

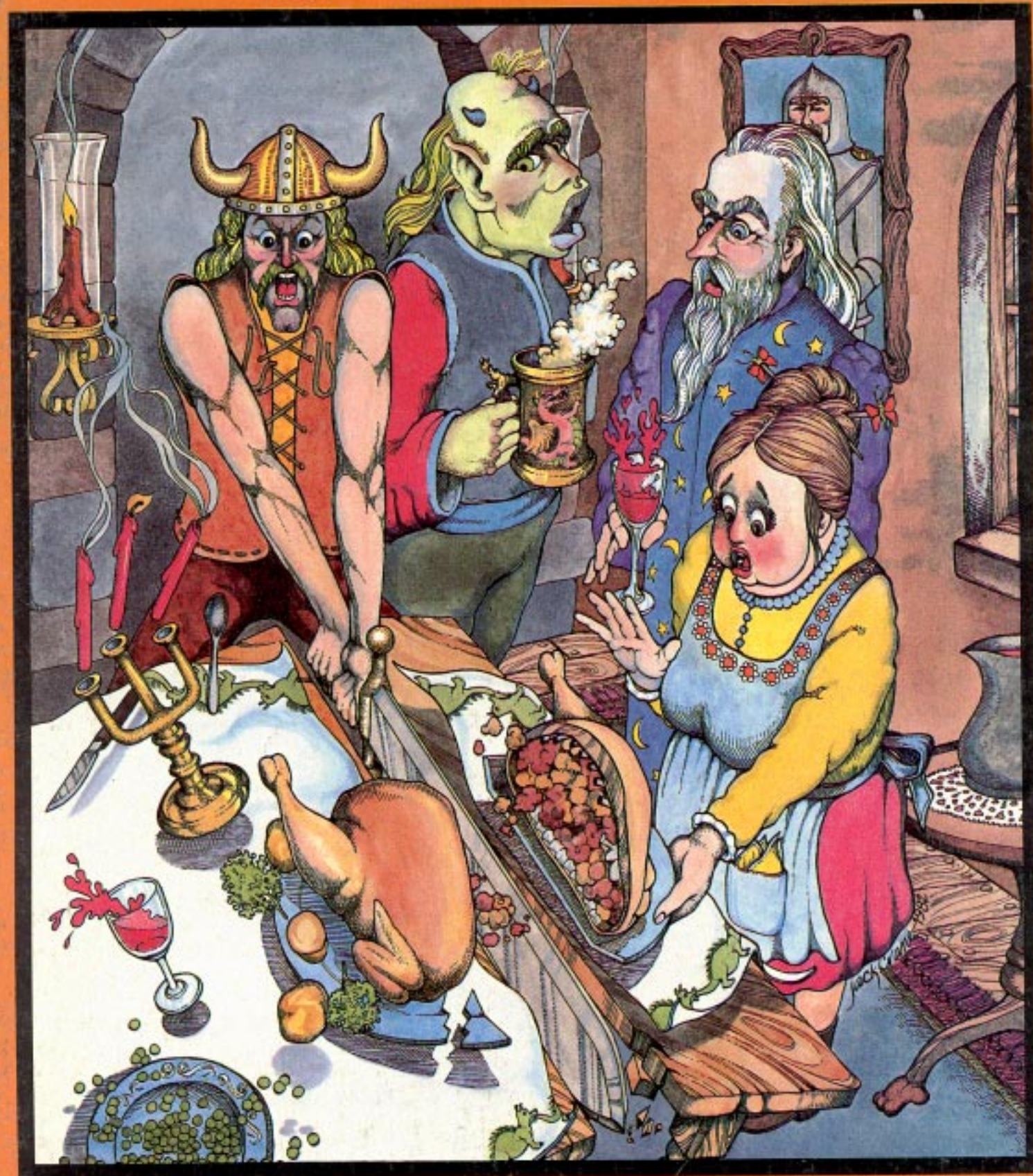
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Signature: Mike Cook

Dragon Publishing has a new boss, and DRAGON™ Magazine has a new publisher.

The man at the top is Mike Cook, formerly the head of the Education Department at TSR Hobbies, Inc. Now, as Executive Vice President in charge of the Dragon Publishing division of TSR, Mike is responsible for making big business decisions (the kind editors are scared of) and overseeing the activities of the division as a whole.

He also assumes the title of publisher of the magazine, which has traditionally been held by the person in charge of the division. Mike won't be taking a major role in the production of DRAGON Magazine, and there are no plans to change what's printed between these covers just because the publisher's name has changed.

Mike moved into the job previously held by Jake Jaquet, who has been hired by Crystal Publications Incorporated of Crystal Lake, Ill., to serve as the company's president and the publisher of its forthcoming periodical, GAMEPLAY Magazine.

I worked with Jake for three years; as of this writing, I've worked with Mike for three weeks. I consider both of them friends, and I wish both of them good luck in what they're doing — because I think they already have all the skill and talent they need.

KMohan

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Just in case anyone was thinking that there are no more frontiers to be crossed, we offer this issue of DRAGON™ Magazine as proof that the "state of the art" in fantasy role-playing (AD&D™ gaming, in particular) is still advancing, and has yet to tax the limits of our writers' imaginations.

As voluminous as the AD&D rules already are, there are plenty of ways they can be expanded and embellished. E. Gary Gygax, the creator of the AD&D game, makes that point more strongly than ever by revealing dozens of all-new spells for the magic-user class in *From the Sorcerer's Scroll*. The roster of new spells is so long that we had to break the presentation into two parts, saving the 5th-9th level spells for next time.

And to expand your gaming consciousness in another direction, there's a *loong* treatise by contributing editor Roger Moore on what it's like to adventure on the Astral Plane. The article, annotated by EGG himself, is wrapped around an AD&D scenario called "Fedifensor"—an idea of what an adventure on the Astral Plane might be like. It's not a full-fledged "astral module" (the state of the art isn't quite that advanced yet), but a DM who supplies a hefty dose of imagination, and applies the principles in Roger Moore's article, can make "Fedifensor" an adventure that will test the mettle of even high-level characters.

The prolific Mr. Gygax is also responsible for four other features that help to fill out this issue's 80 pages: the first installment of his descriptions of the deities and demigods of the WORLD OF GREYHAWK™ Fantasy Setting; another of his regular *Featured Creatures* columns; an essay primarily dealing with what's "official" and what's not; and a last-minute addendum to his regular column material, in the form of a return letter to all the readers who've sent in their reactions to the new character-class proposals published in issue #65.

After all of the aforementioned articles were shoehorned into place, there wasn't space for too much else — but we did manage to slip in a set of "Spy's Advice" questions and answers by TOP SECRET® game author Merle Rasmussen; a brief look at some unusual kinds of spiders, adapted for AD&D use by Gregg Chamberlain; the first installment of a new review feature, *The Role of Books*, by Lew Pulsipher; and a piece of fiction by Gillian FitzGerald that offers the best reason we know of for not letting a black cat cross your path — because that animal might not be just a cat. . . . — KM

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Not a hammer

To the editor:

Christopher Townsend's new proficiency system (DRAGON #65) looks like a well thought out replacement for the official one. Although the system in the Players Handbook is not really in need of replacement, it is an interesting alternative.

However, I did find an error in Mr. Townsend's categorizing of weapons. As anyone who owns the AD&D Dungeon Masters Adventure Log should know, since it illustrates many lesser-known weapons, a lucern hammer is not an un-edged bludgeon weapon, but rather is a spiked, 5' long pole arm, and would therefore belong in Mr. Townsend's Short Pole Arms category. I can understand the mistake, though; I once played in a campaign in which the DM allowed clerics to use them, not realizing what they were!

David MacKenzie
Bethesda, Md.

We're human, just like Mr. Townsend, and we make human-type mistakes. (And we seem to keep finding new ways to illustrate that point all the time.) Needless to say, we failed to spot the error — and, also needless to say, that won't be our last mistake. . . . — KM

'Common errors'

Dear Editor:

DRAGON #65 contained an article on "The Missing Dragons." I would like to point out a few common errors in this type of article which, if they were cleared up, would improve the game and the monster in question. Writers tend to make the monster shrouded in myth. They do this by ascribing information to sages, bards, long-dead wizards, etc. Frankly, this is just trite. The monsters in the Bestiary, et al, are meant as part of text on the subject of monsters. Thus, the monsters's stats and history should not be vague. [Just say that] The monster came from some locale, has such and such attacks, etc., and leave out the mystery.

These dragons have very powerful attack forms when one looks at the consequences of their breath weapons. Imagine, however, how it would be to have a red or a black dragon breathe in your face. This would be like being directly exposed to a flame thrower or a mixture of nitric and sulfuric acids. However, the red and black dragons simply do damage and do not blind or melt the face of the target.

The point is that the AD&D system is not a simulation, it is a game. Certainly we can look at our current knowledge of chemistry and biology and know the consequences of sodium chloride fired into someone's face. We would also know how to give artificial respiration, as is suggested in the article. But alas, medieval man did not know these things.

Further, the attacks of the Yellow, Orange, and Purple Dragons' breath weapons provide hit location specifics that are not part of general AD&D rules.

Even though these monsters are not "official," many readers take DRAGON Magazine articles as gospel. Inclusion of vague histories, suppositions, and hit location attack forms makes the game more difficult to play and in fact breaks some of the general rules that created the game.

Lenard Lakofka
Chicago, Ill.

In retrospect, I can appreciate Len's criticisms and most of his points of view. In defense of what we do (and in defense of the author of the maligned article), I must point out that it is neither possible nor desirable for all the material in DRAGON™ Magazine to be of "official" quality. And we've made the point often enough that the words we print are not to be taken "as gospel." In one way or another, every issue of this magazine is an experiment, and a lot of the articles are experimental and speculative in nature. If you like an idea, use it and enjoy it. If you don't, there'll be more ideas to choose from next month. — KM

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New magic-user spells

by Gary Gygax

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As with illusionists (see last issue), magic-users also have a fair number of new spells which will be delineated in the upcoming **ADVANCED DUNGEONS & DRAGONS®** Expansion volume. There are currently 62 of these new magicks, divided so as to allow random discovery/determination. These spells are given hereafter, and they are substantially in the same form as they will appear when the book is published.

MAGIC-USERS

Number 1st Level

- 31 Alarm
- 32 Armor
- 33 Firewater
- 34 Grease
- 35 Melt
- 36 Mount
- 37 Precipitation
- 38 Run
- 39 Taunt
- 40 Wizard Mark

Number 2nd Level

- 25 Bind
- 26 Deep pockets

3rd Level

- Cloudburst
- Detect Illusion

4th Level

- Dispel Illusion
- Evard's Black Tentacles

- 27 Flaming Sphere Item

- Leomund's Secure Shelter

- 28 Irritation
- 29 Melf's Acid Arrow

- Material Melf's Minute Meteor

- Magic Mirror
- Otiluke's Resilient Sphere

- 30 Preserve
- 31 Tasha's Uncontrollable Hideous Laughter

- Secret Page
- Sepia Snake Sigil

- Shout
- Stoneskin

- 32 Whip

- Wind Wall

- Ultravision

(Editor's note: The listings and descriptions for new magic-user spells of levels 5-9 will be published next month, in issue #68 of **DRAGON™** Magazine.)

SPELL EXPLANATIONS

Alarm (Evocation)

Level: 1
Range: 1"
Duration: 2-8 turns +1 t./level
Area of Effect: Up to 20 sq. ft./level

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

Explanation/Description: When an *alarm* spell is cast, the magic-user causes a selected area to react to the presence of any living creature larger than a normal rat, i.e. anything larger than about one-half cubic foot in volume and/or over about 3 pounds in weight. The area of effect can be a portal, a section of floor, stairs, etc. As soon as any living creature sets foot upon the area, touches it, or otherwise contacts it, the *alarm* spell will evoke a loud ringing which will be clearly heard within a 60' radius. (Reduce the radius by 10' for interposing doors, by 20' for substantial interposing walls.) The sound will last for 1

segment and then cease. While undead creatures will not cause the spell to function, invisible creatures, as well as those from other planes who are otherwise alive, will do so. Ethereal or astrally projected creatures will not trigger an *alarm*. The material components of this spell are a tiny bell and a piece of very fine silver wire.

Armor (Conjuration)

Level: 1
Range: Touch
Duration: Special
Area of Effect: 1 creature

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

Explanation/Description: By means of this spell, the magic-user creates a magical field of force which serves as if it were leather armor (AC 8). If the spell is cast upon a person already armored, it has no effect. However, if it is cast upon a creature with an armor class normally higher than 9 (due to its size, speed, skin, etc.) it will benefit the normal armor class by +1, i.e. AC 8 becomes 7, 7 becomes 6, and so on. The magic *armor* spell does not slow or hinder movement, adds no weight or encumbrance, nor does it prevent spell casting. It lasts until dispelled or until the wearer sustains cumulative damage totaling greater than 8 points +1 point per level of the caster. Thus, the wearer might take 8 points from an attack, then several turns later sustain an additional 1 point of damage. Unless the spell were cast by a magic-user of 2nd level or higher, it would be dispelled. Until it is dispelled, the *armor* spell allows the wearer full benefits of the armor class gained due to the *dweomer*.

Note: This spell will not function in conjunction with protective magic devices other than a *ring of protection*. The material component is a piece of finely cured leather which has been blessed by a cleric.

Firewater (Alteration)

Level: 1
Range: 1"
Duration: 1 round
Area of Effect: 1 pint of water/level

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

Explanation/Description: By means of this spell, the magic-user changes a volume of water to a volatile, inflammable substance similar to alcohol. If this substance is exposed to flame, fire, or even a spark, it will burst into flames and burn with a hot fire. Creatures subject to *firewater* flame will suffer 2-12 hit points damage. *Firewater* will evaporate and be useless within 1 round, even if it is securely contained and sealed, so it must be utilized within 10 segments of its creation. The material components of this spell are a few grains of sugar and a raisin.

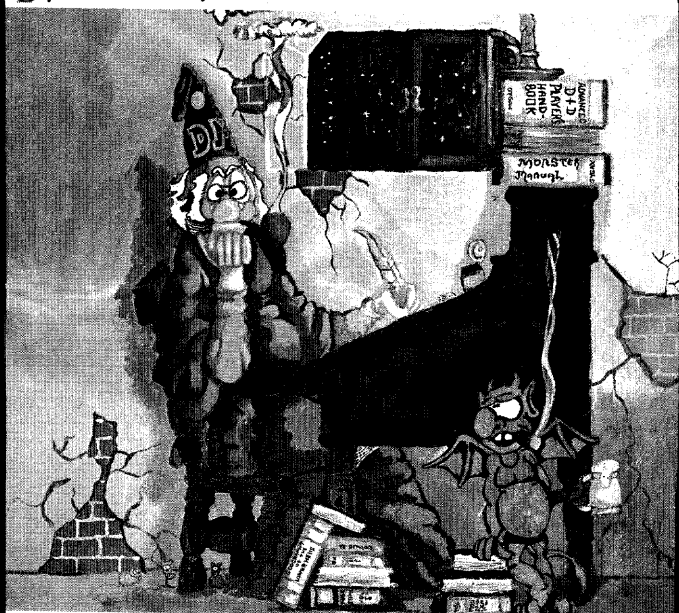
Grease (Evocation)

Level: 1
Range: 1"
Duration: Permanent
Area of Effect: 1 sq. ft./level

Components: V, S, M
Casting Time: 1 segment
Saving Throw: Special

Explanation/Description: A grease spell creates an area covered by a slippery substance of a fatty, greasy nature. Any creature stepping upon it will have to save versus petrification or slip, skid, and fall. Of course, if a creature is aware of the area, it can possibly be avoided. The spell can also be used to cause a greasy coating on some surface other than that underfoot—a

From the



Sorcerer's Scroll

rope, ladder rungs, weapon handle, etc. Lone material objects will always be subject to such a spell use, but if the magic is cast upon an object being wielded or employed by a creature, a saving throw versus magic must fail for the *grease* spell to be effective. The material component of the spell is a bit of pork rind, butter, or other greasy material.

Melt (Alteration)

Level: 1 Components: V, S, M
Range: 3" Casting Time: 1 segment
Duration: 1 round/level Saving Throw: Special
Area of Effect: 1 cubic yard/level — double if snow

Explanation/Description: When a *melt* spell is cast, the magic-user effectively raises the temperature in the area of effect. This sudden increase in warmth will melt ice in 1 round, so that a 1st level magic-user can melt a cube of solid ice, 1 yard on a side, in 1 round after the spell is cast, so that the ice becomes water. The *melt* spell is not generally effective against creatures which are not composed of para-elemental cold or which employ extreme cold. However, against such monsters as white dragons, winter wolves, yeti and the like, a *melt* spell will inflict 2 points of damage per level of the spell caster, or 1 point per level if the subject creature makes its saving throw versus magic. The material components for a *melt* spell are a few crystals of rock salt and a pinch of soot.

Mount (Conjuration/Summoning)

Level: 1 Components: V, S, M
Range: 1" Casting Time: 1 round
Duration: 12 turns + 6 turns/level
Area of Effect: 1 creature Saving Throw: None

Explanation/Description: By means of this spell, the caster calls a normal animal to serve him or her as a mount. The animal will serve willingly and well, but at the expiration of the spell duration it will disappear, returning to its own place. The type of mount gained by this spell depends on the level of the caster; of

course, a caster of sufficiently high level to qualify for a camel (for instance) can choose a "lower level" mount if he or she so desires. Available mounts are these:

- 1st — 3rd level: mule or light horse
- 4th — 7th level: draft horse or warhorse
- 8th — 12th level: camel
- 13th level & up: elephant (and hound at 18th level)

The mount will not come with any riding gear, unless it is of a class lower than the caster would normally be entitled to gain, i.e. a 4th level magic-user can gain a warhorse *without* saddle and harness or a light horse *with* saddle and harness. The statistics of the animal gained are typical of all creatures of the same class. The material component of the spell is a bit of hair or dung from the type of animal to be conjured.

Precipitation (Alteration)

Level: 1 Components: V, S, M
Range: 1"/level Casting Time: 1 segment
Duration: 1 segment/level Saving Throw: None
(& special)
Area of Effect: 3" diam. cylinder up to 72" high

Explanation/Description: When this spell is cast, all water vapor in the atmosphere in the area of effect is precipitated in the form of a light rain. (Note that low-level spell casters will certainly be within the area of effect of the spell.) The rain will continue only for as many segments of time as the spell caster has levels of experience. As only some 1/100th of an inch of precipitation falls during the course of a segment, the spell will have only the following general effects:

Thin, light material will become damp in 1 segment and thoroughly wet thereafter.

Twigs and heavy material such as canvas will be damp in 2 segments and wet thereafter.

Flat, relatively non-porous surfaces, such as stone floors, rock, painted wood, etc., will be damp in 1 segment and filmed with water thereafter.

Semi-porous surfaces and materials will become damp on the surface in 2 segments, and thereafter the damp area will progress downward/inward; after 5 segments the surface will also be wet.

Porous surfaces and materials will simply absorb the, rain to their entire capacity.

Small flames, such as those of candles, will be extinguished by 1 segment of precipitation. Small fires will slow and become smoky for 1 round after precipitation has ceased. Large fires will not be materially affected by the spell.

Note that if the temperature is above 90° F., the duration of the spell will be extended to double normal except in arid regions. Also, where the temperature ranges between 31° and 33°F., the precipitation will fall in the form of sleet. At 30° F. and below, the precipitation will fall as rather thick snow, and most of the dampness/wetness effect will be negated until the snow melts. If magical heat of a large area is applied to *precipitation*, i.e. a *wall of fire*, *fireball*, *flame strike*, etc., a cloud of warm fog of double the area of effect of the precipitation will be formed. If magical cold is applied to the spell or the water which remains thereafter, normal ice will be formed. Very hot creatures such as salamanders will suffer 1 point of damage in every segment during which they are within the area of effect of the spell. Such creatures are entitled to a save versus magic. The material component of the spell is a pinch of silver dust.

Run (Enchantment)

Level: 1 Components: V, S, M
Range: Touch Casting Time: 1 round
Duration: 5-8 hours Saving Throw: None
Area of Effect: Special (humans, demi-humans only)

Explanation/Description: The *run* spell enables the recipient

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to run at full speed for from 5-8 hours without tiring. However, after so running the individual must spend a like number of hours resting, as well as drinking plenty of liquids and eating heartily. For every 2 levels of experience of the spell caster, another individual can be affected, i.e. at 4th level, 2 individuals can be touched and empowered to *run*; at 6th, three; etc. The material component of this spell is an elixir made from the juice of dried plums boiled in spring water and the oil of 5-8 beans of a spurge (castor) plant.

Taunt (Enchantment)

Level: 1 Components: V, S
Range: 3" Casting Time: 1 round
Duration: *instantaneous* Saving Throw: *Neg.*
Area of Effect: 2 levels or hit dice/level

Explanation/Description: A *taunt* spell enables the caster to jape and jeer effectively with respect to any creature with an intelligence of 2 or greater. The spell's *dweomer* gives the magic-user's words and sounds real meaning to the subject creature or creatures. These words and sounds will challenge the subject(s), be insulting, and in general cause irritation and anger. If the subject creature or creatures fail to save versus magic, the *taunt* spell will cause them to rush forth in fury to do battle with the spell caster, and each and every affected creature so coming will certainly attack the spell caster if physically capable of doing so, i.e. they will seek to use body weapons and hand-held weapons rather than attacking from a distance. Only one sort of creature can be affected by a *taunt* spell. It affects creatures closest to the spell caster first, regardless of maximum range. Thus, if a group of gnomes were being taunted by a 10th level magic-user, the foremost 10 would be subject to the spell first, even though the spell caster might prefer to affect the gnomish shaman at the rear of the group.

Wizard Mark (Alteration)

Level: 1 Components: V, S, M
Range: *Touch* Casting Time: 1 segment
Duration: *Permanent* Saving Throw: *None*
Area of Effect: 1 square foot

Explanation/Description: When this spell is cast the magic-user is able to inscribe, visibly or invisibly, his or her personal rune or mark, as well as up to six additional characters of smaller size. A *wizard mark* spell allows the caster to etch the rune upon stone, metal, or any softer substance without harm to the material upon which the mark is placed. If an invisible mark is made, *detect magic* will cause it to glow and be readable (which does not necessarily imply understandability). *Detect invisibility*, *true seeing*, *true sight*, a *gem of seeing*, or a *robe of eyes* will likewise note an invisible *wizard mark*. The material components for the casting of this spell are a pinch of diamond dust (about 50 gold pieces worth) and a pigment or pigments for the coloration of the mark. If the mark is to be invisible, the pigments are still used, but the caster uses a stylus of some sort rather than his or her digit.

Bind (Alteration/Enchantment)

Level: 2 Components: V, S, M
Range: 3" Casting Time: 2 segments
Duration: 1 round/level Saving Throw: *None*
Area of Effect: *Special*

Explanation/Description: When this spell is employed, the magic-user causes any rope-like object of non-living material to behave as he or she orders. The subject can be string, yarn, cord, line, rope, or even a cable. About 50' of normal rope (1 inch diameter), plus 5' per level of the spell caster, can be affected. Reduce length proportionately when diameter in-

creases, and increase length by 50% when diameter is halved. The commands possible to give under a *bind* spell are: *Coil*; *Coil & Knot*; *Loop*; *Loop & Knot*; *Tie & Knot*; and the reverses of all of the above. The rope or other rope-like object must be within about 1 foot of any object in order for it to respond properly, so it must usually be thrown or hurled nearby. Any creature affected by the rope-like object can, of course, interact with it as if it were a normal object; the *dweomer* does not cause the rope to have magical properties beyond its ability to obey commands. (Cf. *Rope of climbing*, *rope of entanglement*.)

Deeppockets (Alteration/Enchantment)

Level: 2 Components: V, S, M
Range: *Touch* Casting Time: 1 turn
Duration: 24 turns + 6 turns/level
Area of Effect: 1 garment Saving Throw: *None*

Explanation/Description: This spell allows the magic-user to specially prepare a garment so as to hold far more than it normally could. A finely sewn gown or robe of high-quality material (at least 300 gold pieces value) is fashioned so as to contain numerous pockets. One dozen is the minimum number. The *deeppockets* spell then makes 1 of these pockets able to hold 1,000 gold pieces weight (5 cubic feet volume) as if it were only 100 gold pieces weight. Furthermore, there will be no discernible bulge where the special pocket is. The spell can be changed to allow 10 pockets each of 100 gold piece weight capability (1/2 cubic foot volume each). If a robe or like garment is sewn with 100 or more pockets (1,000 gold piece minimum cost), 100 pockets can be *dweomered* to contain 10 gold pieces weight each, and hold 1/6 cubic foot volume each. If the spell duration expires while there is material within enchanted pockets, the material vanishes — lost forever. In addition to the garment, the material components of this spell are a tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends.

Flaming Sphere (Alteration-Evocation)

Level: 2 Components: V, S, M
Range: 1" Casting Time: 2 segments
Duration: 1 round/level Saving Throw: *Neg.*
Area of Effect: 6' diameter sphere

Explanation/Description: A *flaming sphere* spell causes a burning globe of normal-type fire to come into being up to 1" distant from the spell caster. This sphere will then begin rolling in the direction in which the magic-user points, even though it might be uphill. It will roll over low barriers such as walls, furniture, etc., as long as these barriers are not over 4' tall. Flammable substances will be set afire by contact with the sphere. Creatures struck will suffer 2-8 points of damage. All creatures within a 5' radius of the sphere's center must save versus magic or else take the indicated damage. The *flaming sphere* moves at a rate of 1"/round as long as the spell caster points in the direction it is to move, for it otherwise merely stays at rest and flames. It can be extinguished by the same means as any normal fire of its size. The material components are a bit of tallow, a pinch of sulphur, and a dusting of powdered iron.

Irritation (Alteration)

Level: 2 Components: V, S, M
Range: 1"/level Casting Time: 2 segments
Duration: *Special* Saving Throw: *Neg.*
Area of Effect: 1 creature

Explanation/Description: An *irritation* spell affects the epidermis of the subject creature. Creatures with very thick or insensitive skins are basically unaffected by the *dweomer*. (Examples are buffalo, elephants, scaled creatures, etc.) There are

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two versions of the spell, either of which can be cast from the standard preparation:

Itching — When cast, this causes the subject to feel an instant itching sensation on some portion of its body. If 5-8 segments are not immediately spent scratching this irritated area, the subject creature will be so affected that the next 3 rounds will be spent squirming and twisting, effectively lowering the subject's armor class by 4 and its "to hit" probability by 2.

Rash — When a rash is cast, the subject creature will notice nothing for 1-4 rounds, but thereafter its entire skin will begin to break out in red welts which faintly itch. The *rash* will persist until either a *cure disease* or *dispel magic* is cast upon it. It lowers charisma by 1 point per day until four days have passed, i.e. maximum loss of charisma is 4 points. After one week, the subject's dexterity is lowered by 1 point also: Symptoms vanish immediately upon the removal of the *rash*, all statistics returning to normal.

The material component for this spell is powdered leaf from poison ivy, oak, or sumac.

Tasha's Uncontrollable Hideous Laughter (Evocation)

Level: 2	Components: V, S, M
Range: 5"	Casting Time: 2 segments
Duration: 1 round	Saving Throw: Special
Area of Effect: 1 creature	

Explanation/Description: This spell enables the caster to cause the subject to perceive everything as hilariously funny. The effect is not immediate, and the subject creature will feel only a slight tingling on the round the *dweomer* is placed, but on the round immediately following, it will begin smiling, then giggling, chuckling, tittering, snickering, guffawing, and finally collapsing into gales of uncontrollable hideous laughter. Although this magic mirth lasts only a single round, the affected creature must spend the next round regaining its feet, and it will be at -2 from its strength on the 3rd and 4th rounds following the spell casting. The saving throw depends on the intelligence of the creature. Creatures with intelligence of 3 or less are totally unaffected. Those with intelligence of 4-8 have no saving throw; those with intelligence of 9-12 save at -4; those with intelligence of 13-15 save at -2; and those with intelligence of 16 or greater gain normal saving throw probability. The material components of the spell are a small feather, a tiny wooden paddle, and a minute tort. The tort is hurled at the subject, while the feather is waved in one hand and the paddle is tapped against the posterior of the spell caster.

Melf's Acid Arrow (Evocation)

Level: 2	Components: V, S, M
Range: 3"	Casting Time: 4 segments
Duration: Special	Saving Throw: Special
Area of Effect: One target	

Explanation/Description: By means of this spell, the magic-user creates a magic "arrow" which speeds itself to its target as if fired from the bow of a fighter of the same level as the magic-user casting the spell. The arrow is equal to a +1 weapon for hit determination purposes. The effect of a hit might inflict damage on the target even if it would not normally be harmed by an arrow or magic weapon of only +1 value. This is due to the acid. The arrow itself does 2-5 points of damage. The acid which gushes forth when it hits is equal to an acid missile of 8-ounce volume (1' diam. area of effect, 2-8 hit points damage, plus item saving throw). The acid's strength increases by one round of damage for every 3 levels of magic use above 3rd, so that double damage will occur over two rounds if the spell cast is from a 4th-6th level magic-user, unless the target can have the acid neutralized. The material components of the spell are a dart and powdered rhubarb leaf and adder stomach.

Preserve (Abjuration)

Level: 2	Components: V, S, M
Range: Touch	Casting Time: 2 rounds
Duration: Permanent	Saving Throw: None
Area of Effect: One-half cu. ft./level of the spell caster	

Explanation/Description: A *preserve* spell enables the caster to retain some item fresh and whole until some later time when it is needed in a spell. Of course, the *dweomer* is ineffective in retaining the potency of material such as mistletoe, holly berries, and similar stuffs which must be gathered periodically. It is otherwise effectual. The sort of material which can be treated by a *preserve* spell depends upon the level of the caster:

Hard, relatively dry material: 2nd-4th level

Soft, relatively wet material: 5th-7th level

Semi-liquid and liquid materials: 8th level & up

A container is necessary only in cases where a relatively high degree of moisture is concerned. The material components of the spell are a pinch of dust, a bit of resin (or amber), and a drop of brandy.

Whip (Evocation)

Level: 2	Components: V, S, M
Range: 1"	Casting Time: 2 segments
Duration: 1 round/level	Saving Throw: Special
Area of Effect: Special	

Explanation/Description: By means of this spell, the magic-user creates a material, whip-like substance up to 1" distant from his or her person. The spell caster can then wield this *whip* by moving his or her hand as if it held an actual one, for the magical one will respond to the movements made by its evoker. The lash can be used so as to make both a whistling crack and an actual strike each round. The sound alone is sufficient to keep normal animals at bay unless they save versus magic. Any animal actually struck (as indicated by a normal "to hit" die roll) must save versus magic at -1 to -4 or else slink away and not return for at least an hour. Note that the *whip* does not do actual damage to the creature struck. Creatures with intelligence above 3 are not affected, nor are giant-sized animals above about bear-size, nor are monsters. The *whip* can also be used in melee combat, a successful "to hit" roll indicating that the lash has struck and wrapped around an opponent's weapon. If the *whip* saves versus *crushing blow* (13 or better), if the weapon is edged, or versus *normal blow* (6 or better), if the weapon is non-edged, the *whip* will tear it from the opponent's hand unless a saving throw versus magic succeeds. Magic bonuses of affected weapons reduce dice score to save versus blows (Magic resistance must fail to make a "to hit" possible). The material component of the spell is a small bit of silk braided so as to form a miniature whip.

Cloudburst (Alteration)

Level: 3	Components: V, S, M
Range: 1"/level	Casting Time: 3 segments
Duration: 1 round	Saving Throw: None
	(& special)

Area of Effect: 3" diam. cylinder up to 6" high

Explanation/Description: By means of this spell, the caster causes the atmosphere to instantly precipitate all of its water vapor into huge drops of rain, the resulting condensation not only causing a true downburst of rain but also sucking more vapor into the area to likewise be precipitated as rain. The *cloudburst* will effectively drench everything within its area of effect within 1 segment, for its rain will fall at the rate of 1/10th inch per segment, or one inch of rainfall in 1 round. (Cf. *precipitation* spell.) All normal fires within the area of effect will be

(Turn to page 54)

FEATURED CREATURES

OFFICIAL AD&D™ MONSTERS FOR YOUR CAMPAIGN

by Gary Gygax

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Once upon a time elves were more often encountered in outdoor adventures as groups, rather than running into them just about everywhere as adventurers and NPCs. Well, that is again possible:

Two new non-good elf types, Valley Elves and Grugach, are now members of the roster of AD&D™ game creatures.

Offered along with these two new types of elves, appropriately enough, is

the Cooshee, or elven dog. Some of our Perceptive Readers will recognize the latter from a recent module, *The Lost Caverns of Tsojcanth*. The rest of you will just have to get bitten. . . .

Grugach

FREQUENCY: *Very rare*

NO. APPEARING: 20-80

ARMOR CLASS: 6

MOVE: 15"

HIT DICE: 1 + 1

% IN LAIR: 50%

TREASURE TYPE: *Individuals N, Q;*

B in lair

NO. OF ATTACKS: 1

DAMAGE/ATTACK: *By weapon type*

SPECIAL ATTACKS: +1 with bow or spear

SPECIAL DEFENSES: *Traps*

MAGIC RESISTANCE: 90%, vs. *charm and sleep only*

INTELLIGENCE: *Average and up*

ALIGNMENT: *Neutral (chaotic)*

SIZE: *S (4½ tall)*

PSIONIC ABILITY: *Nil**

*Attack/Defense Modes: Nil**

LEVEL/X.P. VALUE: *II and up / variable*

* possible to exist in unusual characters

The grugach are "wild" elves akin to sylvan elves, but smaller, thinner, and very fair. They are completely xenophobic, distrusting even other types of elves. Thus they are seldom, if ever, encountered outside their tribal lands.

Except as noted, grugach conform to the specifics of wood elves and elfkind in general. Despite their small stature, grugach have broad shoulders and great strength (add +2 on strength dice roll, treating 19 or 20 as 18).

All adult grugach are able to set traps. These consist principally of pits and snares in and around their home territory (lair). As such traps are well concealed, there is a 90% chance that creatures passing near one will be caught in it. This chance drops to 30% if careful examination is done by characters passing through a trapped area. Pits are normally 10 feet deep and spiked, so damage is 1-4 (fall onto earth-floored pit) plus 1-6 per spike, plus poison (50% chance). Snares are usually set to encircle and jerk victims off their feet and suspend them 5' or more above the ground. Some snares are *deadfalls* — a heavy log crashes down for 5-8 d6 of damage and pins the victim fast as well.



Grugach are not magic-users, but dual-classed ones will be fighter/druids. They are on good terms with all animals of the forest, save those of evil nature. They will often (70%) have stags for mounts.

About 20% of contacts with wood elves will actually be with grugach.

Valley Elf

FREQUENCY: *Very rare*
NO. APPEARING: 10-40 (20-240)
ARMOR CLASS: 4
MOVE: 12"
HIT DICE: 1 + 2
% IN LAIR: 10%
TREASURE TYPE: *Individuals M, N; G, S, T, in lair*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: *By weapon type or 1-10*
SPECIAL ATTACKS: +1 with bow or sword
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: 90%, vs. *charm and sleep only*
INTELLIGENCE: *High and up*
ALIGNMENT: *Chaotic neutral*
SIZE: *M (5½' + tall)*
PSIONIC ABILITY: *Nil**
*Attack/Defense Modes: Nil**
LEVEL/X.P. VALUE: *III / 65 + 2/h.p. (average individuals only)*
**possible to exist in unusual characters*

Whether they are a separate race of elvenkind, or simply an offshoot of gray elves, the elves of the Valley of the Mage (valley elves) have distinctive features and characteristics. As tall as most humans, they are thin and have sharp, pointed features. They are reclusive and resent intrusion. If anything, valley elves are *neutral* in alignment, with respect to good and evil. Otherwise, they tend to have the same characteristics as gray elves, although they do not use steeds other than horses as far as is known. All other sorts of elves, including the dark elves (drow), shun valley elves. The latter, in turn, dislike association with any races, save perhaps for gnomes, whom they tolerate.

With respect to type of habitat, composition of a group, weaponing, and special abilities, valley elves follow the statistics found in the *Monster Manual* under *Elf*.

Valley elves use cooshee as guard animals, and 75% of the time there will be 1-4 elven dogs with a wandering band of these elves, while in the elves' lair there is a 90% probability that there will be 2-8 cooshee.

In the *WORLD OF GREYHAWK™* Fantasy World Setting, valley elves are found only in the immediate vicinity of the Valley of the Mage. Bands of these elves have raided into Bissel, Gran March, Ket, and the Grand Duchy of Geoff — probably at the behest of their liege. Their tolerance of gnomes probably stems from the fact that these latter demi-humans also serve the Mage of the Valley.

