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COVER

Whenever Denis Beauvais sends us a new cover painting, he describes it as "The best thing I've ever done" — and so far, he's been right every time. His latest work, "Spinning Tales," depicts a wizard and his distinctive way of telling a story about a dragon, a princess, and a knight. You might know how the story comes out before he finishes it — but when you can see it as well as hear it, you can't help hoping that it never ends.

Letters

Module mistakes

Dear Dragon,

Robert Schroeck's "City Beyond the Gate" (issue #100) was inventive, original, and probably the best example of consecutive blunders I have seen in your magazine for a long time. Frankly, Mr. Schroeck would have been well advised to set his module in a country which he knows something about. His idea of London had more in common with a cross between Charles Dickens and Manhattan Island than the city I know.

Firstly, his ideas of British currency are curiously dated and even in the long gone days when we did use shillings and pence, there were twenty shillings to the pound and twelve pence to the shilling.

His next mistake was to do with the British police (rarely known as bobbies today and never known as "woolies"). These policemen (known as cops, fuzz, or the Bill), unlike their U.S. counterparts, do not carry firearms on duty. In addition, there are no SWAT teams in this country (at least not under that name) nor the numbers of urchins which seem to have been liberally sprinkled across one of the most upperclass areas of London. That sort of thing went out with Oliver Twist.

His minor slipups included the price of a tube ticket (40p, or about 55 cents) and the fact that I have never yet seen either a horse-driven beer wagon or hackney cab outside a museum.

My advice to DMs who wish to play London as it should be played is to remove all firearms from both the security forces and criminals. Secondly, all traces of Victorian England should be removed. London is, after all, a 20th-century

capital city. Thirdly, the currency should be corrected. There are 100 pence to the pound, and shillings don't exist.

An unarmed police force should not be a problem for a good DM. Just remember that they are not as vulnerable as they appear and most intelligent people do not cross them. They can call on virtually unlimited (restrained) force. Player characters who indulge in mayhem should be made to regret it!

With the exception of these minor gripes, it was a very good scenario and I congratulate Mr. Schroeck for his good work.

Andrew Price
West Sussex, England

After we received this letter, we sent a copy to Robert Schroeck and asked him for a response; following are the pertinent excerpts from his letter back to us. Before we give him the floor, however, we have to take some of the "credit" for one of the shortcomings that Andrew pointed out. We should have double-checked the statements about the monetary system, but we didn't. As for the other "blunders," Robert does a good job of explaining why they exist. Also, it's been pointed out to us that we neglected to designate the offices on the maps of the museum. In general, assume that any small, unidentified enclosures (such as the row of rectangles on the right-hand edge of the second floor) are offices. And now, here's Robert. — KM

Robert's response

... I've been waiting for a British player to trip me up. Actually, I was aware of some of the "blunders" in the module; some were intentional, some not.

I must admit that my view of London has been influenced by both Charles Dickens and my proximity to New York City. But the primary flavor to be found in "my" London comes from a pair of extraordinary books, *The Borribles* and *The Borribles Go For Broke*, by Michael de Larrabeiti (published in paperback by Ace Books). They present the adventures of a band of mutated children with elflike characteristics in and about London. The city, especially the neighborhoods of Wandsworth and Battersea, is presented in a dark, foreboding manner throughout, with plenty of decay and despairing tomes, abandoned buildings, and evil adults. It is very Dickensian in that sense. The other Dickensian touch, the street urchins, also comes from these books. The urchins were, in the original version of the module, members of the various tribes of Borribles, as were the urchin NPCs (who were three of the main characters from the books); because I was unable to secure permission from Ace Books to use de Larrabeiti's material, I adapted the Borribles into street urchins, and changed the names of the NPCs, in order to use them as a band of potential allies for the PCs. The term "woolie" for the police also comes from the novels — I had assumed it was a common term.

I dispute Mr. Price's contention that unarmed

First impressions can be wrong

I won't try to write a full review of *The Dungeon Master* in this small amount of space. Suffice it to say that I got a bad first impression from the cover blurbs, and I am happy to report that the book was much more interesting than I expected it to be. My first impression was wrong.

Of course, the main reason I read it was to see what the author, William Dear, had to say about the DUNGEONS & DRAGONS® game. As it turned out, the game had nothing to do with why Dallas Egbert disappeared, but Mr. Dear had no way of knowing that before Dallas was found. So he educated himself about the game and persuaded a couple of students from Michigan State University to play an adventure with him.

