game (DRAGON™ #38). The *RINGSIDE* "Campaign Game" enables players to manage a stable of fighters for months or years. To reflect the inevitable aging

process, determine each combatant's starting age by adding 16 to a roll of 2d6, reading all sixes as threes. This permits starting ages of fighters in the campaign to range from 18 to 26. After each game year is completed (or, alternately, after the fighter's random birthday), make all characters one year older. When a fighter ages past 28, make these adjustments:

Agility: -2 per year
Counterpunch: -1 per year
Endurance: -1 per year

"A Winner Never Quits"

Often a new or unsuccessful fighter, disappointed at his lack of achievement in the ring, will think about calling it quits. The original *RINGSIDE* "Campaign

Game" rules allow retirement after 10 fights or three consecutive losses. To represent the chance that a fighter will come to his manager with the bad news, add the number of fights finished by the boxer to the final bell (not counting the ones in his head) to five times his popularity rating (plus or minus); and subtract this from one half of his age. (NOTE: Subtracting a negative number from a positive number is the same as adding two positive numbers.) Roll percentile dice after each fight, taking into account recent changes in popularity. If the dice roll is less than or equal to the required percentage, the boxer goes to his manager and asks to retire. Then the manager must decide whether or not to accept the resignation. If the boxer is allowed to





RINGSIDE

quit, he is removed from play and a new fighter may be started in his place. If not, the beleaguered prizefighter hangs on for 1-4 (roll d4) more fights. Then another check is made; if the fighter again wishes to retire and the manager decides to not accept the retirement, the fighter has 1-4 more bouts and then *must* retire.

Disability

A boxer's career can be interrupted, or even ended, by injury during a fight. To add this possibility, roll on the following table whenever a 00 is rolled during the determination of hits in Step I.

Last Hurrah?

A truly realistic game must allow for multiple retirements — *a la* Muhammad

Ali. If a fighter wishes to come out of retirement, allow a percent chance equal to 75% minus twice his last Popularity rating that he quits after his first fight, due to lack of conditioning, loss of the "killer instinct", etc.

Show Biz

Some boxers are natural "crowd pleasers." Ali, for example, never failed to draw a crowd, whether or not the match was any good. Beginning with a fighter's fourth match, determine his "show biz" bonus by rolling 1d4, treating a roll of 4 as a 0 result. The modifier is added to the fighter's Popularity rating at a half-point per fight rate, so a boxer with the maximum +3 modifier would not gain the full bonus until his ninth fight.

CRITICAL INJURY TABLE

01-90	no injury, proceed to Step II
91-95	D loses 1-6 Endurance points (no points scored for A) and checks for knockdown in addition to normal damage
96-98	Knockout
99	Knockout; D is out of action for 1-6 months
00	Knockout and possible career-ending blow — see subtable

SUBTABLE

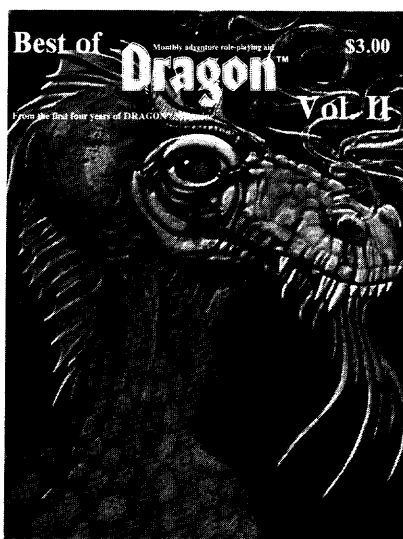
01-10	death or permanent disability
11-20	disability for 1-4 years
21-50	disability for 7-12 months
51-00	permanent loss of 1-10 Endurance points (minimum 1)



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JO-GA-OH



LITTLE PEOPLE OF THE IROQUOIS

by Conrad Froehlich

Among the Iroquois Indians of New York, there exist a number of tales concerning the "little people." These elf-like beings, called Jo-ga-oh, are given power to serve nature with the same authority as the greater spirits. Such nature spirits drive rivers, move through the trees, dance alongside the clouds, alter the land with the season changes, and are concerned with the daily events of the

Indians. The Jo-ga-oh are divided into three subgroups: the Gan-da-yah of the fruits and grains, the Ga-hon-ga of the rocks and rivers, and the Oh-do-was (or Oh-dan-was) of the underworld.

The Gan-da-yah

The Gan-da-yah are the most beloved by the Iroquois of all the little people. Their task is to guard and advise the fruits and grains. They are the "elves of sunshine." During spring the Gan-da-

THE IROQUOIS LITTLE PEOPLE

	GAN-DA-YAH	GA-HON-GA	OH-DO-WAS
FREQUENCY:	<i>Rare</i>	<i>Rare</i>	<i>Very rare</i>
NO. APPEARING:	1-10	3-18	5-30
ARMOR CLASS:	7	7	7
MOVE:	12"	9"	9"
HIT DICE:	1+1	2	1
% IN LAIR:	5%	15%	<i>Nil</i>
TREASURE TYPE:	R	P, X(x3)	<i>Nil</i>
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	<i>By weapon</i>	<i>By weapon</i>	<i>By weapon</i>
SPECIAL ATTACKS:	+2 with bow	<i>See below</i>	+4 with bow
SPECIAL DEFENSES:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>
MAGIC RESISTANCE:	50%	80%	30%
INTELLIGENCE:	<i>Exceptional</i>	<i>Very</i>	<i>Genius</i>
ALIGNMENT:	<i>Neutral good</i>	<i>Chaotic good</i>	<i>Lawful neutral</i>
SIZE:	S (3' tall)	S (3' tall)	S (3' tall)
PSIONIC ABILITY:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>
Attack/Defense Modes:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>

yah live in dark, sheltered places and talk to the ground so they may hear the complaints of the growing seeds. When summer comes, they roam across the fields, ripening the fruits and tinting the grains, and telling all growing things to seek the sun. Their work begins with the strawberry plant, which is a special gift to men. After the frost has left the ground, the Gan-da-yah loosen the ground around each strawberry root so that the shoots can easily push to the surface. They shape its leaves to the sun, turn the blossoms upward, and lead runners to new growing areas.

An old tale tells of when the fruits were first brought to the earth. An evil spirit captured the strawberry plant and hid it beneath the earth for centuries. It was finally freed by a spy sunbeam who brought it back to the sunny lands where it has thrived ever since. Fearing another assault, the Gan-da-yah continue a special guard over their favorite fruit.

When the first fruit comes out on the vine, the Gan-da-yah guard it from the attacks of evil insects and mildew. They always keep watch over the fields while they ripen, and are constantly at war with the blights and diseases that attempt to infest and kill corn and beans.

The Gan-da-yah can take on various forms for safety and guidance, often visiting the longhouses of the Indians in the shape of birds. If a Gan-da-yah appears as a bat, a symbol of the union of light and darkness, it indicates some life-and-death battle close at hand; if one appears as an owl, watchful and wise, the mission is one of warning; if one appears as a robin, it carries good tidings. The most harmless insect or worm may be carrying an important message from the Gan-da-yah, for "the trail is broad enough for all." With the coming of fall and winter, the Gan-da-yah are safe, hiding in the

earth until the following spring.

The Gan-da-yah can use any druid spell from the first four levels, and the magic-user spell *Polymorph Self*, at will, acting in all cases as an 8th-level spell-caster. All Gan-da-yah encountered will carry a dagger, and 60% of all individuals will have either a short bow or a spear as well (50% chance for each). They wear either padded or leather armor. If encountered in a lair, females and young are equal to 100% and 40% of the male population respectively; otherwise, females comprise 20% of a group.

The Ga-hon-ga

The Ga-hon-ga, the guardians of the stream, live in rock caves near rivers, and though small in size are possessed of gigantic strength. They are able to pull up the largest of trees with a single twist of the hand, and throw massive rocks into the rivers (to lift the waters when floods threaten). These beings often visit men in their dreams, to lead them into their caves and challenge them to feats of strength such as playing ball with rocks, with the Ga-hon-ga frequently throwing the "balls" high out of sight. For this reason they are known as "Stone Throwers."

The Ga-hon-ga also watch over the fish, instructing them, directing their movements, and providing shelter in their deep-water caves, if the fish are being chased by merciless fishermen or confused in the whirl of a flood. The Ga-hon-ga will free fish caught in traps when they deem it wise. They decide if a season is to be fruitful or barren, and frequently punish abuse or negligence of nature with famine.

When drought occurs, the Iroquois will travel far into the forests to search for signs of the Ga-hon-ga. These signs are little cup-shaped hollows in the mud

at the edges of streams, and are the promise of rain. The hollows are carefully scooped up and dried on a fragment of bark in the sun, becoming the "dew cup charms" which are placed in longhouses to attract the Gan-da-yah. There is a 15% chance per day that the Gan-da-yah will come looking around a household where the charm is used.

The Ga-hon-ga have strength equal to a stone giant, and can throw and catch rocks with the same degree of ability. If encountered in an area where good-sized rocks are not in easy supply, they will carry their own. They also are armed with daggers and sometimes spears (30%). For river travel, the Ga-hon-ga use magical canoes which will, at times of need, fly into the air with a single stroke of the paddle (acting as a *Carpet of Flying*). The Ga-hon-ga can control fish with the same power as a *Trident of Fish Command*, and they can *Control Weather* as a 12th-level druid. Females and young are found only in lairs.

The Oh-do-was

The most wise and mysterious of the little people, the under-earth dwellers, are the Oh-do-was of the darkness. Seldom do men recognize them in the gloom. They hold jurisdiction over the sunless domain beneath the earth, where live the creatures of darkness, and the prisoners that have offended the regions of light.

The Oh-do-was dwell in a dim world with forests and broad plains, abounding with the types of animals usually found in those environments. Though all who dwell here wish to escape, all are told to be satisfied and live where Fate has placed them. Among the mysterious underground denizens are white buffaloes, who attempt many times to reach the sunlight and gallop with their brown

brothers over the plains, but the path up is guarded. At times they try to rush through in a large group, but the Oh-do-was gather their hunters to thin out the unruly herds with arrows. It is said that a red cloud in the heavens is a sign to the Indians that this hunt is on. The people rejoice that the Oh-do-was are watchful and brave in keeping order in the world.

Other captives of the Oh-do-was are venomous reptiles and creatures of death which hide in the deep shadows. Despite the great size of these creatures, it is not often that the Oh-do-was are unable to throw them back from the door to the light world. Sometimes one will escape, whizzing out into the darkness, and spread its poisonous breath across the forests, creating a pestilence that kills all. The other monsters, jealous of the escape, seek areas where springs sprout from the surface and poison the waters. Where a deep root has pushed its way into the underworld in search of water, they tear it with their fangs, which destroys the earth tree. Such happenings are rare, for the Oh-do-was would not willingly allow death to escape to wreak its vengeance on their friends.

At certain times, the Oh-do-was will visit their relations on earth. They will hold festivals in the forests at night and use circles under deep wood trees, where grass refuses to grow, for dances. They enjoy the soft rays of the moon but are blinded by the sun. The animals of the

night are wary of these little people, for sometimes offensive intruding creatures are captured and taken to the underworld. The animals cannot expect to be ransomed by the guardians of the light, for no Jo-ga-oh ever questions the actions of another.

The Oh-do-was are armed with either short bow and dagger (60%) or spear (40%). For every five Oh-do-was in a band there will be one magic-user (roll d6 for level: 1-2 = 4th, 3-5 = 5th, 6 = 6th). For every 15 encountered there will be an additional magic-user of 8th (roll of 1-4) or 9th (roll of 5-6) level. If there are over 25 in a band, their leader will be a 12th level magic-user. There is a 5% chance per level for each magic-user that the individual will have a usable magic item.