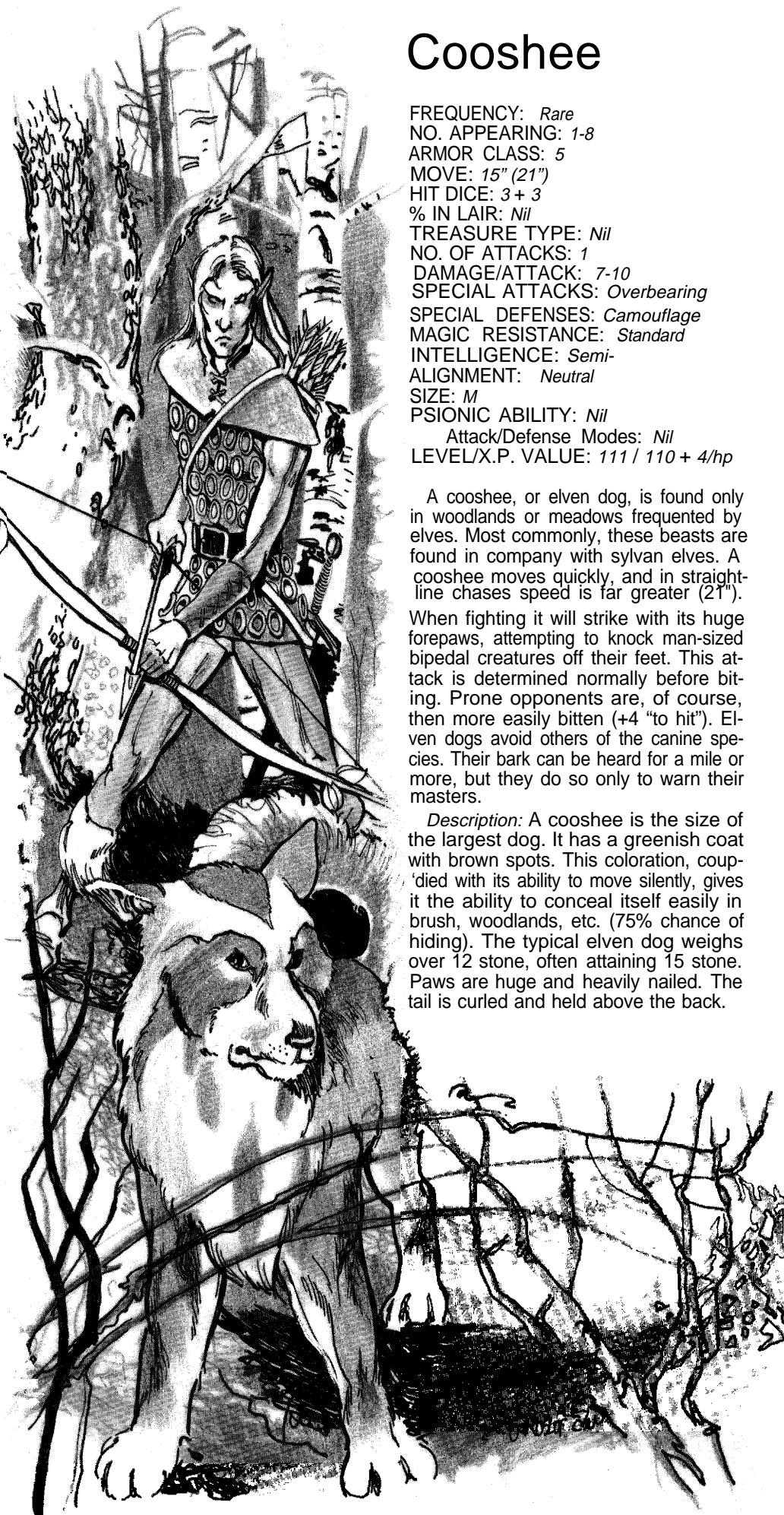
Cooshee

FREQUENCY: *Rare*
NO. APPEARING: 1-8
ARMOR CLASS: 5
MOVE: 15" (21")
HIT DICE: 3 + 3
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 7-10
SPECIAL ATTACKS: *Overbearing*
SPECIAL DEFENSES: *Camouflage*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: 111 / 110 + 4/hp

A cooshee, or elven dog, is found only in woodlands or meadows frequented by elves. Most commonly, these beasts are found in company with sylvan elves. A cooshee moves quickly, and in straight-line chases speed is far greater (21").

When fighting it will strike with its huge forepaws, attempting to knock man-sized bipedal creatures off their feet. This attack is determined normally before biting. Prone opponents are, of course, then more easily bitten (+4 "to hit"). Elven dogs avoid others of the canine species. Their bark can be heard for a mile or more, but they do so only to warn their masters.

Description: A cooshee is the size of the largest dog. It has a greenish coat with brown spots. This coloration, coupled with its ability to move silently, gives it the ability to conceal itself easily in brush, woodlands, etc. (75% chance of hiding). The typical elven dog weighs over 12 stone, often attaining 15 stone. Paws are huge and heavily nailed. The tail is curled and held above the back.



SPY'S ADVICE

by Merle M. Rasmussen

TOP
SECRET

In Operation: Rapidstrike (TS003), Doctor Yes (DRAGON™ Issue #48), and Chinatown: The Jaded Temple (DRAGON issue #62), characters have a tertiary personal trait called "Wrestling Value." What is this?

Wrestling Value is an obsolete trait that was cut from the TOP SECRET® rules in the second edition. Its function has been taken over by the Hand-to-Hand Combat Value. All references to Wrestling Value should be ignored.

* * *

Isn't the 9mm Uzi submachine gun concealable?

Yes. If the stock is removed and the firearm is concealed beneath the agent's suit jacket or a long coat, reduce the agent's Deception by 6. If the Uzi is fired one-handed without the stock, decrease the PWV by 10.

* * *

What are the unofficial Levels, Designations, and Experience Points needed for agents working under the Technical Bureau? Will the Technical Bureau ever appear in future modules?

For those agents who missed the chart printed in DRAGON™ issue #45, it is presented here again:

Section 4 — Technical

Level	Designation	Exp. pts. needed
1	Trainee	0
2	Clerk	79
3	Tinker	157
4	Hobbyist	313
5	Apprentice	625
6	Journeyman	1,250
7	Master	2,500
8	Academician	5,000
9	Consultant	10,000
10	Technician	20,000

10,000 experience points must be earned for every level above 10th.

The Technical Bureau will probably not appear in a module until an official rules expansion is released by TSR.

* * *

Why isn't the British Secret Service listed in Appendix Four of the rule book?

That's what foreigners call it. Look under "DI-6."

* * *

If an assassin and a confiscator perform an assassination together, does the assassin receive all of the 100-point Bureau Bonus?

This is an administrative decision. The rules for calculating

experience points say the Bureau Bonus is awarded "if the agent is entitled to it." I'd say the assassin is entitled to a 50-point bonus over the Base Experience Points. The confiscator would not get a bonus.

* * *

Are experience points for an adventure already worked out by the Admin before the mission actually starts?

In most cases, no. According to the rules, "Experience points are awarded . . . for the mission(s) completed. . . ."

* * *

How does an agent pick pockets, and what are his chances of being noticed?

In a public setting with several people milling about, and/or when the pickpocket can get within reach of the victim, pickpocketing can occur. Compare the pickpocket's Surprise Value to the victim's Surprise Value. If the victim's Value is higher than or the same as the pickpocket's value, the victim cannot be pickpocketed without his knowing it. If the pickpocket's Value is 1-25 points higher than the victim's, he can only pick the victim's pocket by bumping or noticeably touching the victim. (The victim will know he has been touched, but may not know he's been robbed until he checks later.) If the pickpocket's Surprise Value is more than 25 points higher than the victim's, there is a 95% chance of success without the victim's notice. (On a percentile roll of 96-00, the victim is aware of the filch but may not choose to immediately respond.) Only one pocket location may be attempted per meeting. A pocket may not be present at that location, it may be empty, or it may contain useless items. Necklaces, earrings, bracelets, watches, purses, and other hand-carried bags may have a clasp, lock, or buckle that must first be deactivated. The security rating on such devices ranges from 1-10. Money belts have a security rating of at least 20. Stealing from a hand-carried purse or bag allows one take per successful pickpocket attempt. Stealing a purse, a handbag, something from a person's hand, or an article of clothing is not considered pickpocketing.

* * *

Who is James Pong and what are his Personal Trait Values?

James Pong is the character name of an ex-roommate of mine who has played the TOP SECRET game since its inception. Pong is a 6th Level Killer used by the Administrator as his personal bodyguard and strong-arm assistant. Pong is also a sociopathic assassin with sadistic tendencies. He carries a self-designed, .60 caliber gyrojet launcher and a non-metallic poison ring. He owns an elaborate yacht with space for a helicopter, a sports car, and a motorcycle with sidecar. Usually a solo operator, he was last seen working with a group known as, "The

Exterminators." His last known Personal Trait Values were: PS-100; Ch-40; W-94; Cr-130; K-30; Co-160.

* * *

Which issues of DRAGON Magazine contain "The Rasmussen Files" and TOP SECRET modules?

As of this writing, the article issues are #38, #40, #45, #47, #49, #51, #53 and #57. TOP SECRET modules appeared in issues #39, #48, #56, and #62. (Editor's note: Some of the issues listed are out of print and no longer available from Dragon Publishing. See the order blank elsewhere in this issue for an up-to-date list of back issues for sale.)

* * *

In reference to the Projectile Stopping Power chart in DRAGON issue #49, why does .501-.600 cal. ammo have less stopping power than .401-.500 cal. ammo?

Large-caliber ammo is more likely to be travelling so fast it punches all the way THROUGH the target without transferring much of its lethal kinetic energy TO the target.

* * *

Is "J.B." in the module Doctor Yes (DRAGON #48) actually James Bond?

Only his tobacconist knows for sure.

* * *

Can I have an atomic bomb inside my body, and can you have a time machine in a TOP SECRET game?

Much of this is left up to your local Administrator. You are playing on the fringe of science fiction, which IS allowed in a TOP SECRET game. If the flavor of your local campaign allows for such eccentricities and all those playing with you enjoy them, by all means play the game the way you like it.

* * *

How can you justify a silencer subtracting 10 from the Projectile Weapon Value (PWV) of a gun?

A firearm can be partially silenced if the rapid escape of gases from the explosion of the powder behind the bullet is slowed down. The silencer is even more effective if the bullet is travelling at less than the speed of sound. Slowing the bullet down makes the weapon less accurate and hence, in game terms, the PWV is reduced by 10. Silencers don't work well on revolvers because they don't prevent the escape of gases from around the revolving chambered cylinder which holds the ammo. Smaller powder charges in standard cartridges will produce low-velocity ammunition. Vibration and heat caused by auto-

matic fire quickly disintegrates the baffles of most silencers. Possession of an unregistered silencer in most countries is a very serious offense.

* * *

How do you find an agent's proficiency at snow skiing, and how fast can an agent ski?

As for many individual sports, basic proficiency in skiing is given as the Area of Knowledge (AOK) Value under Physical Education. Check against this value by rolling percentile dice to determine consequences when something unusual is tried (such as changing speed, jumping, firing a weapon, dodging bullets or traveling backward). If the dice roll is equal to or less than the AOK Value, the stunt is successful. If it is higher, the stunt fails and the character falls. On a roll of 01-05, the character completes the stunt safely and then falls. Skiing proficiency can be increased through training or practice, but those rules have not yet been presented in the TOP SECRET system. Cross-country skiing is done at the same speed as walking, but is at least three times more exhausting. Downhill skiing has a normal maximum speed (like running) of up to 30 mph, perhaps higher if the agent is specially trained.

* * *

What is the difference between a fragmentation grenade (listed under "Explosives") and a grenade (listed under "Grenades")? One could literally explode a grenade in one's mouth and live to tell about it. Grenades aren't lethal enough, are they?

Because the TOP SECRET game is about espionage and is not a military role-playing game, many kinds of explosive canisters were excluded from the original rules. For game balance, grenades were purposely weakened for the sake of playability.

The listed fragmentation grenade is based on the M26A1 used by the United States military forces. Exploding such a device can cause up to 400 separate fragments to be dispersed over a 40-foot-radius. The "blast" grenade is based on the Mk3A2 and is a pre-packaged demolition charge in a fibreboard casing. The casing does not cause fragmentation damage. Holding a live grenade or putting one in your mouth causes the grenade to explode over a smaller area than the normal blast area, and damage values are doubled: 24 points for a fragmentation grenade and 2-20 (2 x 1-10) points for a blast grenade. Some individuals have been known to jump on live grenades to save their comrades and survive the explosion. If such an act is tried, all damage should be taken by the shielding person.

* * *

What does the "X" under Weapon Speed for the bow mean? Instead of "X" it should be "VS" for Very Slow (-10) if the arrow is on the string ready to be pulled and fired.



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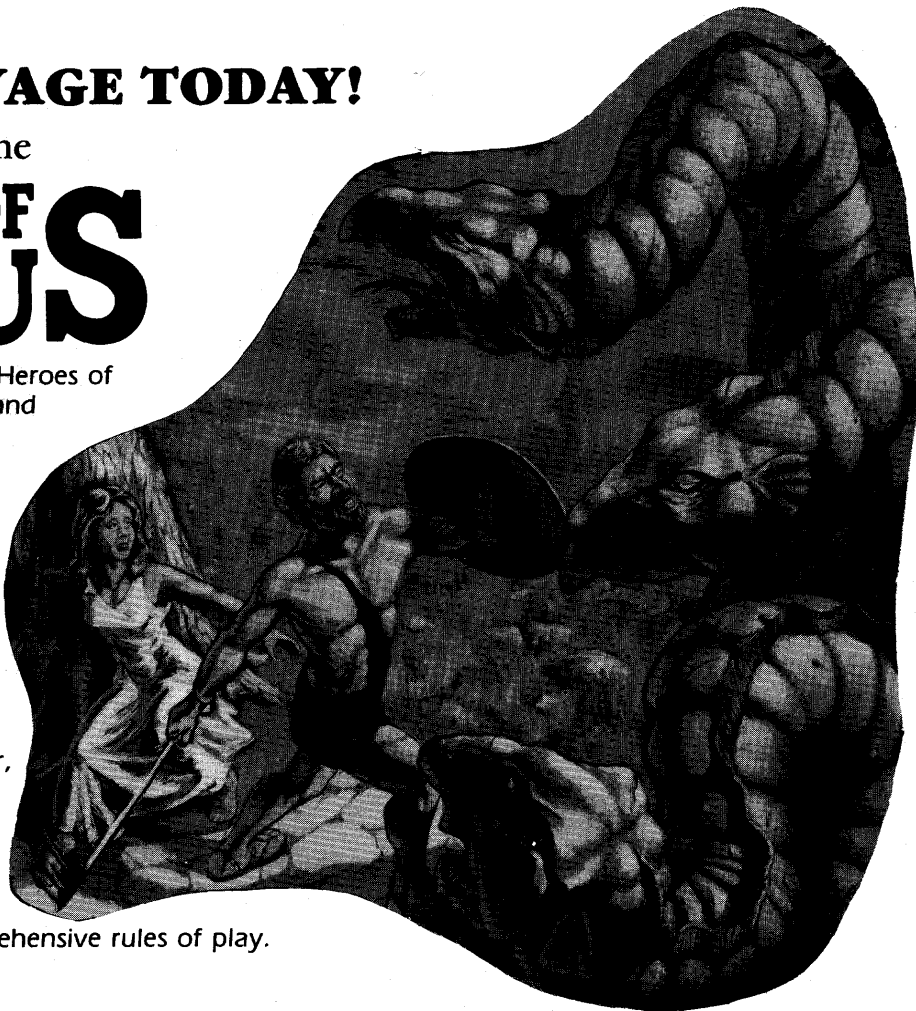
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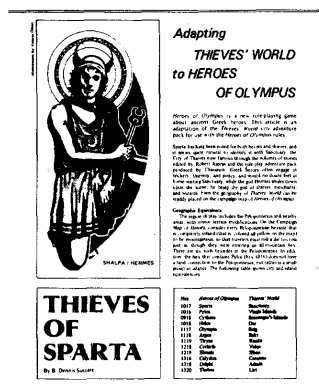
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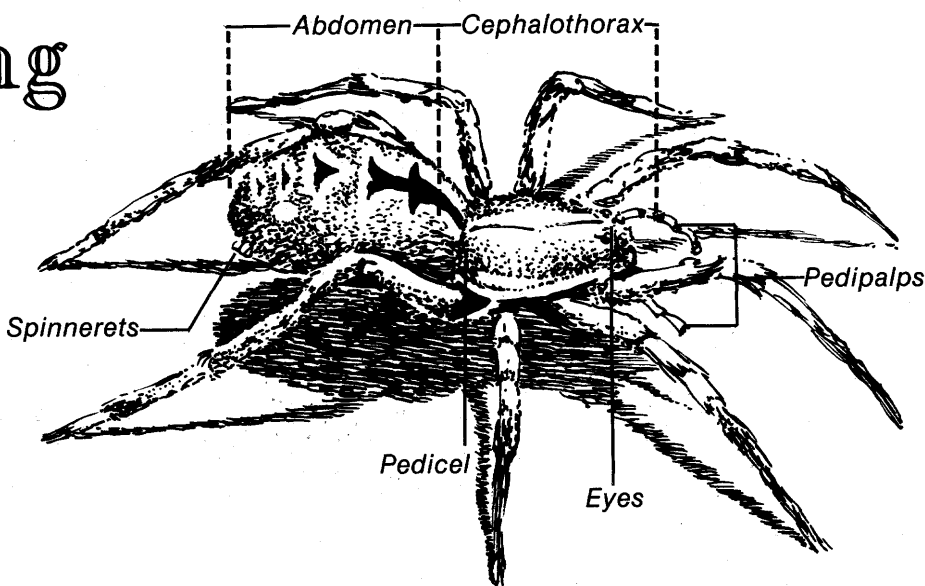
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Souping up the spider

by Gregg Chamberlain



An encounter with spiders is an almost universal quality in fantasy tales and dungeon adventures — usually with the spiders getting the worst of it. In the eyes of many FRP gamers, spiders are among the weakest of monsters, best relegated to early-encounter challenges for a group of new dungeon-delvers.

But nature has endowed spiders with many distinctive attributes, and the skillful use of some of the more obscure types of spiders as monsters can provide challenging and entertaining encounters for experts as well as novice characters.

Spider biology

First, a little background information: Spiders belong to the phylum Arthropoda, class Arachnida, order Araneae. They differ from insects in having eight legs and a body composed of two parts, the cephalothorax and the abdomen. To the cephalothorax are joined the legs; the pedipalps, which cut and crush the spider's food, making it easier to digest; and the chelicerae, or fangs, which the spider uses to seize her prey and inject venom into it. The abdomen contains the heart and lungs of the spider as well as the silk glands and spinnerets the spider uses to spin her webbing.

Most spiders encountered by players will be female, unless otherwise stated by the Dungeon Master, since male spiders do not, with only a few exceptions, live past the mating period.

Spiders depend primarily on their highly developed sense of touch for information about prey, mates, and possible enemies. The legs and the pedipalps detect vibrations in the web (in the case of weaver spiders), to indicate something has blundered into the web.

Also, tiny hairs all over the body of a

spider contain nerves that are sensitive to changes in air pressure as well as certain chemical odors. It is not very easy for adventurers to sneak up on a spider. Just as a fly can sense disturbances in the air when a person tries to swat it, so a spider in a dungeon can tell when a door has opened and/or closed, and when someone has entered a room, by air-pressure changes and the person's body odors.

Hunting spiders also can detect vibrations, changes in air pressure, and chemical odors. But they rely more on sight for finding and catching prey, as well as for fighting or avoiding enemies. Nearly all spiders have six eyes, two large and four small, spaced along the front and sides of the cephalothorax. Hunting spiders, such as the tarantula and the wolf spider, have very good eyesight. (The wolf spider may even possess a rudimentary sense of smell.) One exception to the above statement is the jumping spider, which has four large eyes that give her the keen eyesight she needs to accurately judge the distance to her prey.

The what and why of webs

Spiders use webbing for building nests, capturing prey, and making cocoons for the young to hatch in. The major drawback of webbing in the dungeon is that it burns too easily, becoming a death trap for the spider.

Webbing, or web silk, comes from web glands located in the spider's abdomen. It is similar in composition to the silk produced by silkworms and used to make fabric. Weaver spiders have from four to five different web glands to produce the silk they need. Hunters, who chase their prey, have two or three different glands.

The liquid silk is excreted through the spinnerets located just under the rear of the abdomen. Usually the silk hardens almost as soon as the air hits it, and is

then stretched, pulled, and combed to form it for a particular use.

The web glands make several types of silk, depending on what the web is to be used for. Webbing can be sticky, smooth, and even multi-colored. It can be used for trapping victims, as cable (the drag-line spiders hang from), for making cocoons — and there's even a light webbing that spiderlings use for ballooning. Weaver spiders use a combination of sticky and non-sticky silk when constructing their webs. Non-sticky silk is used for the basic framework of the web, while the sticky variety is used in the spiral pattern that traps prey.

Web silk is, in proportion to its size, one of the lightest, strongest fabrics known. Arachnologists (those who study spiders) estimate that a cord of spider silk half an inch thick, or perhaps thinner, could hold a strong man prisoner easily. A rope made of spider silk would be invaluable on a dungeon expedition where keeping weight and bulk to a minimum are essential. And adventurers could profit from selling spider silk to weavers.

Spiders can also shoot webbing at enemies behind them. According to one source, "Silk may be squirted as far as an inch from the spinnerets (normal garden spider), a distance sufficient to make combat safe." ("Spider", *Encyclopedia Britannica*, Vol. 21, 1971, page 20.) For a spider the size of the large spider as described in the AD&D™ rules, this would translate to a distance of about 5-6 feet, increasing to 10-12 feet for a huge spider and 20-25 feet for a giant spider.

Targeting for such a shot would be accomplished through a combination of the two small eyes furthest along the cephalothorax and the abdominal hairs that sense pressure changes and the body odors of the person or creature approaching from the spider's rear. Since the web glands control the consistency of the web fluid, the silk squirted may

come out as a sticky blob from 6-12 inches in diameter (depending on the size of the spider), or possibly as a sticky cable. The blob would either blind the opponent temporarily (3-5 rounds to wipe the eyes clear) or "gum up" the opponent's hands and arms (penalty of from -1 to -3 on attack and defense, depending on the size of the spider, for the same 3-5 rounds). A special oil secreted by glands in the spider's body keeps her from sticking to her own webbing.

Weavers

Barrel spiders

This spider's pedipalps are greatly extended so they sometimes act as an extra pair of legs. The body is covered with a pale yellow film of hairs, making the spider especially sensitive to changes in air pressure and thus very difficult to surprise (roll of 1 on d8). The chelicerae are very strong; the garden variety (normal spider-sized) can crack a beetle's armor. The giant version of this spider can crack open non-magical plate armor, or pierce non-magical leather or chainmail, on a roll of 1 or 2 on d6, while cracking or piercing magical armor requires a roll of 1 on d6; cracking or piercing armor in this manner lowers its effective armor class to 10. A ring of protection, cloak of displacement, or other similar protection will function normally.

When cornered, this spider hisses, though she does not spit poison. Treat this attack as for a bombardier beetle, with a 20% chance of stunning anyone within a 16' radius and deafening those not stunned. Stunning lasts for 2-8 rounds, followed by 2-8 rounds of deafness. Those only deafened remain so for 2-12 rounds.

Boleadore spider

Truly an unusual creature, the boleadore spider hangs from a dragline and fashions a bola out of a blob of viscid silk attached to the end of a line of web silk. The spider then swings the bola at her victim and entangles it.

Net-throwing spider and Fishing spider

These two types have distinctive, though similar, ways of capturing their prey. The net-throwing spider hunts by night with a rectangular web of looped silk which she throws over her prey, entangling it. Another species of net-throwing spider uses a 10x10-foot web which she lays on the ground and camouflages. She then attaches draglines to each corner and conceals herself above the net, holding the ends of the draglines with her legs. Anything that walks over the net is caught up in the web and hoisted aloft to the spider.

Fishing spiders run numerous lines up and down from the ground to their web in a spreading fan shape. The lines break when anything runs into them and thus entangle the creature, allowing the spider to draw it up to her web.

Hunters

Crab spider

These spiders are so named because in shape they resemble a crab and because, unlike other spiders, they are able to walk backwards and sideways. They have chameleon-like abilities and can change color and skin texture to match almost any background (glass, crystal, and murals excepted). They surprise on a roll of 1 on d4 because of their camouflage ability.

Daddy Longlegs

This creature is an oddity, even among spiders, and can provide dungeon adventurers with unexpected difficulty. The Daddy Longlegs, also known as the "harvester" or "mower" spider because of the scythe-like action of her legs, is especially numerous in the late fall of the year during harvest.

The cephalothorax and abdomen are fused into one unit which is supported by eight extremely long, thin legs. The legs effectively and speedily lift and carry the body beyond the reach of raiding giant ants and any thrusting sword, javelin, or standard spear (about 20 to 25 feet

up). A pike might reach, but this would require at least two strong men to wield it in that awkward position. Arrows have the standard effect.

The Daddy Longlegs is also equipped with a pair of glands, one on each side of her body, that emit a reddish, acrid vapor similar to that of the bombardier beetle. Like the bombardier beetle? if continually disturbed or attacked, there is a 50% chance each round that the spider will lift her body to the full extension of her legs and fire an 8'x8' cloud of gas that will cause 3-12 points of damage. The gas can be fired every third round, but no more than twice in an eight-hour span. The Daddy Longlegs will attempt to flee just after using her gas attack.

In nature, the Daddy Longlegs has one other way to escape detection. She can hang from a web strand and rotate, or stand and vibrate, at so fast a rate that she becomes a near-invisible blur. In an AD&D adventure, characters seeking the Daddy Longlegs need to be very sharp-sighted, or of the elven race, to detect a "spinning" spider, and then only if they are looking for it.

Jumping spider

The jumping spider has very keen eyesight thanks to her four large eyes. She stalks her prey by creeping slowly upon it, "freezing" whenever it looks her way. When "frozen," the spider looks very much like a large rock. When she has come within range, she leaps upon her prey. The jumping spider is capable of leaps of at least 40 feet. The spider always has a safety dragline attached to herself, in case the leap does not produce the intended result.

The Dungeon Master should determine whether any damage results from the impact of the spider landing on her victim. If the target is within the bare limits of the spider's maximum jumping range of 40 feet, a roll of 1 on d6 indicates a successful impact; within 30 feet, the leap will be a "hit" on a roll of 1 or 2 on d6; within 20 feet, a roll of 3 or less is needed;

	Barrel spider	Boleadore spider	Net-throwing/fishing spider	Crab spider	Daddy Longlegs
FREQUENCY:	Uncommon	Rare	Common	Uncommon	Common
NO. APPEARING:	1-8	1-4	1-10	1-6	2-15/15-25
ARMOR CLASS:	4	4	4	6	6
MOVE:	3" * 12"	3" * 12"	3" * 12"	18"	18"
HIT DICE:	4 + 4	4 + 4	4 + 4	2 + 2	2 + 2
% IN LAIR:	70%	70%	70%	50%	50%
TREASURE TYPE:	C	C	C	J-N, Q	J-N, Q
NO. OF ATTACKS:	1/1	1/1	1/1		
DMG/ATTACK:	2-8	2-8	2-8	1-6	1-6/3-12
SPECIAL ATT.:	See text	See text	See text	See text	See text
SPECIAL DEF.:	Nil	Nil	Nil	See text	See text
MAGIC RES.:	Standard	Standard	Standard	Standard	Standard
INTELLIGENCE:	Animal	Animal	Animal	Animal	Animal
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
SIZE:	L	L	L	M	M
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil

within 10 feet, a roll of 5 or less; and for any distance less than 10 feet, there is an automatic "hit" on the jump. The damage from this blow will be 1-10 points, perhaps modified upward depending on circumstances.

This spider may be found around cliffs, scurrying across open ground, or in rain forests.

Raft or Swamp spider

The raft or swamp spider is found along lake shores and in marsh areas. She makes her den by the water's shore and waits for prey to appear on or beneath the surface of the water. She then scurries across the surface of the water, skimming over it with the aid of the liquid's surface tension. Trailing behind her is a safety cable anchored to shore so she can pull herself back in should that prove necessary.

When threatened, the swamp spider can hide underwater by walking down along the side of the marsh or on the lake bottom. The many hairs on her body and legs capture and hold air bubbles sufficient for from 10 to 12 hours or more of breathing. Also, the air bubbles provide buoyancy sufficient to bring her back to the surface when she wishes.

Spitting spider

This yellow-and-black-striped hunter spits a blob of sticky silk at her prey to pin it down. The silk blob is approximately one foot in diameter and can be shot 15 to 20 feet. Where other spiders spit silk purely as a defensive measure, this species has adapted it for hunting and thus is able to shoot a large amount of silk for a greater distance. Four melee rounds are required to recharge the spitting mechanism, up to a maximum usage of five shots every eight hours.

Trap-door or Purse spider

This nocturnal hunter uses her fangs to dig a tunnel in soft or sandy soil. The burrow runs down for nearly 50 feet with an emergency side tunnel hidden by a camouflaged door about halfway down. The burrow's diameter is just a little bit

larger than that of the spider's body. The walls of the burrow are lined with a "cement" mixed from dirt, silk, and spider saliva, then coated with silk.

There are two types of trap-door spiders. The first constructs an actual trap door, about an inch or two thick, of alternating layers of silk and earth, hinged with silk and camouflaged with earth, moss, leaves, branches, and so forth attached to a layer of sticky silk.

Some trap-door spiders leave the burrow at night to lay snares of sticky silk on the ground. During the night, chances are that something will walk onto the snare and get stuck. Come the dawn, the spider re-emerges from her burrow, picks up the traps and goes home. Other spiders may remain in the burrow and lift the trap-door lid a crack to watch what goes by. When the spider sees something worth grabbing, she rushes out and pounces on it, bites it to paralyze it, then drags it home.

The door to the burrow is camouflaged so well that only very close observation will detect the vague horseshoe-shaped outline of the tunnel door, and then only if the character knows what he or she is looking for. When the spider retreats to hide in the burrow, she holds the door shut with her feet and fangs, and only an individual with strength of 18 or better (normal or magically enhanced) will be able to open the door — which, of course, leaves him or her immediately vulnerable to the attack of the spider waiting just inside the door.

DMs should also note that *gauntlets of ogre power* impart a strength of 18 only to the hands, arms, and shoulders of the user, not to the back and remainder of the body, so that the use of this magical item alone is not sufficient to lift the trap-door lid. It must be supplemented by, for instance, a *girdle* or *potion of giant strength*.

The second type of trap-door spider does not make an actual trap door. Instead, she leaves three feet or more of

hollow silk tubing, camouflaged, lying above the ground. The tubing is sealed, and the spider crouches below it, waiting for something to land on or run across the tubing. The spider then strikes with her fangs through the web and paralyzes the creature. She cuts a hole in the webbing to drag her prey through, repairs the hole, and goes below to eat.

Whip spider

The whip spider, in nature, has a flattened body with the first pair of legs developed beyond their normal length so that they resemble whips, though they are used only as feelers, like an insect's antennae.

The whip spider, in AD&D terms, has 10-foot-long front legs that can be used like whips to either attack, or catch and hold, prey. The "whips" cause 1-4 points of damage each on an attack; if both whips score hits, the spider has made a "grab" and will draw the attacker toward her chelicerae and fangs. Occasionally, the whips will ensnare one or both of the victim's arms, making self-defense difficult if not impossible; roll d6 for each arm after a "grab" is made, with a roll of 1 indicating that the arm has been caught.

Wolf spider

The wolf spider, like the trap-door spider, lives in a silk-lined burrow, but without the door. She tracks prey by sight and by special scent-detecting organs located in the pedipalps. When she sees prey, she sprints after it, captures it, and paralyzes it before returning to her den.

She is very protective of her young, carrying the cocoon under her belly wherever she goes and fighting fiercely for her young. When hatched, wolf spiderlings number from 100-200, and will ride on the mother's back until they are full grown. If the mother encounters another female wolf spider, she will stop and let her young get off, and then she will fight the other spider to the death. The survivor will adopt the spiderlings of the dead mother.

Jumping spider	Raft/Swamp spider	Spitting spider	Trap-door/Purse spider	Whip spider	Wolf spider
Common	Uncommon	Rare	Common	Rare	Common
1-12	1-6	1-4	1-12	1-4	1-12
6	6	6	6	6	6
18"/40"	18"	18"	18"	18"	18"
2 + 2	2 + 2	2 + 2	2 + 2	2 + 2	2 + 2
50%	50%	50%	80%	50%	50%
J-N, Q	J-N, Q	J-N, Q	J-N, Q	J-N, Q	J-N, Q
1/2	1	1	1	2/1	1
1-6/1-10	1-6	1-6	1-6	1-3/1-3/1-6	1-6
See text	See text	See text	See text	See text	See text
See text	See text	See text	See text	See text	See text
Standard	Standard	Standard	Standard	Standard	Standard
Animal	Animal	Animal	Animal	Animal	Animal
Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
M	M	M	M	M	M
Nil	Nil	Nil	Nil	Nil	Nil

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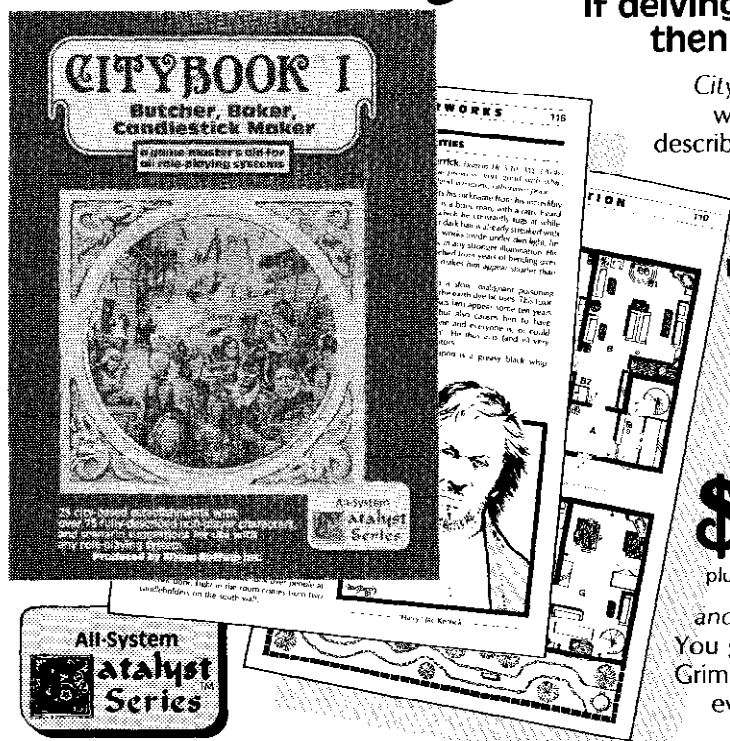
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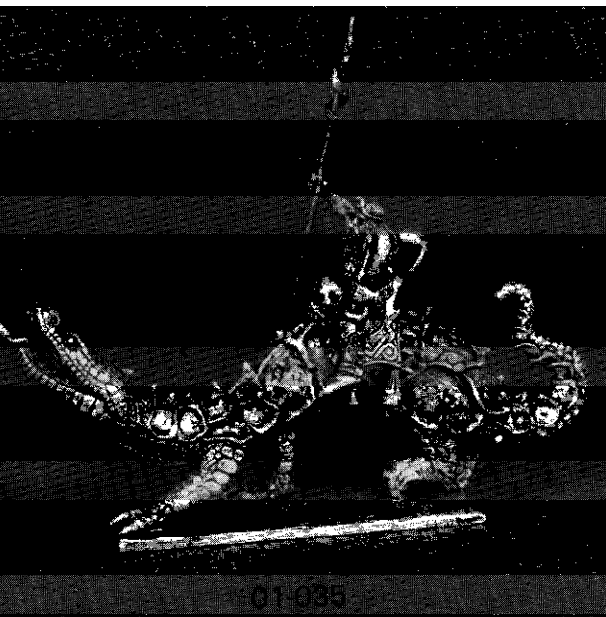
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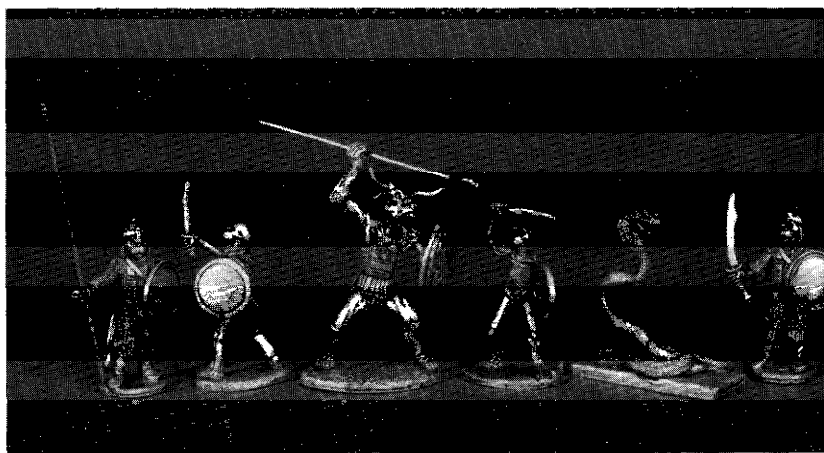
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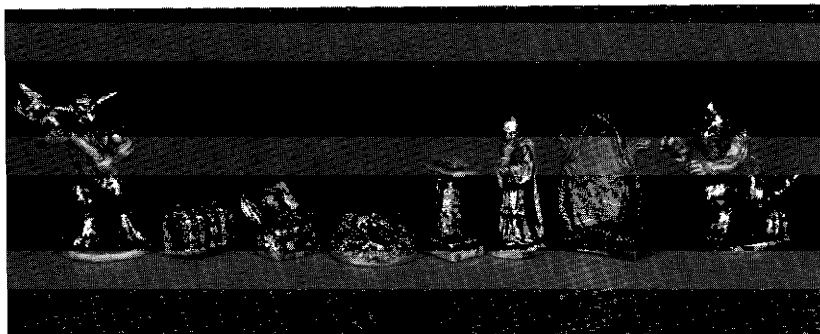


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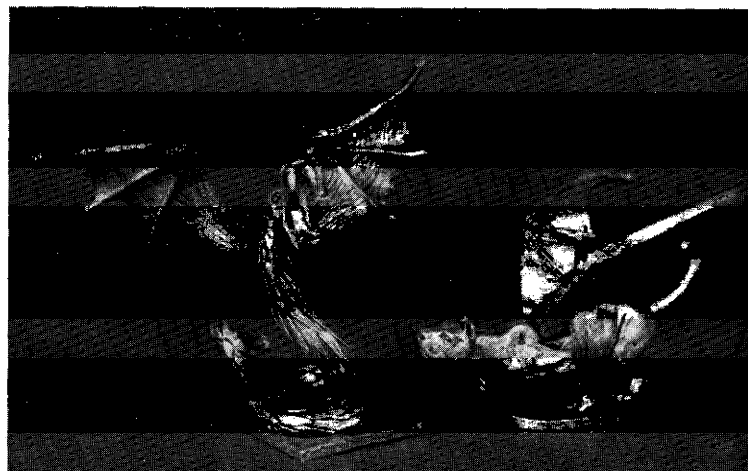
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The Deities & Demigods of the WORLD OF GREYHAWK

by E. Gary Gygax

The sketches accompanying this introduction detail some of the reputed attributes and powers of a small number of the deities commonly active and/or known to adventurers and those who travel the reaches of the Flanaess. In general, all deities have certain spell-like powers in common. Those familiar with the DEITIES & DEMIGODS™ Cyclopedia will note that these abilities are far more extensive than those listed for the deities treated by Messrs. Ward and Kuntz. At the risk of speaking for these esteemed authors, I venture to suggest that the powers and abilities of the deities of the Flanaess are, in fact, common to most other deities as well.