Mr. Dear devoted a 23-page chapter to his recounting of the only time he played. For his sake and the sake of everyone who plays the game right, I wish he had received a better first impression of the game.

The companion of his first-level player character was a second-level fighter/thief with scores of 18 in everything but wisdom and charisma. When was the last time you rolled four 18's?

The two player characters were at odds with each other (and that's putting it mildly) more often than not. Tor (Dear's character) had his pocket picked by Dan (the other character). The words "cooperation" and "alignment" don't appear anywhere in the chapter. Ultimately, the only way Tor could get Dan to demonstrate any compassion or teamwork was to cast a *charm person* spell on him. But within a few minutes of game time, the spell wore off, and Dan was his treacherous old self again.

It's bad enough that the *Dungeon Master* and the "experienced" player screwed up the rules, but what's worse is that they corrupted the *intent* of the game. William Dear came away from his first D&D® game session with a very distorted sense of how player characters, and the people playing them, operate. Coupled with the negative impressions he had received about the game before he played, this served to reinforce Dear's estimation of the game as something sinister and potentially dangerous.

My only criticism of the way Mr. Dear conducted his investigation is that he didn't give himself an opportunity to play the game again with different people. If he had, I think he would have found that his first impression, too, was wrong.



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police officers could stand up to a well-armed party; even at the generously high levels I granted to individual officers, they would not be much of an obstacle to a party that lacked the ingrained British respect of the police. I armed some of them to provide more of a challenge, and besides, if you're going to be playing in the modern world, you've got to use guns *some-where*, if only for shock effect. SWAT teams are called that simply because I don't know what the British equivalent is called.

My sources never mentioned that the shilling had disappeared with the decimalization of British currency. I was aware of the old ratios of pound:shilling:pence, and I assumed that the shilling had become the equivalent of the American dime. The price of an Underground ticket was based on my recollection of the price of a Paris Metro ticket (about 20-25 cents, as of my last visit).

I regret any severe distortion of London. I could have avoided this by setting the module in,

say, New York, but that would have been too easy for my players and the readers; in choosing a locale unfamiliar to them, I had to choose one equally unfamiliar to me.

Before I close, I have my own correction to add. On the map of the Island House, the room labeled "E" is not keyed in the text. It is the jakes, an indoor outhouse flushed by water from the same spring that cools the coldbox.

Robert M. Schroeck
Jersey City, N.J.

The World Gamers Guide

If you live outside the continental United States and Canada, you can be included in the World Gamers Guide by sending your name and full address, plus your gaming preferences, to World Gamers Guide, DRAGON® Magazine, P.O. Box 110, Lake Geneva WI 53147 USA.

Abbreviations in parentheses after a name indicate games in which that person is especially interested:

AD = AD&D® game; DD = D&D® game; CC = CALL OF CTHULHU®

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KING ARTHUR PENDRAGON

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illustration
by Lisa A. Free

To play the *Pendragon* roleplaying game, you create and take on the role of squire, knight, or noble of the realm. Armed and Armored, you overcome life-and-death struggles, impossible frustration, and ruthless enemies to join the Fellowship of the Round Table.