The Jo-ga-oh can never be surprised. All of the little people are described as pale yellow in color and are completely dressed during all times of the year. Leggings, breechclout and a cape are worn by males. Females wear knee-length skirts to which is added a large skin cloak in bad weather. Different names are given to the little people by other Iroquois tribes. The Onondagas call them *Che-kak-eh-hen-wah*, "Small People" or "Little Men"; the Mohawks know them as the *Yah-yo-nen-us-yoks*, "Stone Throwers"; the Tuscaroras call them *Ehn-kwa-si-yea*, "No Men At All."

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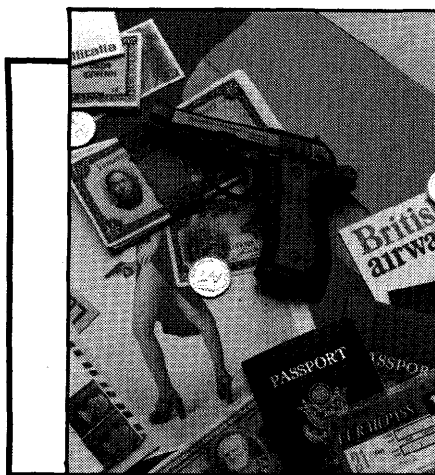
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Special Knowledge and a bureau for Infiltrators

TOP SECRET

by Gary Gygax
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All agents in the TOP SECRET® game are special. They have a highly dangerous profession, a profession requiring great courage and skill and special knowledge. Agents are well educated, and those worthy of the name have specialized training as well. In order to reflect this specialized training, it is necessary to add new areas of special knowledge to your TOP SECRET game rules.

Special Knowledge areas

Each agent will have one or more areas of Special Knowledge. Agents with knowledge of a superior sort in these special areas are assumed to have had agency or law enforcement agency training appropriate to their Bureau Classification. *In order for an agent to change from one section to another, the required Special Knowledge must be possessed.*

The number of areas of Special Knowledge possessed by an agent depends upon his or her Knowledge score. A score of 01-50 gives the agent 1 Special Knowledge area; 51-60 = 2 areas; 61-70 = 3 areas; 71-80 = 4 areas; 81-90 = 5 areas; 91-100 = 6 areas.

An increase in Knowledge sufficient to move the agent to a higher-ranked cate-

gory brings assumed additional areas of Special Knowledge. Knowledge scores above 00 (100) bring an additional Special Knowledge area (beyond 6) for each 10 points or fraction thereof over 100.

The agent selects his or her first Special Knowledge Area as appropriate to his or her Bureau Classification. Any other areas are rolled for on the table below, with any duplicates re-rolled until a different area is indicated.

01-08 Burglary (+10% to chances in this area)

09-16 Criminal Investigation (+10% etc.)

17-24 Demolitions (+10%, etc.)

25-32 Disguise (+10% for impersonation *et al.*)

33-40 Espionage/subversion (+10%, etc.)

41-48 Forgery/counterfeiting (+10%, etc.)

49-56 Insurgency/counter-insurgency (+10%, etc.)

57-64 Mimicry (+20% to voice impersonation *et al.*)

65-72 Police Science (+10%, etc.)

73-80 Safe cracking (+10%, etc.)

81-00 Player's choice of above

Required Special Knowledge areas

For Section 2, Investigation: *Criminal Investigation*

For Section 3, Confiscation: *Burglary*

For Section 4, Assassination: *Police*

Science

Section 5, Infiltration (see new bureau description below): *Disguise*

The amount of skill in a particular Special Knowledge area determined to be in an agent's repertoire is determined in the same manner as for other areas of Knowledge, by dice roll. An agent will have a Special Knowledge score for each area, whether or not that area is specified as one in which the agent has superior ability. In cases where knowledge of a non-superior nature is indicated, the agent's Special Knowledge score in that area is equal to half of his or her Knowledge score (rounded down). No bonuses to the chance of success are ever given in areas of non-superior knowledge.

New Bureau: INFILTRATION

Infiltrators are agents whose job it is to become part of some group or organization in order to ascertain the goals, aims, and secret activities of the group or organization. By whatever means these agents become accepted by the group or organization, and at the very least they secretly report to Administration, relating all the pertinent information gathered. Infiltrators might eventually be called on to subvert or destroy the group or organization or otherwise disable it.

SECTION 5 — Infiltration

Level	Description	Experience points necessary
1	Snitch	0
2	Foist	1,000
3	Inside man	2,500
4	Plant	4,000
5	Ringer	6,000
6	Contact	8,000
7	Insinuator	11,000
8	Penetrator	14,000
9	Subversive	17,000
10	Infiltrator	20,000

10,000 experience points per level above 10th, i.e. an 11th-level infiltrator has 30,000-39,999 experience points, a 12th level has 40,000-49,999, and so on.

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TABLE OF MISSIONS

MISSION	Infiltration Bureau					BRIEFING INFOR- MATION	WITHHELD INFOR- MATION	POSSIBLE COMPLI- CATIONS
	BASE EXPERIENCE POINTS	100 point BUREAU BONUS	BASE MISSION PAYMENT	\$25 BUREAU BONUS	HUMAN INVOLVED			
Infiltration	500	X	\$50		yes			
Foreign agency	500		+ \$25	&		Ø, P, Q	F, G, R, S	L, M, T, U
Political group*	400		+ \$15			Ø, P, Q	I, R, S	K, L, N, O, U
Criminal group**	300		+ \$10	&		A, B, Q	E, I, R	G, O, V
Student group	200				A, B, P	I, S	K, O, U	
Street gang	100				B, Ø, Q	E, I, R, S	I, O, V	
Passing on Secret Information	50		\$20		sometimes	D, Q	F, S	M, W
Identification of Group Leaders	25 each	&	\$10 each	&	yes		F, S	M, T, U, V, W
Revealing Secret Plans	100		\$40	&	sometimes	D	F, G, S	K, M, T, U, W
Disabling Major Group Function	200	&	\$40		sometimes			K, L, O, T, U, V
Subversion of Group	400	&	\$60	&	yes			L, O, T, U, V
Destruction of Group	300		\$50	&	yes			K, L, O, T, U, V

* — Includes religious cult groups.

** — Those of an organized, sophisticated nature, as opposed to most street gangs.

TABLE OF MISSION KEYS

& — Only agents working this mission for the INFILTRATION BUREAU may claim this bonus.

A through O — as per "Table of Mission Keys" in TOP SECRET rule book, page 12.

Ø — Nature and size of group.
P — Group acceptance requirements.
Q — Special identification, signs, passwords, and/or rituals.
R — Special tests or rites.
S — Consequences of discovery.

T — Counter-intelligence activity.
U — Publicity and/or government investigation.
V — Vendetta by members or associated group.
W — False information planted.

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Definition of agent missions

Infiltration — The entry or joining of a group in order to better understand it or discover its true objectives and aims. *Foreign agency group infiltration* pertains to organizations of a hostile or non-hostile government, whether of a police, espionage, governmental, or other function. *Political group infiltration* pertains to foreign or domestic political organizations, activist groups, terrorist groups, and extremist/elitist groups and includes political-religious and religious cults. *Criminal group infiltration* applies to organized crime associations, smuggling rings, and criminal "brotherhoods." highly organized gangs, etc. *Student group infiltration* pertains to organizations of politically active foreign or domestic college or university students (and often faculty) involved in subversive or anti-establishment activity, terrorism, etc. *Street gang infiltration* applies to the penetration of a large, organized urban gang of young persons (with possible adult leadership) involved in drug dealing, killings, extortion, and other criminal activities.

Passing on Secret Information — To discover and relay the data obtained from penetration of a group. Information obtained must be heretofore undiscovered. It may be of a verbal or material nature. Transmission may be by telephone, radio, written message, etc.

Identification of Group Leaders — To discover and relay, by message or in person, the principal leaders of a group. These identities must have been previously unknown or suspected, and data must be detailed and include photographs or sketches, descriptions, names, background information, and so forth, as appropriate.

Revealing Secret Plans — To transmit, by any means, plans of an important nature which the penetrated group wishes to keep secret, and by so doing either prevent the successful fulfillment of the plans or reveal the true nature of the group, or both.

Disabling Major Group Function — To destroy individuals or equipment physically, mentally, or otherwise, or to make some important plan, purpose, aim, or goal of the penetrated group known, so as to result in the group being incapable of adequately functioning in the area for a period of time commensurate with the overall nature of the group. Disablement must be for some very important purpose or for a period of time not less than one month.

Subversion of Group — To alter the infiltrated group by the agent's presence so as to make it much less dangerous, change its purposes to more acceptable areas, or actually become a tool of the agent's masters.

Destruction of Group — To cause the infiltrated group to disband, fall apart due to discord or pressure, be broken up

by government, police, or public activity, or to physically disable it by destruction of individuals and/or material objects. Destruction is permanent, although a similar group under a different name or identity might thereafter be formed. Revealing information can lead to destruction of a group.

New Complications

Four new areas of complication (T, U, V, W) are offered here, in addition to the five (K, L, M, N, O) given in the rules. They may be added to the missions given in the rules as the Administrator sees fit.

The chance for complication is determined as stated in the rules.

T: Counter-Intelligence Activity

Dice

roll Complication

30 or less Identity of agent(s) responsible becomes a prime goal of group concerned

31-50 Agent(s) identity discovered and dossier circulated

51-70 Agent(s) put on extermination list

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and attempt will take place in 1 to 10 weeks

71-85 Extermination list extends to at least one level above agent(s) as well as to agent(s)

86-90 Bureau penetrated and double agent insinuated, so all Bureau missions will be compromised (target and objective known to accuracy of 10-90%; 0 = mission not discovered by double agent) until agent discovered and eliminated

U: Publicity and Government Investigation

Dice

roll Publicity

40 or less Bureau of agent(s) hinted at, but no real data exposed and little harm actually done

41-70 Cover-up successful, but agent(s) concerned must operate in foreign (to own Bureau and as concerns mission nation) area for 1 to 10 months

71-85 Unfavorable results; awarding of any and all Bureau bonuses

impossible for 1-10 missions
86-89 Agent(s) concerned must either retire or change to a different Bureau (if knowledge permits)
90 Agent(s) so compromised and well known that total retirement is necessary

V: Vendetta by Members or Associated Group

Dice

roll Vendetta

20 or less No information which can be found leads to the agent(s): so vendetta is dropped

21-50 One agent (the most active during mission) is suspected, so assassination attempt will occur in 1 to 10 weeks

51-70 All agents concerned are known, and attempted assassinations will occur in 1 to 10 weeks

70-80 Bureau is also known, and in addition to agent(s) assassination, headquarters will be bomb attacked

81-87 Agents involved in assassination attack in 1 to 10 weeks, and opponents also cause Publicity and Government Investigation to be begun/renewed

88-90 Full-scale vendetta will begin and last indefinitely, with Bureau agents assassinated or eliminated whenever known and continuing attacks by arson and bombings on all headquarters wherever discovered

W: False Information Planted

Dice

roll Plant

50 or less False information non-critical with respect to balance of data, but no monetary bonus paid by Bureau because of it

51-70 False information only delays usefulness of remainder, but no Bureau bonuses of any sort are given because of it

71-80 Information useless, and all experience and payment for mission are forfeited

81-87 Agent discovered due to passing of false information; attempted extermination

88-90 False information used to cast doubt on whether agent(s) involved are loyal or turncoat(s) and/or double agent(s), so unless special steps to prove loyalty are successful, agent(s) deemed ineffective and must retire permanently

What more can be said, except to keep your collar turned up and your hatbrim turned down.... Until we meet in a safe house somewhere, or duel across a baccarat table, may the spirit of 007 be with you!