The "Standard Divine Abilities" of deities, given below, are divided into three groups according to the general power of the deity concerned; i.e., Demigod, Lesser God, and Greater God. The listing begins with those abilities and powers that all three types of deities have in common. Differences between the groups are described in the latter part of the listing; these differences can be actual spells usable by one group but not another, or merely a distinction in the number of times per day a given spell can be used by a member of a certain group.

STANDARD DIVINE ABILITIES

All deities have the following powers and abilities in common, each usable at will:

<i>Astral & ethereal travel</i>	<i>Geas</i>
<i>Comprehend languages</i>	<i>Infravision & ultravision</i>
<i>Continual darkness</i>	<i>Know alignment</i>
<i>Continual light</i>	<i>Levitate</i>
<i>Cure (blindness, deafness, disease, feeblemind, insanity)</i>	<i>Mirror image</i>
<i>Detect (charm, evil/good, illusion, invisibility, lie, magic, traps)</i>	<i>Polymorph self</i>
	<i>Read languages & magic</i>
	<i>Teleport (no error)</i>
	<i>Tongues</i>

In addition, each group of deities has other particular powers and abilities, as described below. A number in parentheses after a listing indicates the times per day the power can be used; lack of a number means the power is usable as often as the deity desires.

Greater Gods:

<i>Anti-magic shell</i> (2)	<i>Protection from evil/good</i> , +3, 30' radius
<i>Command</i> , 4 rd. effect (2)	<i>Quest</i> (2)
<i>Control environment</i> ¹	<i>Remove curse</i>
<i>Cure critical wounds</i> (3)	<i>Remove fear</i>
<i>Death spell</i> (2)	<i>Regenerate</i>
<i>Dispel</i> (evil/good, illusion, magic) (8 each)	<i>Restoration</i> (3)
<i>Fly</i>	<i>Resurrection</i>
<i>Gate</i> (3)	<i>Shape change</i> (3)
<i>Globe of invulnerability</i> (1)	<i>Summon</i> ²
<i>Heal</i> (3)	<i>Symbol</i> (3)
<i>Holy/unholy word</i> (3)	<i>Time stop</i> (1)
<i>Improved invisibility</i>	<i>Trap the soul</i> (2)
<i>Improved phantasmal force</i>	<i>True seeing</i> (5)
<i>Polymorph any object</i> (1)	<i>Vision</i> (1)
<i>Polymorph others</i> (3)	<i>Wish</i> (2)

Lesser Gods:

<i>Anti-magic shell</i> (2)	<i>Polymorph others</i> (2)
<i>Command</i> , 3 rd. effect (1)	<i>Protection from evil/good</i> , +2, 20' radius
<i>Control temperature</i> , 10' r.	<i>Quest</i> (1)
<i>Cure serious wounds</i> (3)	<i>Remove curse</i>
<i>Death spell</i> (1)	<i>Remove fear</i>
<i>Dispel</i> (evil/good, illusion, magic) (4 each)	<i>Restoration</i> (1)
<i>Gate</i> (2)	<i>Resurrection</i> (3)
<i>Heal</i> (2)	<i>Summon</i> ³
<i>Holy/unholy word</i> (2)	<i>Symbol</i> (2)
<i>Improved invisibility</i>	<i>Trap the soul</i> (1)
<i>Improved phantasmal force</i>	<i>True seeing</i> (3)
<i>Minor globe of invulnerability</i> (1)	<i>Wish</i> (1)

Demigods:

<i>Anti-magic shell</i> (1')	<i>Phantasmal force</i>
<i>Command</i> , 2 rd. effect (1)	<i>Protection from evil/good</i> , 10' radius
<i>Cure light wounds</i> (3)	<i>Raise dead</i> (3)
<i>Dispel</i> (evil/good, illusion, magic) (2 each)	<i>Remove curse</i> (3)
<i>Finger of death</i>	<i>Remove fear</i>
<i>Gate</i> (1)	<i>Summon</i> ⁴
<i>Heal</i> (1)	<i>Symbol</i> (1)
<i>Holy/unholy word</i> (1)	<i>True seeing</i> (2)
<i>Invisibility</i>	<i>Wall of force</i>
<i>Limited wish</i> (1)	

Notes:

- ¹ — *Control environment* subsumes both *control temperature* and *control weather*. It actually allows the greater god to adjust the surroundings of his or her immediate environment to suit his or her desire, even if the change is radical. The area of control extends from a 12" radius to a 72" radius depending on how radical the change required is.
- ² — A greater god can *summon* from one to six creatures of the same alignment as the god, and all of the same type, with the total hit dice of the creatures so summoned not to exceed 40.
- ³ — The *summon* power of a lesser god can bring from one to three creatures of the same alignment as the lesser deity. Each must be of the same sort as the others summoned. No more than 25 total hit dice of creatures can be so called.
- ⁴ — For demigods, the *summon* power is limited to one or two creatures of not more than 20 total hit dice. Again, creatures must be of the same alignment and (if more than one is summoned) of the same type.

Note that the psionic disciplines possessed by deities are not given. Each DM will decide personally what these are to be, keeping in mind the other powers and general bent of the deity in question.

Finally, brief information regarding the worshippers and clerics of each deity is given in each individual treatment. The data is general and should be expanded upon. This does include spell powers or other special abilities of clerics of deities where no special power or ability is given.

HEIRONEOUS

(The Invincible)

Lesser God

Chivalry, Honor, Justice, Valor, Daring

ARMOR CLASS: -4 (plus armor bonus, typically +5 for a -9 AC)

MOVE: 21"

HIT POINTS: 217

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 1-8 +4 (magic weapon bonus) +8 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 80%

SIZE: M (6' tall)

ALIGNMENT: Lawful good

WORSHIPPERS' ALIGNMENT: Lawful neutral, lawful good, or neutral good

SYMBOL: Silver lightning bolt

PLANE: Seven Heavens

CLERIC/DRUID: Nil

FIGHTER: 17th level paladin/

12th level ranger

MAGIC-USER/ILLUSIONIST: Nil

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: //

Attack/Defense Modes: All/all

S:20 I:18 W:19 D:20

C:20 CH:19



Heironeous is the champion of rightful combat and chivalrous deeds. Likewise, he is the deity of those who fight for honor and strive for order and justice? Heironeous often leaves the Seven Heavens in order to move around the Prime Material Plane, aiding heroic causes and championing Lawful Good.

Heironeous is tall, with coppery skin, auburn hair, and amber eyes. However,

he has the power to create an illusion which makes him appear as a young boy, a mercenary soldier, or an old man. In the latter guises he will be garbed appropriately, but he always wears a suit of fine, magical chainmail with a bonus of +5. At his birth, Heironeous had his skin imbued with a secret solution. Weapons under +2 value cause him no harm, shattering upon contact (scoring a hit). Weapons of +2 quality score only 25% of their normal damage, while +3 weapons score 50%. Only +4 or greater weapons cause full damage. Note that weapons whose magic power would normally sever body parts will *not* do so to Heironeous, although they will inflict full damage.

His personal weapon is a great magical battle axe (+4) which shrinks to one-twentieth of its normal five-foot length, or back to full size, upon Heironeous' willing such. Thus, in another guise, his weapon is not noticeable.

In addition to his normal attacks, Heironeous can loose a *bolt of energy* drawn from the Positive Material Plane. He can draw and loose these lightning-like strokes as frequently as once every 7 rounds, but he can cast no more than seven such bolts in any given week. Creatures of the Prime Material Plane suffer 5-30 points of damage from a stroke, those of the Elemental Planes suffer only 5-20 points of damage, as do those of the lateral neutral planes (Lawful Neutral-Chaotic Neutral). The energy bolt does no harm to inhabitants of the Positive Material Plane or those of the Upper Planes. It causes 10-60 points of damage upon those native to the Lower Planes (Lawful Evil-Chaotic Evil), and to all undead creatures as well. Denizens of the Negative Material Plane suffer 15-90 (15d6) points of damage from a stroke. (A *wand of negation* or a *sphere of annihilation* can effectively discharge the stroke without harm.)

The bolt strikes but a single target. It is not magical in nature. It always hits its target. Range is 70'. Casting time is 1 segment. Duration is instantaneous.

Heironeous has all of the powers typical of a lesser deity.

There is great enmity between Heironeous and his brother, Hextor (q.v.), who chose a different course. Each seeks to destroy or thwart the other.

Worshippers of Heironeous are found everywhere, but are particularly likely to be found among those who follow military professions or do heroic deeds. Clerics of Heironeous are especially warlike, always wearing chainmail. Their robes are dark blue with silver trim indicating their station. At 11th level, clerics of Heironeous can, in addition to their normal spells, use a *bolt of energy* once per week. Places of worship of Heironeous are usually adorned with blue trappings, silver, and occasionally windows of colored glass depicting scenes of Hei-

roneous triumphant. A copper statue of the deity, armed with a silver battle axe and covered in silver mail, with seven silver bolts radiating from behind his head, typically stands behind the altar.



HEXTOR

Lesser god

War, Discord, Conflict, Fitness

ARMOR CLASS: -5 (plus armor bonus, typically +3 for a -8 AC)

MOVE: 24"

HIT POINTS: 200

NO. OF ATTACKS: 2, 4, or 6 (see below) +6 (strength bonus)

DAMAGE/ATTACK: By weapon type (see below)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +3 or better

weapon to hit

MAGIC RESISTANCE: 90%

SIZE: M (6½' tall)

ALIGNMENT: Lawful evil

WORSHIPPERS' ALIGNMENT: Lawful neutral, lawful evil, or neutral evil

SYMBOL: Six red arrows fanned to point outwards

PLANE: Acheron

CLERIC/DRUID: Nil

FIGHTER: 16th level fighter

MAGIC-USER/ILLUSIONIST: Nil

THIEF/ASSASSIN: 12th level assassin

MONK/BARD: Nil

PSIONIC ABILITY: //

Attack/Defense Modes: All/a//

S:18/00 I:18 W:16 D:19

C:20 CH:18 (-2)

Hextor, Champion of Evil, Herald of Hell, Scourge of Battle, is the deity of many soldiers and fighters who deem lawful evil most fit to rule, admiring war and discord. Of course, others besides those of military calling follow him. Hextor dwells on the Planes of Acheron, but can wander to those of Hell or even Nirvana. Most frequently, though, Hextor treads the Prime Material Plane in search of warfare, aiding lawful evil, opposing good. Especially does Hextor seek to overthrow those serving Heironeous (*q.v.*). The latter is his half-brother and chief enemy. When Heironeous chose lawful good, Hextor opted to serve lawful evil. Since Hextor was always inferior to his half-brother, the Lords of Evil granted Hextor six arms, instead of only a pair, so as to be able to best Heironeous and all other opponents.

Hextor appears as a normal, handsome man when in disguise, for he can cause four of his arms to meld with his torso whenever he so desires. His complexion is fair and his hair jet black, as are his eyes. He is well spoken and charming, a hale fellow and a man's man, yet irresistible to women. He can converse with sages, reason with philosophers, argue with clergy, discuss arcane secrets with dweomercrafters. When in his true form, however, Hextor is gray of skin, lank-haired, with red-rimmed eyes bulging from a visage horrible to look upon. Then he cares only to fight and slay.

In battle, Hextor draws two great bows (24" range) which fire iron-barbed shafts of +3 quality and inflict 10-15 points of damage (d6+9) per hit. At close range he employs two spiked bucklers and four weapons. The bucklers can be employed as weapons if his opponents have eight or fewer levels or hit dice; otherwise, Hextor attacks four times per round. His typical weapons are:

- Two bucklers, 7-10 (d4+6) each
- One +2 fork, 9-16 (d8+8)
- One +3 scimitar, 10-17 (d8+9)
- One +2 flail, 10-15 (d6+9)
- One +3 morning star, 11-17 (2d4+9)

Hextor wears armor consisting of iron scales' with strips of metal at shoulder and cuff. A corselet of iron guards his waist and groin. His legs are greaved. This armor is +3 and everywhere decorated with skulls. Around his neck is the *Symbol of Hate and Discord*, the six red arrows of Hextor, hanging from a chain of crudely wrought iron links.

In addition to the powers normal to his station, his fighting ability, and his assassin's skill, Hextor is able to *arouse discord* in a radius of 60'. Friends will argue with friends, irksome things will become hatreds, and petty jealousy will grow to seething rage. Victims with 7 or more levels or hit dice are given a saving throw versus magic. The effect lasts six rounds. Without his *Symbol of Hate and Discord*, Hextor does not have such

power, although he is also able to use a *symbol* spell {discord} as if he were a magic-user, but only once per day. He lays the dweomer by merely tracing the *symbol* with his finger.

Hextor also is prone to carry a magic device, the *Trumpet of Acheron*, with him. This instrument can be winded once every six days. When sounded, it calls forth from 6-60 skeletons which obey Hextor's command. Once every six years, the *Trumpet of Acheron* can summon a horde of 60-600 skeletons and 30-300 zombies.

Hextor otherwise has the powers typical of a lesser god.

Places of worship of Hextor are grim, dark, and bloody. Major shrines and temples are usually built on some field of slaughter. His clerics wear black robes, adorned with white skulls or gray visages embroidered thereon. Only the higher-level clerics have arrows of hate and discord in red, lower-level clerics being permitted gray ones. Much chanting accompanies all ceremonies honoring Hextor. Wind instruments sound discordant tones, shouts and screams are voiced, and iron weapons are struck during such an offery. Priests of Hextor are trained in assassination, so that at the gaining of sixth level of clerical ability, one level of assassin ability is also gained. Thereafter, every two levels of advancement in clerical skill means one level of gain in assassin ability. The maximum level attainable in assassin ability is sixth, which is reached by a cleric upon attaining 16th level in that class.

Hextor is much honored in the Great Kingdom.

IUZ

(the Old) Demigod

Oppression, Deceit, Wickedness, Pain

ARMOR CLASS: -4 (-8 with cape)

MOVE: 18"

HIT POINTS: 165

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACKS: By weapon type
or 2-5/2-5 (+9 strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +1 or better
weapon to hit

MAGIC RESISTANCE: 45%
(65% with cape)

SIZE: M

ALIGNMENT: Chaotic evil

WORSHIPPERS' ALIGNMENT: Evil (any)

SYMBOL: Grinning human skull

PLANE: Prime Material (Oerth)

CLERIC/DRUID: 16th level cleric

FIGHTER: Nil

MAGIC-USER ILLUSIONIST: Nil/Nil

THIEF/ASSASSIN: 16th level assassin

MONK/BARD: Nil/Nil

PSIONIC ABILITY: III

Attack/Defense Modes: All/all

S:21 I:18 W:20 D:18

C: 18 CH:18 (-4)

Whether luz is a human who has become demon-like through the centuries, or whether he is a semi-demon (as some suggest, a by-blow of Orcus), no mortal knows. He is, however, the first known godling of Chaotic Evil; his wickedness and treachery are infamous throughout the Flanaess. (See the *WORLD OF GREYHAWK™* Gazetteer, under the political heading *luz*.)

This cruel being can appear as either a massive (7' tall), fat man with demoniac features, reddish skin, pointed ears, and long, steely fingers, or as an old and wrinkled mannikin of scarcely 5' height. Either or both might be luz' true form.

luz rules a portion of Oerth, a horrid territory which bears its master's name, from the cursed city of Molag. Few creatures beyond the boundaries of this domain will speak his name, let alone adore him.

In his demoniac form, luz prefers to wield a great, magical +3 two-handed sword, although he can use other weapons. In any guise, luz can use his exceptionally long and sinewy digits to claw and strike and strangle. If he strikes thus twice, a strangling grasp is indicated, and the victim will die in 2-5 rounds unless freed. In his mannikin-like form, luz has the ability to generate a disgusting spittle which he can expectorate once per round. This substance ages the victim struck by 1-6 years (no saving throw) and withers the area struck, numbing a member and making it useless for 2-5 rounds. His wrinkled visage has a negative charisma of -4. This causes awe (revulsion) of -55% and affects creatures with up to 6 hit dice.

luz is rumored to have a *soul object* secreted on the Abyssal Plane dominated by the demoness Zuggtnoy, with whom he is known to consort. He is thus free to roam outside his domain without fear of permanent harm. He is also said to wear an old, short cape. This covering conveys an additional 20% magic resistance and serves as +4 protection as well. In addition to his various abilities listed here, luz also has all powers typical of a demigod.



There is great enmity between luz and St. Cuthbert (*q.v.*). This is carried on by the servants of luz and St. Cuthbert's followers as well.

Clerics of luz dress in rusty black (their master's favorite color) or white streaked with rust-red blood stains. At third level they gain the ability to *change self* once per day. Their ceremonies include the burning of foul-smelling substances, the beating of great drums and the clangor of bronze bells, and blood sacrifice whenever possible. Places of service to luz must be old, filthy, and dark. Altar services are typically of bone and include many skulls.

ST. CUTHBERT

(... of the Cudgel)

Lesser god

Wisdom, Common Sense, Truth,

Forthrightness, Dedication, Zeal

ARMOR CLASS: -3 (-8 if in

his plate mail)

MOVE: 21"

HIT POINTS: 224

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type,*

+8 (strength bonus)

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *+3 or better*

weapon to hit

MAGIC RESISTANCE: 80%

SIZE: M

ALIGNMENT: *Lawful good (neutral)*

WORSHIPPERS' ALIGNMENT: *Lawful*

good — lawful neutral

SYMBOL: *Wooden billet, starburst,*

crumpled hat

PLANE: *Arcadia*

CLERIC/DRUID: *22nd level cleric/*

8th level druid

FIGHTER: *Nil*

MAGIC-USER/ILLUSIONIST: *Nil/Nil*

THIEF/ASSASSIN: *Nil/Nil*

MONK/BARD: *7th level monk*

PSIONIC ABILITY: *VI*

Attack/Defense Modes: *All/all*

S:20 I:10 W:23 D:19

C:25 CH:19

St. Cuthbert appears as a stout, red-faced man, with a drooping white moustache and flowing white hair. He wears simple plate mail of +5 magic value. Atop his helmet is a crumpled hat, and a starburst of rubies set in platinum hangs on his chest.

In his left hand he carries a billet of wood. This bronzewood cudgel is actually a +3 weapon equal to a morningstar in St. Cuthbert's grasp. Any human touched by this weapon must save versus magic or be *beguiled* for 5-20 turns. In his right hand is the fabled *Mace of St. Cuthbert*. This weapon is +5, *disrupting* (as a *mace of disruption*), and any "to hit" score of a natural 20 permanently reduces by 1 point the intelligence of the creature struck (magic resistance check withstanding). This mace also has the following powers: *bless* (by tapping



touch); *know 'alignment* (once/day); *tongues; exorcise* (once/month); and *remove curse* (7 times/week).

St. Cuthbert hates evil, but his major interest is in law and order and the dual work of conversion and prevention of back-sliding by "true believers." He seldom leaves his plane, unless some great duty brings him forth. When on the Prime Material Plane he will sometimes appear as a manure-covered yokel, a brown-and-green-robed wanderer, or a slight and elderly tinker. In these guises he tests the doctrine of the faithful or seeks new converts. He can gate to or from Arcadia or the Prime Material Plane at will. He otherwise has the powers of a lesser god.

There are three orders of the priesthood of St. Cuthbert:

Members of the order of the *Chapeaux* dress in varying garb, but all wear crumpled hats. They seek to convert people to the faith. When they attain third level, clerics of the *Chapeaux* order gain the ability to cast one *shillelagh* spell per day.

Members of the order of the *Stars* wear dark green robes with a starburst holy symbol of copper, gold, or platinum (depending on their status). They seek to retain doctrinal purity amongst the faithful. Clerics of the order of the *Stars* gain the ability to cast one *ESP* spell per day upon attaining fourth level.

Members of the order of the *Billets* are the most numerous, serving as ministers and protectors of the faithful. Clerics of this order, upon attaining second level, gain the ability to cast one *friends* spell per day. They dress in simple brown and russet garments, and wear a holy symbol of an oaken or bronzewood billet.

While St. Cuthbert has many large

places of worship, wayside shrines and small, crude chapels are usual. His followers are found mainly in the Central Flanaess, around Greyhawk, the Wild Coast, Urnst, and Verbobonc. (See *The Village of Homlet*, Dungeon Module T1.) A great rivalry exists between those who follow St. Cuthbert and the followers of Pholtus (of the Blinding Light).

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"... clown, thou perishest; or, to thy better understanding, diest; or, to wit. I will kill thee, make thee away, translate thy life into death, thy liberty into bondage; I will deal in poison with thee, or in bastinado, or in steel; I will banish thee in fact; I will o'er-run thee with policy; I will kill thee a hundred and fifty ways; therefore, tremble and depart!"
Shakespeare AS YOU LIKE IT

Such labor'd nothings, in so strange a style, Amaze th'unlearned & make the learned smile.

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The ASTRAL Plane

by
**Roger
Moore**

Introduction by E. Gary Gygax

The Kindly Editor of this publication allowed me to read the following article prior to its printing. I have taken the liberty of making one or two minor insertions and adding several notes where necessary. Without these, the Learned Author had compiled a work of notable clarity and excellent definition for the AD&D™ game system. (Kindly Editor's note: Significant insertions and alterations from Mr. Gygax are printed in [italic type inside brackets]. Both yours truly and Mr. Gygax have also made minor changes in

the author's prose — changes which do not alter the meaning of what was written and are, for that reason, not indicated within the text.)

Although Mr. Moore calls the attention of the Gentle Reader to the "unofficial" nature of his offering, I must add that it is about as "official" as is possible at this time. A considerable amount of material is currently in development. Steve Marsh, Eric Shook, Skip Williams, and this Humble Writer are developing modules and/or rule materials pertaining to the

various planes. Similarly, the sub-classes of mystic and savant, inveterate planar travelers all, have not been fully developed as of this writing. Only these circumstances prevent me from being able to place the "official" aegis over Mr. Moore's superb effort. This in no way diminishes it, for the Worthy Author has devised much from little. Better still, he has done so in a manner befitting the game and the spirit of the rules. What more needs be said? Read, enjoy, and then employ!

Preface

The Astral Plane is a superdimensional space that permeates every point of the three-dimensional Prime Material Plane, which inhabitants of AD&D™ worlds know as the physical universe (containing planets, worlds, stars, galaxies, etc.) From the Prime Material, the Astral Plane extends out to each of the first (or upper) layers of the various Outer Planes, but does not touch any other layers besides these. *[The Astral Plane also touches (or contains) certain Partial Planes, Demi- Planes, and Semi- Planes.]* Astral space is filled with great currents of energy and matter that flow between the various Prime Material and Outer Planes; aside from these currents, or vortices, the Astral Plane is literally filled with nothing. The contents of a vortex may travel to and from an Outer Plane's first layer and one or more Prime Material universes; nothing may enter the "nothingness" outside the vortex.

At various times for unknown reasons, the energy flow within a vortex may change its direction or its rate of flow; such an event is called the Psychic Wind,

and is much feared by travelers in the Astral Plane unless they are of godlike level and talent. The Psychic Wind may cause a vortex to disconnect from one plane and reconnect with another, stirring up the contents of the vortex so that they are randomly distributed or lost. Severe manifestations of the Psychic Wind may even cause silver cords (see below) to break, unless the traveler to whom the cord is attached can resist the magical stresses.

It becomes obvious that beings may use the Astral Plane for moving about within their own universe or to parallel Prime Material Planes, as well as visiting the homes of the gods on the Outer Planes. The most commonly used methods of traveling the Astral Plane include the use of spells (*Astral Spell*, *Plane Shift*, or a spell like *Gate* or *Wish*), psionic disciplines (*astral projection* or *probability travel*), and magical devices or artifacts. Some beings and monsters are innately capable of astral travel, such as certain demons, shedu, etc. The method of travel being used by an encountered being or beings may well determine the group's size, composition, possessions, and so on as detailed in the section on encounters below.

The Astral Plane has no alignment as

such. Creatures of any alignment may be met traveling along the plane going to or from the Prime Material. If there could be said to be a particular philosophy or ethic associated with the Astral Plane, it might be the spirit of travel, the seeking of knowledge, and the use of gateways to new worlds. Several deities concerned with travel, knowledge, and gates are known to live on the Astral Plane.

There is no solid material in the Astral Plane aside from the wayfarers within it, some random bits of debris, and *[a few small "islands," some with]* built structures. To those passing through it, the Astral Plane appears to be a blurred silvery color all around, as if the travelers were suspended weightless within a great silver atmosphere. Mists may be seen at times, and sometimes star-like objects are seen in the distance. Other strange phenomena have been reported as well. Objects in astral space are weightless but still have mass and can cause damage. It is conceivable that there may be dwellings on the Astral Plane built by great wizards, clerics, or godlings; in a weightless environment these buildings could be of any shape, and might wander randomly from Outer Plane to Outer Plane, or across the various Prime Material universes.

Astral encounters

Very few creatures are known to be native to the Astral Plane; as stated before, nearly everyone there is just "passing through." Because of the great number of creatures that could be encountered there, and because some DM's might like to create and use their own monsters from the Outer Planes, an alternative to the Astral Encounter Table in the *Dungeon Masters Guide* is suggested below. Each encounter type should have its own subtable of specific creatures, set up by each DM.

Table One: Astral Encounters
d% roll Encounter type

01-60	Outer Planes creature (in transit)
61-75	Miscellaneous creature (in transit)
76-90	Prime Material creature (on Prime Material Plane)
91-95	Character encounter
96-99	Deity encounter
00	Non-living relic

Explanation of results:

Outer Planes creature — This category includes all beings originating on an Outer Plane, who happen to be in astral space going to or from the Prime Material Plane. Common examples of such beings include demons, devils, daemons, ki-rin, lammasu, titans, and shedu. *Dungeon Masters* could include other creatures, such as those which have been featured in various issues of *DRAGON™* Magazine, as well as a smattering of randomly generated beasts from the lower planes using tables in the later editions of the DMG, and some creatures developed by the DM personally, to fill out an encounter subtable for this category. Any beings from an Outer Plane are likely to be on a mission for their deity, or on personal missions as determined by the DM, related to the alignment(s) of the being(s). Deities (including the two singular dragon types, demon princes, arch-devils, and so forth) should not be on this subtable.

Miscellaneous creature — This category is for assorted astral wanderers like intellect devourers, rakshasa, aerial servants, invisible stalkers, lichs using psionics or spells to go astral, and all those other creatures not easily characterized. Berbalangs and astral searchers (from the *FIEND FOLIO™* Tome), for example, could be listed in this subtable. Other races besides those used as player characters in the AD&D game could be included, if some individuals of those races had magical or psionic abilities permitting astral journeying — mind flayers, for instance. Reasons that miscellaneous beings have for astral travel would

vary widely from race to race or individual to individual.

Prime Material creature — Some Prime Material Plane creatures have a sensory awareness of beings passing "close by" in the Astral Plane, and have the power to harm such beings as well. Common examples of such creatures include the basilisk, catoblepas, cockatrice, gorgon, and medusa; enterprising DM's could undoubtedly create more monsters of this sort. Creatures like these that can project their influence into the Astral Plane can likewise be attacked by beings on the Astral Plane, though no other Prime Material creatures or objects could be affected by anything in astral space. Only astral travelers who are "adjacent" to another plane (a term to be explained more fully later in this article) will have a chance of meeting these creatures. All other times, the encounter must be rerolled for astral travelers if this particular category is indicated.

Character encounter — The vast majority of characters met on the Astral Plane are likely to be human, but some demi-humans or part-humans may be encountered as well. A special encounter subtable (Table Two) is needed to determine the method of astral traveling employed by a character group, which may determine the group's size and some other characteristics.

Table Two: Method of astral travel
d% roll Character group traveled via:

01-70	Spell (cleric, [mystic,] magic-user, [savant,] or illusionist)
71-95	Device (miscellaneous magic item or artifact)
96-99	Psionics
00	Special

Spell — Encounters with beings traveling by magical spells are 85% likely to be with persons who directly cast such a spell and 15% likely to be with those who used a scroll to cast the spell. The distinction is important because scroll-users will probably be less powerful than casters. If a spell-user is indicated, determine the class and level of the caster according to these guidelines:

Half (50%) of all encounters with astral spell-users will be with clerics [mystics], of a level determined randomly: 11-20 for actual spell casters or 9-12 for scroll-users. Of the actual spell casters, clerics of levels 11-15 will have used a Plane Shift spell and those of higher level will be using an *Astral Spell*. Of the clerical scroll users, 75% will have used a scroll of Plane Shift, and the other 25% will have employed an *Astral Spell* scroll.

Slightly less than half (45%) of all encounters with astral spell-users will

be with magic-users. Those directly casting an *Astral Spell* will be of levels 18-23; those using an *Astral Spell* scroll will be of levels 11-18.

Once in 20 times (5%), the encountered spell-user will be an illusionist [savant]. The illusionist will be of level 14-19 if directly casting an *Astral Spell*, and of level 10-15 if using an *Astral Spell* scroll.

Spellcasters are not likely to go into any plane without assistance. Clerics using *Plane Shift* to reach the Astral Plane are 95% likely to have 2-7 companions with them, two of which will be henchmen and the rest being allied characters. Henchmen will be of a level determined as per the DMG; allied characters will be of a level equal to the cleric's level minus three, plus 1d4 (thus, a 15th-level cleric would have allies of levels 13-16). All other particulars of the spell casters, henchmen, and allies should be determined from the Character Subtable, Appendix C (Random Monster Encounters) of the DMG. All spell casters using *Astral Spell* will be 90% likely to have 2-5 companions, 2 of which will be henchmen of the spell caster; all particulars of the group are determined as above.

Device — Any class, race, or level of character could be encountered while using a magical device that permits travel to or through the Astral Plane; it is very unlikely, though, that lower-level characters will be met because of the dangers of astral travel. Some typical devices that could be used to reach the Astral Plane are the *Amulet of the Planes*, the *Cubic Gate*, the *Well of Many Worlds*, or some like device invented by the game referee. DM's should develop subtables listing the different sorts of devices being employed, since there is such a wide variety of them available. Device-using characters encountered will be between 7th and 18th level (d12 + 6) with classes determined as per the Character Subtable in the DMG. Note that some devices permit use by one person only; these brave souls would be of a generally higher level than usual (15th-18th) and could, at the DM's option, have more magical items or special characteristics than normal.

The category of devices also includes the use of artifacts; DM's may set a 1% chance of any device-using group actually possessing and using a plane-shifting artifact. An item of this sort could be the *Codex of The Infinite Planes*, or a wandering ship or tower as described in the Elric sagas by Michael Moorcock. Party size in an artifact-using group could vary widely, and these groups should be made up prior to play as special encounters.

Psionics — Of all psionics-users encountered astrally, [90%] will be human, with [elves having a 5% chance of being met,] dwarves and halflings each having a 2% chance of being encountered, and

the remaining 1% being random other races. Class and level should be determined as per the guidelines for device-using travelers. Some 50% of all psionics-users in the Astral Plane will be using *astral projection* and be traveling alone. The rest will have *probability travel*; the level of the psionics-user will determine how many persons can be brought into the Astral Plane with this power. One or two persons with the psionics-user will be henchmen, the rest will be allies; details are worked out as per the section on spell casters. The psionics-user should have at least 40 psionic strength points in order to permit astral travel as well as psionic attack and defense, and will also have other major and minor disciplines.

Special — This is a catch-all category for those living persons who have become lost or trapped in the Astral Plane by any one of a number of means. They may have been caught in a *Portable Hole-Bag of Holding* explosion, cursed by a deity or magic-user, hit with an enemy's *Plane Shift*, attacked while under a *Duo-Dimension* spell, caught in a *Sphere of Annihilation-Gate* cataclysm, cast out of the Ethereal Plane by an Ether Cyclone, stoned while astral by a medusa or similar beast, flung there by a malfunctioning artifact, inside a *Portable Hole* that failed a saving throw and was destroyed, and so forth. Each case is special and may be created and arbitrated by the referee as desired. Because people do not age or starve in astral space, such lost souls could have been lost for a very long time before they are rescued. They might express their gratitude for being helped by rewarding the player characters, working for them, or putting knives in their backs (depending on alignment and other considerations). [*Insanity could come into play.*] All "special" encounters will not be able to leave the Astral Plane without help from outsiders.

It becomes obvious that *all* character-type encounters should be carefully

Referees should use common sense and caution in having the group meet a deity; some deities would have no business on the Astral Plane and should be excluded from encounter lists.

worked out ahead of time by the DM because of their complexity. Character roles (as always) should be played forcefully by the DM, as if the NPC's were the DM's own characters.

Back to the Table One explanations:

Deity encounter — A deity of any sort is probably the worst (as in most dangerous) thing one could hope to meet anywhere. Referees should make up their own lists of possible encounters of this sort, including the various arch-devils, demon princes, and unique dragon-types from the Monster Manual. On the Astral Plane it may be possible to meet almost any deity, though lesser deities may be more common than greater ones and demigods more common than either of the others. Referees should use common sense and caution in having the group meet a deity; some deities would have no possible business being on the Astral Plane, and should be excluded from encounter lists.

As with character encounters, the reactions of deities should *not* be checked randomly, and *should* be role-played fully. Gods will not often go out of their way to do anything when encountering a group of adventurers, unless provoked, bored, or of a similar or opposite alignment. Demogorgon might try to kill everyone he meets; Asmodeus might try enslaving everyone; Bahamut might assist (if good-aligned characters are present), and so forth.

Deities should, whenever possible, have a retinue of lesser creatures with them who will follow their ruler's every whim; these followers may be sent ahead to check out any groups they meet, to do the fighting or talking. The nature of

such associates is left up to the imagination and discretion of the referee.

Relic — Finally, various items may be found while traveling the Astral Plane. This category of random relics could include lost treasures, bodies [*The timelessness/all-time nature of the Astral Plane allows revivification at a ratio of 1,000 years to 1 day, assuming no extenuating circumstances.*] of monsters or characters slain astrally, constructed dwellings for wizards, priests, or godlings, and so forth. Referees may make up lists of things like these to confuse, amuse, or abuse player characters finding them. Any treasures found should be of generally low worth, with occasional high-value or cursed/trapped items appearing. [*Matter "islands" range from a few cubic rods to several miles in extent.*] Constructed dwellings [*whether on "islands" or alone*] should be extremely rare at best!

The reactions of any living creatures on the Astral Plane will always be tainted with caution and watchfulness. Referees may want to compile notes on each encounter, describing the reasons for such beings to be in the Astral Plane in the first place (traveling on a quest, going to visit associates or friends, planning to rob or kill other astral travelers, searching for something or someone, etc.) and use this material when role-playing the NPC encounters.

Obviously, much of this material has been very general; however, it is the intention of this article to give referees a chance to work out their own ideas of what Astral Plane encounters should be like. Every campaign will have different deities, monsters, and other particulars.

Astral traveling

Astral space is strange and dreamlike. Adventurers from other planes find that they do not get tired, sleepy, or hungry, and everyone is generally alert. There are no day/night cycles astrally, so time's passage is difficult to measure. A character or creature can feel a sense of movement whenever he/she/it concentrates on moving (travel through astral space is a function of thought), but one usually has little idea of how far one is going. No one ages [*except at the 1:365,000 rate, as noted*] in astral space for any reason, even by magical means. The various means of astral travel are:

Astral projection (psionic) or Astral Spell

Characters using either of these means to go astral should find secure places on the Prime Material Plane to house their bodies and their possessions that will be left behind when their spirits make the voyage. The physical bodies on their home plane will go into suspended animation and require little care while the spirits are gone. Travelers using *Astral Spell* should hold hands in a circle with their spellcaster, who then goes through all the rituals and causes the group's members to enter astral space in spirit

form together. The bodies are all linked through a single silvery cord to their material bodies; the cord is capable of stretching infinitely from the Prime Material to an Outer Plane. Once in the Astral Plane, the group members may pull apart, move around, engage in combat, and so forth as they please. However, no one may enter another plane from the Astral Plane unless he/she is touching the spellcaster or touching someone else touching the spell caster (the group should join hands before entering another plane). Anyone not so linked to the spellcaster when he or she enters a new plane will be stranded astrally; the stranded character can return to the home plane only if slain, in which case the material body reawakens (see the section on Movement and Combat). *Astral*

Few spells may be cast across plane boundaries, either to or from the Astral Plane or any other, and only certain rare magical devices can affect creatures on other planes.

projection is similar to *Astral Spell* in all respects, except that only one person at a time may travel by means of this power.

When using either of these forms of astral projection, characters will find that all non-magical items on their persons will be left behind on the home plane; only magical items may be brought along, and many of these will have altered capabilities as described in the last section of this article. Because this may mean that spell components, armor, and weapons, not to mention mundane things like decent clothing, will not be had, spellcasters may use or develop a simple spell like *Nystul's Magic Aura*, which makes an item magical without giving it any special powers. Such a dweomer will allow items to pass through astral space to an Outer Plane so long as the spell's duration is not exceeded [*prior to going to the plane*]. Things that become non-magical in astral space or on an Outer Plane, should this spell wear off, will not be carried into another plane until the spell is renewed.