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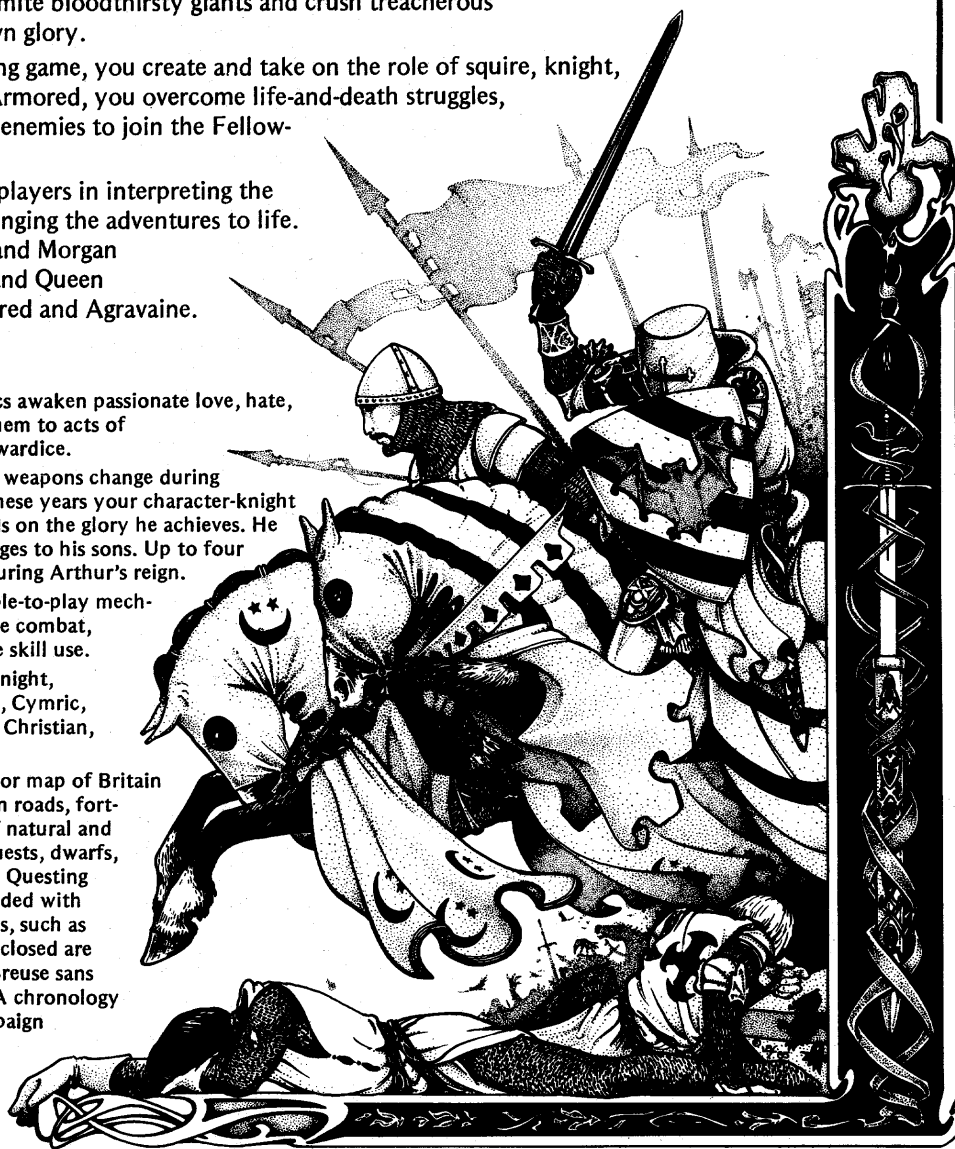
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The Game of Quest, Romance, & Adventure

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Charging may not be cheap, but it is certainly a better alternative than trying to accomplish the involved rituals for the creation of a magical item from scratch. Besides, who has time to wait for a lightning bolt to strike an oak tree and splinter the beginnings of a *wand of lightning*? Or who is willing to give, and then take back, an incomplete *rod of rulership* from a succubus? My characters aren't. They have all they can handle trying to run their petty governments, keep food on the table, protect themselves, and still have time for adventuring into what little unknown remains.

Peter Johnson's article, "Charging isn't cheap," does give some excellent and detailed material concerning the ritual and procedure for the creation of magical items, taking up where the DMG left off. But it does not entirely address the true subject of the article, namely the charging and recharging of magical items.

Recharging of some magical items is, by definition, straightforward—I cite the *staff of the magi* and the *rod of absorption* as examples. The DMG lists the method of recharging these valuable items. But for items of less renown, such as the *wand of secret door and trap detection* and the *staff of command*, what does one do to recharge these items?

I suggest a simple means of handling this problem. First, whenever a magical item is manufactured, the creator instills in it a command that allows magical energy to flow into it. Then, whenever it becomes necessary for the user to recharge the device, he can cast a special spell over it that transfers a regulated amount of magical energy into the item. The spell to which I refer would have to be added to the lists of clerical and magic-user spells: call it *recharge an item*. Since it does not have the power of an *enchant an item* spell, but is related to it, it would be a 5th-level magic-user or clerical spell.

The user of the device would construct a protective circle, stand within it, and cast the spell over the item. Just as with any other spell, a small opening to the Positive Material Plane opens, but instead of the energy continuing through to the Negative Material Plane, guided by the spell caster's energy and mind, it is locked into the magical device. Optionally, a DM may allow more than one unit of energy to be stored in the device, depending on the level of the spell caster. Say that one "charge" may be stored at 9th level, and an additional "charge" per three or four levels above that.