Without a weapon

(Continued from page 15)

normal attack by the intended target will automatically miss one pummeling attack for each time the AT is hit, possibly losing all opportunity to attack in that round. This does not apply for hits scored creatures other than the intended target, but would apply to a magical attack such as *Burning Hands* used in lieu of a weapon attack by the DR. An AT must elect to attempt a pummeling attack at the beginning of a round.

Number of attacks: Characters and NPC's make the normal number of attacks per round for their class and level. Creatures able to use pummeling attacks make as many attacks per round as they have limbs that make normal attacks that can be used to pummel. A troll, which normally gets 3 attacks, would get only two pummeling attacks, representing the troll's two normal claw attacks. The bite attack could be taken normally in the same round, but would do normal damage. Generally, attacks by arms, legs, and tentacles can be pummeling attacks, but attacks by horns, bites and the like cannot be.

Special pummeling modifiers: (These also apply to grappling attacks.) The fol-

lowing modify the AT's "to hit" roll for each pummeling attack:

Attack on DR's rear	+2
DR overborne, prone*	+4
DR surprised	+2
DR stunned, entangled, slowed or immobilized by grapplers	+2
AT invisible, displaced	+2
DR invisible	-4
DR displaced, otherwise hard to locate	-2
AT employing	

* pummeling weapon +1
— Not cumulative with rear attack bonus or entangled/immobilized bonus.

Damage: Basic pummeling damage is 1-6 points, regardless of the nature of the pummeling attack. Damage is modified, however, as explained below. Pummeling damage is 25% actual and 75% temporary. In practice, every fourth point of damage inflicted is actual (normal) damage, in a series as follows: 4,8,12,16,20,24,28,32,36,40, etc. Thus, 22 points of pummeling damage is 5 points actual and 17 points temporary. As explained for the DMG system, temporary damage is added to total actual damage, and if the total equals or exceeds the creature's total hit points, the creature is rendered unconscious for as many rounds as there are temporary damage points beyond the creature's hit point total, including 1

round for the temporary damage point equalling the creature's hit point total. Temporary damage repairs itself at a rate of 1 point per round once the creature hit has withdrawn from combat.

Strength damage bonuses: Characters and NPC's receive their normal strength bonuses (or penalties) for purposes of computing damage. Monsters for which strengths are not given receive no strength bonus.

Monster size bonuses: Monsters that do not get a strength bonus (see above) may receive a bonus or penalty based on the size of the creature. Size here is used as a rough approximation of strength, weight, and overall power. Small creatures are -2 to damage; medium-sized creatures have no adjustment; large creatures receive a +3 bonus, and very large creatures receive +7 to damage.

Armor class adjustment: The armor class of the DR, insofar as it represents a capacity to protect the DR from pummeling damage once a hit has been scored, subtracts from the damage scored by the pummeling attack. The DM will have to decide for certain creatures whether that creature's armor class is the result of agility (in which case it would not mitigate pummeling damage) or real armor-like toughness. The adjustments are:

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 chain, ring, scale armor -2
 Natural AC of 6 to 8,
 leather or padded armor -1
 Natural AC of 9 to 10,
 no armor 0
Special damage bonuses:
 AT employing
 pummeling weapon +1
 AT is a monk +½ per level,
 (round down)

The size multiplier: These rules come into play only when the AT is at least two size classes different from the DR. The numbers given in the list below are multiplied by the total pummeling damage, as adjusted by the above modifiers (this multiplier is applied last). All fractions should be rounded down. This rule's function becomes clear if you envision a halfling trying to pummel a storm giant on the foot.

An AT who is two sizes smaller than the DR (S to L, or M to VL) will cause damage by the AT to be multiplied by ½.

An AT three sizes smaller than the DR (S to VL) has a damage multiplier of ¼.

At the other end of the scale, an AT who is two sizes larger than the DR (L to S, or VL to M) has a multiplier of 2, and an AT three sizes larger than the DR (VL to S) has a multiplier of 4.

General pummeling rules

Underwater all pummeling "to hit" rolls are at -2, and all damage is at -2, unless a *Ring of Free Action* or similar magic is being used.

Monks are their normal AC, not AC 10, for purposes of determining hits and damage for pummeling attacks against them. They receive their weapon damage bonus, rounded down, on all pummeling hits they score. This damage, like all pummeling damage, is only 25% actual, and no stun/kill rules are in effect. If the monk wishes to score normal damage and/or stun an opponent, normal open hand combat must be used.

To qualify for the pummeling weapon bonus, a special weapon designed for pummeling must be used. This excludes metal gauntlets or the like, and the butts of weapons.

Stupid monsters always use normal attack modes. A monster must have at least low intelligence to use pummeling tactics. Some monsters will of course be physically unable to make pummeling attacks even though they have sufficient intelligence.

GRAPPLING AND OVERBEARING

Grappling attacks are designed to gain a hold on an opponent rather than dam-

age an opponent. Damage occurs only incidentally during the struggle in most cases. Overbearing occurs when one or more grapplers succeed in throwing a held opponent to the ground.

The basic grappling attack: An AT must roll a hit on the normally applicable combat table against AC 5 in order to score a grappling hit. As for pummeling, dexterity adjustments, magic that affects armor class, shields, and special armor-class bonuses can modify the basic AC 5. Shields are worth -3 to AC, rather than the usual -1. Natural armor class, armor, and armor equivalents are not counted. The AT's "to hit" roll is made with normal adjustments, including strength bonus, if applicable, as per pummeling rules.

Grappling attacks always occur after normal attacks in any round, as with pummeling. Grappling and pummeling attacks are considered to occur at the same time, so that if both AT and DR are using grappling or pummeling tactics, normal initiative rules apply.

An AT that is hit by a normal attack made by the intended target will automatically miss one grappling attack for each time hit. "Normal" attacks do not include grappling or pummeling attacks, but do include any other sorts.

The number of grappling attacks an AT can make per round is limited, as in the pummeling rules. Generally, the same limbs that can be used to make monster pummeling attacks can be used by monsters to make grappling attacks.

The special pummeling "to hit" modifiers listed above also apply for grappling attacks.

Speed modification: The movement rates of AT and DR are taken into account in calculating grappling hit probability. In this capacity, movement rate is taken as a rough approximation of agility, and the adjustment applies whether the AT and DR are actually in a position to use normal movement or not. Only normal (land-based) movement rates apply, not flying movement rates. The adjustments given below for the AT and DR are *both* added to the AT's "to hit" roll, either increasing or decreasing the AT's chance to hit as applicable. Automatic grappling hits can be scored against creatures that are paralyzed or otherwise incapable of movement.

Movement rate	AT adjustment	DR adjustment
1-2"	-6	+6
3-5"	-4	+4
6-8"	-2	+2
9-11"	-1	+1
12-14"	0	0
15-17"	+1	-1
18-20"	+2	-2
21-27"	+3	-3
28"+	+4	-4

Example: A goblin, movement rate 6", is grappling a halfling, movement rate

9". The adjustment is -2 for the AT and +1 for (because of) the DR, for a net adjustment of -1.

For purposes of the speed modification only, the following movement rates apply for armored figures:

Unarmored, padded armor, or leather armor: 12" (or normal movement rate).

Chain mail, ring mail, or scale mail: 9" (or 75% of normal).

Plate mail, splint mail, banded armor: 6" (or 50% of normal).

Plate mail being worn, and figure is heavily encumbered: 3" (or 25% of normal).

Generally, a heavily encumbered figure moves down one place on the list, unless the load is dropped before combat.

Grappling holds and damage: When a grappling hit has been scored, a 12-sided die is immediately rolled by the AT. The DR then also rolls a 12-sided die; this is called the DR's "break roll." If the DR's break roll is equal to or greater than the AT's roll, the DR is able to break the hold as soon as it is gained, and no lasting hold or damage results. If the break roll fails, a hold is gained, and the result determined by the AT's roll of d12 applies. Break rolls are explained in more detail below.

The result of the AT's roll of d12 is given below, wherein (L) = leg hold, (A) = arm hold, (B) = body hold, (H) = head hold, and (S) = stranglehold.

Adjusted d12 roll

Adjusted d12 roll	Hold & damage
1 or less	Brief grip; no hold or damage, but spells with somatic components 90% likely to be spoiled.
2-3	(L); no damage
4-5	(B); no damage
6-7	(A); no damage
8	(L); 1-2 damage
9	(B); 1-3 damage
10	(A); 1-2 damage
11	(H); 1-3 damage
12	(S)*; 1-6 damage
13	(B); 2-8 damage
14	(B); 2-16 damage
15	(B); 4-24 damage

— This hold presumes the DR has a windpipe and can be harmed by choking. If this is not true for a monster, treat this result as though an 11 were rolled.

The roll on the table above is adjusted by the relative sizes of the AT and DR. Generally, small creatures have great difficulty gaining solid holds for damage on large targets. The adjustment listed is applied directly to the AT's roll of d12.

		Attacker size			
Defender size	S	0	+1	+2	+3
	M	-2	0	+1	+2
	L	-6	-4	0	+1
	VL	-8	-6	-4	0

Example: A goblin, size S, attacks and scores a grappling hit on an ogre, size L, and rolls a 7 on d12. The size modifier for this situation is -6, so the result is adjusted to a "1," an automatic miss, and no break roll by the ogre is required.

Break rolls: The first break roll against any hold is never modified, even though the roll it is compared against may be modified because of size differences between AT and DR. Second and subsequent break rolls are discussed below.

Exceptional strength: In some situations a combatant's strength will be greatly different from what one would expect based on size alone. In such cases, the DM should treat the creature for grappling purposes as a larger or smaller creature. For characters, strength of 18 to 18(00) is treated as size L; strength of 19 or more (giant strength) is treated as size VL; strength of 6 or less is treated as size S.

Explanation of holds: Whenever a hold on a limb, such as an arm, is indicated, and the DR is already being held by one arm, the hit occurs against the free arm. More than one hold can be scored against a given limb, and many holds can be maintained by many AT's on a single DR, particularly when the DR is large or very large. For size S and M creatures, however, the following limits should be

observed: arms, 2 holds each; legs, 2 holds each; body, 3 holds; head, 1 hold, and 1 stranglehold. There must, of course, be room for all the AT's to be near the DR; less than the maximum number of holds would be possible if the AT's were fire giants and the DR were a goblin. The effects of the holds are:

Head Hold (H): DR is immobilized unless AT is of a smaller size class than DR. The DR's attacks are at -4 to hit while the hold lasts, and the DR loses any dexterity bonus (though penalties do count) for the duration of the hold.

Stranglehold (S): As above, DR is immobilized unless AT is smaller in size. DR's attacks are at -4 to hit while hold lasts, and DR's dexterity bonus is lost. At the end of each round after the first, the DR takes 2-8 points damage from the hold unless it is abandoned or broken in that round; the damage is grappling damage (see below).

Arm Hold (A): Again, DR is held helpless unless AT is the smaller of the two combatants. DR's attacks are at -2 while hold lasts, DR's dexterity bonus is lost. Any weapon, shield or item the DR is holding in the hand of the held arm is rendered useless until the hold is broken.