The spellcaster will receive an instinctual warning when he or she has arrived at the point where astral space connects with the Outer Plane or Prime Material Plane desired. At this point, when all travelers are joined together again, the spellcaster can will the group to move "adjacent" to the new plane; at this point

the group will still be in astral space, but will now be able to view clearly the environment of the new plane. If it is another Prime Material Plane, this point is as far as the group can go; they can look about, but not enter the plane. If an Outer Plane has been reached, the group may then (while still linked together) cause their spirits to form material bodies on the new plane, and will bring all magical items with them. Note that those items which (for some reason, as detailed in a later section) became fully non-magical when entering the Astral Plane will *not* go into an Outer Plane, but may be taken back to the Prime Material. When a group is "adjacent" to another plane, their presence may only be detected by highly intelligent or powerful creatures (as per the DMG), or by the use of such things as a *Detect Invisibility* spell or *Dust of Appearance*. Few spells may be cast across plane boundaries, either to or from the Astral Plane or any other, and only certain rare magical devices can affect creatures on other planes. It is conceivable that a deity may cause certain sections of an Outer Plane to be "opaque" so that no one may spy on that area from the Astral Plane, and no one (except the deity and minions) may enter that area from astral space.

Astrally projecting characters will travel for some 7-12 hours before reaching

another plane, either an Outer or a Prime Material one. The spellcaster or psionic character may purposely try to lengthen the voyage before reaching the other plane; each such attempt lengthens the trip by 3-6 hours, and may result in another encounter check being made (see below). The return trip from another plane will take another 7-12 hours.

Probability travel (psionic), Plane Shift (spell), or device

These methods of travel are similar in several ways. If a group of persons is able to travel together using one of these modes, they must join hands before the power, spell, or device goes into effect. Group members will be transferred at once, along with all of their equipment (magical or non-magical), to another plane; if going to an Outer Plane, the group will not pass through astral space. However, these travel modes may simply take a group to astral space if this is desired. Once the desired plane has been reached, the power, spell, or device transporting the group ceases to work, and the group may split up and move about as desired. Leaving the plane is done in the same manner used to arrive at the plane.

It is obviously possible for someone to strand characters on other planes using any of these travel modes. Stranded characters will not be able to leave the plane they are left on unless given assistance, or unless they possess spells, powers, or devices to help them leave. No silver cords are formed using any of these travel modes; instead, the characters' bodies have been brought along.

Encounter checks and the Psychic Wind

When using either form of astral projection (*astral projection* or *Astral Spell*), three encounter checks are rolled during the journey. One is made immediately at the start of the voyage, to see if any beings are "adjacent" to the Prime Material Plane at this locale; it may be possible to encounter certain Prime Material monsters (like catoblepas) which can project magical attacks into the Astral Plane, if any are nearby. Another encounter check is made near the midpoint of the voyage, deep into the Astral Plane (no Prime Material monsters like the medusa or catoblepas will be encountered around here), and the last check is made when the group comes "adjacent" to another plane. If this plane happens to be another Prime Material Plane, then obviously medusae and the like may be met, if any exist on that plane.

Characters using any other form of

planar travel will undergo one encounter check upon arriving at the Astral Plane, and another check every four hours or so thereafter until they leave the plane.

An encounter check is made using a 20-sided die. A roll of 1 on the die indicates that an encounter will occur, and the specific type of encounter should then be rolled.

If a spellcaster or psionic using *astral projection* wills the voyage to be slowed down, an additional encounter check is made for every four hours the journey is lengthened (see the section on *astral projection/Astral Spell*, above, for normal and modified travel times).

The Psychic Wind is not a 'wind' as such: when it occurs; the . . . characters will be in virtual darkness all around, but will feel no actual wind blowing.

The Psychic Wind may lengthen an astral voyage and produce more encounters. There is a 5% chance (non-cumulative) of encountering the Psychic Wind per plane crossed, including alternate Prime Material Planes, or solar system traveled to. To determine the effect of a Psychic Wind, roll a 20-sided die and apply the appropriate result from the following list:

1-12: Travel slowed by 3-6 hours; one additional encounter check rolled.

13-16: Blown off course; party lost for 2-20 days (one encounter check every 4 hours, but no Prime Material creatures can be met) and then must return to their physical bodies and try again.

17-19: Blown off course, but with no extension of travel time; a random plane bordering the Astral Plane is arrived at.

20: Psychic Wind storm; travelers

who are using *astral projection* or *Astral Spell* must make a saving throw vs. magic (for the spell caster or psionit), or the silver cord snaps and all are slain irrevocably. If the save is made, the group or person will be lost for 4-40 days (make one encounter check every 4 hours during this time)

and must return to the starting point where their physical bodies are. Those who are not astrally projecting will be lost for 4-40 days and will only thereafter be able to use a spell, power, or device to leave the plane; before then, the turbulence in the plane prevents such travel.

The Psychic Wind is not a "wind" as such; when it occurs, the silvery atmosphere of astral space darkens considerably. During a Psychic Wind storm, the characters will be in virtual darkness all around, but will feel no actual wind blowing. *Light* spells will function normally during this time, however.

Movement & combat

Movement through the Astral Plane is accomplished by concentrated thought. For every point of intelligence a being has, a maximum of 10" (yards) per minute (melee round) may be moved; thus, a character with a 12 intelligence can move as fast as 360 feet per minute, or 6 feet per second. It does not make sense to try to measure the distance from one place to another, as the plane itself is moving (the way wind blows around a flying bird) and such distances cannot be expressed in conventional terms. Movement rates are useful in working out melees or explorations in astral space.

Sighting distances are much greater than normal in this plane. Surprise rolls are made as usual; unsurprised characters may see larger-than-man-sized beings at a range of 50-500 yards, and man-sized or smaller beings at 30-300 yards. A surprised party has only one-tenth the normal sighting range to their opponents. Evasion may be attempted after sighting an opponent, and is automatically successful if the least intelligent member of the evading party is smarter (more intelligent) than the most intelligent member of the pursuing party. It is possible, of course, for a party to split up so that only its slower members will be caught by pursuers; however, if some beings are joined together by holding hands or other means, their speed will not exceed that of the least intelligent being. Sudden stops and turns are possible astrally, and travelers will not be subject to any form of motion sickness no matter what they do.

Encumbrance affects a character's movement rate: for every 100 g.p. (10 lbs.) weight a character is carrying, the movement rate for that character is slowed by 10 feet per round. Strength (or lack thereof) does not affect astral encumbrance at all; intelligence is the limiting factor. An unconscious person or one who is not concentrating on movement may be carried by another person if so desired, at the carrying person's movement rate (with a deduction for the encumbrance of the burden being carried). Magical items have no effective weight for astral encumbrance purposes, but only if they are still magical in astral space.

Combat in the Astral Plane is peculiar,

since it takes place in a weightless, three-dimensional space. A detailed simulation of this would probably best use a hexagonal or square-gridded playing surface (without terrain features). Paper counters could be used to show how far above or below the playing surface someone or something is located, to simulate a third dimension. Counters could also be used for each character involved in the melee. This system is similar to the one used in many outer-space combat games; the difficulty comes in having to calculate trigonometric distances between two points in three-dimensional space. The scale that might work best for such games might be to have hexes or squares 30 feet across (in game scale) with each move taking one minute. If this proves too complex, then a simpler two-dimensional system may be used, ignoring the height/depth factor on the playing surface.

Though the Astral Plane has no sources of gravity, combatants are not thrown off balance by swinging swords, casting spells, and so forth, because all movement and orientation are governed by mental effort; characters fight, move, and act as if each were moving along a stable surface. Obviously, no two characters need appear to be moving along the same "surface," and one could move along just as well upside-down relative to everyone else in the party.

The only problem that will occur in combat is in using missile weapons or thrown items. Because everyone is used to adjusting missiles or thrown weapons to take into account the effects of gravity, persons who fire or throw missiles will find their aim poorer at first. Missile fire will initially be made at a -6 penalty "to hit"; each subsequent missile fired by the same character will gain a +1 modifier "to hit," cumulatively, until this penalty is removed. However, once a person leaves the Astral Plane, this adjustment is forgotten and must be "re-learned" upon re-entering the plane at any future

date. *Long* ranges are extended on the Astral Plane for missiles of any sort, because of the lack of gravity; short and medium ranges remain the same. The maximum range of any missile weapon is doubled, so a longbow (for instance) would have a long range of 14"-42".

Smart players may find it interesting and helpful to develop special tactics for astral combat, such as surrounding slower opponents and setting up defensive shields against the faster ones. Grappling and pummeling are possible astrally, but not overbearing.

Astral characters take damage as usual in AD&D melee combat. Those who entered the plane by *Gate*, *Plane Shift*, device, or any other method in which the physical bodies of the characters are brought along can be wounded and slain in combat; their bodies and equipment can be recovered afterward, and attempts may be made to raise them from the dead as usual [See previous note on the 1,000-year-to-1-day ratio.]. Any character who enters the Astral Plane by a form of astral projection, psionic or magical, and takes sufficient damage in combat to be slain, will be immediately returned in spirit form to his or her home plane. The earthly bodies of these "slain" characters will not be immediately awakened, however; the psychic trauma of being slain sends the body into a coma lasting 2-5 days, from which the character cannot be re-awakened without use of a *wish*. A system shock roll must be made during this time, and if the roll fails, the character dies when the coma ends. The character cannot then be revived by any means short of a *wish*. If the system shock roll succeeds, the character will regain consciousness, possessing but 1 hit point upon awakening, and healing progresses normally. Until such time as the character regains more than half of his or her lost hit points (by normal healing, potions, ointments, etc.), no spell casting is possible, movement is reduced by half, and attacks are made at a -4 penalty "to hit" because of weakness.

The magical items possessed by an astrally projecting character who is slain on the Astral Plane will be returned to the Prime Material with the character's spirit

Though the Astral Plane has no sources of gravity, combatants are not thrown off balance by swinging swords, casting spells, and so forth, because movement and orientation are governed by mental effort.

if they: 1) still retain some magical properties on the Astral Plane; 2) were physically worn or carried by the character at the time of "death"; and 3) make a saving throw vs. magic. All other items of a non-magical nature will be left behind on the Astral Plane, but may be recovered by other characters.

If the earthly body of an astrally projecting character is slain while the character is in astral space, [the silver cord is sundered and] the character's spirit vanishes at once, leaving all material possessions behind. The character is irrevocably dead. If the material body is slain after the character has formed a new body on an Outer Plane, the character (with whatever possessions he or she has at that time with the new body) will live on in the new form but will, of course,

be unable to leave the plane without help. It is impossible, by the way, for a character to assume a physical shape different from his or her normal, earthly body when entering an Outer Plane.

There are very few creatures able to cut a silver cord. As mentioned in the DEITIES & DEMIGODS™ Cyclopedia and the Dungeon Masters Guide, the Psychic Wind may tear the cord loose, but this is a rare happening. The most dangerous opponents astrally are deities; a demigod or god may elect to cut the silver cord of a group, and can do so by moving adjacent to the cord trailing behind the group, making a "to hit" roll against AC 0, and successfully rolling the deity's magic-resistance rating. This will automatically sever the cord and permanently slay the group members,

unless the spell caster or psionic initiating the travel can make a saving throw vs. magic. If the deity's magic-resistance roll fails on the first severing attempt, subsequent rolls may be made without requiring another successful "to hit" roll against the silver cord.

Any character wounded while on the Astral Plane will not normally recover any lost hit points, no matter how long a time is spent there. [Obviously, however, after 365,000 days of relative rest a normal character would regain 1 hit point.] Only the use of magical devices or spells, or the psionic discipline of *cell adjustment*, will allow the recovery of lost hit points astrally. Once a wounded character leaves the Astral Plane, wounds may be naturally recovered from at the normal day-to-day rates.

Magical alterations

As has already been mentioned, many spells will not have their normal effects when cast upon the Astral Plane. Some of these spells for various reasons will have no effect at all, while others will work only partially or in an unexpected manner. A few spells will not work astrally but will not be forgotten when cast; these spells may be re-cast at a later time (after the caster returns to the Prime Material Plane, or perhaps travels to a different plane) when they will take normal effect. Spells cannot be cast in any case from the Astral Plane to any other plane, and vice versa; they cannot be cast through *Gates* and similar devices or spells (as noted in TSR™ module Q1), since the true distance between the planes exceeds the spell's range.

Unless a spell caster has taken special precautions, any traveling done by *Astral Spell* will result in leaving behind all material components for spells, reducing the spell caster to using only those spells with verbal and/or somatic components alone.

Once a character enters the Astral Plane, spell recovery (regardless of the amount of time spent astrally) becomes more difficult. Clerics and druids may not recover any spells except first and second level ones — unless the deity they worship normally resides on the Astral Plane, in which case they may recover any spell levels. Any spell casters will

find they have but one opportunity to pray or study for new spells after casting spells on the Astral Plane, and that subsequent attempts to recover spells will fail because of the magical properties of the plane. Clerics will find that certain spells — *Commune*, *Divination* and *Spiritual Hammer* — will not work on the Astral Plane unless the cleric's deity lives on that plane.

Unless otherwise stated, a spell caster must remain stationary on the Astral Plane when casting a spell; he or she cannot think about moving around and perform magic at the same time. Spell casting, as in all other cases, cannot be hurried up in any manner, and if a spell is interrupted, it is lost. Spells may be cast from devices and scrolls in a normal manner, as detailed later in this article.

Those spells that normally affect a flat, planar area (such as *Bless* and *Haste*) will, when cast astrally, affect a spherical area with a diameter equal to the normal spell's smallest dimension in area of effect. Thus, *Bless* affects all within a 5" diameter sphere, *Haste* and *Slow* affect all within a 4" diameter sphere, *Tongues* affects all within a 6" diameter sphere, and so forth. This does not apply to spells such as *Hold Portal*, *Knock*, and *Wizard Lock*, which were designed to affect flat surfaces.

The Astral Plane is a poor conductor of heat or cold, making some spells like

Infravision, which relies upon detection of heat sources, useless. A *Fireball* could go off next to a character, and if the character was just outside the area of effect he or she would not feel the heat from the attack.

Fire-based spells that are cast at bodies of water on the Astral Plane will have no effect; they will be smothered immediately. Any fire spell that strikes a body of ice will usually have no other effect than to melt the ice down into water, immediately extinguishing the spell. Because all objects on the plane are effectively weightless, flame sources will appear circular; even though one would expect an open flame to be extinguished by its own waste gases if held immobile, this does not occur in astral space.

Astral travelers, though they will soon discover that they apparently do not need to breathe in astral space, are still susceptible to attacks of poisonous gas, drowning, and so forth; the poisonous or foreign material will find its way into the respiratory tract and do physical damage. These attacks will affect even astrally projecting characters, though as noted before this will not actually kill the affected characters, but will cause their spirits to return to their home plane.

Following are listed those spells that yield unusual results when cast on the Astral Plane. When possible, reasons are given for why a spell malfunctions. If new spells are encountered or created by characters, the DM should arbitrate the effects on the Astral Plane, noting whenever possible the effects of any similar spells listed here.

Cleric spells

Aerial Servant: No effect; normally opens gate to elemental plane (Air).

Animate Object: Any object animated will have no ability to travel on its own unless it is thrown or pushed, since all

animated objects have an effective intelligence of 0; it could, however, wrap around or strike beings it was next to.

Astral Spell: No effect; must be cast on Prime Material Plane.

Commune: No effect; requires contact with deity.

Conjure Animals: No effect; no natural

environment exists astrally.

Control Weather: see *Conjure Animals*.

Create Water: Unless the spell is cast into a container, a large sphere of water will be formed (hovering in the virtual weightlessness of the plane). To calculate the size of such a sphere, note that the volume of a sphere is $\frac{4}{3} \pi r^3$; that one

gallon of water is about .1337 ft³, and have a calculator handy. Pi (π) is about 3.1416. A sphere of water will do nothing else in astral space except float. If struck by a sharp-edged weapon, it will be undamaged (the blade passes through it) for the most part; strikes, with broad, blunt weapons will split the sphere into 2-5 smaller spheres of roughly equal size. Though water spheres are interesting to look at, they are hazardous as well; anything touching a water sphere for longer than one second will find the water adhering to it and flowing over its surface until the water completely covers the touching object. Living beings must make a saving throw vs. breath weapon or choke on water in their respiratory systems; failure to save means unconsciousness one round later and death in 2-5 more rounds thereafter unless the water is removed somehow (such as by *Destroy Water*). Those who make their saving throws may leave the water sphere on the following round by moving out of it at full (mental) speed. The possibilities of using water spheres as weapons are obvious (with *Telekinesis*, especially; the *Telekinesis*-user would have to roll "to hit" with the water sphere as if using a missile weapon, with medium and long ranges determined by dividing the maximum range of the *Telekinesis* spell into thirds), as are the disadvantages.

Detect Evil/Good: Functions normally, though the plane itself radiates no alignment.

Detect Magic: The entire plane radiates magic, making this spell useless to all except those who know the proper changes to exclude the "background radiation" from detection. Such changes may be discovered on a 5% cumulative chance after each unsuccessful casting of this spell.

Dispel Evil/Good: This spell will affect any creatures encountered on the Astral Plane of the appropriate alignments, including those from other planes. However, when used against aerial servants and invisible stalkers (and neutrally aligned creatures summoned from other planes) there is a chance (1 or 2 on d6) that this spell will not work, because the neutral creatures were not in the act of performing a good or evil deed. Though all good or evil creatures and characters from other planes will be affected by this spell (no matter the method used to bring them to the Astral Plane), no neutrally aligned (lawful neutral, true neutral, or chaotic neutral) characters will be affected unless they are on a mission that would directly benefit the forces of good or evil. (Assume that this spell will affect neutral characters only if the majority of their associated party is good or evil in alignment.)

Dispel Magic: This spell will not affect the inherent magical nature of the Astral Plane, but will affect spells cast by characters. If this spell is cast at a spell caster

Astral travelers, though they. . . do not need to breathe in astral space, are still susceptible to poisonous gas, drowning, and so forth; the foreign material will find its way into the respiratory tract and do physical damage.

or associated person traveling via an *Astral Spell*, it will (if successful) hurl the affected persons to their own plane. It will not do this to persons who arrived on the Astral Plane by any other means, psionic or magical. Casting *Dispel Magic* on a silver cord (of an astrally projecting traveler) has no effect.

Divination: see *Commune*.

Earthquake: No effect unless cast upon a solid, non-living object of earth, clay, or stone.

find The Path: If cast immediately after an entrance into the Astral Plane, this spell will enable astrally projecting characters to go quickly to their desired plane. There is a 50% chance that only one encounter check (the usual initial one) will be required before reaching the other plane; in any event, only one "extra" check will be required at the worst, and the entire voyage is shortened by four hours as well. This spell, of course, would have to be cast upon the leading spell caster of an *Astral Spell*-using group to be effective for them.

Flame Strike: This spell will create a 1" diameter sphere of flames, much like a *Fireball*, centered on the desired location within the spell range; it will do normal damage.

Gate: No deities will appear through the *Gate* unless the Astral Plane is their home. Any other creatures gated in will know immediately where they are, and will leave if required to fight a creature or party whose experience-point total is two or more times greater than the gated creature's own value. No gated creature will hang around to fight a deity of any sort. Theoretically, one or more persons could pass hurriedly through a gate created by a spell and go directly to any other plane of existence, but the person(s) would also be directly in the presence of a deity-class being, and this could prove not to be advantageous.

Holy/Unholy Word: This spell will affect all creatures within its area of effect, including the spell caster's party. Since nearly all beings except some deities are not normally from the Astral Plane, this should work against virtually any being encountered, and will cast its victims back to their home plane without further injury (regardless of how the creature got to the plane).

Insect Plague: see *Conjure Animals*.

Locate/Obscure Object: This spell will not help or hinder characters in hurrying or delaying their journey to other planes through astral space, since the distance to other planes is beyond the spell's range.

Lose The Path: This spell will work to

slow an astrally projecting party's progress through the Astral Plane by four hours, resulting in one extra encounter check while in astral space, but not necessarily during the spell's duration.

Lower Water: This spell will cause all free-floating water within its area of effect to move away from the spell caster at a rate of speed equal to the caster's normal astral movement allowance. The reverse of this spell, *Raise Water*, has the opposite effect in drawing water directly toward the caster at the above speed. These spells could be used to save a drowning character (see *Create Water*).

Part Water: This spell will cause a water sphere (see *Create Water*) to separate into two equal-sized spheres (smaller than the original) separated by 1"/level of the caster. This spell may be used to save a drowning character (see *Create Water*).

Raise Dead: If used astrally, there is a 15% chance that an astral searcher (see the FIEND FOLIO™ Tome) will possess the raised body. Alignment and personality of the character are randomly changed; the referee may elect to have the player use the character as effectively a "new" character, or may run the character as an NPC. If the creature is exorcised, then another attempt may be made to raise the body and true spirit.

Resurrection: There is a 5% chance that an astral searcher will possess the body of the raised character. See *Raise Dead* for further details.

Speak With Animals: This spell will work only with normal, non-fantastic animals brought with a person or party into astral space. No animals naturally occur on the Astral Plane.

Spiritual Hammer: see *Commune*.

True Seeing: There is a base 100% chance, less 10% per level of the viewer, that the awesome reality of astral space as seen via this spell will overwhelm the viewer and cause him or her to remain inactive for the duration of the spell. Otherwise it will function normally.

Wind Walk: Aside from causing the spell caster and associated persons to become misty and transparent, this spell will not affect a character's normal movement rate in astral space as determined by intelligence. However, persons carried with the spell caster will move at the caster's astral movement rate, not at their normal speed. This spell makes it difficult to see the affected persons against the background of astral space, and sighting distances to such characters are reduced to 10% of normal.

Word of Recall: No effect; cannot teleport across planes.

Druid spells

A great many druid spells will not work in astral space because the items that they function with and affect (plants and animals) do not naturally exist on the Astral Plane. There is no such thing as weather (as we know it) either, making spells related to that realm also unusable. If a plant or animal is brought with a creature or character into astral, space, then spells may be cast upon the plant(s) or animal(s) and will function normally. For example, if a group in astral space has a dog along, for whatever reason, a druid could cast *Invisibility To Animals*, *Speak With Animals*, etc., successfully. For the most part, however, such spells will be wasted. Spells summoning animals will not work, since no creatures able to be affected by the spell occur naturally on the Astral Plane. Spells which fall into one of these categories, and are useless for that reason, are the following:

Animal Friendship, *Animal Growth**, *Animal Summoning (I,II,III)*, *Anti-Animal Shell**, *Anti-Plant Shell**, *Call Lightning*, *Call Woodland Beings*, *Commune With Nature*, *Control Temperature*, *Control Weather*, *Control Winds*;

Creeping Doom†, *Entangle*, *Hold Animal**, *Hold Plant**, *Insect Plague†*, *Invisibility To Animals**, *Locate Animals**, *Locate Plants**, *Pass Plant*, *Plant Door*, *Plant Growth**, *Predict Weather*, *Repel Insects†*, *Speak With Animals**, *Speak With Plants**, *Summon Insects†*, *Transport Via Plants*, *Wall of Thorns*, *Weather Summoning*.

* — These spells will work only on plants or animals that have somehow been transported into astral space. Otherwise they are useless.

† — It might be supposed that a druid who was determined (or crazy) enough could make effective use of these spells if he/she brought several beehives into astral space, but this is extremely unlikely.

Animal Friendship will not work, even on animals in astral space, because the success of the spell depends in part upon the affected animal having an appetite — which does not occur on the Astral Plane. *Call Woodland Beings* would conceivably work if there were such beings in the spell's area of effect, but this is so remote a possibility as to make the spell useless. Other alterations to the effects of druid spells are as follows:

Animate Rock: No effect; the rock has no intelligence and thus cannot move in astral space (see *Animate Object* above). *Animate Rock* does not make rocks wrap around creatures, change shapes, etc.

Chariot of Sustarre: The chariot will appear, and will carry the druid and up to eight others, but will move only as fast

astrally as the druid normally could (according to his or her intelligence).

Conjure Earth Elemental and *Conjure Fire Elemental*: No effect; normally opens gate to elemental plane (Earth/Fire).

Create Water: See cleric spell *Create Water* for relevant comments.

Detect Magic: See cleric spell *Detect Magic* for relevant comments.

Dispel Magic: See cleric spell *Dispel Magic* for relevant comments.

Feeblemind: A feeble-minded victim has an effective intelligence of 1, and that character's movement through the Astral Plane will be likewise reduced seriously (30'/round).

Fire Storm: In astral space, this spell creates a sphere of flame similar to a *Fireball* of the appropriate volume. All other details are as per normal.

Fire Seeds: See commentary on throwing missiles in astral space, in the section on Movement and Combat.

Hallucinatory Terrain: This spell will work as far as creating the illusion of a large forest, but who will believe it? Only those creatures of low intelligence or less (7 or below) will even, consider this as possibly real; all others will know better.

Obscurement: This spell will form a sphere, not a cube, with a diameter equal to the length of a side of the cube normally formed. Other effects are as normal, except that (as with *Wind Walk*), the sighting distance to the druid using this spell is cut to 10% of normal when viewed against the astral background.

Pass Without Trace: There is nothing to pass over, no tracks to cover, so this spell is useless in astral space.

Produce Fire: This spell works only if cast upon a solid, non-living object in astral space; the resulting flames will affect anything within 5 feet outside the area of effect, even if the surface of the solid object used is curved or irregular. For example, *Produce Fire* could be cast upon a large rock accidentally discovered in astral space; if the rock had a surface area of 144 sq. ft. (equal to the spell's usual area of effect), then everything within a 5-foot radius of that rock would be affected by the flames it would give off. The formula for calculating the surface area of a sphere is $4\pi r^2$.

Produce Flame: See *Fire Seeds*, if the druid attempts to cast a produced flame at an opponent.

Transmute Rock To Mud: No effect unless cast upon a solid mass of rock; when it turns to mud, the rocky object will assume an almost perfect spherical shape in one turn if entirely transmuted by this spell. Anything coming in contact with such a "mudball" for one turn or longer will find themselves facing a problem similar to that caused when one touches a water sphere (see the cleric spell *Create Water*). Obviously, conscious persons will be able to easily avoid drowning or suffocating in a mudball, unless they are unconscious or otherwise incapacitated. Mudballs will not dry out in astral space. This brings to mind some interesting uses of a mudball as a weapon or a form of execution; perhaps some adventurers, encountering a wandering mudball on the Astral Plane, may find something at its center. . . .

Tree: This spell will successfully turn the druid into a tree, but anyone who sees it will undoubtedly think it odd that a tree should be floating around in astral space, and will automatically be very suspicious of it — unless the creature seeing it has an intelligence of 7 or lower, in which case the viewing creature might possibly be fooled.

Trip: Since there is no gravity to make this spell work, and since movement doesn't depend upon feet, this spell will not work on the Astral Plane.

Wall of Fire: In astral space, this spell creates a hollow sphere of flames around the druid with a radius equal to 1/2" per level of the spell-caster. The hollow sphere moves with the druid. Damage is as per the normal use of the spell, as are all other aspects.

Water Breathing: One might believe this spell useless, but imagine a druid who creates a huge globe of water, casts *Water Breathing* on himself/herself, and then enters the water sphere when confronted by astral opponents. The druid is now virtually immune to all fire-related spells, and any creatures who grapple the druid (or try to) will find themselves covered in water (see *Create Water* in the cleric spell section) and possibly drowning. . . . Interesting, no?

Magic-user spells

Astral Spell: See the comments for the cleric spell of the same name.

Airy Water: A magic-user with this spell will be immune to having water spheres adhere to him or her, and will be able to pass in and out of one with ease. See the druid spell *Water Breathing* for further comments.

Animal Growth: Not generally usable; see the commentary at the start of the section on druid spells.

Anti-Magic Shell: No effect, since the spell caste? himself or herself is not from astral space — technically making the magic-user a "summoned monster?"

Audible Glamer: Magic-users should carefully consider their environment in order to make the best use of this spell astrally; illusions should be as believable as possible to be effective (see the comments regarding visual illusions under the druid spell *Hallucinatory Terrain*).

Bigby's Hand spells: The *Interposing Hand* will stop all opponents who have an intelligence equal to or less than the spell caster, and slow the forward movement of all others by 50%.

The *Forceful Hand* will either push away, stall, or slow opponents, depending on the difference between the caster's intelligence and that of the opponent. If the opponent is less intelligent than the magic-user, the *Forceful Hand* pushes the opponent away at a rate of speed equal to the difference in their intelligence scores. Opponents equally as intelligent as the magic-user cannot get closer but won't be pushed away. Those smarter than the magic-user may advance at a rate equal to the difference between the opponent's and the M-U's intelligence. For example, a magic-user with 16 intelligence casts a *Forceful Hand* at a berserk aerial servant (intelligence 4); the servant is repelled at a rate of 12" (120 yards, or 360 feet) per round.

The *Grasping Hand* can hold motionless any creature with intelligence equal to or lower than the magic-user's. It will repel creatures (if desired) at twice the rate of speed of a *Forceful Hand*, and slows the more intelligent opponents by 50% of the rate allowed by the *forceful Hand*; thus, the aerial servant mentioned above could be held motionless, or pushed away at 24" per round.

Opponents stunned by a *Clenched Fist* cannot move astrally during that time; this spell will not necessarily slow or stop opponents otherwise. A *Clenched Fist* will hold, repel, or slow opponents at the same time as it crushes them, as the magic-user desires.

The *Crushing Hand* acts just as a *Grasping Hand*, except that it is designed to grasp any opponent, regardless of intelligence, and will crush an opponent for the stated amounts of damage. No *Hand* spell will leave its maximum range, but it will hover at the boundary of that range if being employed to repel an opponent. As mentioned in the spell descriptions in the AD&D books, any *Hand* spell is dispelled once it takes damage equal to the hit points of the magic-user who conjured it; a *Hand* has the same armor class as the magic-user casting it had on the round the spell was begun.

Cacodemon: Because of the problems involved in casting this spell on an effectively weightless plane, it is useless in summoning a captive demon. Rather, it will attract the attention of one or more powerful demons in the Abyss, who will doubtless find it amusing to seek out the summoner and eat him or her as soon as possible. Referees should send 1-4 demons of either Type IV, V, or VI, each with 8 hp/die, arriving within 1-4 rounds after the spell is cast.

Charm Plants: This spell will work only if a plant or plant-related creature is encountered in astral space; this is unlikely in the extreme.

If *Dig* is cast on an object, the object will slowly disintegrate into a huge cloud of dust particles. . . . Needless to say, anyone within the radius of the cloud is going to be in dire need of a bath.

Clone: Clones will not grow in astral space; this spell is useless.

Cloudkill: This spell will form a 2" diameter sphere of poisonous gases that will move in a straight line away from the spell caster at a rate of speed equal to the caster's intelligence times ten, in feet per round. Since there are no natural winds in astral space, the cloud will remain unbroken unless it strikes a very large object (*Wall of Force*, for example) that has a diameter of 1" or more, in which case it will break up on the following round. In three-dimensional space, the cloud is not too difficult to evade.

Cone of Cold: If this spell strikes a water sphere (see cleric spell *Create Water*), it will freeze the outer surface into solid ice, to a depth of one inch per level of the magic-user casting the spell. A water sphere frozen solid will not melt on the Astral Plane; if any unfrozen water remains at the center of the sphere, the ice sphere will melt from the inside out at a rate of one inch of thickness per turn. A *Cone of Cold* striking a mudball (see druid spell *Transmute Rock To Mud*) will cause the outer surface to harden to rock-like consistency; as with an ice sphere, a frozen mudball could either stay frozen or return to a muddy state, depending on whether any unfrozen mud remains at the center. A crust of only one-quarter inch thickness per level of the magic-user casting the *Cone of Cold* will form on a mudball, making it very likely that large mudballs will always deconstruct themselves eventually.

Conjure Elemental: No effect; normally opens gate to elemental planes.

Contact Other Plane: No powers on the Astral Plane, the Ethereal Plane, the Positive and Negative Material Planes, or any Elemental Plane can be reached. Powers on the Prime Material count as one plane removed.

Control Weather: See comments under the druid spell of the same name.

Death Spell: This spell is ineffective against undead and beings from the Astral or Outer Planes. Travelers from Prime Material Planes may be affected.

Detect Evil/Good: See the comments for the cleric spell of the same name.

Detect Invisibility: No ethereal or out-of-phase things will be seen, but the spell functions otherwise as written. Once a new plane has been reached, before *astrally projecting* characters have formed new bodies and are just "looking around," this spell may be used to see any nearby invisible, hidden, ethereal, or out-of-phase beings or objects.

Detect Magic: See the comments for the cleric spell of the same name.

Dig: This spell will be effective only against solid, large objects of earth, clay, or mud; the only such objects likely to be astrally encountered are [rare "islands" and] mudballs (see druidic spell *Transmute Rock to Mud*). If *Dig* is cast on an object, the object will slowly disintegrate into a huge cloud of dust particles that spread out in a hemispherical shape from the digging point. Every cubic foot of dug material will expand to fill a volume of 1,000 cubic feet around the digging point. Within this area, all living creatures must make a saving throw vs. wands every round or be blinded for the entire round; victims must also save vs. breath weapon or choke on the small particles for the full round, and be unable to move, attack, defend, or take any other action. Both saving throws are rolled at the start of each round following the round in which the *Dig* spell was cast, continuing through the round after the spell duration expires. Visibility within the dust cloud is reduced to 30'. Beyond the cloud radius, the dust is thin enough so as not to affect anyone. The cloud dissipates on the round following expiration of the spell duration. Needless to say, anyone within the radius of the cloud is going to be in dire need of a bath. Note that the spell's range (3", or 90 feet) puts most magic-users who might cast the spell well within its area of effect; this would probably lead to abrupt termination of the spell unless the magic-user is otherwise protected. The volume of a hemisphere is $\frac{2}{3} \pi r^3$, the cloud's radius can be calculated from this formula, since the volume of the hemisphere is already known.

Dispel Magic: See the comments for the cleric spell of the same name.

Distance Distortion: No effect; not only is there no terrain to be affected, one cannot get an earth elemental, either.

Drawmij's Instant Summons: Note the changes that must be made with regard to the distances between other planes and the Astral Plane. Items can be summoned from the Elemental, Positive Material, and Negative Material Planes, but would have to go through the Ethereal and Prime Material Planes to reach the Astral Plane.

Duo-Dimension: No effect; must be cast on an Outer or Prime Material Plane.

Enchant An Item and *Enchanted Weapon*: No effect; the magical properties of the Astral Plane effectively "rub out" all spell effects.

Feather Fall: If cast upon a missile in astral space, the missile will not slow down but will do no damage if it strikes, and will bounce off targets as if made of

paper. If cast upon other non-living objects, it will reduce their total mass (as per the spell description) and make them easier to push or carry astrally (see the previous section on encumbrance). If cast upon a living being in the astral realm, that person will be able to carry (without penalty) an additional mass of material equal to the person's normal body weight, for the duration of the spell.

Feeblemind: See the comments for the druid spell of the same name.

Find Familiar: The creature summoned by this spell will be a minor Outer Planes creature similar in power to an imp or a quasit. The creature will be of the same alignment as the spell caster. Because of the variety of creatures that could be encountered, the specific effects of this spell will vary from case to case and plane to plane.

Fly: No effect; the movement system of the Astral Plane makes it useless. If cast, the spell will not be forgotten and may be re-cast later.

Fumble: If the victim of this spell makes a saving throw, he or she is slowed in all respects except movement (which depends upon intelligence, which is *not* slowed). Those who fail to save will be unable to make any attacks (because they are dropping weapons, missing grappling attempts, etc.) but can defend themselves. Further, any actions undertaken that involve manual coordination will be completely muffed for the spell's duration.

Gate: See comments for the cleric spell of the same name.

Gust Of Wind: This spell will not affect the movement of any intelligent, living creatures on the Astral Plane, but may push [*relatively*] small, non-living objects [*such as spheres of fire, ice, mud, dust, or water*]. Since objects are weightless in astral space, things pushed away by this spell will continue to move away from the caster even after the spell's duration ends. They will move at a speed of 1" (10 yards) per round per level of the caster who used the spell.

Hallucinatory Terrain: No effect; no terrain in astral space exists that could be so affected. This spell is not like the druid version.

Haste: This spell will *not* increase a character's movement through the Astral Plane, since movement depends on intelligence, which the spell cannot "hasten." It will affect other abilities and actions as usual, most notably the number of attacks per round in a combat situation. (See the comments below for the *Slow* spell.) Interestingly, when *Haste* is cast upon the Astral Plane, the recipient

of the spell will not age one year as a result due to the plane's "neutralizing" effect on metabolism.

Hold Portal: Generally a useless spell; there are few "portals" in astral space.

Ice Storm: If cast in the first form (hailstorm), this spell will cause a large number of hailstones (some 60-600) to appear within a 4" diameter sphere. The hailstones will average about one pound apiece in weight (mass), and will not be moving when they appear. Any character or creature caught within the area of effect will be unharmed by the appearance of the hailstones, but will not be able to move faster than 2" (60 feet) per round within the area of effect because of the effort involved in trying to avoid colliding with the hailstones as they appear throughout the spell duration in various places. Spell casting within the area of effect is possible, since no hailstones will strike a stationary person. The hailstones will not disappear after the spell duration expires, and may be used as missiles hurled by physical force or by a spell (see the section on astral combat with regard to hurled or launched missiles). A physically hurled hailstone will do 1-4 points damage to anyone it strikes, plus the caster's strength bonus to damage ("to hit" bonuses for strength and dexterity are also factored in). Note that very weak persons might possibly do *no* damage when hurling a hailstone, even if it strikes a target. If a spell like *Telekinesis* is used to move the hailstones about as missiles, the hailstones will do 1 point of damage for every 1"/second (10 yards/second) of velocity they have; thus, a hailstone moving at the maximum velocity of 1024"/round (30720 ft./round, or about 170 yards/second) will do 17 points of damage to an opponent it strikes. As mentioned elsewhere, ice does not melt in astral space (unless exposed to a heat source, of course).

If cast in its second form (sleet), an *Ice Storm* spell will cause an 8" diameter sphere of slushy droplets to form. [*This could conceivably be compacted into a slush/waterglobe.*] Any creatures caught inside the area of effect will be effectively blinded for the entire round, and all attacks by them will be made at -4 "to hit." Movement through or out of the "sleet sphere" is possible as usual. Any fire-type spell cast within the area of effect of a "sleet sphere" will do only one point of damage per for each die of damage the spell normally causes, and will create a heavy mist (zero sighting distance) of a diameter equal to 10 feet for each die of damage the spell normally causes. This misty cloud will dissipate in 2-5 rounds.