Thus, a solution to the problem of creating a new item from scratch and the ambiguous reference to the recharging of magical devices is found. Although recharging may seem quite easy, and therefore unattractive to DMs who like to make their players work for their magic, recharging is only slightly less difficult in actuality. Unless the magical item was created by the user, one must discover the secret word that will activate the energy absorbing option, learn a high-level spell, create a magical circle of protection, and then properly cast the spell. To further complicate the result, one might include a base failure factor in the spell *recharge an item*, so that the spell caster will not be assured of charging the item every time.

I believe that this a good option to include in a game, since it is always easier to replenish an item already in one's possession than to make one from scratch. In a normal game, if I may consider the games I participate in "normal," one has little chance to make an item, but has many opportunities to capture, take, or find magical items already working. Doesn't it make more sense to spend one's time researching to find the energy recharging words and learning a recharging spell, than to waste one's life creating one magical device?

Richard W. Emerich
New Canaan, Ct.

* * * *

I greatly enjoyed the new Best of the DRAGON (Vol. IV) Magazine, and I certainly hope to see the fifth volume appear in the future. The article "Two-fisted fighting" by Roger E. Moore answered many of my questions for use of two weapons (that is, if you have two arms); however, there is one usable secondary weapon missing.

This weapon, commonly known as the sword-breaker, was commonly used in the 16th century. The sword-breaker, consisting of a deeply notched blade about 15 inches in length, was intended to catch and break the sword of an antagonist. It can also be used as a dagger (at perhaps -1 "to hit"). The opponent must first make an attack with his sword (any thrusting or slicing weapon), and must miss at the attempt. This gives the sword-breaker wielder a chance to grapple and perhaps break the antagonist's weapon, which is done by using the "to hit" table. A successful roll will cause the weapon in question to roll on Table 2 of John R. Shaw's "These are the breaks" article [also in the *Best of DRAGON Magazine #4* — Editor]. If this chart is not available, the DM may decide to have the weapon save vs. crushing blow or be rendered useless, or to make up his own damaged-weapons table.

Talking about new weapons, have you ever heard of a weapon called a pilum? A kind of pike or javelin, about 5 to 6 feet in length, the pilum was sometimes used at close quarters as an offensive weapon or to parry blows. More often, however it was thrown at the enemy to affix itself in a shield, at which time the thrower or an ally would rush up and seize the shaft of the pilum with his secondary hand, in order to draw the shield down. He would then follow up the attack with a weapon in the free hand (usually the long sword). There are several steps to deal with the pilum in AD&D terms. First, this weapon must penetrate the opponent's shield, which is done by throwing it like a javelin. Give large shields an armor class of 8 and normal shields an AC of 7 (add 2 to the armor class for metal shields, and also add 1 for every plus of shield). If a hit is scored, someone must run up and grab the pilum within 3 rounds or it will be pulled out by the bearer of the shield. In order to grasp the pilum's shaft, a "to hit" roll must be made vs. AC 5, which will cause the shield-bearer to add 2 to his AC and be held in place, able only to attack to

the front of his person (this is step 2). However, after the first round of such and every round thereafter, the shield-bearer must make a saving throw vs. paralyzation or be held for yet another round. This roll is bonus with the victim's strength ability score added to it, while the pilum-holder's strength is subtracted from it. A successful roll will break the shaft of the pilum, freeing the one being held. During that round, that person can then attack whoever held the pilum at +2 to hit, gaining automatic initiative. The pilum is especially useful for breaking up tight shield formations which elude missile attacks, or using it to hold the line if in need for more time.

Mark Deseck
Brighton, Mich.

* * * *

Bravo! Paul Suttie's answer to alignment problem in issue #101 of DRAGON Magazine was a good, innovative idea which advances the cause of role-playing in my humble opinion. But I still prefer the alignment system outlined in the *Players Handbook* for its simplicity. It is necessary for DMs controlling intelligent swords and monsters. I propose that the two be unofficially integrated herein.

For one thing, no one, not even a paladin, has to be a pure alignment. Everything can have neutral tendencies. To illustrate this, look at page 119 of the PH. A paladin whose alignment is graphed between the boldfaced words "Lawful Good" and "Neutral" is no less a paladin than one who is graphed directly on top of the word "Saintly."