Both (all) Arms Held: DR is immobilized unless all the AT's using arm holds are 2 size classes smaller than DR. The DR is -6 to hit on all attacks, provided the DR has any sort of attack for which its arms are not required, such as a bite. The

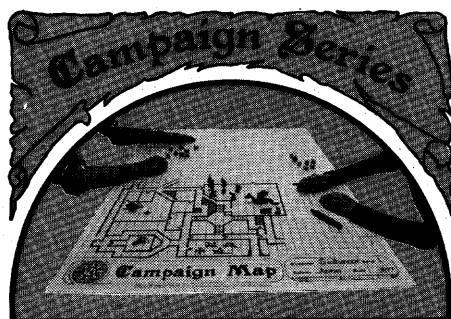
DR loses its dexterity bonus. "All" above refers to creatures with more than two arms. For such creatures, no additional effects are gained until all arms are held; holds on two of three arms would have the same effect as a single hold on one arm. "Arm" should be taken broadly to include tentacles and the like.

Leg Hold: As with head holds, DR is immobilized by this hold unless AT is smaller. DR's attacks are at -2 to hit, DR's dexterity bonus is lost. For DR's with 3 or more legs, the "to hit" penalty is only -1.

Both (all) Legs Held: As with "Both Arms Held," DR is helpless and immobilized unless AT is 2 size classes smaller. DR's attacks are at -4 to hit while both/all legs are held, DR's dexterity bonus is lost. For creatures with 3 or more legs, a rule analogous to the one under "Both Arms Held" above holds: no additional effects are gained by having holds on more than one but less than all legs.

Body Holds: As for head holds and the like, DR is helpless unless AT is smaller. DR's dexterity bonus is lost. DR is -2 "to hit" on all attacks against each AT that has a body hold, except that size VL creatures being so held are only -1 "to hit" each AT.

The effects of holds are *not* cumulative. A DR held by several AT's on the arm, leg, and head would be only -4 to hit, the worst result applicable. Immobilization effects are considered singly, so the DR held in 3 places as above would



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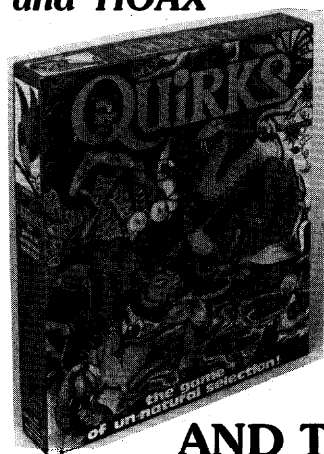
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not be immobilized if all 3 creatures doing the holding were smaller than the DR (though the DR's movement rate would be greatly reduced).

Grappling Damage: All grappling damage is 50% actual and 50% temporary, temporary damage being the same as explained for pummeling. Grappling damage is not modified by strength adjustments, but other forms of damage bonuses and penalties would apply, such as those resulting from Chant or Prayer spells.

Maintaining Holds: A hold is maintained until the AT abandons it or the DR makes a break roll. Humans and similar creatures are able to maintain but one hold at a time, and as long as the hold is maintained the AT may not do anything else, save perhaps a short, purely verbal spell. Creatures are considered to get as many grappling attacks as they have pummeling attacks, and can maintain two holds at once on the same DR, possibly even three or more depending on the nature of the creature. Creatures can also make normal attacks while maintaining a hold when the normal attack is not being used for grappling. A troll, for example, could hold a DR by the arm and leg and make a biting attack all in the same round.

If the DR's immediate break roll fails, the hold is gained and the effects listed apply on the next round, damage taking effect immediately. At the end of that round, *after* the DR has suffered the effects of the hold, the DR receives another break roll to free himself. The DR must roll 10 or more on d12 to break the hold, with this roll modified by the size adjustment factor applied to that hold on the first break roll. If the roll fails, the hold is maintained and the DR suffers its effects on the next round. The DR could then try again to break the hold at the end of each round the hold is maintained.

A DR receives one break roll at the end of the round for each hold maintained on him that round, not including holds scored that round, for which he has already received a break roll.

If the DR is being held by 3 or more AT's, the basic break roll score on the second and subsequent rounds must be an 11; similarly, if the AT maintaining the hold is two size classes larger than the DR, an 11 is needed. If the DR is being held by six or more AT's, a basic 12 is needed. A 12 is also needed when a size VL creature has gained a hold on a size S creature. The penalty would apply, in the multiple-AT cases above, to each of the holds, until enough of the holds are broken so that the penalty no longer applies.

Where a DR would normally receive multiple attacks in a round, one such attack is lost for each break roll that must be made at the *end* of the round (not

break rolls against grappling attacks in the same round.) A 6th-level fighter held by three goblins would thus lose three of his 6 normal attacks against them. A DR always receives at least one attack in a round, no matter how many break rolls are made in that round, if the DR is able to attack otherwise.

Creatures that have gained holds on a DR cannot be attacked by the DR with weapons more than 2½' long. Allowable weapons for this purpose include the hand axe, dagger, small club, hammer, mace, and short sword.

Holds may be maintained while a DR is brought down by overbearing.

When a comrade of the DR makes an attack on an AT holding the DR and misses, a second "to hit" roll must be made at -4 to hit against the DR. If the second roll is a hit, the DR takes the damage instead of the intended target.

Overbearing: Any AT that gains a hold on a DR may attempt to overbear that DR. Overbearing is not considered a separate form of attack; it is a possible result of one or more grappling hits. More than one AT may attempt to overbear, in which case the holds of all AT's attempting to overbear are taken into account. A single percentage roll is made at the end of any round in which an AT declares that overbearing is being attempted. The basic chance of overbearing is 0% (no holds), modified upward for each hold being maintained by an AT attempting to overbear. The modifications are:

One leg held: +15% for two-legged DR's, +5% per leg for DFR's with three or more legs.

Two (all) legs held: +40%; this bonus would replace the one-leg bonus unless the former is higher. "All" applies to creatures with three or more legs.

One arm held: +5%, plus an additional +5% per arm if three or more arms.

Two (all) arms held: +20%, replacing the one-arm-held bonus if higher.

Body held: +10% per hold.

Head held: +10%.

Stranglehold: +5%.

Example: A human fighter is being held on the leg by a goblin, on the arm by another goblin, and on the body by a bugbear. The basic chance for the three AT's to overbear is $5 + 15 + 10 = 30\%$.

Additional holders: Where two or more creatures have hold of the same limb or area of the body, and no "per hold" basis is stated above, the additional AT has no effect on the chance to overbear, but may have an effect on the size modification (see below).

Size modification: When an overbearing attempt is made, the result is modified by an amount determined by the size of the DR and the size of the largest AT attempting to overbear:

		Size of largest AT				
		S	M	L	VL	
Size of DR	S	0	+20	+40	+80	
	M	-20	0	+20	+40	
	L	-40	-20	0	+20	
	VL	-80	-40	-20	0	

In the example above, the bugbear is size Land the human is size M. The goblins are size S and do not count. The adjustment is +20%, for an overall chance to overbear of 50%. If the percentage roll were 50% or less, the human would be overborne.

Effects of overbearing: An overborne DR has been thrown to the ground or floor, probably with the AT's still holding him. An overborne DR makes all attacks at -4 to hit, and this effect is cumulative with a "to hit" penalty caused by one or more holds. Overborne DR's may not use shields, they lose dexterity bonuses, and always attack last in each round. Once overborne, the DR remains so until the DR takes a full round to rise, and during this round the DR forfeits all attacks. Rising may be attempted in any round unless one or more holds have immobilized the DR, in which case the DR is unable to rise until all the immobilizing holds are broken. An overborne DR that is not held may cast spells, and a held DR may still cast purely verbal spells. Overbearing does not do damage to the DR unless special circumstances are involved.

General grappling rules

Some monsters by nature cannot be grappled; common sense must be used in this regard. A grappling hit on an undead with level-draining power would result in a energy drain of the AT.

Grappling attacks are not changed when they occur underwater, but creatures unable to move and see normally in an underwater environment make all grappling attacks at -2 to hit.

A creature that can fly by means of wings can lift off if no body holds have been scored on that creature. In the round of liftoff, an extra immediate break roll is allowed against all current holds, and a basic roll of 8, rather than 10, is needed. Even if some holds are not broken, the flying DR may still lift off if able to carry all AT's that choose to hang on. Creatures with magical flying power are treated similarly, except that body holds do not prevent the DR from trying to lift off.

Monks are treated as their normal AC or AC 5, whichever is better, for purposes of grappling attacks against them. They receive a +2 bonus on all break rolls.

SPECIAL WEAPONLESS ATTACKS

This section deals with certain types of attacks not included in the AD&D rules. These rules will be useful to characters, but even more useful to the monsters

they oppose. One common situation arises when a large number of humanoids, such as orcs or gnolls, are preparing to melee a typical party of adventurers over a limited front, such as a 10-foot-wide hallway. Suppose that the party has no further spells of use against the creatures, and that the defensive line is a single line of five fighters. The humanoids, say gnolls, number some 50 or so, but the fighters on the line are 6th level or so and have armor classes in the range of 1 to -2 against frontal attacks due to dexterity and accumulated magic items.

In spite of their superior numbers and sheer weight, the gnolls have a slim chance of breaking the party's defensive line. The gnolls can, at best, melee the fighters one on one, hoping to wear them down. This tactic is not likely to be successful unless the party is weakened from previous encounters. The gnolls need to break the party's line; then the melee would take on a different character, with several gnolls attacking each fighter. The AD&D rules, however, provide no way to accomplish this; it seems illogical to not allow for a situation where the gnolls ought to be able to simply charge in a mass and crash through the thin line of fighters. The rules for the mass charge and overbear attack are designed to deal with this situation.

The charging overbear attack: This attack can only be made by a charging attacker against a defender either retreating or holding its ground. It simulates an AT attempting to tackle and overbear a DR without stopping to grapple first. The AT makes a normal grappling attack roll. If a hold of B, H, or S is indicated, the DR must make a break roll or be overborne. Otherwise, the charge fails and a normal melee ensues thereafter. As for a grappling attack, the DR receives the first hit against the charging AT, and if the DR hits the attack automatically fails. If the break roll is missed by only one number, both the AT and DR are overborne.

More than one creature may attempt this attack against a single DR in the

same round, but no two AT's may attack from opposite directions. The number of attackers will also be limited by the size of the AT's and the DR. Since an AT that misses a charging attack remains in position for melee, no, two attackers may attack from the same direction.

Mass charge and overbear attack: As noted above, this attack pits a group of AT's charging in one direction against a group of DR's holding a position against them. Up to three ranks of AT's and DR's may participate fully in the attack; others may lend their support with reduced effect. Point totals for the attacking side and defending side are added up after calculating each individual's "value" according to the following schedule:

Size and location of combatant	Point value
S, first 3 ranks	1
M, first 3 ranks	2
L, first 3 ranks	3
VL, first 3 ranks	6 or more (see below)
S, M, L 4th+ rank	½
VL, 4th+ rank	2

Size VL creatures will vary depending on how huge they are. A hill giant would be worth 6, but a storm giant would be worth as much as 15, and a purple worm possibly as much as 25. For a mount and rider, simply total each creature. Creatures with extraordinary strength for their size should be counted as a size larger; for characters, a strength of 18 or more would indicate a size L rating, and a strength of 19 or higher would mean a VL rating.

The basic chance of the charge succeeding is 30%, plus 2% for each point the AT's have over the DR total. If the roll is made, the charge causes all the DR's to make a special saving throw or be overborne. The saving throw is each defender's strength or less on d20. A DR that saves is nonetheless pushed aside by the onrushing attackers. If the charge fails, the defensive line remains unbroken and normal melee combat takes place thereafter. Victorious attackers in excess of the number of DR's may continue to

advance to the area beyond the defensive position, but a number of AT's equal to the number of DR's must remain to engage the DR's for at least the next round.