Imprisonment: Any creature struck with this spell is immediately teleported to a random location within the endless reaches of the Astral Plane, and rendered unable to move of its own volition. Thus, the creature is effectively lost forever upon the plane, but a *Freedom* spell will return the creature to the spot where that spell is cast (when performed upon the Astral Plane). Any being struck by *Imprisonment* will not die during the time spent lost upon the plane, and will not have aged no matter how long he, she, or it is lost. There is a chance, however, that a *Freedom* spell will fail to work. [*Why? This seems too final a penalty overall*] This chance starts at 1% and increases at a cumulative rate of 1% per year until a maximum failure rate of 99% is reached after 98 years of *Imprisonment*. A *wish* used in conjunction with a *Freedom* spell increases the chances of a successful casting by 20%, though there will always be a 1% chance of failure no matter what.

Incendiary Cloud: This spell will form a spherical cloud of 100 times the volume of the available flame source, with a minimum size of 20 feet in diameter. All other spell effects are as per normal.

Infravision: Because the Astral Plane does not transmit heat or cold, this spell will be useless. The Astral Plane is well lit by a diffuse light anyway, so the spell would not be needed at any rate.

Invisible Stalker: No effect; normally opens gate to elemental plane (Air).

Jump: This spell will not work astrally, for the same reason the *Fly* spell won't work, but it will not be lost and may be re-cast at a later time.

Knock: See the notes on the magic-user spell *Hold Portal* for relevant comment. This spell could prove useful for opening locks, untying knots, and similar tasks, however.

Leomund's Secret Chest: No effect; must be used on Prime Material Plane, and contact with Ethereal Plane required.

Leomund's Tiny Hut: Useless; there is no need to regulate temperature or gain protection from weather astrally, and the opaque field is highly visible against the astral background (possibly attracting wandering monsters).

Levitate: Though this spell will not affect movement through astral space, it will allow the user to carry an additional amount of mass without being encumbered, up to 1,000 g.p. (100 pounds) per level of the spell caster.

Locate Object: See the comments for the cleric spell of the same name.

Lower Water: See the comments for the cleric spell of the same name.

Magic Jar: There is a 10% chance per turn that an astral searcher will possess the spell caster's body while it is vacant. The magic-user cannot force the creature from the body alone, and exorcism is required.

(Continued on page 43)

Because the Astral Plane does not transmit heat or cold, an *Infravision* spell will be useless. The Astral Plane is well lit by a diffuse light anyway, so the spell would not be needed at any rate.

FEDIFENSOR

by Allen Rogers

An AD&D™
scenario for
6-8 characters,
levels 7 and up

INTRODUCTION

In days not long past, the steeples of the temple of Amphabese reached proudly into the sky, and the temple was a bastion of goodness and justice. The order of Amphabese, its clerics, and the others who swore allegiance to it were revered throughout the land for their work in spreading and defending the principles of law and good. Many a young paladin took his vows at the altar of Amphabese, many a group of brave and righteous adventurers received the blessings of the temple before setting out to combat evil. As much as the temple of Amphabese was respected and loved by those who benefited from its efforts, so was it feared and hated by the leaders of evil and their minions.

At the time of the temple's greatest trial, the high priest of Amphabese was a cleric named Astramal, acknowledged

FEDIFENSOR



night Astramal was awakened by a terrible dream — a nightmare that he took to be a vision of the future. In his dream, he saw the temple and all its grounds desecrated and destroyed, and superimposed on the scene of carnage was the gloating face of a powerful demon. Astramal saw the dream as a message from his deity, the god's way of warning the temple that its fate — or one of its possible fates — was to be overrun by the forces of evil and chaos.

The high priest meditated and prayed for guidance all the next day, but received no inspiration. Then he slept, and he had a second vision. In this dream Astramal saw himself — but as an elderly person, a man years older than the priest was at present. Astramal was in conference with a tall, strong warrior dressed in silver and white — a paladin. Cradled in the arms of the high priest was a large, finely crafted sword which Astramal presented to the warrior. That scene faded, to be replaced by the sight of a battle between the paladin and a demon. Because of the power in the special sword, the paladin was an easy victor; the demon was destroyed, and the good warrior stood alone, his sword raised high and his head down in prayer.

Now, thought Astramal, he knew enough to embark upon a course of action. The first thing he needed to do was acquire a great sword like the one he had envisioned, and for this he went to enlist the aid of a secluded band of gray elves who lived to the east. The elves respected the temple of Amphabese, and they appreciated the temple's location, between their enclave and the nations of evil which lay to the west, across the sea. Astramal conferred with the leaders of the faerie tribe and convinced them that his dreams were indeed visions of a foreboding future. The elves, impressed with the seriousness of this apparent threat — not only to the temple, but to the elves' continued existence — agreed that they would craft a sword of highest quality and enchant it with the most powerful abilities their wizards could conjure up.

Astramal returned to the temple and told his anxious brothers to go about their usual tasks. The elves' work would take weeks, perhaps months, to complete, and the priest's second vision had suggested to him that it would be years before he would encounter the paladin who would later vanquish the demon.

As it turned out, more than three years came and went before Astramal heard from the elves again. Many times he was on the verge of setting out for the elves' enclave again, to see what had happened, even at the risk of annoying the faerie folk. He worried more and more; his hair became more silvery, his brow more furrowed, and he began to look like the old man in his second vision. He prayed for enlightenment, and was rewarded with the wisdom and willpower to wait faithfully. Then, one day the sentries at the temple gate were accosted by an entourage of gray elves seeking an audience with Astramal. The high priest received them at once, and was promptly presented with the awesome result of the elves' efforts: a mighty, magical sword the elves called Fedifensor, or "Defender of the Faith."

The master smith who forged the blade was in the traveling party to make the presentation himself. "This is my greatest creation," he told Astramal. "It is a weapon so endowed with goodness that even the greatest of demons must flinch at its gleam. And it can only be wielded by a truly righteous hand."

Astramal accepted the sword and its scabbard with gratitude and humility. "I will treasure this gift for as long as I am alive and as long as the temple of Amphabese stands. Its use will only be entrusted to the most worthy warrior in the land — and I will place the welfare of the sword above my own safety if that choice ever needs be made."

The services of thanksgiving went on at the temple for several days after the elves had departed. Then Astramal and the elders set about deciding who should be entrusted with the sword.

They tested a list of candidates, made up of all the paladins who regularly visited the temple to renew their vows, and settled on one Boyd De Thalion, generally acknowledged as the most righteous and most powerful warrior in the land. Astramal presented the sword to Boyd, in a ceremony that looked very much like what he remembered from his dream, and the paladin took up residence at the temple to await the time when he and Fedifensor would be called upon.

For months thereafter, no one visited the temple whose virtue and skill could compare with Boyd De Thalion's. Then a warrior appeared who seemed Boyd's equal in many ways. He called himself Karl, and he might have done very well in the tests — except that the first test was to meet Boyd himself.

As soon as Karl entered the chamber where the champion waited, Boyd drew Fedifensor from its sheath. The sword's blade turned fiery red, and Karl's true nature was revealed: The challenger for Boyd's position was a demon — one that looked like the very demon Astramal had seen in his first dream. Its ruse destroyed, the demon dropped all pretense and attacked the paladin. After a vicious battle, Boyd slew the demon with his sword and cast its material body back from whence it came.

Thus, the second part of Astramal's dream-prophecy had come true. But what of the first dream? Was the temple still vulnerable to a threat that would breach its walls and tumble its towers? Astramal and the clerics could not be sure the threat was over, and they and their champion remained vigilant.

The answer to their questions finally came, in the form of an invasion of evil hordes from across the sea. Where a single powerful demon had failed, thousands of lesser creatures seemed more likely to succeed. The invading force overran everything in its way and advanced inland, cutting a swath of terror with the temple directly in its path.

The assault on the temple, when it came, was not a surprise. But that fact did not lessen its severity: hundreds of fighters on both sides perished in the courtyard within the first minutes of battle — and one of the fallen was Boyd De Thalion. The champion waded into the thick of the fight, wielding Fedifensor with dedication and confidence. But as powerful as it was, the sword could not stem the tide of onrushing bodies that descended on the champion. The foes who delivered Boyd's death blows were filled with bloodlust, not greed, and so they ignored the gleaming sword that fell by his side. Astramal, however, did not.

In the confusion of battle, while the defenders of the temple were slowly beating back the invaders, the high priest scurried from his hiding place into the courtyard and managed to retrieve Fedifensor and its scabbard. He slipped the sheath around the blade and carried the weapon into the temple through a secret entrance. Huddled in a secluded tunnel, with the sounds of battle still somewhat distant, Astramal began to chant a spell which would carry his spirit, and the sword, far from the carnage. The magic worked; Astramal's essence passed into the Astral Plane, carrying the blade along. If the temple fell, thought Astramal in his last moment of physical existence, at least Fedifensor would not be a looter's prize, to spend the rest of its existence locked away in some evil creature's treasure hoard.

Thus did Astramal keep his promise to the elves — at the cost of his own life. The priest's material body perished soon thereafter, in a fire that gutted part of the temple — and Astramal's essence in the Astral Plane died at the same time, leaving Fedifensor floating in the void.

The temple did not fall, although the ranks of the forces of good were severely decimated before all the evil creatures were fought off. The clerics and warriors who survived the fight — including some who had seen Astramal enter the secret passage with the sword — realized what the priest had done, and what had happened to Fedifensor, when they discovered Astramal's body without the sword nearby.

Now the clerics of Amphabese are searching far and wide for a band of adventurers dedicated to the cause of good who will risk a journey into the Astral Plane to recover Fedifensor — and they seem to have found a group of likely heroes in the player characters who have just accepted the task.

Note: All of the following is for the DM's use only and should not be known by players before the adventure begins.

FEDIFENSOR

The magic sword which is the object of this adventure has the following powers:

In the hands of a non-paladin of lawful good alignment, Fedifensor is a +2 bastard sword. It has an intelligence of 17, an ego of 18, and (of course) is aligned lawful good. It cannot be touched or carried by anyone of another alignment unless the blade is sheathed in its special scabbard.

In the hands of a paladin, Fedifensor is a +5 weapon and also exhibits these other abilities: 1) Magic resistance of 50% in a radius of 5 feet; 2) Dispel magic can be cast upon any spell cast on the sword or its wielder whenever the paladin desires, at a level of spell use equal to the experience level of the wielder; 3) At a range of 1"/level of the paladin, the sword can detect the presence of major evil entities [demons, devils, undead, or any evil creature that can only be hit by a magic weapon]. If the blade is unsheathed, it will immediately begin to glow bright red, as if just drawn from a forge furnace; and 4) it inflicts an additional point of damage (beyond the usual +5) for each experience level of the wielder when used against a demon.

When Astramal's essence on the Astral Plane ceased to exist, Fedifensor was cast loose into the void. During the time it took the clerics of Amphabese to gain the aid of a rescue party, a small group of githyanki warriors (see the FIEND FOLIO™ Tome) came upon the sword in its scabbard. They perceived the blade to be magical, although they don't realize the full extent of its powers, and traveled with it back to their outpost, where they deposited it for safekeeping.

GETTING TO AND FROM THE ASTRAL PLANE

There are many ways of reaching the Astral Plane and returning to the Prime Material. The method the party uses will have a great effect on the adventure as events move along, and the DM must moderate the adventurers' actions accordingly. If the party does not possess an appropriate magic item or the necessary spell-casting ability to enter the plane, it could be arranged for one of the clerics of Amphabese to cast a spell on behalf of the group, and (depending on the method used) the cleric may or may not accompany the party into the plane. If the DM needs or wants to employ such a cleric as an NPC, the character's ability scores and spell capabilities should be predetermined.

ENCOUNTERS

Because this adventure is a search-and-recovery mission rather than a "simple" journey through the Astral Plane, encounters will occur relatively often. Check for a random encounter once every 4 hours by rolling d4, with a result of "1" indicating an encounter. The following table is suggested as a list of possible encounters and their frequencies; the DM can easily alter most sections of it to suit his or her preference.

The passage of time between encounters, when search movement is being conducted, has little meaning to player characters while they are on the Astral Plane. However, the DM must keep a careful record of elapsed time so that activities going on in the Prime Material Plane at the same time can be properly moderated.

Encounter Table

d& roll	Encounter type	Number (notes)
01-20	Githyanki Outpost	1 (see following)
21-23	Aerial servant	1
24	Demon, major	1
25-26	Demon, minor	1-3
27	Demon, prince	1
28	Devil, arch-	1
29	Devil, greater	1
30-32	Devil, lesser	1-3
33-52	Githyanki	1-4
53-55	Intellect devourer	1-2
56-60	Invisible stalker	1-3

61-65	Ki-rin	1
66-70	Night hag	1-4
71-74	Nightmare	1-4
75-79	Rakshasa	1-3
80-83	Shedu	2-5
84	Titan, elder	1
85-87	Titan, major	1
88-90	Titan, lesser	1
91-00	Void Cruiser	1 (2-7 githyanki on board)

Special rules: The party will have no more than 6 encounters or 20 encounter checks (whichever comes first) before running across the Githyanki Outpost. If the outpost has not been encountered by the time the sixth encounter is determined, or the 20th encounter check is made, the party will automatically locate it at the end of the next four-hour interval. The party will always have at least two encounters (or reach the maximum of 20 encounter checks) before finding the outpost; if the Githyanki Outpost is indicated by a roll on the table for the first or second actual encounter, roll again until a different result is obtained.

THE VOID CRUISER

This small ship, designed by the githyanki to speed group travel through the Astral Plane, has the hull/fuselage shape of a large sailing ship but does not have masts. Along either side of the hull are batwing-shaped sails — for decoration and stabilization only; they have no effect on the ship's speed.

A Void Cruiser can carry up to 12 man-sized passengers. It travels at a movement rate equal to that of the most intelligent passenger, and in the direction desired by that "pilot." If two or more individuals in the traveling group have the same high intelligence, the "pilot" for the voyage being undertaken is determined at random, and will serve in that role until one or more of the eligible individuals disembarks, at which time another random selection is made for the subsequent voyage. (For purposes of this adventure, ignore the 96" astral movement rate given for the githyanki in the FIEND FOLIO™ Tome. All characters and creatures, moving as individuals, can travel in the Astral Plane at a rate of 10" per point of intelligence, as specified in the article accompanying this adventure. Githyanki intelligence ranges from 15-18 and can be determined randomly by a roll of d4 + 14, or a score can be assigned to each githyanki by the DM.)

Those traveling in a Void Cruiser will never be lost, thrown off course, or otherwise harmed by the Psychic Wind. The ship can carry a cargo of up to 100 cubic feet in volume in a small hold accessed through a hatch in the floor of the passenger compartment. A Void Cruiser cannot travel anywhere except on the Astral Plane, but can be employed by creatures and characters of any type.

THE GITHYANKI OUTPOST

When adventurers encounter the outpost, they will have no way of automatically knowing that Fedifensor lies inside. If they pass up the opportunity to approach the outpost and avoid or evade any pursuit from residents of the outpost that might have sighted them, the quest for the sword is effectively over at that point. They may have many more encounters, but will eventually choose to (or be forced to) abandon the search and re-enter the Prime Material Plane — unless the DM chooses to allow for the possibility of encountering the outpost a second time. The player characters' sense of adventure, not to mention their common sense, should dictate that they give the outpost more than a cursory examination.

The outpost is built in, and projecting out from, a roughly spherical piece of astral debris 200 feet in diameter. Four towers jut out from the central section at roughly symmetrical angles. A fifth projection, longer and thicker than the towers, is topped by a bulbous and with four smaller towers jutting out near the edges of a large set of double doors — the only apparent route by which to enter the complex. Without the

largest of the projections, the outpost would closely resemble a jack, of the sort used in the "bail and jacks" game played by children on the Prime Material Plane.

GITHYANKI ENCOUNTER TABLE

Once adventurers enter the githyanki outpost, encounter checks must be made every turn. The base chance for an encounter is a roll of 1 on d6. After the first random encounter, the rest of the complex will be on alert, and the chance for additional encounters rises to a roll of 1 or 2 on d6. If an encounter is indicated, roll on this table to determine the type:

d& roll Encounter type

01-50	2-12 githyanki warriors of levels 1-3
51-53	Commander Okemocik (8th/8thFtr/M-U)
54-58	Captain Mimhanok (8th Ftr)
59-61	Captain Perragourp (6th/6thFtr/M-U)
62-74	2-8 githyanki knights, all 8th level fighters
75	Warlock Symafya (7th M-U)
76-77	Warlock Morikemoe (5th M-U)
78-79	Sergeant Yebabidek (6th Ftr)
80-81	Sergeant Salizechnag (5th Ftr)
82	Sergeant Liknullerkl (7th Ftr)
83-84	'Gish' Kadzar (4th/4th Ftr/M-U)
85-86	'Gish' Tomorcus (4th/4th Ftr/M-U)
87-88	'Gish' Zigrack (4th/4th Ftr/M-U)
89-90	'Gish' Quazmo (4th/4th Ftr/M-U)
91-00	Roll twice, ignoring results of 91-00

There will never be any more or any fewer githyanki at the outpost than the roster of "name" characters given above, plus 8 knights (all 8th level fighters with 60 hit points each) and a total of 60 warriors, evenly divided between 1st level (7 hit points each), 2nd level (15 hp each), and 3rd level (26 hp each) fighters. The knights are all chaotic evil, the warriors neutral evil. The knights carry +3 silver swords, while the warriors and all the "gish" use non-magical long swords. (Hit points for each creature can be determined randomly if the DM so desires.) All githyanki at the outpost are wearing their "war expedition" armor (AC 0) unless otherwise noted.

Commander Okemocik is lawful evil and has 64 hit points. He is carrying the following spells: burning hands, magic missile, read magic, shocking grasp, detect good, knock, wizard lock, dispel magic, fireball, hold person, extension I, polymorph self. He wields a +5 silver sword (no vorpal abilities).

Captain Mimhanok is lawful evil and has 59 hit points. He wields a +3 long sword.

Captain Perragourp is lawful evil and has 48 hit points. Spells: burning hands, charm person, read magic, shocking grasp, pyrotechnics, ray of enfeeblement, fireball (x2). Weapon: +2 long sword.

Symafya the Warlock is neutral evil and has 21 hit points. Spells: detect magic, hold portal, read magic, shocking grasp, detect good, knock, wizard lock, fireball, dispel magic, extension I. She is unarmored (AC 9) and does not carry a weapon, although she can use a long sword.

Morikemoe the Warlock is lawful evil and has 14 hit points. Spells: burning hands, magic missile (x2), read magic, detect good, darkness 15' radius, mirror image, hold person. He is AC 9 and unarmed, but can use a sword if he obtains one.

Sergeant Yebabidek is neutral evil and has 48 hit points and a +1 two-handed sword. **Sergeant Salizechnag** is neutral evil, has 34 hit points, and carries a +1 two-handed sword. **Sergeant Liknullerkl** is lawful evil, has 54 hit points, and carries a +3 long sword.

Kadzar is lawful evil and has 30 hp. Spells: burning hands, read magic, shocking grasp, detect good, mirror image. **Tomorcus** is neutral evil, 28 hp. Spells: magic missile, read magic, shocking grasp, forget, knock. **Zigrack** is lawful evil, 29 hp. Spells: hold portal, magic missile, read magic, darkness 15' radius, pyrotechnics. **Quazmo** is lawful evil, 31 hp. Spells: burning hands, read magic, shocking grasp, knock, wizard lock.

AREA DESCRIPTIONS

All walls and floors in the outpost are made of opaque stone. Windows, and the tops of each of the towers, are made from bricks of a clear crystalline substance that has the strength of rock: it will crumble and break, but will not shatter like glass.

Note: Directions like "up" and "down," locations like "floor" and "ceiling," have no universal meaning in this weightless environment. However, terms like these are used in the area descriptions for simplicity and clarity; when interpreting such terms, consider the surface depicted on the map as the "floor," as though you are looking "down" on the outpost from overhead.

1) Void Cruiser Port: This chamber is roughly spherical, about 100 feet in diameter. It has a large set of double doors, closed but unlocked, on the outside wall. A smaller set of double doors, wizard locked and barred on the inside, are on the opposite wall. One void cruiser is docked inside the chamber, and there is room for three more. Four 10-foot-wide passages (A, B, C, D) lead away from the sphere, each of them a 30-foot-long corridor capped by a small, transparent tower that can hold one githyanki guard. Inside tower "A" is a level 3 fighter.

2) Corridor: Inside the wizard-locked door is a hallway 20 feet wide and 40 feet high. Double doors lead into areas 4 and 5.

3) Entry Hall: This is an open area with an alcove on the far side. Two rows of pillars dominate the side areas, reaching the full 40-foot span from floor to ceiling and providing strength for the "wing" that protrudes from the core of the complex. The double doors in the alcove are locked from the inside, and stationed in the corners of the alcove are a pair of guards (level 2 and level 3). The adventurers will sight the guards at a range of 60-90 feet, while the inattentive guards will not spot the intruders until they are within 40-70 feet. The guards will instantly be aware of a foreign presence if the adventurers try to pass through the doors leading to area 4 or 5. If the guards sight the intruders first, they will pound on the alcove doors to alert another pair of guards (also level 2 and level 3) stationed inside the alcove doors. These guards will either go to warn their comrades, putting the outpost on alert, or unlock the doors and join the fight (50% chance of each).

4) Captain's Quarters: This is the residence of Captain Perragourp. Like the other living quarters in the outpost, it contains some basic furnishings and a few personal items. Furniture and other large items are attached to the flat surfaces of the chamber; odds and ends are simply left to float in the weightlessness of astral space. If Captain Perragourp has not yet been encountered, he will be discovered here on a roll of 1-2 on d6.

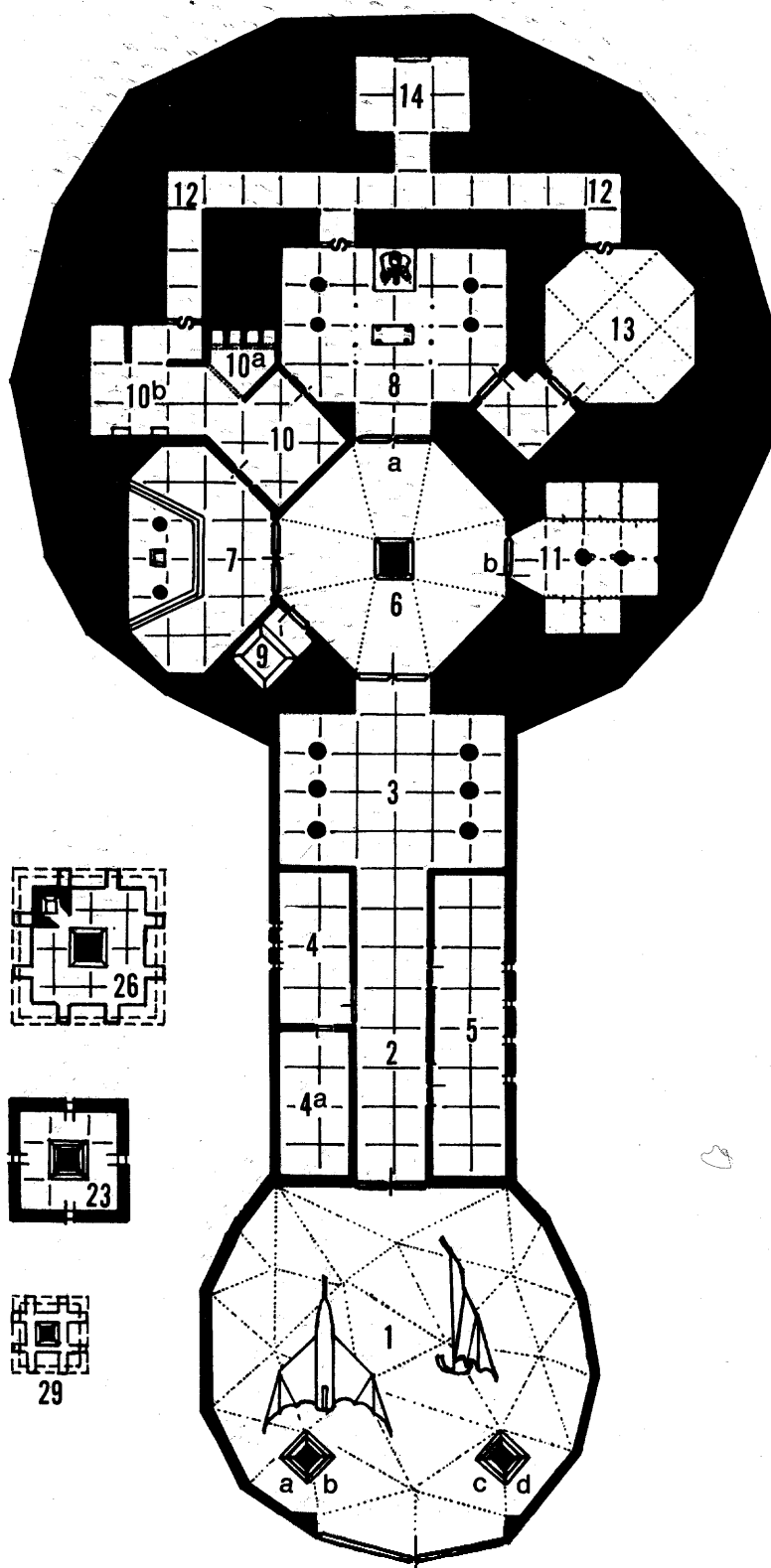
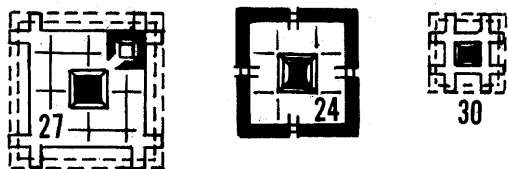
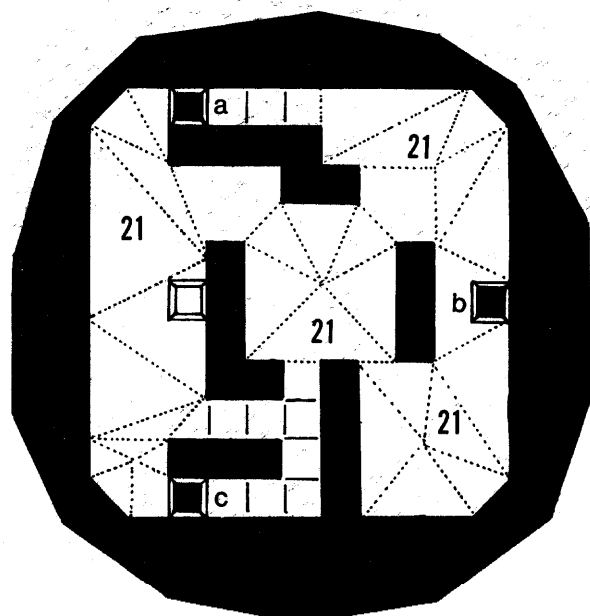
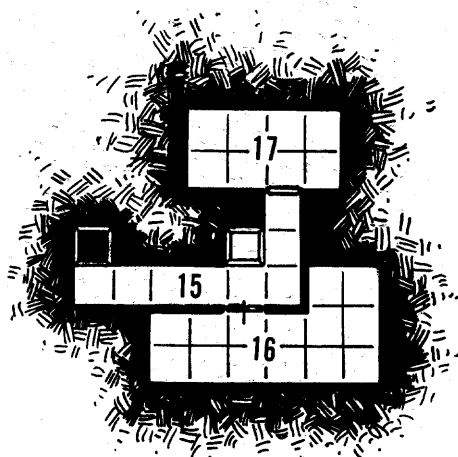
4A) Captain's Quarters: This is Captain Mimhanok's room, essentially identical to the other captain's chamber. Among the "odds and ends" floating in this room is a +3 long sword in its scabbard. As above, there is a 2 in 6 chance that Captain Mimhanok will be here if he has not already been encountered.

5) Knights' Quarters: This room is bare of furnishings except for a large table and eight chairs bolted to the floor, eight "living compartments" on the ceiling, and eight chests along the walls holding personal items. There will be 0-5 (d6-1) knights in the room when it is entered.

6) Main Hall: This roughly spherical chamber is unfurnished. Doors lead away from it in five directions. A 10-foot-square passage leads down from the center of the room into area 21. The door to area 8 is wizard locked, the one to area 11 is locked normally, and those to areas 7 and 9 are closed but unlocked.

7) Throne Room: An open area here surrounds a raised platform which houses an ornate throne, studded with jewels, set between two huge pillars. The door to area 10 is locked.

6) Worship Room: The main feature of this chamber is a 15-foot-tall statue of the githyanki lich-queen, fastened to the midpoint of the wall opposite the double doors. An altar is on the floor in front of the statue, and pairs of pillars flank the area of the altar and the statue. Two rows of braziers spew forth clouds of thick smoke that obscure side-to-side vision within the room. The statue and the altar are lavishly decorated with jewels and precious metals. The empty chamber connecting area 8 with area 13 has closed but unlocked doors on both sides.



The Githyanki Outpost

- ☐ Passage leads up
- ☐ Passage leads down
- ☐ Passage leads both ways

Scale:
1 inch =
50 feet

9) Upper Level Access: This small room contains a passage which leads up to area 15.

10) Commander's Quarters: Miscellaneous furnishings are fastened to all six flat surfaces in this chamber. Running from floor to ceiling is a 2-foot-diameter stone pillar with an 8-foot-diameter cylindrical table protruding from the center of the pillar. Six drawers are cut into the sides of the table. Five of them contain items of no special worth, and the sixth holds a set of four scroll/map cases. Inside one of the four cases is a scroll of dispel magic; the other three cases contain maps of portions of the Astral Plane and will be unusable by player characters.

Fastened to the far wall (partially separating area 10 from area 10B) is a 10-foot-diameter net of coarse mesh, the sort that looks suitable for trapping monsters or characters. This is actually a net of matter transmission: If it is cast over a victim so as to ensnare him or her (by a normal "to hit" roll), the target character or creature will "disappear," having been instantly teleported to one of the empty suspension cells (see area 10A). There is a 50% chance that Commander Okemockik will be in this chamber if he has not already been encountered. He will prefer to use the net ahead of any other attack form if such an option is available to him.

10A) Suspension Cells: The barrier between area 10 and this chamber looks like a thick piece of frosted glass, shaped in a hexagon 10 feet in diameter. It cannot be opened, cracked, or smashed by anything less than a +2 weapon, a knock spell, or a dispel magic spell. If a living being stands in front of the frosted portal for 1 round without striking or touching the "glass," the center section (1 foot in diameter) will begin to glow red. If any object is brought into contact with this red area right away, it will be seen that the object can be passed into or through what is now an opening. The rest of the portal will still be impervious to normal passage, however. If the red area is left untouched for another round after it first appears, it will expand to envelop the entire portal, allowing passage through the 10-foot-diameter hole into the small chamber beyond. The full-sized opening will close within 1 round after it has been activated.

The chamber contains four more "frosted" portals, each a 5-foot-diameter hexagon, which are identical in nature to the larger portal and can be opened in the same way. These are seals for 5-foot-square cells in which prisoners (taken by the commander's net or otherwise captured) can be placed. The cells on the extreme left and right (as viewed from just inside the large portal) contain a mind flayer and a night hag, respectively. If either or both of these cells is partially or fully opened, the resident creature will do everything in its power to escape and overcome those who released it.

10B) Commander's Annex: The second room of Commander Okemockik's suite contains several wall decorations and two "false front" sets of empty shelving. They are locked and hinged. If unlocked, they can be swung outward to reveal a locked treasure chest behind each. The second chest discovered will be the one that contains Fedifensor, still in its sheath. The first chest which is opened by adventurers (or a creature they are forcing to do their bidding) will contain pieces of armor that, when assembled, will form a suit of +4 splint mail. Each chest also contains 1,000-6,000 g.p. worth of gems and jewelry.

11) Dungeon: This chamber has 10 cages, made of thick metal bars, arranged in two tiers along the walls on either side of the door. The center of the chamber has two stone pillars that run from floor to ceiling (30 feet). Four pairs of chains with manacles attached to the ends are fastened into each pillar at wide intervals. The room contains no prisoners (unless one or more members of the adventuring party have been captured).

12) Secret Passage: The existence of this corridor is known only to the commander and the two captains. It connects via secret doors with areas 8, 10B, and 13.

13) Coin Chamber: Githyanki appreciate all sorts of treasure, but they do not value "coin of the realm" as highly as gems and jewelry because they see little use for it. Currency of all shapes, sizes, and denominations (appropriated from previous "guests") is stored here, left floating inside the 40-foot sphere.

14) Communications Room: Only the commander and the two captains know of this room and know how to operate the mechanisms within it. The main feature of the room is a 10-foot-diameter hexagonal mirror on one wall. The device is a sort of view-screen/telephone that enables the outpost to communicate with the githyanki castle that supervises this complex. If a living being stands within 5 feet of the mirror and remains stationary for 1 round, the image of a githyanki captain on the other end will come into view. After one more round, the image seen by the captain on his view-screen will become clear. If what the captain sees is not another githyanki, he will move away from the screen immediately to sound an alert. This will bring 11-20 githyanki warriors and 2-4 sergeants, in a pair of void cruisers, to the outpost in 10 turns, to join the force already present. If adventurers strike the mirror with any weapon larger than a dagger, it will explode for 6d6 damage to anyone in the chamber.

15) Corridor: This area is reached by going up through the passage in area 9. It leads to another "up" passageway that opens into area 18.

16) Warlocks' Quarters: Each of the 2-foot-diameter pillars in this room has an 8-foot-diameter cylindrical table with 6 drawers set into the sides. Most of the drawers contain ordinary and valueless items. Two of the drawers in the table closest to the door contain metal scroll cases, one holding a cacodemon spell scroll and the other a death spell scroll. One of the drawers in the table farthest from the door contains an iron flask with an ice devil inside. The devil will attack anyone who opens the flask and releases the creature. Attached to one wall, along with several other less conspicuous garments, is a colorful cape that is actually a cloak of poisonousness. Any warlock(s) not encountered before this room is entered will be found here.

17) Guest Quarters: This room contains several pieces of furniture and other accessories, but nothing valuable or noteworthy. It is used by githyanki who come from the castle or another outpost to visit; there are no such visitors at present.

16) Upper Tower Chamber: This area is reached by traveling 50 feet up through the passage located at the bend in corridor 15. The chamber is 30x30 with a 20-foot ceiling. It is the living quarters of the gish Kadzar, who will probably be here (1-4 on d6) if he has not been encountered. The room has a small window (2 feet by 5 feet) in each wall and a 10-foot-square passage in the ceiling that leads up to area 19.

19) Upper Observation Post: This room is in the shape of a pyramid with a 30-foot-square base. The tapered ceiling is made entirely of transparent rock, through which a clear view of the surrounding astral space can be seen. Two warriors (level 1 and level 2) are on guard duty here. In the corner of the room is a 10-foot-square passage, 30 feet long, that leads up to area 20.

20) Pinnacle Post: From this location, at the farthest distance from the main part of the outpost, the best view of the area immediately around the outpost can be had. The 30-foot tower leading to this post is capped by a small pyramid of transparent stone. The pinnacle post is normally unoccupied and will not be manned unless an obvious threat to the security of the outpost is detected outside the structure.

21) Commons: Within the maze-like interior of this chamber are living quarters for the githyanki warriors and the sergeants. There are 4-16 warriors and 1-2 sergeants in this chamber, chosen from those warriors and sergeants not already encountered. Three passages lead downward from this area to the other tower chambers: passage A to area 22, passage B to area 23, and passage C to area 24.

22,23,24) Lower Tower Chambers: These are the living quarters of the other gish (Zigrack, Tomorcus, and Quazmo, respectively). They will likely (1-4 on d6) be in their quarters unless previously encountered. In all other respects, these areas are identical to area 18.

25,26,27) Lower Observation Posts: These areas are identical to area 19; each contains a pair of warriors (one level 1 and one level 2).

26,29,30) Pinnacle Posts: These areas are identical to area 20.

Magic-user spells

(From page 36)

Magic Missile: Ignore the penalties applied to hurling or launching missiles astrally; magic missiles do not miss.

Massmorph: This spell will work, but see the druid spells *Hallucinatory Terrain* and *Tree* for relevant comments.

Maze: This spell will entrap the victim inside a 5-foot-diameter cube of force walls, appearing around the character where he or she is on the Astral Plane when the spell is uttered. The spell's duration depends on the character's intelligence, as per the spell description. The character cannot move about astrally until he or she is free of the miniature maze; the character is also incidentally protected for the duration of the spell from all attack forms that a *Wall of Force* will resist. A *Disintegrate* spell will immediately remove the maze without harming the victim inside.

Monster Summoning: Unless the DM has created or discovered a monster that fits within the parameters of each *Monster Summoning* spell (I-VII), only those summoning spells that have a chance of bringing a creature from an Outer Plane will work. Examples of this include *Monster Summoning I* (which will bring only manes), *Monster Summoning I* (bringing lemures), and *Monster Summoning VI* (bringing erinyes). Regardless of who casts the spell, only creatures from the lower (evil) Outer Planes will be summoned by this spell on the Astral Plane.

Mordenkainen's Faithful Hound: The hound will circle within a 3" radius about the magic-user who cast the spell, looking for anyone who enters the area of effect (anyone larger than a house cat). The hound will attack anyone who comes in range (except the caster) from behind or from one side; it will warn away intruders beforehand with loud barking when they get within 30 feet of the boundary of the area of effect. All other characteristics of the hound are as per the normal spell.

Mordenkainen's Sword: This weapon can be used to attack opponents on other planes when wielded upon the Astral Plane; it can reach into either a Prime Material Plane or to the first layer of any Outer Plane only. The sword-user is not made subject to attacks in return, unless the opponent is capable of bringing this about.