Alignment does not have to be absolute. It can be perceived as Paul mentioned, so an English paladin can fight a French paladin, if both feel it will benefit their ideas of law and good. If they both serve the same god, it is highly unlikely that they would choose to fight each other; however, each could strike at the troops of the other in good conscience, provided each feels it will do some good. The actions of good people should bring about some form of good, while those of the lawful should help to establish order.

No one need be killed for violating his alignment in a few minor forms. Even a serious breach, when committed unknowingly, should be seen with mercy by the DM. For example, a paladin (they are always picked on when people attempt to alter alignment) sees a camel-like beast with wings and the head of primate set the floor under his feet aflame. Naturally, he attacks. Although he should have used his powers of detecting evil first, he should not lose his paladinhood for this. At the extreme, he may lose his use of "laying on hands" and clerical spells until he atones for his sin.

A person's duty to important causes, religion, and ruler should heavily influence that person's decision-making. Alignment is there for use when necessary, but it will not prevent political, religious, or personal struggles. A little is necessary, but that should always be so, according to this DM.

William Bond Jr.
Omaha, Neb.

* * * *

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(Turn to page 25)

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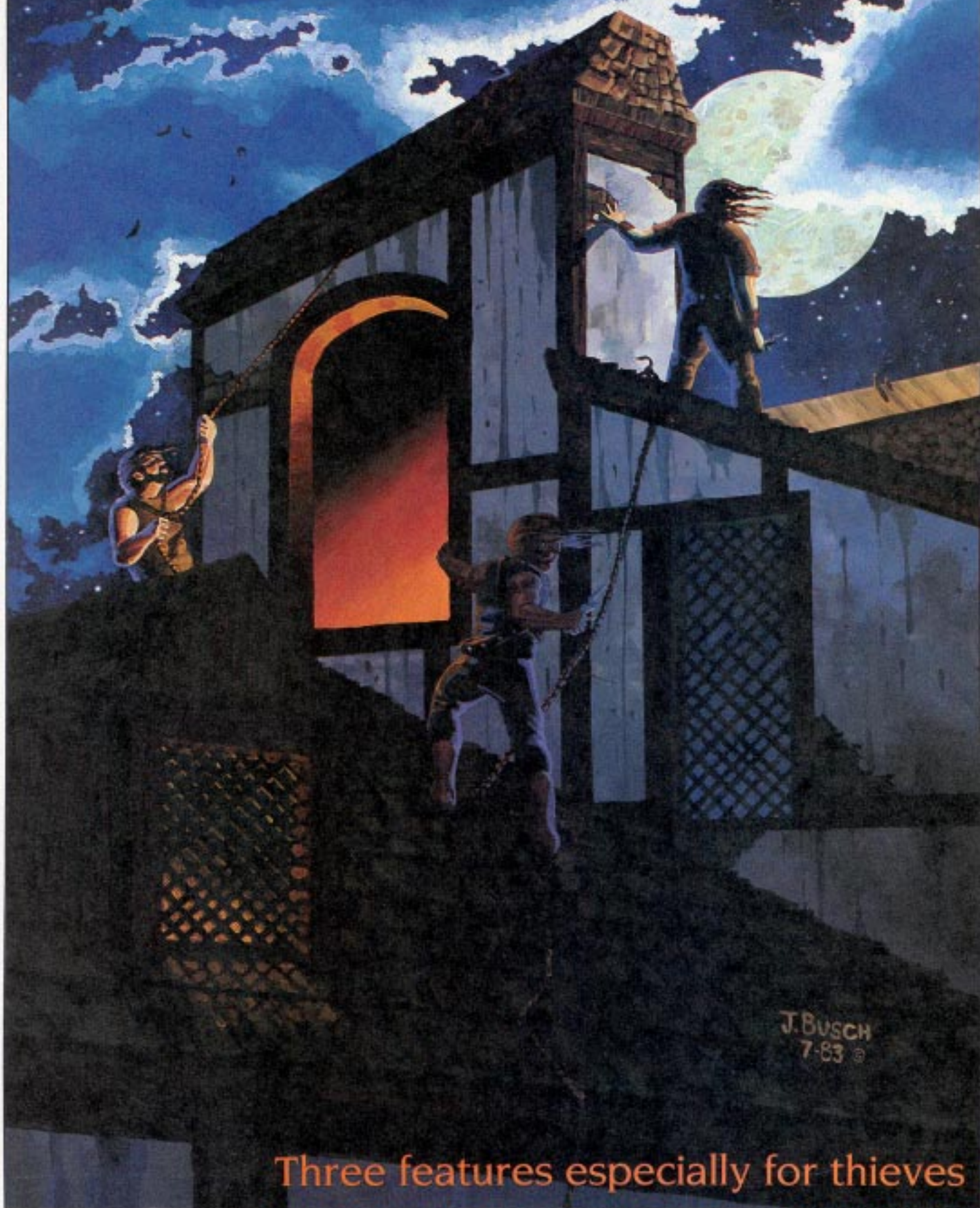
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The rogues of role-playing