The DR's receive one set of attacks each (the normal attacks each would make in a round) before the chance of the charge succeeding is calculated. Any AT's killed by these attacks do not count in the charge, and creatures in the 4th rank or further from the main action may not press forward to replace an AT killed on the front ranks by this means.

If a creature must make a saving throw as above, use the following size guidelines when the strength of the creature is unknown: S = Str 7; M = Str 11; L = Str 17; VL = Str 19+.

The number of creatures or figures that can fit into each rank must be determined by the DM as the occasion arises. Generally, allow about 2 feet of width for a size S creature, 3 feet for a size M creature, 4-5 feet for size L, and 6 feet or more for size VL.

If the defenders comprise more than three ranks, DR's in the first three ranks are the only ones affected by the charge, and AT's cannot advance beyond the 4th rank of DR's.

For all charging attacks, there must of course be sufficient room for the attacker(s) to build up speed.

Obstacles to the charge will either double the DR's point total or preclude a mass charge entirely. Generally a trench, fortification, row of sharpened stakes, or low wall will make a mass charge impossible. Charges uphill, through a small fire (such as flaming oil), over rough terrain, or against a line of spears set against a charge will double the defense. For obstacles not listed here, the DM will decide whether the obstacles prevent the attack or double the DR's total.

Example: A line of 6 human fighters is holding a 20-foot-wide hall against a charging mob of 20 gnolls. One fighter has 18 strength. The humans prepare a line of pools of flaming oil and light them just as the gnolls begin their charge. The gnolls are desperate and charge through

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the oil fire. The party's point total is 13, doubled by the fire to 26. The gnolls' total is 60, less 9 for three gnolls killed during the charge, or 51. The chance of success of the charge is $30\% + (25 \times 2\%) = 80\%$. The gnolls are likely to be too many and too large for a single line of fighters to hold them back, no matter how individually heroic or skillful the fighters are.

It is presumed in the example that all the gnolls fit in three ranks. Using the guidelines above, however, only about five gnolls could fit in each rank, so the last five would count only $\frac{1}{2}$ each, or a total of 2 points. The gnolls' total would then become $(12 \times 3) + 2 = 38$ (remember, three gnolls were killed in the charge, so the maximum of 15 gnolls in the first three ranks drops to 12). The chance for success would then be $(38-26) \times 2\% + 30\% = 54\%$.

OBSERVATIONS AND CONCLUSIONS

It is hoped that these supplemental combat rules will provide occasional interesting variations to normal combat procedures. These weaponless combat procedures are not meant to replace normal combat in most situations. Because of the great value of shields in fending off pummeling and grappling attacks, these attack forms are typically less effective than normal combat against a shield-bearing opponent or against the opponent's front. For grappling, a fighter

with plate and shield is AC 2 against the grappling attack, the same as against normal attacks, and in addition receives a break roll that reduces the odds still further. Even if the frontal AT gets a hold, it is likely that no other AT's can get in position to exploit the hold, since the DR's comrades are holding the line around him. Grappling, therefore, is reserved for situations where the AT's can flank or surround the DR such that several AT's can hold the DR while others execute normal or pummeling attacks. Some creatures, such as trolls, are "one-man gangs" in this respect.

Pummeling attacks are easier to hit with than normal attacks, but tend to do less damage. The value of shields, combined with the rule that a successful hit by the DR causes a pummeling attack to miss, will render pummeling attacks generally less effective than normal attacks in the usual one-on-one frontal melee situation. Characters will, of course, lose damage and "to hit" bonuses from magic weapons by making pummeling attacks, and this will discourage the use of these rules in normal situations. Pummeling is, on the other hand, ideal when the party wishes to render an opponent helpless without killing it.

In playtests of these grappling and pummeling rules, it was found that the grappling rules tend to lead to a wider variety of overall results than either pummeling or normal attacks. In one exam-

ple, 14 goblins and a bug bear were pitted against a human fighter with a +1 long sword, +1 shield, +1 plate, and a 15 dexterity. The fighter had a frontal AC of -1 and 33 hit points, being 5th level. Using normal combat, it was found that the fighter generally killed all his enemies after taking half to three-quarters of his hit points in damage. The overall odds of victory were heavily against the creatures, in spite of their numerical majority. When grappling tactics were used by the creatures, however, the results were mixed; occasionally the creatures would overcome the fighter. The creatures' chances were particularly enhanced if the fighter did not deal with the bugbear first. Being size L, the bugbear is a far more dangerous grappling opponent than any of the goblins. The lesson was quite clear that creatures with less than 1 hit die are far better off attacking fighter characters by grappling than by normal combat, if the creatures can flank or surround the fighter.

It is hoped that these rules will provide an interesting addition to normal AD&D combat. Although grappling and pummeling melees take longer to conduct than normal melees, the frequency of weaponless combat melees should be sufficiently low so that a typical adventure will not be unduly lengthened. Above all, it must be remembered that common sense must be used when applying these rules to monsters.

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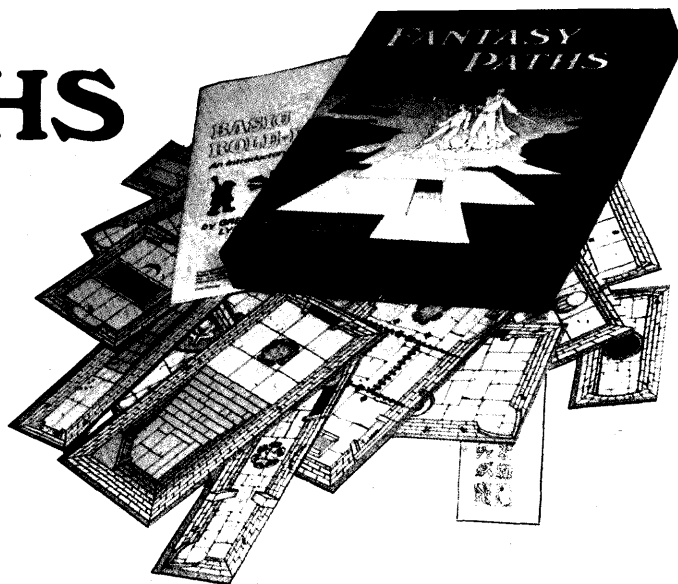
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Call of Cthulhu is a challenge

Reviewed by David Cook

"Ph'nglui mglw'nafh Cthulhu R'lyeh wagh'nagl fhtagn." ("In his house in R'lyeh dead Cthulhu waits dreaming.")

Well, one would hope so. But with the release of *Call of Cthulhu*, the new role-playing game by Chaosium, Inc., there is no telling where Cthulhu or his hideous minions might appear next.

Call of Cthulhu sells for \$20. However, Chaosium has tried to make it worth the money. The large box contains the Basic Role Playing rules, a 96-page *Call of Cthulhu* rulebook, a 32-page Sourcebook for the 1920's, a folder of character sheets, a large map of the world, a sheet of uncut character and monster pieces, and the dice necessary for play. Even so, there is still space in the box to carry extra papers, a useful Lovecraft paperback or two, and other materials.

Call of Cthulhu is based on the writings of Howard Phillips Lovecraft. Composed during the 20's and 30's and sold to the pulp magazines, these stories were combinations of gothic horror and supernatural fantasy. Appearing or mentioned in many of them were a group of beings or gods created by Lovecraft — Hastur the Unspeakable, Mi-Go, Nyarlathotep, and others. Best known of these was Cthulhu, an octopoid being of great evil and horror. Most of these creatures and gods were fortunately long forgotten or barred from mankind. However, secret knowledge of them did exist — in books, carvings, old ruins, and certain families. Typically, a story would have the main character discovering an evil plot to summon one of these beings or lost lore leading to their discovery. Also typically, the main character would go insane or only barely keep his sanity after defeating the horrible menace, if only for the moment.

The game is based on these ideas and beings, and has to work within these limits. These limits create difficulties that require solutions not found in other games. Therefore, the game is more than just hunting monsters, going on commando raids, or gathering treasures. Characters must research, plan, and try to prepare for the worst.

Sometimes the limits create problems the rules can't solve. Player characters have a tendency to die or go insane rather quickly, making it hard to keep a good character around for long. Also, there is no good way to force the player characters to conform to those types Lovecraft described. Lovecraft's characters seldom carried guns or other weapons — but try to convince a player not to carry a weapon when he knows he's going to face dangerous foes and terrible monsters!

In the game, a player can be either an Investigator (player character) or the Keeper (the judge). Investigators are created by rolling dice for the characteristics of Strength, Dexterity, Intelligence, Constitution, Charisma, Power, Size, and Education. Unique and very important to the game is the characteristic of Sanity. It is not rolled for, but multiplied from Power. Next, the player picks an occupation, either from those in the rules or one the Investigator and Keeper agree on. This occupation defines the skills the player may choose to increase, by adding percentage points to some of the more than 50 different skills. Finally, after calculating money and purchasing items, the Investigator is ready to go. Creating a character can be a long process, but the wide range of choices allows each player to tailor an Investigator to what he or she wants it to be.



The Keeper does the normal work of a gamemaster. He or she reads the rules, creates a scenario, and runs the game, handling all the NPC's and monsters the Investigators meet. The Keeper starts the game by giving mysterious clues, a job, or a strange incident for the Investigators to investigate. From there, they gather more information, visit libraries, talk to locals, and make plans. This may take up the greater part of some adventures. Once they think they know what's going on (and they're usually wrong), they go into action, hoping that whatever they meet won't drive them mad. Here is where Sanity is important. All of the monsters are so terrifying and horrible to the modern mind that the mere sight of one of them can drive a character screaming into the woods. In the game, whenever a character encounters (sees

or reads) something abnormal, the player must make a "sanity roll." Failure can mean temporary or permanent insanity. The rules include a nice, well described list of insanities and phobias.

Preparing all this, though, is a lot of work for the Keeper, and not all of it is easy. There are many rules to read: first, *Basic Role Playing*. Only 16 pages, it will be easily skimmed by experienced players. Unfortunately, although simple, it is not all basic. Important rules are sometimes hard to find, and much is left to the judge's discretion. Next, the Keeper must read the 96-page *Call of Cthulhu* rules. Fortunately, not all the rules must be read before playing. If no monsters or spells are used, the Keeper can skip these sections and read them later.

For the most part, the rules are clearly written, but problems do occur. There is no explanation of "Universal" under Investigator Occupations, allowing a Keeper to think it is an occupation in itself. Usages of the term "permanent insanity" are confusing. The rulebook and character sheets list different base chances for success on some skills. There are several errors in the monster statistics where the listed die roll for a statistic and the average of the die roll do not agree. Only close reading of the text and the use of judgment solve this problem.

There are also nine pages of appendices and a virtually unreadable railroad map, all of limited value. The appendices appear to be notes, random articles, and unfinished designs. Some, made more complete, could be quite useful. Others seem to have no purpose. This space could have been put to much better use by expanding the rule structure; there are no provisions in the rules for such things as universities, consulting specialists, police, or even doctors and hospitals.

Another weakness of the game is the incompleteness of the combat system. There is a small list of weapons (enough different types for the player characters), but there are no rules for how to deal with cover, movement, surprise, or other situations that might affect the accuracy of a shot. Such situations are not even mentioned, and it seems this is at least partly intentional; several times the author indicates that gunplay is not supposed to be the solution to the problems the investigators encounter. But at the same time, the author suggests that most of the Investigators' adversaries will be human. Certainly this will lead to shootouts in many games.