Move Earth: This spell will affect masses of soil, dirt, clay, or mud (see the druid spell *Transmute Rock To Mud*) in the same manner that the cleric spells *Lower Water* and *Raise Water* affect masses of water astrally; all soil, dirt, and mud within a 4" diameter sphere will either be drawn toward or pushed away from the magic-user at the same rate of speed as the magic-user normally moves in astral space. Small rocks (under 1 lb. in mass) can be moved with this spell,

If *Trap the Soul* is used against an astrally projecting person, the material body will die on the Prime Material Plane, but the character's soul will still live within its prison.

but larger ones will resist it. The magic-user can move the material in other directions (left, right, up, down) as desired.

Otiluke's Freezing Sphere: In a manner similar to that described under *Cone of Cold*, this spell can freeze water spheres or mudballs in astral space. Any form of the spell striking water will freeze a total mass of 50 cubic feet per level of the spell caster; this ice will not necessarily melt unless in contact with a heat source or unfrozen water.

Part Water: See the comments for the cleric spell of the same name.

Passwall: Useful only on a large solid object, generally useless astrally.

Phantasmal Force: See relevant commentary under *Audible Glamer*.

Phase Door: See commentary for *Passwall*. Both spells might be helpful in getting someone or something out of a mudball (see the druid spell *Transmute Rock To Mud*).

Plant Growth: Generally useless; see the text at the start of the section on druid spells.

Power Word Blind: Affects a 3" diameter sphere.

Power Word Kill: Affects a 2" diameter sphere.

Power Word Stun: Any creature so stunned will be unable to move until recovered, and cannot attack or defend.

Repulsion: This spell will function much like *Bigby's Forceful Hand*, in that it will repel opponents depending on the difference between the opponent's and magic-user's intelligence scores. The area of effect is a 1" wide cylinder as long as the spell range; obviously, opponents could concentrate on moving sideways out of the spell's area of effect, making it of limited use in a three-dimensional fight. Creatures of low intelligence (7 or less) will not immediately think of using such a tactic to counter this spell, and so may be pushed away easily on the first try; they will learn to go sideways after the next 1-7 tries. [Based on intelligence, i.e., 7=1, 6=2, etc.]

Rope Trick: No effect; the extradimensional space is outside the Astral Plane.

Sleep: Sleeping beings will cease movement for the duration of the spell.

Slow: This spell will *not* slow down a victim's movement, since that depends on intelligence (which isn't affected by this spell). Other manual activities will be affected, including attacks.

Spider Climb: Useless, since objects on the plane are weightless to begin with.

Spiritwrack: While this spell would be effective against a named demon encountered at random astrally (though

the chance of meeting any particular demon named in such a spell by accident is extremely low), there is a good chance the demon might be on an outing with some friends — they will not be affected by the spell, and might express their displeasure with the spell caster in various ways.

Stinking Cloud: This forms a 2" diameter cloud, which cannot be moved [by the spell caster]. Creatures may move out of the cloud, but if they fail the saving throw cannot do anything else but move while in the cloud or on the round after leaving the cloud.

Symbol: Unlike the cleric spell of the same name, this spell must be cast upon a solid surface. Clerical symbols can be inscribed in the "air" of astral space.

Telekinesis: See the comments for the cleric spell *Create Water* and the magic-user spell *Ice Storm* for some interesting possible uses of this spell. One gallon of water weighs 3.45 lbs. This spell works in all ways as described; if employed against a living, conscious opponent, the opponent will be slowed until the movement rate of the spell exceeds the opponent's movement rate, at which time the opponent is at the caster's mercy. As the opponent can continue to resist (mentally) the spell's effects, subtract the foe's normal movement rate from the spell's movement rate to get the effective speed.

Teleport: No effect; a solid surface to land on is required. This spell will not be forgotten, and may be re-cast later.

Tenser's Floating Disk: The disk will follow the caster about, regardless of the caster's rate of movement, within a 2" radius sphere. When the spell duration ends, anything the disk was carrying will be left behind, suspended and motionless. Inanimate or non-intelligent "cargo" cannot move independently.

Transmute Rock To Mud: See the druid spell of the same name.

Trap The Soul: Note some of the conditions applicable to persons captured by this spell when not on the Prime Material Plane. If used against an astrally projecting person, the material body will die on the Prime Material Plane, but the character's soul will still live within its prison. Imprisoned characters cannot cause their gem-prison to move, or otherwise affect their environment. If released upon any plane other than the Astral Plane, the soul will form a new body (having no possessions) with all of the former body's characteristics; if released upon the Astral Plane, the soul will perish at once.

Vanish: No effect; contact with the Ethereal Plane is required.

Ventriloquism: See the comments for the magic-user spell *Audible Glamer*.

Wall of Fire: This works very much like the druid spell *Wall of Fire*, except that the hollow sphere of flames has a radius of $1" + \frac{1}{4}"$ per level of the spell caster.

Wall of Force: The surface area of a sphere (the best defensive shape in three-dimensional space) is $4 \pi r^2$.

Wall of Ice / Wall of Iron / Wall of Stone: Any such walls created will appear in astral space and be immobile, doing no harm to anyone. A *Wall of Ice* will not melt in astral space unless put in contact with a fire spell or other heat source, at which time it will form a water sphere (see the cleric spell *Create Water*). A *Wall of Stone* may be struck with *Transmute Rock To Mud*, at which time it will form a large mudball (see the druid spell *Transmute Rock to Mud*), though it

A Rod of Absorption could easily absorb (and cancel out) an Astral Spell; if used against the magic-user who cast the spell, all persons in the astral party are hurled back to their home plane.

may be that part of the wall will not be affected and will drift to the center of the mud ball.

Web: This spell requires anchoring points in order to form a true web-like structure; at best in astral space, it may be directed at a single opponent, who will become entangled in the mess of webbing and be unable to attack or pull free. If a saving throw is made, the opponent has escaped all contact with the webs. Suffocation is possible, as per the regular spell.

Wish: No *Wish* spell will ever affect the

ruler of the plane that the caster is on; *wishes* directed against any deity in general are sure tickets to disaster if the intent of the *wish* is hostile. Referees should arbitrate this spell very carefully in any event.

Wizard Lock: This spell is more useful than *Hold Portal*, as it may be cast upon chests or containers.

Write: No effect; ink will not flow through a pen in a weightless environment. [If a special, forced-ink pen is devised by the experienced planar traveler, the spell can be used.]

Illusionist spells

Any illusions and phantasms cast upon the Astral Plane should be carefully considered in order to be effective. If an illusion depicts something that a viewer or opponent would not normally expect to see upon the plane, then the saving throws for opponents will be considered automatically made, and a bonus of up to +4 may be given to any other (non-hostile) viewers.

Some illusionist spells are essentially the same in intent and effect as other

spells previously described. These spells (and the section in which each is elaborated on) are:

Astral Spell (cleric); *Conjure Animals* (cleric); *Detect Magic* (cleric); *First-level magic-user spells* (magic-user); *Maze* (magic-user); *Rope Trick* (magic-user); *Hallucinatory Terrain* (druid).

Other illusionist spells with altered effects on the Astral Plane are:

Alter Reality: See comments for the magic-user spell *Wish*.

Color Spray: Stunned or unconscious characters cannot move until recovered.

Paralyzation: Because the intelligence

of the victim of the spell is unaffected, the character can still physically move through astral space. However, the arms, hands, feet, mouth, etc., cannot be moved, and attacking or defending by physical means is not possible.

Summon Shadow: No effect; normally opens a gateway to Negative Material Plane.

True Sight: See comments for the cleric spell *True Seeing*.

Vision: No contact may be made with deities or powers on the Elemental Planes, Positive or Negative Material Planes, or the Ethereal Plane.

Magical item alterations

Potions: Those potions that duplicate spell effects (such as *Climbing*, *Flying*, or *Speed*) will have the same result when used in astral space as the spell itself. Some potions will obviously become useless until taken to another plane where their powers may take effect (e.g., *Oil of Ethereality*). *Gaseous Form* will make the imbiber hard to see, as per the cleric spell *Wind Walk*. Potions of *Longevity* and *Speed* will not affect the age of the imbiber, due to the "neutralizing" effect the Astral Plane has on living metabolisms.

Scrolls: Scroll spells work the same as normally cast spells on the Astral Plane. If someone using an *Astral Spell* contacts or is caught within the area of effect of a *Protection from Magic* scroll, the person (including the scroll reader, if he or she is also using *Astral Spell*) is immediately cast back to the home plane and the protection spell is cancelled.

Rings: As for potions, those rings that duplicate spell effects will have the same effect astrally as the spell does. *Djinni Summoning* rings do not work, being unable to open the gate to the Elemental Plane of Air. *Shooting Stars* rings do not

work at all, being dependent upon a dark environment (night) on the Prime Material Plane. If a resonating field is created between two *Rings of Spell Turning*, read all rolls of 98-00 for subsequent effects as rolls of 81-97. *Protection* rings are modified in effect as described in the following section on Weapons, Armor, and Protective Devices.

Rods, Staves, and Wands: Any such devices duplicating spell effects have the same effect astrally as the spell does. A *Rod of Rulership* has no effect on any deities or minions who normally reside on the Astral Plane, just as it cannot affect any deities or their minions when used on their home Outer Plane. A *Rod of Absorption* could easily absorb (and cancel out) an *Astral Spell*; if it is used against the magic-user who cast the spell, all persons in the astral party are hurled back to their home plane. *Rods of Lordly Might* lose their third (direction-finding) mundane ability on the Astral Plane; this rod, along with the *Rod of Smiting*, has altered abilities when used as a weapon, as further detailed in the following subsection on Weapons, Armor, and Protective Devices. A *Staff of*

Withering will not age astral beings who are struck with it.

Miscellaneous Magic Items: Some general statements may be made on the effects of using miscellaneous magic items on the Astral Plane. First (and most obviously), if such a device duplicates the effect of a spell mentioned in this article, then refer to the text for appropriate comments. Any device that summons creatures from the Elemental, Positive or Negative Material, or Ethereal Planes will not work at all. Artifacts and relics are completely unaffected in any operation by being in astral space. Certain devices will obviously be useless (e.g., *Apparatus of Kwalish*).

An *Amulet of the Planes* will transport the user to any of the first layers of the Outer Planes or back to the Prime Material Plane, but not to the Ethereal, Positive or Negative Material, or Elemental Planes from the Astral Plane. A *Book of Infinite Spells* won't work if the user left it on another plane.

Cubic Gates may open gates to any plane from astral space, even those not normally (by other means) reachable. Devices requiring contact with or assistance from deities (*Candle of Invocation*, *Incense of Meditation*, *Necklace of Prayer Beads*) will not work unless the user's

deity normally resides on the Astral Plane. *Iron Flasks* will capture player characters or other creatures not originally from the Astral Plane, but will not affect beings native to the Astral Plane. When in astral space, certain devices that use extra-dimensional spaces to store items in will either expand abruptly so that the exterior of the container conforms to match its interior capacity (*Bag of Holding*, *Portable Hole*), or will cease functioning (*Mirror of Life Trapping*). A *Phylactery of Long Years* cannot slow aging, since [normal] aging doesn't take place. A *Well of Many Worlds* will open a passageway to any plane, just as a *Cubic Gate* does.

A *Talisman of Pure Good* (or *Talisman of Ultimate Evil*) will cause its victims to be lost permanently (*Wishes* notwithstanding) in astral space. A *Chime of Hunger* will *stun* all nearby for 1 round only, with no other effects.

Weapons, Armor, and Protective Devices: When such items are brought into the Astral Plane, the enchantments upon them are lessened, since their enchantments are so closely connected to the Prime Material Plane. One "plus" is subtracted from such items' bonuses, on "to hit," damage, or protection scores. Thus, for example, a +2 sword becomes a +1 sword, a +3 ring of protection becomes +2, etc.

If an item has only a +1 bonus, it becomes non-magical and loses all its special powers on the Astral Plane (so *luck blades* have no usable wishes). Items with multiple enchantments lose one "plus" from each type of enchantment; a *flame tongue* sword would be non-magical for most purposes, with a +1 vs. regenerating creatures, a +2 vs. cold-using creatures, etc.

Obviously, any items that normally allow the user to go *ethereal* or use any other similar powers will still have their protective enchantments (reduced one step), but those powers will not be usable. Cursed items with negative enchantments (-1 shield, missile attractor) also

have their enchantments moved one step toward zero (making the -1 shield non-magical in all respects); if a cursed item is made non-magical, the curse is lifted so long as the item is not brought back into the Prime Material Plane. Protective rings, cloaks, and so forth have their powers reduced by one "plus," but *Bracers of Defense* and similar items will remain unaffected. All other spell-like powers of such items will be affected as described in the section of this article on alterations of magical spells. [*Savants have ways and means to overcome or alter such magical losses, but that will have to await publication of the AD&D™ game expansion. . . .*]

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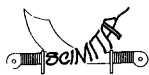
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A-2: A dungeon for 4-8 AD&D™ characters of levels 4-7.

A-3: A dungeon for 4-8 AD&D characters of levels 8-11.

A-4: A "wilderness" adventure for 4-8 AD&D characters of levels 1-3. This is an adventure in which all, or virtually all, of the activity takes place outdoors. The environment may include some artificial (non-natural) structures or enclosures, or natural phenomena such as caves, which have to be entered to be investigated, but the total area of all such enclosures cannot exceed 5,000 square feet (in scale). There is no limit on how much space the outdoor environment can occupy, but it should be apparent that a "wilderness" area measuring hundreds of miles on a side would be impossible to describe fully within the maximum allowable page count of an entry (see general rules). Wilderness modules in other categories must also meet these requirements.

A-5: A wilderness adventure for 4-8 AD&D characters of levels 4-7.

A-6: A wilderness adventure for 4-8 AD&D characters of levels 8-11.

A-7: An aquatic or underwater adventure for 4-8 AD&D characters of either levels 1-3, levels 4-7, or levels 8-11. The adventure can begin on dry land (presuming that characters will need to equip themselves and prepare for a shipboard or underwater journey), but all of the adventuring activity thereafter should take place on or in the water, or on a piece of land (such as an island or peninsula) that can only be reached by traveling on or through an aquatic environment.

A-8: An urban (town, village, or city) adventure for 4-8 AD&D characters of levels 1-5. An urban adventure is one that takes place inside, or (partially) in the immediate vicinity of the borders of a town, village, or city.

A-9: An urban adventure for 4-8 AD&D characters of levels 6-10.

B-1: An adventure or scenario for the BOOT HILL™ game. This

adventure or scenario can be of any general type — indoor, outdoor, urban, rural, or a combination of environments.

D-1: The same as category A-1, except the dungeon adventure should be designed for 4-8 DUNGEONS & DRAGONS® characters of levels 1-3, and should be constructed in accordance with the D&D® Basic Rulebook.

D-2: The same as category A-2, except the dungeon should be for 4-8 D&D characters of levels 4-14, and should be designed in accordance with the D&D Basic and Expert Rulebooks.

D-3: The same as category A-4, except the wilderness module should be for 4-8 D&D characters of levels 4-14, and should be designed in accordance with the D&D Basic and Expert rules.

D-4: An "all others" category for D&D modules that do not belong in one of the other three categories. Included in this category, for instance, would be wilderness adventures for characters of levels 1-3, and aquatic or underwater adventures for either levels 1-3 or 4-14. Any D&D module using a set of D&D rules published previous to the Basic and Expert sets automatically falls into this category. In any case, the module must be playable by a party of 4-8 characters.

G-1: An adventure for 4-8 characters using the GAMMA WORLD™ rules that takes place in a "dungeon" environment; that is, an enclosed or self-contained structure.

G-2: An "all others" category for GAMMA WORLD modules for 4-8 characters that do not belong in category G-1.

T-1: A mission for 4-8 TOP SECRET® characters, designed so that the primary objective of the mission is one that can be best carried out by a member or members of the Assassination Bureau.

T-2: The same as category T-1, except that the primary objective of the mission is related to the activities best performed by a member or members of the Confiscation Bureau.

T-3: The same as category T-1, but designed to use the skills of one or more members of the Investigation Bureau in fulfilling the primary objective of the mission.

T-4: A mission for 4-8 TOP SECRET characters that does not qualify for one of the other three categories. The primary objective of the mission cannot be directly related to any of the objectives listed on the "Table of Missions" in the TOP SECRET rule book. For instance, agents could be imprisoned at the start of an adventure, and their "mission" could be to break out of prison without outside assistance. Since the objective of escaping imprisonment does not directly relate to any function listed on the "Table of Missions," this module would be an acceptable entry for category T-4.

General rules

Be sure the module you intend to enter fits the qualifications for one of the 20 categories. You must fill in your name and address, the title of your work, and the category you are entering on the entry blank (see the other side of this page), and also include that information on the first page of the manuscript. As specified on the entry blank, all entries become the property of Dragon Publishing and cannot be returned.

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Manuscripts must be typewritten on good-quality, 8½ x 11-inch white paper. Computer printouts are acceptable if the characters are clean and dark; if you're not sure, get a new ribbon. Typewriting must be double-spaced or triple-spaced; a manuscript with no space between the lines cannot be edited and will not be judged. Photocopied manuscript pages are acceptable if the copies are, in the opinion of the judges, legible and easy to read.

A manuscript must contain at least 5,000 words and no more than 12,500 words. Pages should have a margin of at least one inch on all sides, and each page should contain no more than 250 words. At the
(Continued on next page)

rate of 250 words per double-spaced page, a manuscript should have from 20 to 50 pages. (If your word count per page is slightly less than 250, the manuscript may contain slightly more than 50 pages and still fit the maximum-length requirement.)

A contest entry can contain as many maps, diagrams, and illustrations as you feel are necessary, within the surface-area limitations (for maps) given under category A-1. Inaccurate or incomplete maps will disqualify an entry. Maps need not be of reproducible quality (published maps will be redrawn by our staff), but should be original works (not duplicates or photocopies). Black drawing ink, black felt-tip markers, and black or blue ball-point ink are acceptable mediums; pencil, colored pencil or markers, and/or crayons are not.

An entry must be derived directly and entirely from the official published rules for the game for which it is designed. For the AD&D game, this includes the Dungeon Masters Guide, Players Handbook, Monster Manual, and FIEND FOLIO™ Tome. For the D&D game, this includes the DUNGEONS & DRAGONS game Basic rulebook and/or the D&D game Expert rulebook, or (for an entry in category D-4) an older edition of the D&D rules, such as the Collector's Edition. For the BOOT HILL, GAMMA WORLD, and TOP SECRET games, any rulebook from any edition of the boxed game is acceptable. Monsters, character types, magic items, spells, technological items, weapons, and other beings or things not mentioned in the rulebooks are prohibited. This prohibition

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Exceptions to this "official" rule will be granted for minor additions (not alterations) to a game system, to cover an aspect or function not addressed in the rules which is essential to the playability of the module. Minor additions to the rule system must be identified as such at the places where they appear in the text, and must be mentioned (with page-number references) in a cover letter accompanying the entry.

A manuscript will be judged, first and foremost, on originality, playability, and adherence to the rules for which it was designed. The technical quality of a manuscript is also important — almost as much as the main criteria of originality, playability, and "legality." Manuscripts which contain several examples of misspelling, improper word usage and sentence structure, and inaccuracy or incompleteness in descriptive passages will not be judged as favorably as entries that do not exhibit those qualities.

Contest entries must be postmarked or otherwise registered for sending by Dec. 30, 1982. We'll notify you of our receipt of an entry if a self-addressed card with return postage is included in the parcel with the entry. Contest entries or questions about these rules should be addressed to the Dragon Publishing Module Design Competition, P.O. Box 110, Lake Geneva WI 53147.

Prizes

Cash prizes will be awarded in every category for which at least five entries are received, as long as the first-place module is judged to be of publishable quality. The first-place cash prize in each eligible category will be at least \$200 and no more than \$400, and will vary according to the number and overall quality of entries received for that category. A second-place cash prize amounting to one-half of the first-place cash prize will be awarded to the runnerup in any category in which the first-place entry qualifies for a cash prize, whether or not the second-place entry is judged to be of publishable quality.

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1982 Dragon Publishing Module Design Contest

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King ^{of} the Cats

Fiction by Gillian FitzGerald

When Caitlin ni Hugh O'Leary was sixteen, the harpers and the bards mourned that the age of the heroes was over, for if ever a woman was worthy of Cuchulain or Fionn Mac Cumhaill, it was she. Like Cuchulain's lady Emer, she was the best in Ireland for the six gifts: the gift of beauty, the gift of voice, the gift of sweet speech, the gift of needlework, the gift of wisdom, and the gift of chastity. Such a woman, they sang, had not been seen in Ireland since the Tuatha de Danann had left the world of mortal men to fend for itself — except perhaps for her own great-great-great-grandmother Aine, whose beauty was still sung of by the harpers, and who was said to have been one of the Tuatha herself. For didn't she have the Sight, and the gift of healing by her touch, and wasn't it the truth that she did not lie decently buried in the churchyard as one would expect of the mother of three fine sons, but had vanished on the day of her husband's death, and she as fair and radiant at forty as the day he'd brought her home a bride of fifteen?

But whether Caitlin was one of the Good People, or only a mortal woman, of one thing all were certain, and that was that she was the loveliest woman who'd ever been seen in her part of Ireland, and the suitors came from miles about to woo her with gifts and soft words. Her father was rich, it is true, and she would bring her husband a fine dowry, for she was the heiress of all her father owned, but if she'd lived in a cottage with nothing but the gown on her back to call her own, they would still have flocked to her door for the love of her own sweet self. She was small, and slim as a blade, with skin white as the apple blossoms and hair bright as the red-gold torque she wore about her slender throat. Her eyes were green as the sea, and she'd a smile that would make a priest forget his prayers. When she laughed, it was sweeter music than a minstrel's song, and when she sang to the strumming of her harpstrings, her voice was like the song of the kerlew or the warm notes of the thrush at evening. Her small white hands could spin and weave, and the work of her needle was highly prized. She knew much of herbs and healing, and she had Aine's own way with the sick, as well as her gift of the Sight, for no man or woman could look Caitlin in the eyes and not speak the truth.

For all her beauty and her talents, she was a kind and merry maid, not a fine, proud lady like some that could be mentioned. Sure, she was proud of her state, and carried

herself as a chief's daughter should, but there was no arrogance or selfishness in her manner. Toward her suitors she behaved with kindness and politeness, speaking to them all with equal friendliness and showing no more warmth to one than another. Still, it was expected that when the time came she would wed her cousin Fineen Ban (or Finn the Yellow, as the Sassenags would say) O'Leary, so called because his hair was the color of ripe corn, and he favored silk shirts dyed bright saffron. Now Fineen was a nice enough fellow in his way, handsome and rich, though a bit high-handed at times, and a little too proud of his fine house and his yellow gold, but still a nice enough fellow and better than most. So though all expected her to give in to her father's urging, and wed Fineen Ban, more than one person had been heard to mutter that she was wasted on such a man; a hero from the days of the Tuatha was what she deserved, and Fineen Ban was no Fionn Mac Cumhaill.

The betrothal was expected to be announced at the midsummer gathering of the clan, and perhaps it might have been, if it had not been for one icy night in February when the wind howled down the chimneys like a wolf at bay. There came a knock at the door; a servant opened it to let in a bedraggled stranger, his hooded cloak of rich green velvet dripping snow. He flung off the cloak, which was lined with a silver grey wolf pelt, and stood looking about the hall for a moment. Lord Hugh's hound, who roamed about the hall, let out a low growl, and began to bark at the stranger — or it might have been at the kitchen cat and her kittens, who had come running into the hall and were rubbing themselves against the stranger's legs and purring.

"Down, Warrior," ordered Lord Hugh, snapping his fingers. "Show a stranger proper welcome." The hound moved away from the man and went to a corner, but his bright, dark eyes stayed fixed on the man, and he kept up a low, steady whine of disapproval.

The stranger reached down to pet the little calico queen and her family, as he warmed himself for a moment before the fire. Then he made his way to the high table, sauntering with a bold, swift grace. He was a young man, and one to make a lady's heart beat a little faster. His mane of soft, thick hair was black as night, and so was the luxuriant beard and mustache that framed his laughing mouth. His eyes, slanted under arching brows, glittered like emeralds in a boldly

handsome face, broad at the brows and with high cheekbones, and tapering to a strong, narrow chin, framed by the square-cut fall of ebony hair. He wore a doublet of black velvet, a silk shirt and hose of leaf green, and high black boots of some soft leather that clung to his lean, muscular calves. At his throat gleamed a silver brooch in the shape of a cat's head, and the twin to the brooch clasped his silver sword-belt; each had small emeralds for the cat's eyes. So the stranger was not poor, however he had come to be lost in the storm.

He gave a low, graceful bow in Hugh's direction. "My lord, I thank you for giving a poor traveller shelter from the cold and damp. I confess I prefer a warm fireside to a chill wind, especially when the hearth warms a lady as lovely as this one." His green eyes lit up when they rested on Caitlin's face, and she had the grace to blush at his admiring gaze.

"What's your name and family, young man?" asked Hugh shortly, wanting to know a bit more about this bold young man who was staring at his daughter with far too much warmth for such a short acquaintance.

The young man smiled and made another graceful bow. "I'd not meant to forget the courtesies, my lord, but the sight of such a fair one drove all else from my head. 'Tis Tam Chattan I am, called Black Tam by my friends, and I've come across the sea from Scotland to seek a wife. I'd heard it said that the lasses in Ireland were the bonniest in the world, and now I know what's said is only the simple truth. And may I know in whose hall I am sheltering?"

"I am Hugh MacNaill O'Leary, and this my daughter Caitlin."

It was obvious to all who watched that something strange and wondrous was happening between Tam Chattan and Caitlin. They could not take their eyes off each other, and it was next to her that Hugh bade Tam sit, for he had given the place of honor to Fineen Ban, who sat between Caitlin and himself. Fineen Ban did what he could to regain Caitlin's attention, but it was no use. She had eyes and ears for no one but Tam Chattan, as she sat stroking the little grey kitten who had crawled into her lap, and who now curled there, purring. When Tam reached out to pet the little creature, the kitten licked him delightedly and mewed its bliss. His hand brushed Caitlin's, and their eyes locked. It was like the time Oisín, son of Fionn Mac Cumhaill, first saw Niamh, and fled with her to Tir N'an Og, for he could not



be happy on earth without her. So it was with Tam and Caitlin.

Tam stayed through the storm, and when the snow melted so that the roads were once again fit for traveling, he asked leave of Hugh to court his only daughter. No one was surprised, but Fineen Ban was furious. He tried all he could think of to tempt Tam to challenge him, for that would be a breach of courtesy, and Hugh would be forced to cast him out for breaking the peace of the hall. Once this brash newcomer was gone, thought Fineen, all would be well, and Caitlin would turn to him again. But Tam saw through Fineen's sneers and slurs, and answered each boast or insult with a silky smile, as if Fineen were not worthy of his anger, which naturally angered Fineen all the more.

With spring came fine weather, and the men of the hall rode out daily with their hounds to hunt the red deer for fresh meat for the lord's table. Tam was asked to join the party, but always declined with one mild excuse or another. One afternoon in May the hunters, led by Fineen Ban, came upon him in the meadow, his head in Caitlin's lap, staring drowsily up at the blue spring sky.

"So this is how you spend your days, Tam Dubh, dallying with the lord's daughter while honest men hunt for your meals. Are you so afraid of sitting on a horse?"

"Not at all, Fineen," said Tam, getting to his feet with a lazy grace. "Nor am I afraid of the stag's horns, but someone must keep the Lady Caitlin safe from harm, and I am the one she asked to accompany her this day. Surely a lady's wishes count for something?"

"Surely you'll see that I cannot go out without some safeguard, Fineen," said Caitlin with a sweet smile. "You've told me so often enough in the past."

And so he had, but the guard he'd had in mind was himself — not this silken-voiced stranger. He wheeled about, and at that moment one of the hounds broke free from the pack and, howling, launched itself at Tam, who stood stock still. Just when it seemed as if the huge hound would sink its sharp teeth into Tam's throat, he reached up one hand in a movement as swift as lightning and, as a low growl came from his throat, snapped the hound's neck.

Caitlin ran to him, flinging her arms about him. "Tam, you're not hurt, are you?"

"Not a bit, lass," he whispered, as he looked over her slim shoulders, his green eyes meeting Fineen's blue ones. "Not a bit."

It haunted Fineen. What kind of man was Tam Chattan who could break the neck of a wolfhound almost as big as himself, and with one hand at that? Such tales had been told of Cuchulain, but this man was not one of the old heroes come to earth again. But . . . he was no ordinary man. The more Fineen thought on it, the more it worried him. It was not the first time the dogs from the hall had tried to attack Tam. Nor were dogs the only creatures that seemed ill at ease with him. Once, when one of the young falconers had brought a newly trained hawk to Hugh for his approval, the hawk had nearly snapped its jesses, trying to fly at Tam, though it was

hooded and could only scent him. It had feared no one else, only Tam. Hawks and hounds feared him, but not horses or cats. Tam rode like a gypsy, and he seemed ever to be followed by a parade of cats of all sizes and colors. Perhaps he was a devil in disguise. No, that could not be: He was just as lucky as the devil, that was all. There had to be a way to win back Caitlin's favors.

As spring became summer, Fineen grew more concerned. It was scarcely two weeks before the midsummer gathering, and Hugh intended to announce Caitlin's betrothal at that time. Once the contracts were signed, there'd be no hope. Hugh was an honorable man, and nothing would induce him to break his word, once it was given. It was time for a desperate plan. Fineen Ban O'Leary comforted himself that he was saving his sweet cousin from marriage to a man who would only make her unhappy, and it salved his conscience, for what he had in mind could not be called honorable by any man.

One morning, a week before the betrothal feast was to be held, Caitlin and Tam rode out together through the woods. From the depths of the cool, dark forest came the crash of horses' hooves, and suddenly they were surrounded by a dozen large, well armed outlaws. Their leader took hold of Caitlin's reins, and when Tam drew his sword, he found six men coming at him at once. Tam offered no resistance as they yanked him off his horse and tied him up.

When Fineen Ban returned in triumph to the hall with a rescued Caitlin, he found Tam waiting for him, arms folded, leaning against the door. This was not what he had expected.

"'Tis amazing to me, Fineen Ban, how quickly you saved our lady from the outlaws, when no one even knew she'd been taken. I just returned myself within the hour, and Lord Hugh's men have just ridden out. You must have passed them on the way," drawled Tam with insolent politeness.

It was too much for Fineen. He leaped down from his horse and strode over to Tam, who still leaned in the doorway.

"And what do you mean by that, Chattan?"

"What do you think I mean, my friend?"

"Do you dare accuse me of risking my lady's life to win favor with her father?"

"If that's how you choose to take my words . . ." Tam shrugged. "What do you mean to do about it?"

Caitlin had dismounted and come toward them. "Fineen, you will not break the peace of my father's hall . . . I forbid it. Nor will you lay hands on my betrothed."

"He is not yet your betrothed. And I will let no man call me a traitor to my lord without challenging him. Surely you see—" Fineen was in an agony of indecision. If he did not challenge Tam Chattan, he would be branded a coward and a traitor. If he did fight him, he would incur Hugh's wrath and Caitlin's displeasure. Whichever path he chose, he would lose her — but at least if he fought Tam, he'd have the satisfaction of wiping up the floor with him.

"What weapons and time do you wish?" he demanded.

"Swords," answered Tam, "and right now — if you don't mind, Caitlin."

She threw up her hands. "Must men always be little boys, playing at soldiers? Fineen Ban, you're banished from my father's hall as soon as he hears, and that will be in a moment, for I go now to tell him. And I promise you that if you draw one drop of Tam Chattan's blood, I will curse you with all my heart." So saying, she ran into the hall.

Tam drew his blade. "Are you ready, Fineen?"

Without answer, Fineen lunged at him. He fought with spirit and flair, for he'd had the best of teachers, but Tam was quicker and better. He parried all of Fineen's lunges easily, as if he were dealing with an untrained boy, scarcely moving at all. Fineen grew angrier with every moment, cursing under his breath at this smiling, unhurried devil. With unthinking fury, he launched a series of attacks. Tam parried the first one to the side, deflected the second above his head, then parried the third and moved swiftly so that his sword was all too close to Fineen's throat. Infuriated, feeling cornered, Fineen rushed forward in desperation to knock Tam's sword from his hand, but only succeeded in nearly tripping himself, for Tam's blade was not where it should have been.

"That's not how it's done at all," said Tam lazily. "Here, let me show you." And with one swift movement, he sent Fineen's blade spinning from his hand, to land halfway across the courtyard.

Tam sheathed his sword. "I believe the matter's settled. Best leave before Lord Hugh tosses you out, as I tossed your sword."

Tam stood there, smiling, with a dozen cats around his feet, all purring and regarding Fineen with contemptuous golden eyes, eyes that were much like Tam's own green ones. "Your sword's over there," said Tam, gesturing to where the weapon was lodged in a pile of dung up to its jeweled hilt. "I believe you'll need this —" he tossed Fineen a handkerchief — "to clean it before you sheathe it. It breaks my heart to see a good blade mistreated."

Something in Fineen snapped at that silky insult. As he bent down to retrieve his sword, he suddenly pulled a dagger from his boot, whirled, and sent it flying toward Tam's heart. But it never reached Tam, for in his place stood a huge black cat, with a tail like a plume, and Tam's own green eyes staring at him from the cat's triangular face. Spitting and howling, the cat leaped for him, and this was the signal for the other cats to do likewise, like any army following its leader into battle. Fineen put up his hands to ward them off, and fled. When he got a safe distance away, he looked back over his shoulder, and there in the courtyard stood Tam Chattan, hands on his slim hips, laughing uproariously, surrounded by his cats. The giant black tom was nowhere to be seen.

Now Fineen had reached the end of his wits. It was plain that it was no human man who had bested him, but a devil. He could not fight such a one alone, so he sought help from one who knew the ways of magic.

When it was dark and he would not be seen, he dressed in poor clothes, his cloak hiding a well-filled purse and a ready blade, and went to the house of Old Bridget, the wise woman.

Old Bridget looked at him with bright, dark eyes that were strangely young in her wrinkled face. "What do you want of me, Fineen Ban O'Leary?"

"How do you know me, old woman?"

"Who does not know Fineen Ban, who once hoped to marry the O'Leary's daughter? But another has won her, it seems. How can I help you?"

"You can help me to get rid of that grinning devil who plans to marry Caitlin."

"Why do you call him a devil? From all I've heard he's a well spoken, fair young lord from over the sea."

So he told her it all, about Tam and how neither hawk nor hound would willingly approach him, how he broke the neck of the wolfhound with one hand, how he always went surrounded by an adoring bodyguard of cats — and how he, himself, turned into a cat when the knife was thrown at him. "So what could he be but a devil?" finished Fineen. "Old woman, give me a charm to break the spell he's cast on Caitlin, for surely she could not love him of her own free will."

"Hold now, Fineen. 'Tis no devil you're dealing with, but one of the Good Folk."

"The Sidhe?"

"Aye, lad, the Tuatha themselves. And not one of the ordinary ones, but a lord among them. There's only one who could do such

things as you've told me. But fear not, for I know how you can force him to show himself as he really is." And she told him a plan

On the night of Caitlin's betrothal, the hall was filled to bursting. All the leaders of the family had gathered there to witness the contract, and to partake of the great and lavish meal Hugh had planned. For two days, the cooks had been preparing the stews and fine meats and the grand cakes and pastries to be set before the guests. Caitlin sat beside Tam, who occupied the place of honor at Hugh's right. She smiled at him warmly, and his hand kept straying over to touch hers. This was the sight that greeted Fineen as he crept into the hall in the guise of a servant.

At last Hugh rose, and lifted a toast. "To my daughter Caitlin, and the man she will wed. It was a happy night when he came in from the snow to my fireside."

The guests roared in approval, and several more toasts of a like nature were made. Then Fineen Ban threw off his disguise and strode forward.

Instantly Hugh was on his feet, shouting. "Fineen Ban, I ordered you from my hall! How dare you break the peace of Caitlin's betrothal?"

"I had not such thought, my lord. I am here only to make a toast."

He reached over and took Tam's silver goblet and raised it high. "To the King of the Cats! They say the new King will be crowned this night on Tara Hill!" As he drank, he watched Tam leap up, his green eyes glowing.

"Then they crown an impostor, for I am the King of the Cats." He bowed to Hugh. "I must leave, my lord. My kingdom calls me home."

"Not without me, Tam Dubh," said Caitlin softly, reaching out a small white hand to touch his sleeve. "I follow you wherever your path takes you."

"Would you go with me, knowing what I am?"

"I've known what you were since the first moment I set eyes upon you, Tam. I've the Sight, as you should know. Why should it bother me that you're not mortal? The blood of the Tuatha runs in my veins, too. We're two of a kind, my love, and so well suited for each other. You'll not be rid of me so easily."

"Be rid of you? Never in my life, Caitlin." And he bent his head to kiss her lips, and suddenly in their places were a black tom, twice the size of any ordinary cat, with fur like midnight silk, and a tail like a plume, and eyes like twin emeralds, and at his side a small, dainty, fluffy cat with soft red-gold fur and merry, sea-green eyes and an enchanting purr. They ran off toward the door, but before they vanished into the sweet summer evening, Fineen heard the black tom hiss: "If this is a lie, beware the cat's claws, Fineen Ban, for they are sharp."

And they say Fineen Ban never again saw a cat, black or otherwise, cross his path without crying in fear, for he knew that someday Black Tam Chattan would return to keep his promise.



New magic-user spells

(Continued from page 9)

extinguished by a *cloudburst*, small ones instantly, medium ones in 3-5 segments, large ones in 8-10 segments. Magical fires will also be extinguished by a *cloudburst*, with the following general rules applying: Permanent magical fires will relight in 1-2 rounds. Small, rekindable magic fires such as that of a *flame tongue sword* will be affected only during the actual *cloudburst*. Spells such as *produce fire* and *burning hands* will be negated. Large-area spells such as *fireball*, *flame strike*, *wall of fire*, etc. will, in the course of being extinguished, vaporize the rain; a cloud of steam of quadruple area of effect volume will be created. This steam will inflict 1-3 points of damage on normal creatures within its area, double damage on cold-dwelling or cold-using creatures. It will persist for 2-5 rounds, half that if a breeze is blowing, 1 round if a strong wind is blowing.