The rulebook does have its strong points. Three ready-to-play scenarios, complete with maps, are provided. These are well planned and can obviously be

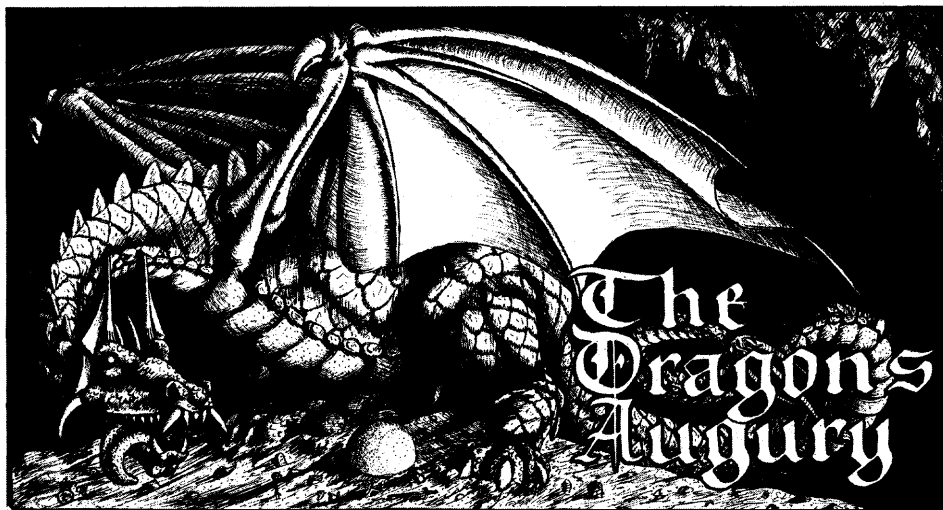
used as a starting point for further adventures, created by the Keeper. The author also wisely avoids random encounters and discourages random die rolls throughout the rules. For this type of game, everything should be prepared in advance. An unplanned event (dictated by the dice) can ruin a perfect adventure. Important information is almost always clearly marked in the text, and there are many examples to explain rules. A complete table of contents is printed on the back cover, a player aid overlooked by many other games.

The Sourcebook of the 1920's is the weakest part of the set. It, like the appendices, appears to be notes and unfinished design work. Some of it — the sketch maps, timelines, biographies, and traditional monsters — is quite useful and fairly complete. Other sections give too little information to be of use. The table for distances between U.S. cities is fine for finding distances between New York, New Orleans, and San Francisco, but is of little use for anywhere else in the country. Finally, there is an entire section giving an alternate character generation system. Inadequately explained as to how this fits into the rest of the rules (or why it is given), it only serves to confuse.

The Sourcebook could have served a better purpose — providing background from Lovecraft's stories. This brings up a major shortcoming in the rules. The author of *Call of Cthulhu* seems to make one assumption throughout — that the Keeper will already know a great deal about the Cthulhu stories. In practice, however, even Keepers familiar with the stories have found it necessary to reread the books, extracting descriptions, place names, and the general feeling of the stories. This problem is made worse by the casual mention in the rules of places or things without adequate explanation. If the Sourcebook contained this information, it would be of greater value.

The most serious flaw in the game is the lack of rules for NPC's. The rules do say, and quite rightly, that Investigators should seldom meet any of the monsters listed. Doing so will often result in Investigator death or insanity, not a pleasant prospect for a player. Therefore, the Investigator will be dealing with and battling NPC's. However, there is nothing given in the rulebook about creating interesting NPC's. There is no quick system for generating NPC characteristics and skills. There are no suggestions for what NPC's will know, how they will be armed, or what (or why!) they are doing. This lack of information puts an extremely large burden on the Keeper and makes it especially hard to create NPC's that will keep the players' interest. There should have been a section devoted to this in the rules.

In the long run, the success of the game will be judged on the accuracy of



the Cthulhu information. And here the author seems to have done very well. The introduction states that *Call of Cthulhu* uses primarily Lovecraft's stories, with other writers' works used only when the author of the rules found them interesting or useful. Certain objectionable post-Lovecraft material has been specifically excluded as not being in the spirit of Lovecraft's work. The information is well researched and generally accurate. Quotes are used in the text to highlight some facts, and the world map includes Cthulhoid places to explore. In this regard, the game stands up well.

It is difficult to either love or hate the game. When played, it's fun. Some players find it challenging to see if they can

remain alive and sane long enough to defeat their foes. Other players actually enjoy trying to go insane. The game has a broad scope for role-playing skills, from quiet researcher to raving madman. For the Keeper, the game is much more trying. The Keeper finds it necessary to fill the gaps in the rules with quick solutions and use lots of creativity and time to create or gather information and ideas for scenarios. It is a good game for experienced role-playing gamers and ambitious judges, especially if they like Lovecraft's type of story. However, those players and judges just getting into role-playing or who have never read a Lovecraft story are well advised to wait on this game until they have more experience.

Hitler's War puts European theater onto a small stage

Reviewed by Tony Watson

My first contact with *HITLER'S WAR* came when Keith Gross, the designer, asked if I would like to work as a playtester during the development of the game. It certainly aroused my curiosity, and I accepted — however, with one caveat: I am a long-time fan of Avalon Hill's *Third Reich*, and since this new game was to cover essentially the material at about the same scale, I doubted I would find it any better than second best behind my favorite. Though I had a strong admiration for Keith Gross's design talents, I felt that *Third Reich* had written the book on how to put WWII grand strategic European warfare into a game format.

In many ways, I was wrong about that. As I saw in playtesting and again in my play of the game after it was published, there are indeed some new angles on approaching WWII in Europe. I still admire the AH effort, but *Hitler's War* is a game I will probably play more often.

Hitler's War is one of Metagaming's

relatively new line of large-format games, number 1 in the Metahistory™ series. The total package marks an important improvement quality for this company's products: The map is printed in three colors, as are the counters, and the latter are now of standard thickness and die-cut. The 24-page rulebook is amply illustrated and remarkably free of glitches, typos and misspellings. The rules text is made more clear by some diagrammed examples of play.

Perhaps the most salient physical limitation of the game is that important charts are found only in the back of the rulebook, which can cause considerable wear and tear on the booklet after a short bout of page-flipping. A pull-out sheet containing all the important charts and tables (either in addition to, or instead of, printing them inside the rules) would have been a better alternative.

Played in the full campaign version with all the advanced rules in use, *Hitler's War* allows either two or three players to manage the entire course of the war in

Europe. Players make decisions on a wide range of matters, from the movement and employment of army groups, to production allocation and technology strategies. The relatively short body of rules covers a broad range of topics, including such esoteric subjects as national morale, strategic missiles, partisans and atomic bombs.

The rules are structured so they can be learned a bit at a time. The first scenario deals with Barbarossa and the four bitter years of fighting between the Germans and Russians. The Eastern front was far and away a land struggle, and serves as a good vehicle to introduce the game's most basic and important rules, those concerning land movement and combat plus the rules pertaining to production.

Positioning and movement of forces in *Hitler's War* is rather innovative. There are no "units" *per se*, just twelve army group counters for each side that are used to "hold" strength points of mechanized and infantry forces. (Only these two types of forces are used in the Barbarossa scenario, though others are added later.) There is a limit of 10 strength points per army counter, though the specific composition of each force is up to the owning player. Movement is simple, and covered in only one short paragraph in the rules. Movement is essentially unlimited between controlled hexes; strength points can be shuffled about at will, transferred between armies, and the armies themselves can be created and disbanded freely.

Land combat is a mixture of attack, defense and movement. The attacker declares which of his armies will attack adjacent enemy armies. The defender is given the first fire. He totals the number of strength points (SPs) in the defending army, consults the appropriate column of the Combat Results Table (CRT) and rolls a die. The result is the number of SPs the attacking army must lose. After the defender fires, the attacker may do so, possibly with a smaller SP total due to the defensive fire that just took place.

After all initial firepower attacks are made, the attacker may attempt to advance into the hex being attacked. The success of an attempt to advance depends on the number of defending SPs in the hex and the number of mechanized points in the attacking army.

What imparts a sense of *blitzkrieg* to the game is that armies can continue to make advance attempts in the same turn as long as they keep succeeding. Thus, armies with a high proportion of mechanized SPs can, with a little luck, make sustained and deep penetrations of enemy lines. Since cutting off enemy supply lines is an important tactic, especially on the plains of Russia where some truly large forces clash, mechanized advancement is a key part of the game.

Production is a prominent factor, as befits a simulation on this scale. Certain

hexes contain industrial units (IUs); some, like the heavily industrialized Ruhr valley and the multi-hex area representing Siberia, contain more than one IU. After a side's movement and combat are completed, the number of IUs it controls determines its budget for purchasing new SPs and repairing IUs that have been devastated by advancement. IUs are also important as supply sources.

The Fall of Germany scenario, which follows the Barbarossa scenario in the rules, depicts the waning days of the Third Reich. It adds the Western Front to the game and incorporates a number of new rules to cover sea movement and amphibious actions.

Sea movement is handled very simply; basically, each side may transfer a certain number of SPs through sea hexes, depending on the body of water in question. Lines of supply can be traced overseas as well, an important factor for the Allies once they make their landings. Amphibious assaults are dealt with in more detail. A force's capacity for assaults is represented by amphibious Strength Points, which are created just like other SPs and count against the 10-point limit of SPs per army. Armies that are at least half amphibious may assault coastal hexes. To make good the landing, the assaulting force must successfully advance inland.

Finally, this scenario introduces forts. While expensive to produce, fort SPs absorb losses from fire directed against their hex, up to the number of fort SPs in the hex.

Hitler's War really only comes into its own in the campaign game. The basic campaign covers the war from 1939 to 1945 in four-month turns. It utilizes all the rules of the first two scenarios, and adds some sections dealing with the political aspects of the war, such as neutrality, entry into the war, and surrender.

In the two-player campaign game, the Allies win if Germany falls on or before spring '45. In the three-player game, with a separate player for the Soviet Union, victory is determined by a ratio of owned IUs, either upon Germany's surrender or by the summer of 1945.

The basic campaign game works fine, but the advanced campaign game adds the chrome and options that make a good game into an excellent one. Many of the advanced rules concern new types of units. Submarines and strategic bombers (included with their correspondent counter-measures, anti-submarine warfare and air defense) are used to attack enemy production centers. Two new types of army SPs are tactical airpower and paratroops. Tac air can stack in armies beyond the 10-point limit, providing needed strength in situations of limited frontages. Paratroops can be used as infantry or may be "dropped" in mechanized advancement.

Also included in the advanced game

are fleet strength points, supplanting the very abstract rules in the previous scenarios with more substantial, if simplistic, rules. Naval combat is possible, as well as interception of amphibious operations. Both sides can build strategic missiles (V-1s and V-2s and the like) for use against enemy IUs or the enemy's national morale. Finally, there is even the possibility of atomic bombs coming into play. These weapons can have especially deleterious effects on armies, IUs and national morale.

The opposing coalitions in *Hitler's War* don't start out with atom bombs, of course. These weapons, as well as effective production of other types of SPs, are the result of a very clever technical sequence. The system employed is similar to that used in Metagaming's *Air Eaters* series of games (no surprise, since they share a common designer). A player may allocate some of his IUs to R&D (Research & Development). An expenditure of two IUs allows a player to make a die roll, with success indicating a raise in tech level for the specified SP type. Some items, most notably A-bombs, cannot be built until a certain tech level is obtained.

How does *Hitler's War* compare with *Third Reich*? First off, the Avalon Hill game is much nicer physically, but this is to be expected since it is much more expensive. *Third Reich* treats land combat in more detail. There are more hexes, a greater unit density, and considerably more involved mechanics, imparting a much more "tactical" feel to the game. On the other hand, *Hitler's War* treats strategic warfare against enemy production in a more interesting manner. I found the production rules in *Hitler's War*, including the technology section and the geographically based IUs (as compared to the more abstract Basic Resource Points used in *Third Reich*), to be more challenging.