In arid regions, the *cloudburst* will act only as a double-strength *precipitation* spell. In hot and humid areas, the duration of the spell will be extended to 2 rounds. In areas with a temperature between 31° and 33° F., sleet rather than rain will fall, with ice and slush being formed when it accumulates. In temperatures of 30° F. and lower, the *cloudburst* becomes a *snowburst*, with one inch of snow falling per segment. Whether the *cloudburst* falls as rain, sleet, or snow, very hot creatures not saving versus magic within the area of the spell will suffer 10 points of damage, plus 1 point of additional damage for every segment they remain within the *cloudburst* area. The material components for the spell are powdered silver and powdered iodine crystals.

Detect Illusion (Divination)

Level: 3 Components: V, S, M
Range: *Touch* Casting Time: 3 segments
Duration: 2 rounds + 1/level Saving Throw: #one
Area of Effect: Line of sight 1" wide, 1"/level long

Explanation/Description: This spell is exactly the same as the 1st level illusionist spell *detect illusion* (q.v.) except with regard to duration, as shown above.

Item (Alteration)

Level: 3 Components: V, S, M
Range: *Touch* Casting Time: 3 segments
Duration: 6 turns/level* Saving Throw: *Special*
Area of Effect: 2 cu. ft./level of the spell caster

* — Non-living material allow quadruple duration.

Explanation/Description: By means of this spell, the magic-user is able to touch any normal, non-magical item of a size appropriate to his or her area of effect and cause it to shrink to one-twelfth its normal size. Optionally, the caster can also change its now-shrunk composition to a cloth-like one. Only living things are entitled to a saving throw versus magic, but each such save is at +4. Objects changed by an *item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by word of command from the original spell caster. *Note:* It is possible to affect a fire and its fuel with this spell.

Material (Evocation-Conjuration)

Level: 3 Components: V, S
Range: 1" Casting Time: 1 round
Duration: *Permanent* Saving Throw: *None*
Area of Effect: 1 cu. ft./level

Explanation/Description: A *material* spell allows the magic-user to actually bring into being certain common things. There

is no great difficulty in causing common basic materials such as stone, earth (soil), or wood to appear. These sorts of materials in raw, unworked form are easily gained by means of this spell. Similarly, other inorganic or non-living materials such as water, air, dung, straw, etc., can be conjured. When simple plants are concerned, such as when the caster attempts to bring into being an area of grass, there is a base 100% chance of total failure. The base chance is modified downward by 1% per level of the spell caster. Animal life can never be affected by this spell. In no event can worked, refined, or fabricated items be brought into being by a *material* spell. The spell essentially enables the magic-user to create common things of a basic nature.

Melf's Minute Meteors (Evocation/Alteration)

Level: 3 Components: V, S, M
Range: 1"/level Casting Time: 5 segments
Duration: *Special* Saving Throw: *None*
Area of Effect: 1 target per missile

Explanation/Description: This spell is unusual in two respects. First, the *dweomer* enables the caster to cast small globes of fire which burst into a 1 ft. diameter sphere upon impact, inflicting 1-4 points of damage upon the target creature — or otherwise igniting combustible materials (even solid planks); and this ability continues from round to round until the caster has fired off as many of these "meteors" as he or she has levels of experience, until he or she decides to forego casting any additional still remaining, or until a *dispel magic* spell is successfully cast upon the magic-user. Second, once *Melf's Minute Meteors* is cast, the magic-user has the option to discharge the available missiles at the rate of 1 every 2 segments, as desired, or 1 every round (beginning with the initial round of casting).

In the first option, the caster must point at the desired target on the 2nd segment of the round the spell was cast, and a missile will be discharged. This process is repeated every 2 segments thereafter until all of the missiles are so released. Naturally, this usually will mean that the spell actually carries over into at least the following round.

Similarly, if the second option is chosen, the magic-user can withhold or discharge missiles as he or she sees fit. This option also has the benefit of enabling the spell caster to actually discharge one of the "meteors" and conjure some other spell as well. The additional spell must be of such a nature as to not require the continuing concentration of the spell caster, or else he or she will involuntarily forego the casting of any further missiles from the original spell. However, considering that the magic-user will have had the opportunity to have discharged a missile and cast a spell in the same round is of such benefit that the potential loss is not of concern. (Note that if the magic-user fails to maintain an exact *mental* count of the number of missiles he or she has remaining, this is an unfailing indication that he or she has involuntarily foregone the remaining portion of the spell.)

The components necessary for the casting of this *dweomer* are nitre and sulphur formed into a bead by the admixture of pine tar, and a small hollow tube of minute proportion, fashioned from gold. The tube costs no less than 1,000 gold pieces to construct, so fine is its workmanship and magical engraving, but it remains potent throughout numerous castings of the spell — unless damaged by accident or abuse.

Secret Page (Alteration)

Level: 3 Components: V, S, M
Range: *Touch* Casting Time: 1 turn
Duration: *Until dispelled* Saving Throw: *None*
Area of Effect: 1 page of any size up to 2 ft. square

Explanation/Description: When cast, a *secret page* spell al-

ters the actual contents of a page to appear to be something entirely different. Thus, a map can be changed to become a treatise on burnishing ebony walking sticks; the text of a spell can be altered to show a ledger page or even another form of spell, etc. The caster is able to reverse the effect of the spell by the mere utterance of a command word, then peruse the actual page, and return it to its secret page form thereafter. The caster can also remove the spell by double repetition of the command word. Others noting the dim magic of a page with this spell cloaking its true contents can attempt a *dispel magic*, but if it fails, the page will be destroyed. Short of an *alter reality* or *wish* spell, only will-o-wisp essence will reveal the true nature of the subject of a *secret page* spell, if that page is not subjected to *dispel magic*. The material component of the spell is powdered herring scales.

Sepia Snake Sigil (Conjuration/Summoning)

Level: 3
Range: 1/2"
Duration: *Special*
Area of Effect: 1 sigil

Components: V, S, M
Casting Time: 3 segments
Saving Throw: *None*

Explanation/Description: There are three forms of this spell, but each eventually causes the conjuration of a deep brown snake-like force. This so-called *sepia snake* springs into being and strikes at the nearest living creature. Its attack is made as if it were a monster with hit dice equal to the level of the magic-user who cast the dweomer. If it is successful in striking, the victim is engulfed in a shimmering amber field of force, frozen and immobilized until the caster releases the dweomer or until a *dispel magic* spell does so. Until then, nothing can get at the victim, move the shimmering force surrounding him or her, or otherwise affect the field or the victim. If the *sepia snake* misses its target, it dissipates in a flash of brown light, with a loud noise

and a puff of dun-colored smoke which is 1" in diameter and lasts for 1 round. The three applications are: 1) as a glowing sigil in the air drawn by the spell caster and pointed at the intended target; 2) as a glyph of umber marked on some surface; and 3) as a small character written into some magic work to protect it. The components for the spell are 100 gold pieces worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Dispel Illusion (Abjuration)

Level: 4
Range: 1/2"/level
Duration: *Permanent*
Area of Effect: *Special*

Components: V, S
Casting Time: 4 segments
Saving Throw: *None*

Explanation/Description: This spell is the same as the 3rd-level illusionist spell of the same name. However, the magic, user attempting to dispel the illusion is considered at *two* levels below his actual level with respect to illusion-phantasm types of spells cast by an illusionist.

Wind Wall

Level: 3
Range: 1"/level
Duration: 1 round/level
Area of Effect: An area 1" wide and 1/2" high per level of caster

Components: V, S, M
Casting Time: 3 segments
Saving Throw: *Special*

Explanation/Description: This spell brings forth an invisible curtain of wind of considerable strength — sufficient to blow birds as large as crows upward, or to tear papers and like materials from unsuspecting hands. (If in doubt, a saving throw versus magic determines grasp.) Normal insects, can't pass such a barrier. Loose material, even cloth garments, caught in a

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wind wall will fly upward. The material components are a tiny fan and a feather of exotic origin.

Evard's Black Tentacles (Conjuration/Summoning)

Level: 4
Range: 3"
Duration: 1 round/level
Components: V, S, M
Casting Time: 8 segments
Saving Throw: Neg.
(see below)
Area of Effect: 1 tentacle/level of the caster in a 10' r.

Explanation/Description: By means of this spell the caster creates many rubbery, black tentacles in the area of effect of the dweomer. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot — including water. Each tentacle is 10' long, AC 4, and takes as many points of damage to destroy as the magic-user who cast the spell has levels of experience. Furthermore, there will be one such tentacle for each of the levels of experience of the spell caster. Any creature within range of the writhing tentacles is subject to attack. If more than one target is within range of a tentacle, the probability of attack on each is determined and the result found by die roll. A victim of a tentacle attack must make a saving throw versus magic. If this succeeds, the victim takes 1-4 hit points of damage from initial contact with the tentacle, and it then is destroyed. Failure to save indicates that the damage inflicted will be 2-8 points, the ebon member is wrapped around its victim, and damage will be 3-12 points on the second and succeeding rounds. As these tentacles have no intelligence to guide them, there is the possibility that they will entwine any object — a tree, post, pillar — or continue to squeeze a dead opponent. Once grasped, a tentacle remains wrapped around its chosen target until the thing is destroyed by some form of attack or it disappears due to the expiration of the dweomer's duration. The component for this spell is apiece

of tentacle from a giant octopus or giant squid. (The casting of the spell requires considerable time, but it is unlikely that this is linked to the meager components.)

Leomund's Secure Shelter (Alteration-Enchantment)

Level: 4
Range: 2"
Duration: 6 turns/level
Area of Effect: 30 sq. ft./level
Components: V, S, M
Casting Time: 4 turns
Saving Throw: None

Explanation/Description: This spell enables the magic-user to magically call into being a sturdy cottage or lodge, made of material which is common in the area where the spell is cast — stone, timber, or (at worst) sod. The floor area of the lodging will be 30 square feet per level of the spell caster, and the surface will be level, clean, and dry. In all respects the lodging will resemble a normal cottage, with a sturdy door, two or more shuttered windows, and a small chimney and fireplace.

While the lodging will be secure against winds of up to 70 miles per hour, it has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat will certainly affect it, and its occupants, adversely. The dwelling does, however, provide considerable security otherwise, as it will actually be as strong as a normal stone building regardless of its material composition, resist flames and fire as if it were stone, and be generally impervious to normal missiles not of the sort cast by siege machinery or giants. The door, shutters, and even chimney are secure against intrusion, the two former being *wizard locked* and the latter being secured by a top grate of iron and a narrow flue. In addition, these three areas are protected by an *alarm spell* (q.v.). Lastly, an *unseen servant* (q.v.) is called up to provide service to the spell caster.

The inside of *Leomund's Secure Shelter* will contain rude

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furnishings as desired by the spell caster — up to 8 bunks, a trestle table and benches, as many as 4 chairs or 8 stools, and a writing desk. The material components of this spell are a square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the *alarm* and *unseen servant* spell if these are to be included in the spell; i.e., string and silver wire and a small bell.

Magic Mirror (Enchantment-Divination)

Level: 4
Range: Touch
Duration: 1 round/level
Area of Effect: Special

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

Explanation/Description: By means of this spell, the magic-user changes a normal mirror into a scrying device similar to a crystal ball. The details of the use of such a scrying device are found in the *Dungeon Masters Guide*, Miscellaneous Magic Treasure section, under *Crystal Ball*. The mirror used must be of finely wrought and highly polished silver of a minimum cost not less than 1,000 gold pieces. This mirror is not harmed by casting of the spell as are the other material components — the eye of a hawk, an eagle, or even a roc, and nitric acid, copper and zinc. (Cf. fifth level cleric spell, *magic font*, and second level druid spell, *reflection pool*.) (Editor's note: Descriptions of these two new spells will be published in upcoming issues of *DRAGON™ Magazine*.)

Otiluke's Resilient Sphere (Alteration-Evocation)

Level: 4
Range: 2"
Duration: 1 round/level
Area of Effect: 1 ft. diameter per level of the caster

Components: V, S, M
Casting Time: 4 segments
Saving Throw: Neg.

Explanation/Description: When this spell is cast, the result is a globe of shimmering force which encapsulates the subject creature — if it is small enough to fit within the diameter of the sphere and it fails to successfully save versus magic.

The *resilient sphere* will contain its subject for as long as its dweomer persists, and it is not subject to damage of any sort except from a *rod of cancellation*, a *wand of negation*, or a *disintegrate* or *dispel magic* spell. These will cause it to be destroyed without harm to the subject. The subject may struggle, but all that will occur is a movement of the sphere.

The material components of the spell are a hemispherical piece of diamond (or similar hard, clear gem material) and a matching hemisphere of gum arabic.

Shout (Evocation)

Level: 4
Range: Self
Duration: Instantaneous
Area of Effect: 1" x 3" cone

Components: V, M
Casting Time: 1 segment
Saving Throw: Neg.

Explanation/Description: When a *shout* spell is cast, the

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magic-user empowers himself or herself with tremendous vocal powers. With the *dweomer* of the spell the caster releases an ear-splitting noise which has a principal effect in a cone shape radiating from the mouth of the caster to a 3" terminus. Any creature within this area will be deafened for 2-12 rounds and take a like amount (2-12 points) of damage. Any brittle or similar substance subject to sonic vibrations will be shattered by a shout, e.g. a *wall of ice*. A spell of this nature can be employed but once per day, for otherwise the caster might permanently deafen himself or herself. The material components for casting the *shout* spell are a drop of honey, a drop of citric acid, and a small cone made from a bull's or ram's horn.

Stoneskin (Alteration)

Level: 4
Range: *Touch*
Duration: *Special*
Area of Effect: *One creature*

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

Explanation/Description: When this spell is cast, the affected creature gains a virtual immunity to any attack by cut, blow, projectile or the like. Thus, even a *sword of sharpness* would not affect a creature protected by *stoneskin*, nor would a rock hurled by a giant, a snake's strike, etc. However, magic attacks from such spells as *fireball*, *magic missile*, *lightning bolt*, and so forth would have normal effect. Any attack or attack sequence from a single opponent dispels the *dweomer*, although it makes the creature proof against that single attack or attack sequence. Attacks with relatively soft weapons, such as a monk's hands, an ogre's fist, etc. will inflict 1-2 points of damage on the *attacker* for each such attack while the attacked creature is protected by the *stoneskin* spell. The material components of the spell are granite and diamond dust sprinkled on the recipient's skin.

Ultravision (Alteration)

Level: 4
Range: *Touch*
Duration: *6 turns + 6 turns/level*
Area of Effect: *One creature*

Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *None*

Explanation/Description: By means of this spell the magic-user empowers the recipient to see radiation in the ultraviolet spectrum. In night conditions this means that vision will be clear, as if it were daylight, to a range of 100 yards, and shadowy and indistinct from beyond 100 yards to about 300 yards distance. If the night is very dark, with thick clouds overhead, reduction of ultravision sight is 50%. Where more than about 6 feet of earth or 3 feet of stone interpose between the sky and the individual, such as in virtually any underground area, *ultravision* allows only vision of the dimmest sort in about a 3-foot radius, since the ultraviolet rays are screened out. (Of course, if an emission source is nearby, the visual capabilities improve accordingly.) Nearby light, including the radiance shed by magic items, tends to spoil ultravision, the brightness of the rays "blinding" the eyes to dimmer areas more distant. The material component for this spell is a *crushed* amethyst of at least 500 gold pieces value.

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weapon blow is the norm. Likewise, damage is kept minimal, so that a carefully advanced character will not generally be slain by a single stroke of some kobold's axe. Weapon blows, just as hit points, are scaled to a real individual.

For example, a single swing of a broadsword will slay a normal person. Armor helps only in determination of a hit, not in damage, although armor could actually reduce damage as it took damage itself, eventually being totally ruined. That latter method adds unneeded complication to the combat system, so forget it! Hit points and their accumulation make up for much. As I have often stated, no human can actually withstand damage which would fell a rhino. Damage above 12 points or so is not actually withstood — the points inflicted are mere scratches, bruises, misses which remove a few hairs, etc. Similarly, armor class assumes the defender is active and doing his or her best to stay out of the way. So to handle melee intelligently, the DM must know the reasoning behind it all and keep it in mind when adjudicating situations.

One evidently thick-headed writer once wondered about the difficulty of killing an unarmored character with some powerful weapon. After all, this marvel of intellect stated, a medium-level character would have to be struck many times in order to reduce his hit points to zero. Any DM could give such a person the lie easily, once the concepts of melee are understood. Can magically sleeping creatures be slain at a stroke? You know it, even if they have several hit dice. Likewise, the helpless character is subject to easy execution — provided the character is truly helpless, of course! Can he or she break free and escape? Grab a nearby weapon and attack? Whatever, we have all read about or seen heroic characters who manage to escape from certain doom. If your players are really into role playing, they should bombard you with a host of ways and means by which they can escape impending death. As a good DM, you should consider each such suggestion on the merits of the situation and adjudicate accordingly. Intelligent melee combat, certain

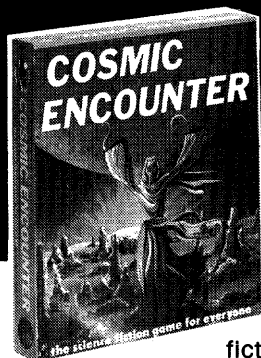
death, and miraculous escape are part of the adventure in the AD&D™ game system. While some prate about "realism" in fantasy, it is a DM's duty to provide fun!

THE WHOLE TRUTH AND NOTHING BUT

There are many active rumor-mongers in the hobby, and some attempt to parley scraps of inside information into a few dollars for themselves. Actually, if you ever wish to know about something that TSR is doing or planning, it is about 90% likely that you can find out by asking — personally or in writing. (Those readers who have attended one of my seminars will understand what I mean). There have been some rumors about TSR acquiring Grenadier. Well, TSR has been talking to miniature-figure manufacturers now for about five or six years, off and on. We are interested in doing metal miniatures. Grenadier and TSR have been in discussion regarding some form of close affiliation for about two years. These talks have now reached a serious negotiation stage. Nothing is yet certain, but I am hopeful that agreement can be reached before the end of the year. If Grenadier becomes a part of TSR, it will mean even closer co-operation, better figures, and figures released concurrently with games and modules.

Anyone familiar with high-impact dice knows that TSR's DRAGON DICE™ random number generators are about the best that can be found — but only for long wear and true shape. We were well aware that the material, color, and overall appeal of the dice we offered was not high, despite their features of durability and exactness of casting/molding. For the last year we have been busy making dice as fast as we could, for we were short hundreds of thousands of sets for games and orders. Well, we caught up a while ago, and then our people went to work on the development of high quality dice with more attractive features — color, transparency, translucency, and size variation. Expect to see some fine offerings soon.

We were disappointed to lose the design staff of SPI, but it



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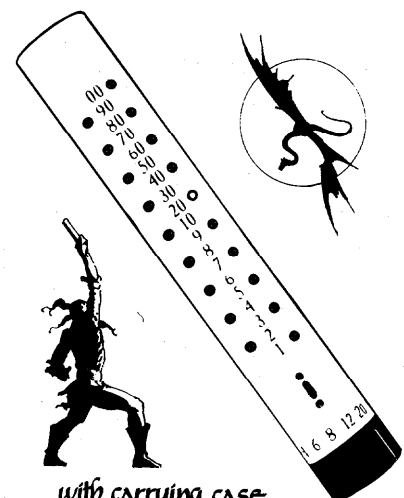
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was by no stretch of the imagination a serious blow to TSR's plans for production of the general game line offered by SPI in the past. We have designers of high caliber on our staff in Lake Geneva, and they are itching to do simulation games. We also get many applications for design staff positions, because we offer our personnel excellent benefits and high salaries. However, we have a New York office, and I personally desire to maintain an SPI presence there. Not only is the Big Apple the original home of SPI, but there are many highly talented designers and writers there. With a liaison in New York, I believe that we will be better able to employ that talent pool. That is still in the works, by the way.

Speaking of free-lance designers, all of you Good Readers should keep in mind that TSR is looking for excellent module submissions for any of our RPG systems. Be sure and get a release, sign it, and mail it in with any submission. Material submitted *must* be typewritten, complete, and in manuscript form. The format for any module should strictly adhere to that used in the latest TSR module for the same game system. Maps need only be rough. Artwork will be added by TSR. Artists should also remember TSR as a market for their work. For details of current needs contact Kim Mohan (DRAGON™ Magazine) or Dave Sutherland (TSR). Rates of pay for modules run from about \$2,000 up. Artwork is by type and size, of course, but pay is highly competitive. Check all this out!

And speaking of New York City, we also have our Entertainment Media Office there. James Goldman is coming along very well with the script for the film to be based on the AD&D™ game, and all concerned are pleased with events so far. I have been a fan of the film medium for well over 30 years, but I didn't know a thing about the business until three years ago when we first began to negotiate with producers and agents for some TV or feature film use of our property. After many trips to Los Angeles and New York City, and after even more meetings, phone calls, letters, and rough-deal memos, I am beginning to get some idea

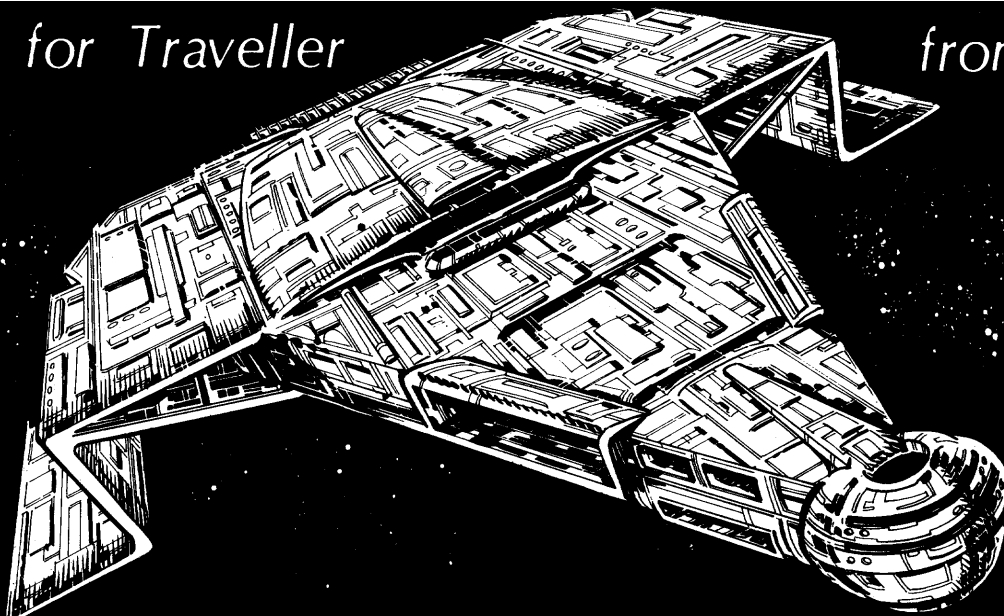
of just how it all works. I still feel good about our movie!

I still feel bad about the film, CONAN THE BARBARIAN. My review of the film brought letters in response. One suggested that had I not read the REH books, and were I about 14 years of age, I would have liked the film. He is probably right. Another letter suggested that I did not actually review the film properly because I was judging it from the bias of being a fan of Howard's work, and I failed to treat its components, such as the music and cinematography of De Laurentiis. Had the movie been titled "IRVING THE BARBARIAN" I would not have been quite so rash in my comparisons to what Howard wrote and what De Laurentiis produced. As it is, however, my opinion is unchanged. It was a terrible film which did nothing more than rape the Howard works for a few names. Acting was bad, and so was characterization. The film dragged — even the orgy scene was boring. The plot was thin at the beginning and never got better. I regret to say that with all of that working against it, I can not even recall a bar of the music. Also, with regret, I can only say that in my opinion the cinematography matched the overall quality of the balance of the film. Aristotle says in POETICS that the least important aspect of a tragedy is its spectacle. Special effects were not bad! Frankly, chaps, I did expect a film of top quality. Instead, I saw a typical De Laurentiis production.

Regarding my review of Games Day 82, one letter writer suggested that both the exhibit-oriented conventions and the player-oriented ones have their place. I totally concur, for hobbyists need to meet the manufacturers and view their latest wares, just as enthusiasts need to get together for tournaments and "fun" gaming. TSR does run three small conventions in Lake Geneva each year (Autumn Revel, Winter Fantasy, Spring Revel). This list should expand to four soon, and all are game events with no exhibitors at all. However, the reader proposed that the RPGA™ network might be the logical sponsor for a big, player-oriented gathering. I think the idea is worth considering ... what say the powers at that association? Stay tuned, folks.

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Loyal Readers:

EGG answers letters on new classes and takes a long look at comeliness

Lest I be forced to an existence of doing nothing save answering your flood of missives, please be forgiving if I am unable to answer each of you personally — though I shall, indeed, attempt to do so. At times all writers feel as if they are addressing a void, for seldom does an article bring any response. An occasional letter of praise or of critical (even insulting) nature is often a treasure, for such tokens indicate that someone is actually reading what is written at great effort. Allow me now to add a new identity to readers of this column: Hyperactive Enthusiasts! I am inundated with responses, and I am pleased, for I do indeed need the benefits of your thinking!

When I attended the World Science Fiction Convention in early September, I began to get an inkling of the interest players have respecting the expansion of the AD&D™ game system. After interview questions, the audience was (as is usual) given a chance to ask what they would of me. Many questions pertaining to new character classes were posed then, and afterward in casual chats. When I returned to the office after Labor Day, a stack of letters on the subject awaited my attention. The correspondence continues to come in, and I am doing my best to keep up. For the benefit of all, I will sum up several important things I have gained from perusing the mail:

Learned Players, I assure you that I am not overly sensitive to critical opinions. Not only do I speak freely when I think it is necessary, I consider intelligent comments of all sorts, whether they agree with my own opinions or not. Several letter writers apologized for not liking one class or another, and were hesitant to express their thoughts for fear I might be offended. Far from it, I find such comments very useful in development of material. After all, while it is impossible to please everyone, critical opinion is of great benefit in *improving* approaches, or in the decision-making process which could lead to discarding an idea. If anyone has hesitated to write because of not wanting to “offend” me with a contrary opinion, I trust the foregoing will reassure that the forum is an open one where blame as well as praise can be aired.

The range of comments was astounding. There is absolutely no consensus of opinion as to which class is most desirable. For every letter which listed Savant on the top and Jester on the bottom, I seemed to find another which reversed the ratings. I have gone ahead with the Thief-Acrobat split (*Editor's note: The description will appear in issue #69*), and I sincerely hope all of you will favor me with your immediate impressions and considered opinions garnered from actual play. Input from you is helping me in

finalizing the Barbarian sub-class of Fighters, just as actual play-testing here is. Cavaliers were usually rated in the upper middle range, and that average was carried through for Mountebanks as well. Mystic rated the lowest, since no individual's rating had it as number one. However, from the general comments, I fear that much of that is due to my own inadequate description of the class.

Several Good Readers suggested that I seek ideas from character classes published elsewhere. I regret that I cannot do so, of course, copyright laws being what they are. In fact, I make it a point to *not* read other systems and articles, since I do not wish to plagiarize. However, details of the classes which have developed since I wrote about them, or were not gone into in the brief treatments, will please many who viewed one or another proposed class as too limited.

What will not be covered in the expansion are the anti-paladin (perish the thought!) and the samurai. An assassin is about as close to an anti-paladin as is needed. Evil is strong and well represented. I by no means champion it. As I have said before, an anti-paladin is a third leg, and I have never yet seen any reasoned proposal which justifies the inclusion of such a sub-class. I believe that attempts to include the character type come from players who wish to have an “unbeatable” character for themselves. Furthermore, there is little mention of such a type in mythology or fantasy literature, so we do not have a solid role-model.

Samurai are a different story entirely. Granted the Monk is not part of Medieval tradition or the usual European-based fantasy. It belongs in an Oriental-based game. Why then not include samurai? Why compound error! I intend to move the Monk to the appendices where Bards now reside. It is hoped that sometime soon we can begin on another version of the AD&D game system which is based on Sino-Japanese culture. While such a work will be aimed principally for sale in the Far East, you may rest assured that an English-language version will be available to all interested players, so that a complete and meaningful campaign based on Oriental tradition and myth can be run. That means Ninja, Samurai, Ronin, Yakusa, Monks, and possibly Taoist clerics. Naturally, they will be in a setting which is relative to their powers and interrelationships, with appropriate monsters and deities, arms and armor. The possible meeting between these two separate cultures will be difficult to handle, and so some special rules will probably be required. That remains to be seen, so let's leave it at that for now.

E. Gary Gygax

A BEAUTIFUL IDEA

Frank Mentzer and Francois Marcela-Froideval are already hard at work, and I am being flooded with suggestions and ideas from these Good Gentlemen. Francois uses a “Beauty” attribute for his characters, and I have come to the conclusion that you might also like to use such a rating. Here are my thoughts:

Comeliness is my word for the attribute. *Beauty* is too specific, as it calls to mind a positive state of good looks. “Comeliness” has a more neutral connotation; i.e., a character with a 3 attribute score for Beauty would be a non-beauty, but a 3 in Comeliness implies ugliness.

Comeliness is *not* charisma. Charisma, however, can affect comeliness. After the six attributes of a character are determined, his or her looks must be determined. Is the character ugly, homely, plain, or pretty? This characteristic is determined by the comeliness roll. 3d6 are rolled and totalled. The resulting number, between 3 and 18 inclusive, is modified:

Characters with a charisma of less than 3 will have an adjustment of -8 on comeliness, so that it will fall in the range of -5 to +10. For charisma of 3, the adjustment is -5; charisma of 4-5, -3; for 6-8, -1; for 9-12, *no adjustment*; for 13-15, +1; for 16-17, +2; for 18, +3; and for charisma of more than 18, +5.

Racial note: Charisma adjustment to comeliness applies only to the race of the character; i.e., dwarves to dwarves, elves to elves, etc. Comeliness adjustment by racial type applies to other races only and is:

Half-orcs -3
Dwarves, gnomes -1
Halflings, humans* 0
Half-elves*, sylvan elves* +1
Gray elves*, high elves* +2

* — Treat as same race.

The possible range of comeliness now reaches from a low of -8 (a 2 charisma half-orc) to +25 (a 19 charisma gray elf). Considering that many other creatures will eventually be given a comeliness rating — for better or worse — the possible spread will be broadened to range from -20 to +30. This reflects well from a mythological base and provides a solid working spread.

Comeliness will have the following effects on creatures of human sort. (This category includes, but is not necessarily limited to, humans, demi-humans, humanoids, giant-class, and bipedal creatures of human-like form and motivation.)

-16 or lower: Those viewing a character with comeliness this low are repulsed and horrified, so as to turn away or attempt to destroy the creature so offensive to the sight. If the individual with low comeliness is powerful, the reaction will tend toward escape, or reinforcement of

previously determined *awe* (*horror*) reaction. With creatures of like and Evil alignment, the effect is that of a positive comeliness of the same total.

-15 to -9: Disgust, evidenced by a tendency to look away, revile the individual, and act hostile in general. Under no circumstances will this character be accepted by the viewers unless all are of Evil alignment, so that the negative comeliness can be regarded as positive.

-8 to 0: Aversion and a desire to be away from so ugly a creature will be evidenced by all viewers. If given an excuse, those near the individual will be hostile and openly aggressive; otherwise they will merely tend toward rejection.

+1 to +6: As such an individual is simply ugly, the reaction evidenced will tend toward unease and a desire to get away from such brutishness as quickly as possible. If given the opportunity, the character's charisma can offset ugliness, but this requires a fair amount of conversation and interaction to take place.

+7 to +9: The homeliness of the individual will be such that initial contact will be of a negative sort. This negative feeling will not be strongly evidenced. High charisma will quickly overcome it if any conversation and interpersonal interaction transpires. (Consider a dwarf with 16 charisma and a base comeliness roll of 9; he or she will be at 8 when viewed by all creatures save other dwarves — who

will see him or her with comeliness adjusted by +2 for charisma.)

+10 to +13: Plain to average comeliness; no effect on the viewer.

+14 to +17: Interest in viewing the individual is evidenced by those in contact, as he or she is good-looking. The reaction adjustment is increased by a percentage equal to the comeliness score of the character. Individuals of the opposite sex will seek out such characters, and they will be affected as if under a *charm* spell unless wisdom of such individuals exceeds 50% of the character's comeliness total.

+18 to +21: The beauty of the character will cause heads to turn and hearts to race. Reaction for initial contact is at a percent equal to 150% of comeliness score. Individuals of any sex will be affected as if under a *charm* spell unless their wisdom exceeds 50% of the character's comeliness total. Individuals of the same sex will do likewise unless wisdom totals at least two-thirds of the other character's comeliness score. Rejection of harsh nature can cause the individual rejected to have a reaction as if the character had a negative comeliness of half the actual (positive) score.

+22 to +25: The stunning beauty and gorgeous looks of a character with so high a comeliness will be similar to that of those of lesser beauty (17-21), but individuals will actually flock around the

character, follow him or her, and generally behave foolishly or in some manner so as to attract the attention of the character. The reaction adjustment is double the score of comeliness; i.e., 22 equals +44%. *Charm*-like power will affect all those with wisdom of less than two-thirds the comeliness score of the character. If an individual of the opposite sex is actually consciously sought by a character with comeliness of 22-25, that individual will be effectively *charmed* unless his or her wisdom is 18 or higher. Rejection is as above.

+26 to +30: Unearthly beauty of this sort can be possessed only by creatures from other planes — demi-gods and demi-goddesses and deities of unusual sort. Reaction adjustment is double comeliness score. *Charm*-like power is effective on all save those with wisdom equal to 75% of comeliness, save that 19 or higher wisdom always allows saving versus the power. An individual of the opposite sex who is consciously sought by the possessor of such unearthly beauty and comeliness will always be under the spell of the individual with such beauty unless he or she has wisdom of 20 or more.

N.B.: *Charm* from attraction due to comeliness does *not* affect the abilities of the individual with respect to fighting, spell casting, etc. It could, however, affect alignment.

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POKER, CHESS, AND THE AD&D™ SYSTEM

THE OFFICIAL WORD ON WHAT'S OFFICIAL

by E. Gary Gygax

A few individuals consistently voice misconceptions about the DUNGEONS & DRAGONS® and the ADVANCED DUNGEONS & DRAGONS™ games with respect to the whole of the genre of fantasy role playing in general and TSR in particular. This matter would be of small import indeed, were it not that some of these few are also connected with commercial ventures in the Adventure Gaming industry in general and fantasy in particular. Because of this basic misconception and lack of knowledge, it is sometimes difficult to communicate effectively. In order to cast light on the situation, please follow along as I draw a couple of analogies. Although the parallels aren't exact, they do demonstrate quite amply the points to be made.

In the wide range of card games there is poker. It is a separate and distinct game from all others played with cards. There is a single recognized authority on poker — Hoyle. Now the Hoyle rules relate two distinct types of poker played. One sort is pretty well free and includes lots of house rules and hands such as the *skip-straight*, *straight round the corner*, *blaze*, and so on. The other form of the game is that which is played according to the rules set forth by Hoyle. If one were to liken the D&D® game system to the former sort of poker, and the AD&D™ game system to the latter, one wouldn't miss the mark by much as far as general concept is concerned.

Now consider chess. The game name actually is a generic for many national and variant boardgames involving pieces and pawns which probably evolved from the Indian game, Chaturanga. Be that as it may, consider the chess enthusiast who discovers the fact that there are, indeed, hundreds of different versions of the game in addition to that which the Western world calls chess. Imagine this delighted fellow then busily taking what he considers to be the best features of Shogi (Japanese chess), Timor's Chess (a variant game), and a few of his own ideas. These he uses to create a new game — chess, of course. Envision the reception he would receive

when presenting this new game at a chess tournament sponsored by the US Chess Federation! (But all six of the guys who played it with me loved it!)

If one thinks of the D&D game structure as a book which covers most of the forms of chess, including variants, and tells prospective players how to put together a board and select which pieces and pawns will be used in the creation, the parallel is not far from the mark. This is especially true if one then likens AD&D gaming to Western chess. In the former, the interested party constructs the design by steps, beginning with a small board and simple pieces and adding space and more complex movement as skill and desire dictate. The latter case dictates the size and power of all pieces and pawns immediately, but the enthusiast must then concentrate on the skill required to play the game well.

One letter from a reader of DRAGON™ Magazine commenting on the barbarian sub-class (issue #63) was critical because the approach differed from the other established classes. Using the analogy to chess, I suggest that the objection is similar to criticism of the move of the knight because it can leap over other men while none of the other pieces or pawns can do so. That is an aside. Allow me to return to the major point which must predicate what follows.

Using the relationship of games, think about this: Would any intelligent person purchase a copy of the MONOPOLY® game, add in some parts of THE MAD MAGAZINE® game, imagine it to be somehow "better" than either one alone, and then announce to everyone far and wide that the end product was not only superior, but it was still a MONOPOLY game? As ludicrous as that sounds, that is pretty much what happens when even well-meaning players of TSR games try to mix and match different systems. Now consider the result when some overzealous MONOPOLY game fan blends in what he considers "improvements" from the LIFE game and the CAREERS game, claiming that the result is a MONOPOLY game — an improved version, of course — and playable by all other MONOPOLY game enthusiasts everywhere. (After all,

he and his group of half a dozen friends really like the "design"!)

Sounds silly, but that happens frequently to TSR's AD&D game.

Notice that TSR *owns* the ADVANCED DUNGEONS & DRAGONS game system. Well, they own the DUNGEONS & DRAGONS game, too — just as Parker Brothers owns MONOPOLY and THE MAD MAGAZINE game. TSR holds the copyrights to the D&D and AD&D games. They own the Trade Marks. Use of either must be by TSR or with its permission. Neither game is public domain. No other firm can make any commercial use whatsoever of either game without permission from TSR. Furthermore, house rules are as different from place to place as can be imagined, so that of the several million D&D game players, the only recognized basis for intra-group play are the rules furnished by TSR. It is far more tight a basis when AD&D gaming is considered. Of the two or so million players of that game system, only about 5% even get DRAGON Magazine and read the *official* rules additions. Just as TSR sells far more D&D games than are sold of all other competing fantasy role-playing products combined, DRAGON Magazine has a circulation which is over twice that of all of its competitors. To claim that any other FRP game system has the acceptance of D&D gaming is absolutely contravened by hard facts. When AD&D gaming is included in the totals, there is no contest — it is a laugher. Similarly, DRAGON Magazine dominates the field, but even with its relatively large circulation, it reaches less than 25% of the total D&D/AD&D game audience. Now we have some perspective.