Perhaps the biggest practical difference in the games is the time needed to play. With its smaller map, fewer counters and simpler rules, a full campaign game of *Hitler's War* will take five or six hours for experienced players; the same version of *Third Reich* could easily take twice that long.

Hitler's War is a game of options, of grand strategic decisions. The players may recreate history, but are not doomed to repeat it. The technology and production rules allow players to tailor their forces to suit the sort of strategy they wish to follow. For gaming enthusiasts with any interest in World War II and/or grand strategic conflict, *Hitler's War* is highly recommended.

Hitler's War comes boxed with 360 counters, a 17 x 22-inch map, three record sheets, a rule book, and a six-sided die. It sells for \$6.95 and is sold in game and hobby stores or direct from Metagaming, Box 15346, Austin TX 78761.

8th Annual Strategists Club Awards for "Creativity in Gaming"

Each year at this time, Dragon Publishing sponsors voting for the annual Strategists Club Awards for "Creativity in Gaming." This August will mark the eighth anniversary of the Awards, and once more we turn to you, the gaming public, to vote for those games and gaming aids deserving of recognition.

Votes will be collected and tabulated between now

and August 1st, with the awards being presented at the GenCon® XV Convention, August 19-22 at the University of Wisconsin-Parkside, between Racine and Kenosha. Those wishing to attend the Strategists Club Banquet and awards presentation should make reservations now by contacting GEN CON® XV, P.O. Box 756, Lake Geneva WI 53147.

WHO MAY VOTE, AND HOW:

Anyone reading this ballot in any of the magazines or publications in which it appears is eligible to vote — but each person can only vote once. The voter's name and address must appear on the ballot; failure to do so will invalidate the ballot. If a voter doesn't want to remove the ballot from the magazine, choices may be recorded on a postcard by listing them in the order in which the categories appear on the ballot itself.

ONLY ONE CHOICE IN EACH CATEGORY IS ALLOWED. Ballots must be received by **August 1, 1982**, and should not be sent in along with orders for magazines or any other business concerning Dragon Publishing.

Mail all ballots:

Strategists Club Awards
c/o Dragon Publishing
P.O. Box 110
Lake Geneva WI 53147

IMPORTANT: In all categories, vote only for products released and made available during 1981. Second printings, re-releases, etc., of products which were available prior to 1981 do not qualify for 1981. Revised editions

of earlier products may be eligible for an award if, in the opinion of the Strategists Club membership, the revisions are substantial enough to consider the revised edition as a different product.

OUTSTANDING GAME OF 1981

BOARDGAME CATEGORY — for any game designed to utilize a playing surface to regulate or record position or movement of playing pieces during the play of the game, as opposed to a surface used only as a graphic or visual aid.

OUTSTANDING GAME OF 1981

ROLE-PLAYING CATEGORY — for any designed to require role-playing on the part of game participants, and not requiring a playing surface like a boardgame.

OUTSTANDING GAME OF 1981

OPEN CATEGORY — for any game which does not qualify for either of the two above categories.

OUTSTANDING GAME PLAY-AID OF 1981

For any product designed to assist, expand, or otherwise facilitate the playing of an existing game (excluding gaming magazines, newsletters, house organs, etc.).

OUTSTANDING MINIATURES RULES OF 1981

OUTSTANDING MINIATURE FIGURE LINE OF 1981

Either the entire line or the major portion of it must have been released and made available during 1980.

OUTSTANDING PROFESSIONAL GAMING MAGAZINE OF 1981



Off the Shelf



Russian author gives new twist to old themes

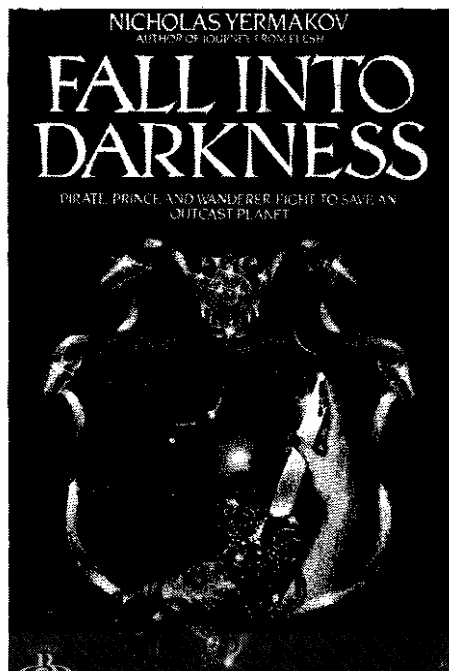
FALL INTO DARKNESS
Nicholas Yermakov Berkley
\$2.50 0-425-05191-9

Fantasy and science fiction that uses historical reality as a springboard is not a new concept. Even more common are "make-believe" worlds that seem too much like 20th Century America catapulted backwards or forward into time or in and out of this dimension or that.

Nicholas Yermakov turned to fantasy for a format for his third novel and followed this tried and true practice. Yermakov, however, came up with a new twist, at least for Western readers: His new book is a *Russian* version of the above.

Novi'kavkaz is a planet settled by Russian space pioneers that is regressing towards barbarism. Its citizens have lost the knowledge of how to run the machines produced by its once advanced culture, although a few artifacts remain: Lasers are handed down, generation to generation in aristocratic families in a world where pirates in wooden ships ply the seas.

The story centers about a professional



warrior, S'rakhin, and his family, particularly the sons that succeed him in a quest to regain lost honor and station in life. The villain, and cause of the hard times, is J'endar, who attempts to gain control of the kingdom.

This is a routine enough plot, but Yermakov makes the most of it. *Fall into Darkness* is a sly, political book, that is not only entertaining on the surface, but also unfolds to reveal a telling commentary on American life.

One reason for the book's success is its treatment of minor characters. All receive lives and thoughts of their own; they are never ignored, and instead are allowed to interact and affect the central characters.

Fall into Darkness is a tight, finished work by an author making his debut in the genre. While some writers might have left holes in the book that could be milked for sequels, Yermakov is not that type of craftsman. Thank goodness.

THE DEADLIEST SHOW IN TOWN
Mike McQuay Bantam Books
0-553-20186-7 \$2.25

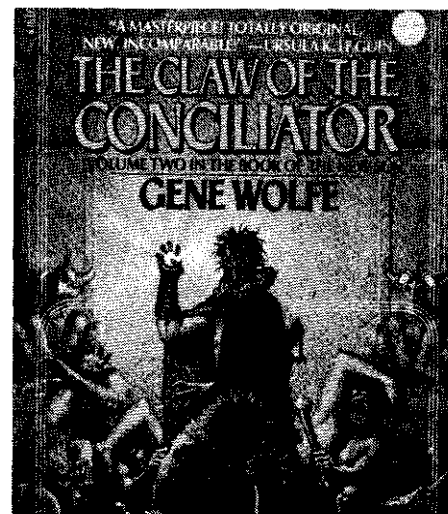
At the top of the list of the sequels released recently is the third novel in Mike McQuay's Mathew Swain series *The Deadliest Show In Town*. Tying in nicely to the end of the last novel (*When Trouble Beckons*), *Show* opens with Swain taking a contract from the Fish Man, the head of a media conglomerate that "plays with reality like a baby plays with fire." The story again drags Swain into a struggle between the rich and the helpless, with his actions, as always, weighing directly atop the fulcrum.

Of all the futuristic detectives over the years, McQuay's is the best. Swain's adventures get better and better, while the wait between each one just seems to get longer and longer. *Show* is the best one so far; not only is it good mystery writing, but it is good science fiction and social commentary as well.

THE CLAW OF THE CONCILIATOR
Gene Wolfe Timescape Books
0-671-41616-2 \$2.75

Gene Wolfe's second *The Book Of The New Sun* novel is out in paperback, and it is a must for the dedicated fantasy buff.

The scope encompassed in a Wolfe story is always too broad to paraphrase quickly without losing most of its flavor; but for those who haven't heard of Wolfe's



work, the story of the *Conciliator* goes as follows: Severian, a young torturer banished for the sin of mercy, gains the powers of an ancient relic. With this he journeys to exile in a magical world a million years in the future.

"The Book Of The New Sun" is a series destined to be a classic. For those who haven't read "The Shadow Of The Torturer," pick that one up first. For those who have, Severian's further adventures are just as good as his earlier ones.

THE RESTAURANT AT THE END OF THE UNIVERSE
Douglas Adams Harmony Books
0-51 7-545357 \$7.95 (Hardcover)

Only one science fiction/fantasy comedy is funnier than the now famous *The Hitchhiker's Guide To The Galaxy*, and this is it. Doug Adams takes his original characters along even insaner paths than before. This time, the improbability drive blasts them from existential elevators and paranoid robots, to Milliways, the restaurant at the end of the universe. This is not at the "edge" of the universe, but at the end of it. Complete with drinks and a boorish lounge singer/announcer, the holocaust ending of all existence becomes just another night on the town for Adams' travelling foursome.

Once again, Adams delivers a healthy dose of nutty spoof, letting a great deal of air out of the pomposity of the science fiction and fantasy genres. Another one that should be on everyone's "don't miss" list.

THE BOOK OF PHILIP JOSE FARMER
Philip Jose Farmer
Berkley Science Fiction
0-425-05298-2 \$2.50

A reviewer must admit certain things about Farmer's work. He is one of the grand masters of science fiction/fantasy. His concepts are more than sweeping; they are infinite in their scope. (Roger Zelazny freely admits that his entire Amber series came from the tiniest of details from a Farmer idea.) On balance, however, Farmer's execution of an idea is often not as good as the idea and the ring of his prose can be flat.

This is not one of those times. Out of print for a decade, *The Book Of Philip Jose Farmer* contains some of the finest science fiction and fantasy stories ever written. Each is introduced by Farmer, and three stories recently printed elsewhere were replaced with newer stories that are also excellent.

Berkley went to a lot of trouble for this book. Besides the above, they clothed it in one of the best covers ever produced for a genre paperback. Newcomer James Warhola has painted a remarkable scene, capturing Farmer and his work better than anyone ever has. (The fact he obviously read the book puts him ahead of some illustrators.)

All in all, it is a masterful collection, one that should shortly become as hard to find as was its original printing ten years ago. This is one to be searched out and purchased right away.

DURANDAL Harold Lamb
Donald Grant, Publisher
0-937986-45-3
\$15.00 (Hardcover/Trade Edition)
\$35.00 (Hardcover/Deluxe Edition)

"Durandal" was the name of Roland's sword. No one knows what happened to it after the warrior-hero's death, so master historian, Harold Lamb, author of numerous historical biographies and books on the Crusades, decided in the early 1920s to weave his own myth about the sword.

The story opens in the camp of Theodore Lascaris, emperor of the Greeks who also commanded 800 Frankish knights. In the opening pages, we see the emperor's armorer stalking the camp, looking for a warrior to ride in the emperor's place during the next day's battle. He chooses a young Frank, Sir Hugh of Taranto, supposedly a direct line descendant of Charlemagne the Great.

Sir Hugh takes the emperor's place, but does not suspect that the Frankish crusaders are not meant to survive the battle. They are meant only to soften the Arab lines for the Greeks.

Lamb took actual historical events and connected them with speculation and wit, twisting facts with myth and fiction, delivering a gripping drama to his au-

DURANDAL



HAROLD LAMB

dience. "Durandal" is filled with epic battles, court intrigue, dark motives, and all of the other flags of good pulp fantasy.