If one plays the D&D game system, it is possible that material from outside that offered by TSR to be included in the game. Such a game becomes "house rules" poker, so to speak. One then either announces the special rules, or drops them, when players from outside the core group participate in the game. Hoyle has even begun to standardize house rules, and this is similar to what TSR will be doing in the next few years as a special team of designers and editors work on the D&D game system — both to

finish it and to make a few needed revisions.

The AD&D game system does not allow the injection of extraneous material. That is clearly stated in the rule books. It is thus a simple matter: Either one plays the AD&D game, or one plays something else, just as one either plays poker according to Hoyle, or one plays (Western) chess by tournament rules, or one does not. Since the game is the sole property of TSR and its designer, what is official and what is not has meaning if one plays the game. Serious players will only accept official material, for they *play* the game rather than playing at it, as do those who enjoy "house rules" poker, or who push pawns around the chess board. No power on earth can dictate that gamers not add spurious rules and material to either the D&D or AD&D game systems, but likewise no claim to playing either game can then be made. Such games are not D&D or AD&D games — they are something else, classifiable only under the generic "FRPG" catch-all. To be succinct, whether you play either game or not is your business, but in order to state that you play either, it is obviously necessary to play them with the official rules, as written. Thus, when you get information in these pages which bears the "official" stamp, that means it can immediately be used in game play.

Certainly, even those groups who adhere strictly to the rules may develop certain rule extensions or cases which differ from what is written. These individuals are notable, for in a tournament they are heard inquiring about how certain rules or situations will be handled. They play D&D or AD&D games and fully understand what that means. I do hope that all Good Readers are now as well grounded in the facts of the matter.

Either you play TSR's D&D and AD&D games, or you play variants of them, or you use a hodge-podge system, or else you play one of the systems which have grown up after TSR's. Unless you play the AD&D game system, you probably won't have much purpose in reading what is official and what isn't. In any event, bear in mind that the mainstream play both game systems as they appear. Next time someone touts some magazine or game as being useful for inclusion in your campaign, consider the foregoing. Adding non-official material puts your game outside the D&D or AD&D game system. It becomes something else at best.

Far too often, extraneous material tinkered onto the existing D&D or AD&D campaign will quickly bring it down to a lower level at best, ruin it at worst. Fads and "new, state-of-the-art" games come and go, but the D&D and AD&D games keep on growing and improving. The choice is yours.

The barbarian

This brings us nicely round to whether or not the barbarian sub-class of fighters unbalances the AD&D game — or is too weak and useless for consideration. Opinions were about evenly divided between those two positions. Is the barbarian a true class? Perhaps the character could better be described as an individual from a certain type of society or cultural group. Certainly, one could not call the barbarian group a race. In any case, the designation "profession" isn't bad, for barbarians work at being what they are and derive their livelihood from the pursuit of such activity. Of course, barbarians must come from a particular society, but then it is only logical to assume that magic-users come from that strata of developed society which enjoys money, education, and position. How else could such a class of characters be trained so long and expensively? Whatever justifies the barbarian, or the magic-user, is not actually germane. Does the sub-class work? That is the question. TSR has sufficient faith in the creator of the system to say "yes" by allowing me to produce official material on a *carte blanche* basis. Be that as it may, there were too many questions about the sub-class to simply pass over them all by offering a "take it or leave it" position.

It is obvious to anyone who has the opportunity to read the letters regarding the barbarian that the objections to the class are both contradictory and reactionary. As I mentioned before, of those comments which questioned the barbarian, it was nearly a standoff between those protesting it as too strong and those asserting it was too weak. A few wondered why a decision to be a barbarian character had to be made prior to rolling dice for attribute scores. The answer is simple: The game is based on role-playing principles, and it is easier to do so with a course determined in the first place. Method I of *Generation of Ability Scores* encourages the player to arrange scores so as to be able to choose a character profession from predisposition rather than dice-determined statistics. It is but a step removed from there to deciding on play as a barbarian sub-class fighter and rolling dice accordingly. Frank Mentzer suggests that the 4d6 system could be employed, with minimum score requirements of 16 strength and constitution, 15 dexterity, and a maximum wisdom of 15. That will work, but it seems to beg the question. Playing as a barbarian is offered to players as a determined choice, not as one of several possibilities — or a mere afterthought. This is a part of the whole concept. Thus, the level title for a barbarian never varies. Such a character, properly role-played, is bred, raised, grows, and dies a barbarian. Barbarians do not need training to go up levels, because they gain no so-

phistication. They get tougher and more wily. This also should be clear to those who wonder about the amount of experience points required to gain a level — it is hard-earned, "school of hard knocks" learning which enables them to get better, not any form of schooled training, exercise, and like instruction.

Similarly, barbarians have lots of weapons to be proficient in — those typically used by a barbarian culture, you will note, and not necessarily those which are most likely to give the character an edge in combat. Barbarians do not have the opportunity of weapon specialization as regular fighters now do (see issue #66 of DRAGON Magazine). Because of their power and innate abilities, they need no magic weapons to hit magic-laden monsters such as gargoyles, demons, or golems. No one ever asked, but barbarians cannot ever be anything else. One cannot start as some other profession and become a barbarian at a later stage. Likewise, once a character is a barbarian, he or she can never opt to change to some other profession and have dual classes.

How about lack of magic? Is AD&D play half magic? Does the whole campaign require that magic permeate each and every character's existence? Yes. . . and no. The game itself subsumes a magical multiverse. Action generally takes place in some setting filled with manifold dweomers. All character classes use it to some extent, even the barbarian. How is it that the sub-class has the powers it does? They are magical, but in a non-standard way, of course. Let us say that their very non-magical nature gives them a sort of paramagical aura. Thus they have superior characteristics and powerful capacities to detect magic, avoid ambush and surprise, and so on.

The barbarian's armor class bonus for high dexterity, +2 per point above 14, means that a barbarian's dexterity bonus in combat can be as high as 8. Combined with chain mail and shield (AC 4), the adjusted rating is AC -4. Anyone who claims that is insufficient, especially considering the mass of hit points a barbarian will have, just doesn't know the first thing about AD&D game play. Those who believe it to be excessive, particularly at low levels of play, have more of a point. However, when relative hit points are considered, as well as the fact that the armor class is relative to the situation — and many instances will disallow dexterity bonus — that argument also loses most, if not all, of its force. Is a 1st-level magic-user with a sleep spell too strong? After all, that character can absolutely demolish a 4th-level character, a pair of wererats, possibly, or all sorts of other monsters more powerful than himself. It is touch and go. . . even assuming you are lucky enough to start play with so powerful a spell as *sleep*. Is a maximum

of 20 hit points too much for a 1st level character? Someone said that about a barbarian. A ranger with 18 constitution has a hit point spread of a minimum of 10, medial 17, maximum 24. Is anyone upset about that? All that is really being questioned is change, because this sub-class is different from others. Well, Gentle Players, that is what you've been asking for, and that is what I am here to do. Believe it or not, I actually know my game system and what or what will not work within its parameters! That is why the barbarian is cut off at 8 hit dice, by the way. The points to be had from 8d12, with the constitution bonus awarded, are surely enough of a basis for a STRONG character. Now let's go back to magic and saving throws.

Reasoned study of the barbarian sub-class proves that they need no magic armor or weapons. However, along with benefit of armor or protective devices, it is certain that the barbarians need some boost in saving throws. This is doubly true when the fact that they shun spells is considered. Thus, they have a stronger basic resistance to poison and magical forces. *Note one very important change:* In order to remain consistent with existing variances to saving throws, barbarians save versus *polymorph* at +3 (rat her than +2, as shown in the original article). Thanks to Frank Mentzer for noting this anomaly. In any event, the barbarian sees magic of two sorts — wizard magic and god magic. The former is cast by magic-users and their ilk — puling creatures all. The latter sort of dweomer must be tolerated, for who can argue with deities? A *brooch of shielding* (hopefully a rare find in any campaign) is so much dross to a hard-nosed barbarian. He'll take the niggling damage from the magic-user (that's what his high hit points are for) and then hew the cowardly craven to pieces. Those magics which allow saving throws are so much the better, for the barbarian does have a better chance to save against them. Those that happen, happen. With everything that the sub-class has, what real need is there for magic items? Scarce and rare finds in any well-run campaign, such wretched stuff is not for true humans (barbarians) in any event.

Magic performed by clerics, particularly clerics who serve the deities of the barbarian and his or her tribe, is another matter. That sort of thing must be abided. Who in a barbarian tribe would stoop to using even the dweomer of deities? Why, that's simple: Men and women too old to fight, weaklings, and those odd individuals "touched" by some super-being. In a life-and-death situation, any self-respecting barbarian would allow a proper servant of a known deity to do whatever the deity directs through that servant. If it goes against the barbarian grain, then the offending cleric can be thereafter

shunned — whether out of embarrassment, dislike, or fear is entirely open to question. If absolutely necessary, such spells can be tolerated for short periods of time, but by choice any barbarian must seek more direct solutions with arms. Obviously, faced with a situation which required the barbarian to perform a given plan, and that action was impossible without magic — possibly even wizard magic — the intelligent barbarian would be forced to stoop to such low means to reach the end. Shunning doesn't mean the same as *never* associating with: Look the word up. Again, it doesn't assert that barbarians will slay all magic-users just because they reek of noisome magic, nor does it state that clerics casting spells above 2nd or 3rd level will be done to death by the outraged barbarian. Low-level spells are merely the power of a shaman/cleric given by some deity — not even god magic. Higher-level spells of a clerical nature are disliked by barbarians, and they will not voluntarily be around those who make a practice of employing magic. Circumstances, as usual, alter cases. Remember the spirit of the rules, instead of trying to find the letter by reading between the lines.

Who can be right all of the time? Not I! I admit with a slightly red face that I left out yet another important point regarding the class. Hit points are recovered at twice the normal rate, and barbarians can even get them back at the normal rate while active. Thus, rest allows regaining of lost hit points at +2 points per day, and while moving and/or adventuring points are regained at +1 per day. This is part and parcel of *first aid* ability. The binding and care of damage is required for barbarians to regain lost hit points, helpful to characters and creatures in serious state of damage. Curing natural illnesses (diseases or magical illnesses) is done the same as determining the success of poison antidotes.

Whether or not a barbarian has henchmen is a matter for the player, and the barbarian's charisma and actions, to decide. Will the barbarian build or capture a stronghold of some type? Considering the characteristics of the sub-class, role-playing a barbarian properly would indicate that the character wouldn't do well in such civilized surroundings — at least for an extended period of time. Will a barbarian attract followers? That is again a matter for the individual. It is worth pointing out that a barbarian with a reasonably high charisma and a high experience level is a very influential type when dealing with other barbarians. Anyone with a relative charisma of 20 or more is certainly going to attract followers if they so desire — and work at it a bit!

In all truth, the sub-class is not too powerful. It is, in fact, under-powered unless some very good rolls are gained

in the areas of strength, dexterity, and constitution. To have real prospects for long-range play, the character must have 18, 16, and 17 respectively. That, Gentle Readers, is why they are given 9d6, 7d6, and 8d6 for those categories. A low-level barbarian has a better than average chance of survival without such high rolls, but at higher level, he or she is not going to do well unless strength, dexterity, and constitution combine to give high hit points, low armor class, and superior punishment potential.

The deva

So how about the official new creature, the deva? (It is pronounced with a long "e" — *deevah*, with the accent on the first syllable.) Some oddly oriented chap accused me of plagiarism because the religion and myth of India mentions devas. (Good gracious! I do hope that when this fellow checks out the Monster Manual he will forgive me. . . . And what will he think of Tolkien, I wonder, who took virtually everything he wrote about from a background of Norse mythology and English folklore? And R. E. Howard! Why, almost all of his names are taken directly from actual history! Mercy! Such high-handed theft!) Those Enlightened Readers familiar with theosophy will immediately be able to recognize from whence I got inspiration for the three races of devas, and their more powerful associates the planetars and solars. Because the races of devas are native to the Upper Outer Planes, their frequency is given for such areas. As is stated, they travel about in service to the deities of these planes and do not generally ramble about on persona! pleasure jaunts. If fans of demons and devils find them too strong, I can hardly wait until they get a look at what planetars and solars are able to do! (*Editor's note: This essay was composed before the issue of DRAGON Magazine containing the planetar and solar had been released.*) Although there are fewer of these servants of Good, they are far and away stronger than the minions of Evil. A strong character can handle the typical demon or devil. With aid from a deva or two, any party of Good alignment can hope to survive the dire machinations of morally and ethically aligned foes with the forces of Darkness to call upon. While they should be seldom met, the potential is always there.

Although illustrated as male, the races of devas are similar to humans in that they have male and female sexes. They are bipedal and somewhat resemble humans, but they are in no sense human. In fact, they are nothing like the angels of Judeo-Christian teaching, or Moslem, for that matter, as they are a race, have no direct descent due to creation by a supreme being, and have corporal forms everywhere, save the Prime Material Plane where they have material forms

but immortality. Devas have wings in order to fly — just as giant eagles and rocs do. For much the same reason, quite a number of the monstrous inhabitants of the Lower Outer Planes have wings. After all, AD&D gaming is postulated on medieval fantasy and mythology. Because there are hordes of nasty critters at work to promote Evil (and provide fodder for swordplay), it is necessary to have some reasonable' minions serving the opposing planes in the mythical multiverse of the game. To state that devas are patterned after angels is preposterous. They are patterned after mythological and fabled concepts of what sort of creatures serve the forces of Good. They are written so as to make their alignment absolutely clear. To think otherwise is to fly in the face of reason and against the entire gamut of creatures patterned in the AD&D game system. Much of the inspiration for it all is borrowed from folklore, myth, and legend. To claim that some demon names match those found in the Bible makes as much sense as asserting that devas are from Indian myth or that they are angels. Devils and demons were either taken from common lists of secular writings on the topic, or made up on the spot as the need arose. Some are obviously based on the gods of ancient cultures — Assyria, Babylonia, Persia, etc. Some are of medieval origin. Who borrows from whom becomes quite muddled in the span of history. Frankly, what difference does it make when we are talking about a time separation of centuries?!

There was a typographical error in the stats for one of the devas. This is important! The *astral deva* has a "mace-like" weapon which strikes as if it were a *mace of disruption* wielded by an 8th level cleric, not a 9th level cleric, as shown. My thanks to Chuck Conerity for spotting the glitch!

Other topics

As an aside, one letter-writer asked if magic-users were ever going to benefit from intelligence at lower levels, suggesting that they needed spell help in the form of bonuses such as clerics gain. Not so. Magic-users are strong enough as they are. The benefit they gain from intelligence is the capacity to know additional spells and the more immediately important chance of being able to comprehend any given spell when first presented with it. Adding to magic-user strength is certainly a case of gilding gold and painting lilies. It won't be done here! Adding some new, useful spells at all levels is something else again. . . .

This same writer also asks: "Are the characteristics for halflings still going to be generated by the roll of 3d6 in all cases?" As Method I for such generation suggests that 4d6 be used, the question seems rather pointless, shall we say?

The game rules hold as written, except in the case of the barbarian sub-class. However, because it is not a critical rule in the game, and character ability generation rolls are so frequently a matter for lying and cheating (where players really cheat themselves, much as if they cheated at solitaire), methods of generation which develop a reasonable spread and do not exceed the 18 maximum dice total are acceptable "house rules." The credence of a campaign using such variant systems might be suspect, even with so small a matter.

Simply put, variants of this nature too often give undue advantage or penalty with regard to the probability spread as presented in the rules. Thus, how well will a player used to such undue advantage, or suffering from lack of experience in some class or race because of unfair restrictions, do in a tournament where the correct systems are used? It should not take a mathematical wizard to determine that there is a radical difference in the probability curves of the totals of the highest 3 of 4d6 -1 compared to the total of 4d4! Curves which improve the character's chances for high ability scores are more acceptable — cheating always takes place in beginners' campaigns anyway. They do penalize participants, however, as they do not prepare them for the "facts of life" in a real cam-

paign, let alone a tournament situation. Overall, the probability curves given should be respected. They work exactly as they should in relationship to the whole game system.

Another aside pertained to height and weight. The letter-writer held that height should determine weight. Perhaps that chap has never seen a short, fat person or a tall, thin one. Somatyping could be interesting, but why put it into a game already fraught with many tables and charts?

Speaking of tables and charts, I do have one severe problem with my own game system. I got talked into doing the complicated and time-consuming series for grappling, pummeling, and overbearing in a weak moment. I have regretted them ever since. I tend to use a very simple system which we initially developed for such close-quarters combat in about 1974. Being a glutton for punishment, I am now asking all of you Gentle Players to give me your comments on the matter. Am I alone in disliking the rules and systems for weaponless combat as presented? Do you wish something different? Should the whole matter be more precise? Would you enjoy such combat more if it was accomplished with greater alacrity and simpler rules? Here is your chance to influence the course of the matter.



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The Role of Books, Part One

Myth, legend, and folklore

by Lewis Pulsipher

Every fantasy role-playing game derives its substance from ancient and medieval myths, legends, and folklore. Depending on the length of a game's rules and the number and type of supplements, modules, and articles associated with the game that have been published, some of the traditional sources have been converted directly into rules for monsters or encounters. But no game has yet more than covered the tip of the great iceberg of our mythic foundations.

No single person can read a substantial fraction of the original tales passed to us by hundreds of poets, saga-writers, and priests. But books which summarize aspects of this traditional fiction can be great sources of ideas for game referees and players. Some of the more useful and well known references on myth, legend and folklore are these:

Bulfinch's Mythology

This is the most well known summary of myths and legends. It can be found in most libraries, and is in print in a variety of forms. Thomas Bulfinch retells the

stories which are, after all, the heart of myth — nothing could have survived unless the story was good enough to be told and retold verbally for centuries. Bulfinch deliberately avoids the "dictionary" form of presentation, which can be rather dry, and also stays away from direct translation, which can also be dry and which would fill vast numbers of pages. For gamers, the form of presentation used in *Mythology* is enjoyable while retaining enough detail to allow the "translation" of a story or an aspect of a story into an encounter, a monster, or a non-player character.

The three books (originally published in the 1860s) which make up the *Mythology* trio are *Age of Fable*, primarily dealing with Greek, Roman and Norse myth and legend; *Age of Chivalry*, which covers Arthur, the Mabinogion (Welsh) legends, Robin Hood, and other stories of English knighthood; and *Legends of Charlemagne*. The *Fable* section is half again as long as *Chivalry*, which is slightly longer than *Charlemagne*; in the Random House edition I read, the combined book amounts to almost 700 pages.

The combined work is available in an

abridged version for \$2.75, or as three books for about \$2 each. I've also seen a Random House hardcover edition for \$6.95 in the local university bookstore, but I'm not sure this can still be ordered from the publisher.

Larousse World Mythology

While Bulfinch is the standard for the "story" version of myths and legends, this book compiled for a famous French publishing house is the standard for the "scientific" version, we might say. Each section is written by an expert, and while the stories themselves are mentioned and described, and the format is quite readable, there is more emphasis on analysis and comprehensive coverage. It is categorized by nation or area, and it covers every part of the world. The bibliography will be useful to those wishing to go further into a particular mythos. Because of its value as a reference work — it is virtually an encyclopedia — I would be surprised to find any substantial non-specialist library which did not have some edition of this work, though it is presently out of print.

(Continued on following page)

How to use these books and not spend a fortune

Many of the books examined in this column (and future columns in this series) will be available only in fairly expensive editions, or will be out of print. Since most of the books will only be indirectly valuable to gamers, as opposed to actual game aids which are directly applicable to a game, few readers will want to lay out large sums to purchase the books even if they're available. So how can you avoid spending the money and still use and enjoy the books?

First, you can borrow them from your local public library, or read them in a library. College and university libraries are probably more likely to have a given book, but even if you can't borrow books from such libraries, many will allow you to use their books in the building. It doesn't hurt to phone or visit to ask about the library's policy.

If libraries you can use don't have a book you want, you can ask them to buy it if it's still in print. Perhaps the library will be inclined to take the requests of adults more seriously than those of younger persons, but in any case most librarians *want* to know what their patrons are interested in. Once again, it doesn't hurt to ask, and if you and several friends all request the same book (at

different times), the library is more likely to buy it. In some cases showing the librarian a copy of the column from this magazine may help.

If your local library won't purchase the book, or can't because it's out of print, ask about an inter-library loan policy. Any library can borrow books from another library, even one in another state. There will be very few books a library can't borrow from somewhere, but the question is how much it might cost you. Some libraries charge patrons nothing, others sometimes charge and sometimes don't, depending on whether the lending library charges the borrowing library, and some libraries routinely charge the patron for their trouble. A typical charge can vary from a few dollars to as much as ten dollars a book. But it won't cost you anything to ask what they charge. Generally you'll be able to keep the book a week or two, usually no more.

If none of these avenues bears fruit, try looking for the book in second-hand bookstores. Prices are, naturally, much lower than list, yet a used book is just as readable as a new book. Ask around.

If there aren't many second-hand bookstores in your area, you can consider mail-order booksellers. A few of

them sell used books, but most specialize in publishers' overstocks and remainders. Overstocks are sold because the publisher feels it has more copies on hand than it can sell normally through bookstores. By selling its extra books cheaply, the publisher reduces inventory and consequently reduces taxes and storage costs. Remainders are books for which there is no further demand from bookstores. The publisher sells them at a large discount to a mail-order firm, since some revenue is better than none. In either case, the books cost around half of list price, plus postage (which is less per book the more books you order at one time). The mail-order catalogs describe each book in one sentence or one paragraph (with some exaggeration, I might add), and books are categorized by subject. For a free catalog, write to one or both of these mail-order houses:

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A Dictionary of World Mythology

by Arthur Cotterell (G. P. Putnam)

Unlike the Larousse, which dates from 1963, this is a recently compiled work. It may be called a "dictionary" rather than an encyclopedia, but the entries are much longer than those in a typical Webster's. And, unlike a dictionary, Cotterell's work is first subdivided into seven subject areas (by geography). Within each area, following a substantial introduction, are alphabetical listings.

This book may be even less story-oriented than Larousse, but it is sensibly written and thorough. Moreover, if you want a copy of a comprehensive reference work, you may be able to afford this at \$12.95, whereas Larousse is out of print and would cost \$30 or more if it was available. (I've seen a \$5.95 Dictionary in the aforementioned university bookstore, but that particular edition isn't listed in *Books in Print*.)

To give you an idea of the depth and detail of the coverage, the sections are West Asia (including Egypt, Sumer, Babylon, Canaan, Asia Minor, Persia, and Arabia); South and Central Asia (India, Sri Lanka, Tibet); East Asia (Siberia, Mongolia, China, Japan, Southeast Asia); Europe (Greece, Rome, Celtic lands, Northern and Eastern Europe); America (North, Central, and South); Africa (the

Sahara, West Coast, East and South Africa, and Madagascar); and Oceania.

Brewers Dictionary of Phrase and Fable

This has been a standard reference work for over 100 years, and it has been frequently revised. But the emphasis is definitely on "phrase", not "fable"; while one can find meanings and derivation of many interesting expressions, there is not enough here to make the book worth a gamer's time. The entries for such standard fantasy terms and names as "dragon" and "Hercules" aren't long enough to tell you anything you didn't already know.

Motif-index of Folk Literature

by Stith Thompson; 6 vols. (revised edition), 1955-58, Indiana U. Press

This work was a landmark among folklore specialists when it first appeared, but because of its limited appeal to the non-specialist you'll be lucky to find it in any but large university libraries. However, it may be worth some effort to find, because no other work can provide the sheer volume of ideas for fantasy role-playing that this one does. No one would want to read these books the way you'd read a novel or a volume of history, or even the aforementioned Cotterell's *Dictionary*; but it can be dipped into, pencil

at hand, and if nothing else it will exercise and lubricate your imagination.

The subtitle describes the contents: "a classification of narrative elements in folk tales, ballads, myths, fables, mediaeval [*sic*] romances, exempla, fabliaux, jest books and local legends." In other words, every motif or simple plot element in a vast array of literature is categorized and listed — more than 3,000 pages of information and inspiration. For example, a part of one page lists the motif "Magic object protects" followed by a sub-motif of "magic object protects a city" and the sub-sub-motif "city impregnable while statue remains"; then back to another sub-motif with "magic fire surrounds and protects" and so on. In many cases, at least one tale using the motif is referred to, but I doubt that any of us would bother to look one up. These motif lists are obviously sources of ideas for adventures or magic items. (A section on Magic fills most of volume 2.)

The work as a whole is so exhaustive (and exhausting, if you read for too long) that you're bound to encounter some notions you've not run across before. I garnered several hundred ideas from the work when I "read" it five years ago. Probably only a dedicated referee will go to the trouble to use it, but he'll find that the books repay a few hours' study.

TROLLPAK leaves little to be filled in

Reviewed by Ken Rolston

An imaginative and alien culture is created and detailed in *TROLLPAK*. Before this gaming product appeared, non-human races had been primarily conceived of a one-dimensional, stereotyped villains with fangs, sketchily described mostly in terms of their combat abilities, since it is presumed that most of the social intercourse between humans and non-humans would be at the point of a sword. *Trollpak*, however, is a clever and entertaining look at the nature and culture of trolls. This *RuneQuest*® supplement, produced by Chaosium Inc. and available for \$18, contains three books, two separate scenario descriptions, player handouts containing common knowledge and rumors about trolls, and a large map of a section of Glorantha where trolls abound. The materials can easily be used as either the core of a complete campaign, supplemental encounters for an already existing campaign, or as a supplement to the lore concerning Glorantha, the fantasy world setting for *RuneQuest* games.

The first book, *Uz Lore*, sets forth the mythological, historical, biological, and sociological background of troll culture. The 64 pages of this book are liberally illustrated with drawings, charts, and

maps; the text covers a span from the trolls' creation myths (critical to understanding their non-human psychology and motivations) up through contemporary histories of the part trolls have played in the affairs of Glorantha.

These trolls, by the way, are not based on the trolls of Scandinavian legend, nor on childhood fairy tales, nor on the colorless trolls of the AD&D™ system: they are a unique and imaginatively conceived race. Their biology and culture is distinctly alien. For example, they can literally eat anything; their digestive systems are designed to wrench nutrients from dirt and stones — and even, as legend would have it, from thin air. Their senses are unlike human senses; their primary sense organ is a kind of sonar.

Throughout the text may be found little marginal notes on such details as posture and body-language, eating habits, philosophy, life span, and funeral rites. The overall effect of this volume is a sympathetic portrait of a creature very different from man, yet characterized by a sense of dignity and honor that must be recognized with respect, even in the face of behavior that humans may find repulsive, brutal, or simply incomprehensible.

Book II, *Book of Uz*, explains how trolls may be used as player characters, and provides descriptions of the major

cults and religious practices of the trolls. Also contained is a bestiary of the common species domesticated by trolls — giant insects. These insects are used as riding mounts, herd beasts, and hunting beasts. Given man's innate repugnance for insects, this detail further emphasizes the alien nature of troll lifestyles.

Book III, *Into Uzdom*, contains five major scenarios highlighting various facets of troll culture, as well as several smaller encounters — a troll trade caravan (complete with the troll equivalent of trucks — giant praying mantises), moth-borne troll assassins, and a locust-riding tribe of nomads. One of the major scenarios is a trade mission to a larger troll village, where player characters are encouraged to meet trolls on friendly, or at least not hostile, terms. The central dramatic confrontation in this scenario is "man vs. drink": the players are challenged to a drinking contest in which the beverages are of troll manufacture. Considering the literally omnivorous digestive abilities of the trolls, it is possible to appreciate the perils of their equivalent of moonshine.

Also included in this book is the marvelous mini-game *Trollball*, the non-human equivalent of football. Much may be understood about man's basic nature by looking at the games he plays, and the

same is true of trolls. Trollball is violent and brutal, full of heroic struggles and sly cheating; the "ball" is a degenerate form of troll, called a "trollkin," which is dragged, tossed about, and kicked like a football (though there is a penalty for intentionally maiming the trollkin). The "ball" squirms about and occasionally escapes, and must be pursued before it reaches the safety of the sidelines. This scenario includes statistics for the premier trollball team, the Sazdorf Wackers and Tacklers, so the gamemaster may pit player characters against a top troll team in a special challenge match. Smart money should probably end up betting on the Sazdorf trolls.

The general virtues of *Trollpak* are numerous. The package is written in a very readable style; it mixes detailed narratives and essays with marginal notes, charts, and diagrams in a multi-media approach that is perfect for browsing or careful reading. The style is both dramatic and humorous by turns. There are moving reflections on the cruel and tragic nature of existence from the perspective of the troll; there are also some delightfully amusing incongruities of troll behavior and physiology.

Most particularly, I like to quote from a scholarly treatment of an experiment to determine the eating preferences of trolls. The scholar's method was to imprison a troll in a room with a wide assortment of objects and foodstuffs, noting the order in which the troll consumed the items. This is what the troll ate on the first day: a vellum scroll, two sealskin boots, a leather vest, a beaded Praxian headband, 50 grams of red sealing wax, a tomato, a potato, two liters of seawater, and an oaken staff.

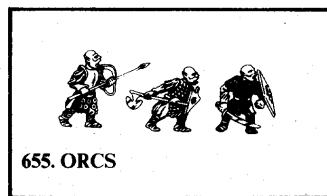
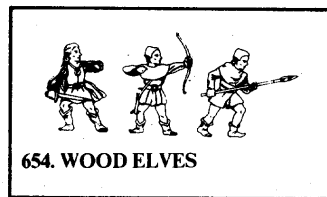
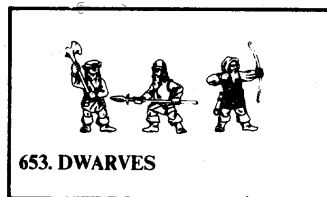
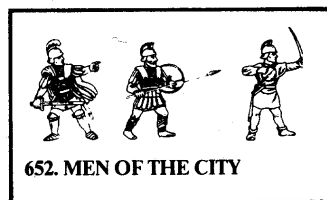
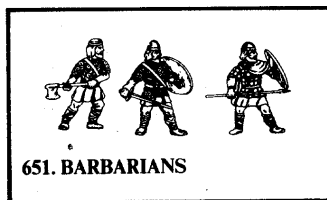
The background material and scenarios are full of dramatic situations, and they provide for many different styles of play. There are opportunities for inspired role-playing and for aggressive strategic and tactical exercises.

There is little fault to be found with *Trollpak*. My only caution to the gamemaster using these materials is to be careful about using the numerous NPCs described for most encounters. It is difficult for a referee to handle so many creatures in a melee, and with the additional complication of insects usable as aerial mounts, combat can get very involved and time-consuming. This package is better suited to role-playing adventures than to full-scale assaults, though the trolls are certainly imposing warriors.

Simply said, *Trollpak* is awfully good. The perspective is imaginative, the style entertaining and readable, and the materials intelligently designed and replete with dramatic and challenging adventures. For *RuneQuest* gamers, it is required equipment; for gamers using other systems, it is a model for detailed development of a non-human race — stimulating and amusing.

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MDG WINTER GAMEFEST, Nov. 12-14 — This convention staged by the Metro Detroit Gamers will be held in Cobo Hall in Detroit's downtown convention center. For information, write: MDG, W-11 Info, Box 656, Wyandotte MI 48192.

WESTERN RECON, Nov. 12-14 — Fritz Leiber and Richard & Wendy Pini are among the guests of honor for this fantasy/sf/game convention, to be held at the Tri-Arc Travelodge, Salt Lake City. For more information, contact Karl Miller, 837 N. University Village, Salt Lake City UT 84108, phone (801)-582-6076.

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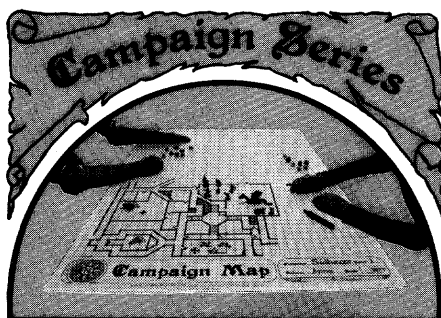


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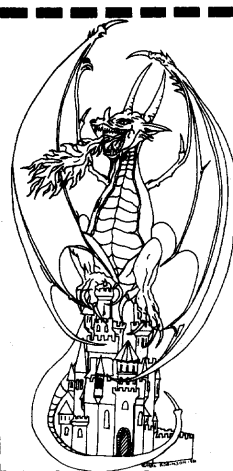
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BUT...

AND I'VE LOCKED UP THAT STUPID DRAGON!

BY GOLLY... I THINK YOU REALLY **MEAN** IT!

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HI! HOPE I'M NOT INTRUDING!

NO! NO! CALM DOWN GET A GRIP ON... UM... I MEAN RELAX! IT MIGHT BE IMPORTANT! LET HIM TALK!... LET HIM BREATHE!

HOOR HAWK HAK HOK

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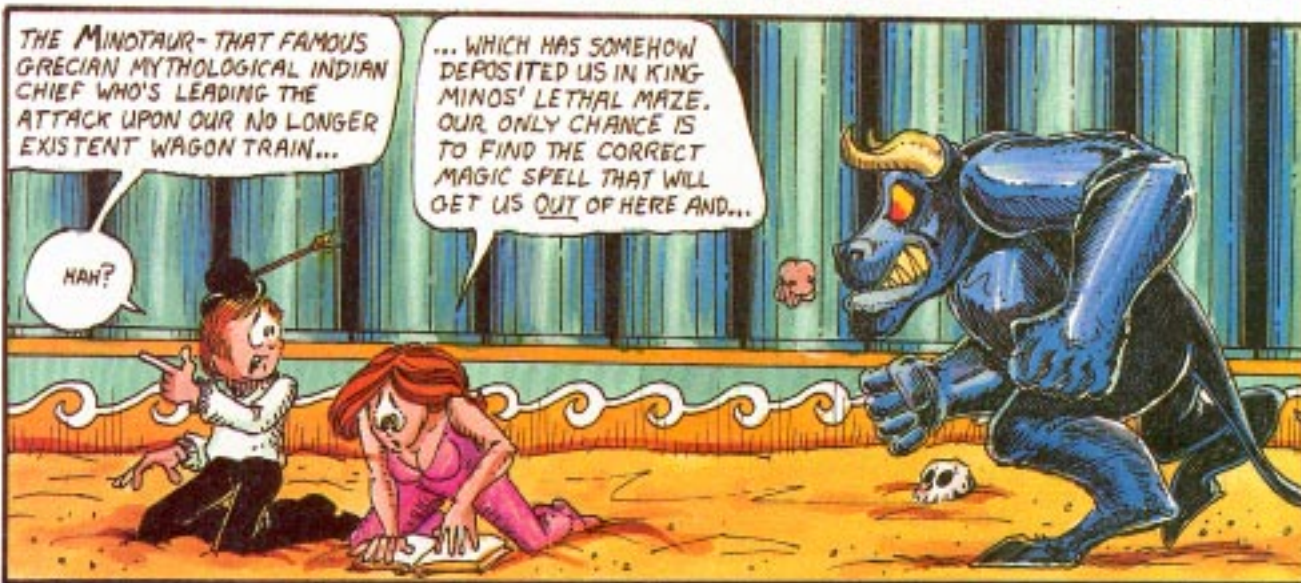
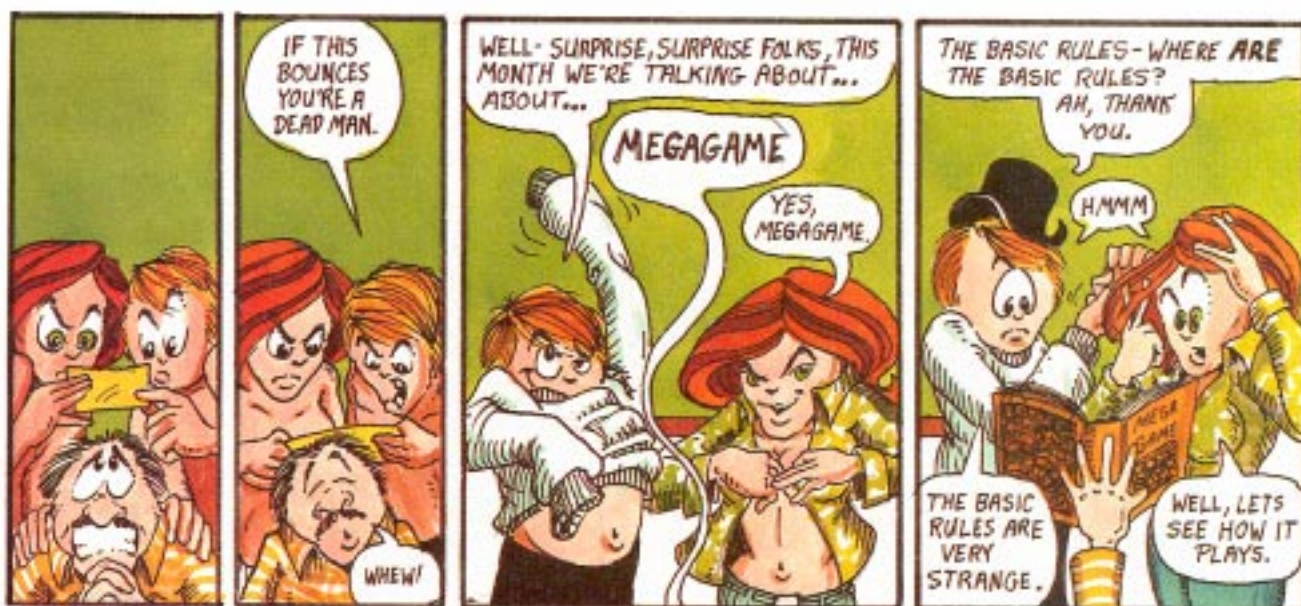
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