Like all Donald Grant books, this one is illustrated, not with just a cover, but in the sense of the beautifully laid-out books of the past. Besides the chapter opening blocks, and the inner cover art, there are six full-color illustrations, drawn by Alicia Austin and colored by George Barr. Together the two have created a stirring set of plates, rich in detail to the point of marvel. Each one is covered with tapestries, flags, shields, capes, et cetera, anything which can be lavishly embroidered by the artists.

To get this or any Donald Grant book, check the shelves of your local specialty bookstore or send a self-addressed, stamped envelope to: Donald M. Grant, Publisher, W. Kingston RI 02892, asking for his catalog.

BENEATH AN OPAL MOON
Eric Van Lustbader Berkley Books
0-425-05080-7 \$2.50

The bestselling author of *The Ninja* and *The Sunset Warrior* cycle has done it again. His newest novel is a shattering fantasy, filled with as many surprises and twists as most are with cliches.

The novel begins on Green Dolphin Street, setting a sort of Sherlock Holmesian mood. An intrigue is begun with mysterious figures meeting in shadowy rooms, making obscure references. There is a grisly murder, and the novel's attention shifts to Moichi Annai-Nin, bond-brother of the Sunset Warrior.

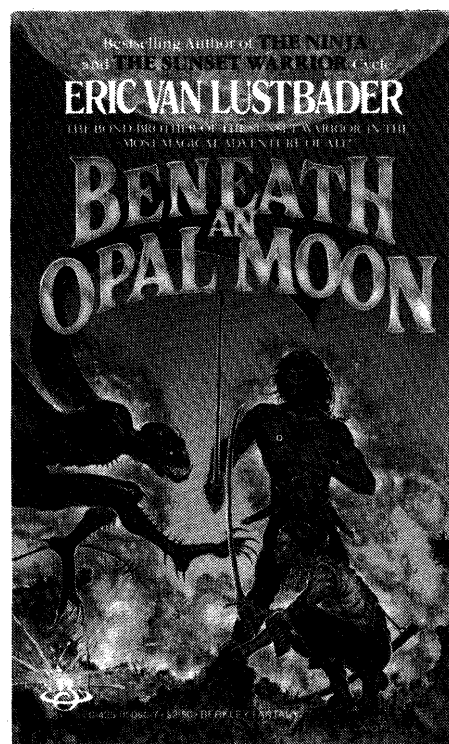
A friend of Moichi's, Kossori the musician, joins him in trying to unravel the mystery behind the murder, which

threatens to destroy the peace of their kingdom. Together, they find and rescue a beautiful woman who should be able to provide them with the answers they need. She is kidnapped, however, and Kossori slain before they can test her story, or even discover any more clues as to what is going on.

Moichi, aided by Chiisai, a beautiful warrior woman, sets out to discover who is behind these events.

On the surface, *Beneath an Opal Moon* is as traditional a fantasy novel as one can hope for. One does not have to dig too deeply, however, to discover what it is about Van Lustbader's work which makes him so popular. The world he created for the Sunset Warrior cycle, which he also uses in this new series, is a real one. People do not become master sword handlers overnight; people fight, and kill, and hate for small, petty, bigoted, and stupid reasons. Arrogance runs rife through many of the characters. Sex is a weapon and desire for men, while a tool and reward (to bestow) for women. In other words, it is a world a lot like our own.

Willing to kill his characters with the same whimsy as the real world, he keeps the reader off-balance by assuring them that they do not know what is coming next. People who in other books would surely become lovers because the plot dictates it — don't. Heroes who should have certain situations well in hand — might not. It is the unpredictability of Van Lustbader's worlds and people which have made him the popular figure he is. His books overflow with believability. His characters are human, his places are realistic, and his stories are great fun to read.



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-DIXIE!

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RING!

HELLO? OH, HI KIM... THAT'S RIGHT... WE'RE DOING SEX AND... WHAT? THAT'S IN OUR CONTRACT... COULDN'T WE SKIP... WHAT? NO, NO - OF COURSE I LIKE GETTING PAID REGULARLY... GOT IT... RIGHT? THANK YOU!

CLICK!

...SIR.

UM... SLIGHT CHANGE, FOLKS - I'VE JUST BEEN REMINDED THAT EACH MAY, WE'RE SUPPOSED TO BRING YOU A RUN DOWN ON NEW GAMES ON THE MARKET!

WHICH MEANS NO...

WHICH MEANS GET DRESSED.

OUR FIRST NEW GAME IS CALLED "BATTLIN' BAKERIES!" THE OBJECT OF WHICH IS TO WIN USING NOTHING BUT MUFFINS, BUNS, CROISSANTS, BISCUITS...

WAIT A MINUTE! WHY ARE WE TALKING ABOUT THIS?

WELL - IT IS A ROLL-PLAYING GAME!

YOU GO DOWN INTO A DUNGEON, FIGHT FOR YOUR LIFE, AMASS A VAST FORTUNE, AND ESCAPE. AND THEN - YOU RISK YOUR NECK ALL OVER AGAIN! WHY? WELL, IF YOU'VE EVER WONDERED WHAT DRIVES YOUR CHARACTER TO THIS SUICIDAL LIFESTYLE, THEN THE NEWEST MODULE FOR D&D AND AD&D IS FOR YOU! IT'S CALLED "HOME & HEARTH". YOUR CHARACTER COMES HOME TO A LARGE FAMILY, A MORTGAGED CASTLE IN DISREPAIR, TAX COLLECTORS, LOATHSOME IN-LAWS, PLAGUES, AND MISCELLANEOUS DAY TO DAY ANNOYANCES.

HOWEVER - TO KEEP "HOME & HEARTH" FROM BEING TOO DEPRESSING, YOU CAN HAVE YOUR CHARACTER INVITE HIS FRIENDS OVER FOR A GAME OF D&D!

FORSOOTH, BRYCE, I THINK IT'S TIME TO TRY THE OLD DUNGEON AGAIN.

BUCK UP, ED - YOU CAN'T COME BACK ALIVE EVERY TIME!



HERE'S AN INSIDIOUS LITTLE NUMBER CALLED "DUNGEON OF SOAP". IN IT, THE MONSTERS ALL ATTEMPT TO LULL YOU TO SLEEP WITH LONG MELODRAMATIC DIATRIBES ABOUT THEIR PERSONAL LIVES!

... BUT THEN MOTHER CAME DOWN WITH AN INOPERABLE TUMOR IN HER TAIL, WHICH WAS BAD ENOUGH, SINCE I'D HAD TO HOCK ALL MY TREASURE FOR HER LAST NAPALM TRANSPLANT, BUT AT THE SAME TIME MY FIANCEE RAN OFF WITH A CHINESE DRAGON WHO WAS HIDING IN MY CAVE BECAUSE HE'D BEEN FRAMED FOR TORCHING A LOCAL VILLAGE THAT HAD OWED ME MONEY FOR ... UH WELL... ANYWAY, THE DRAGON THOT I WAS GOING TO TURN HIM IN FOR A REWARD! BUT HE LE

MOST VICTIMS - THUS TRAPPED, PREFER SUICIDE.

MERCY!

ARGH!

WORMY APPEARS BY KIND PERMISSION OF DAVID TRAMPIER

IN "VEGETABLE WARS", PLAYERS BECOME DIFFERENT PLANTS COMPETING FOR CHOICE ACREAGE. IT'S A GAME FOR YOU BUDDING TACTICIANS OUT THERE!

WHEN THREATENED, MY FAVORITE STRATEGY IS TO MAKE LIKE A TREE - AND LEAVE!

I'M NOT OVERLY FROND OF THIS GAME.

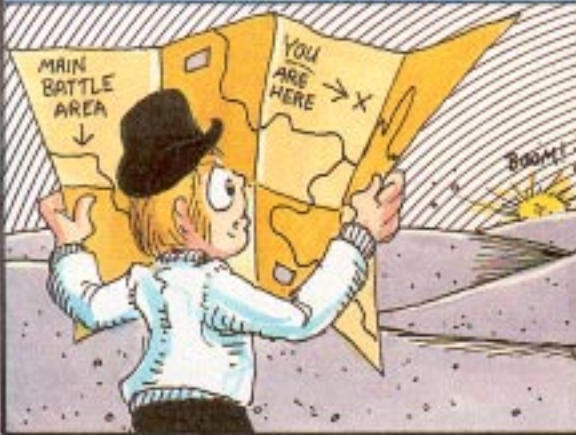
I'VE SEED WORSE.

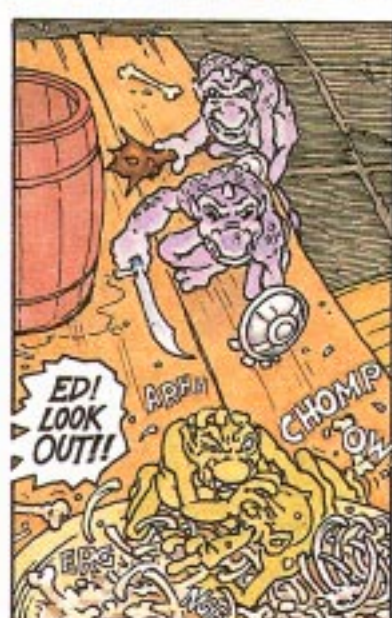
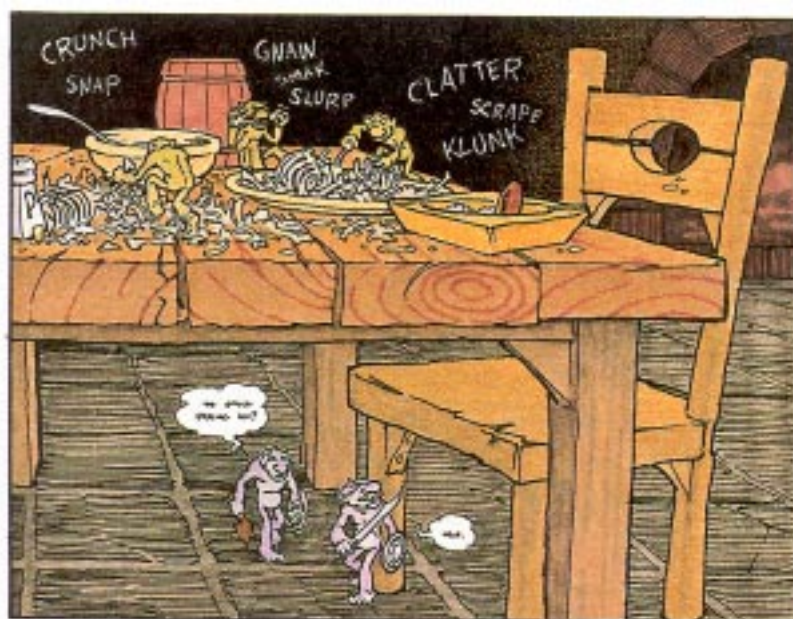
I'M ROOTING FOR THE HOME TEAM, MYSELF.

OUR FINAL ITEM IS CALLED "THE BIG GAME". THERE ARE ANY NUMBER OF GAMES THAT MAKE YOU THE COMMANDER OF A VAST ARMY... "BIG GAME" LETS YOU KNOW WHAT IT'S LIKE TO BE A PAWN.

AT RANDOM INTERVALS YOU RECEIVE CRYPTIC INSTRUCTIONS THAT NEVER REVEAL WHAT IS GOING ON ELSEWHERE IN THE GAME. IT'S VERY EDUCATIONAL...

... BUT IT GETS KIND'A DARK WHEN THEY PUT YOU BACK IN THE BOX.









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