Three features especially for thieves

The well-rounded thief

Not everyone steals for the same reasons

by John C. Bunnell

"You see two figures wearing leather armor," says the Dungeon Master. "Aha!" shouts a player character. "Thieves — get them!"

Later, another player character is around the corner scouting and passes a note to the DM. When the rest of the party arrives, they find a heap of gold and a complacent-looking halfling. "Okay, Frowdough," says the party leader, "where's the big gem?" Sure enough, when Frowdough is turned upside down and shaken, a diamond drops out of his boot.

Thieves are probably the most misunderstood and misplayed character type in all AD&D® game play. Most of the thieves I've played with and refereed over the years remind me all too much of the two examples just noted. Even good AD&D game players, given a thief character, fall readily into the stereotypical pattern of the conniving gem-stealer and backstabber who avoids fights and melts into the background at the first hint of danger. The fact that the AD&D game rules tend to support and amplify the evil aspects of thieftom doesn't help. We're told that thieves tend to congregate in powerful guilds, skulk continually and suspiciously in the shadows, and specialize in deadly attacks from behind. All this makes for thieves with highly unsavory reputations.

It's easy to fall into the stereotyped mold; not only is it implied by the content of the rules, it makes for a profitable character, too. This economic advantage, however, is outweighed by the fact that such thieves make for predictable and untrustworthy adventuring partners. Parties of good-aligned characters gradually become tired of watching the thief appropriate all the valuable gems and rings, and begin devising excuses to leave thieves behind or maneuvering thieves into dangerous or fatal dungeon encounters. Sometimes, players of thief characters feel that the rest of the group is out to get them, and will either start new characters in other classes or leave the group entirely.

The key to avoiding the preceding situation and to producing viable thieves lies in deciding why they have adopted their chosen profession. Strictly speaking, not all thieves are thieves — certainly, not all thieves steal for the same reasons. There are five distinct motivations for becoming a thief, each of which is interrelated to the character's alignment, the way he behaves in groups, the kinds of things he is likely to attempt to steal, and (if the Dungeon Master is so inclined) certain aspects of his special abilities. Most thieves will have only one dominant motivation, but the following descriptions are only examples, and combinations are possible. A reference table has also been provided to illustrate the differences between differently motivated thieves.

Table I: Types of thieves

| | Alignment | Associates | Specialty | Ability Adjustment |
|---------------------|-----------|------------|------------|--------------------|
| Greed | chaotic | few | grab & run | none |
| Professional | lawful | guild | burglary | + 5% traps |
| Revenge | neutral | variable | varied | no pickpocketing |
| Artistic | chaotic | hirelings | high-risk | little magic |
| Recreational | any | usually | varied | none |

Note: This table is for comparison purposes only. Refer to text for full descriptions of all motivating factors. Ability adjustments in particular are purely optional and at DM's discretion; they may be disallowed or expanded as appropriate. For example, thieves of good alignment might be denied the use of poison, or avenger-types could be prohibited from backstabbing.

The greed motivation

Of all the reasons to steal, this is the most obvious and the most frequently found in AD&D game characters. Thieves of this type steal almost exclusively for personal profit, though not usually to support an extravagant lifestyle. Greedy thieves are nearly always chaotic, usually evil (though many won't admit it), and often a bit paranoid as well. They tend to work alone whenever possible; even when traveling or adventuring in a group, they will trust no one completely. They are hoarders, going to great lengths to conceal the extent and location of their wealth. They avoid violent confrontations as much as possible, fighting only in dire emergencies while on dungeon or wilderness expeditions. In such situations, other party members are only safe from the thief to the extent that he needs them to get out of the dungeon alive.

In towns, these thieves are solitary operators and make up most of the pickpocket population — an indication of the methods they prefer. Greedy thieves will generally avoid planning sophisticated burglaries — they prefer to grab and run. Their favorite targets are gems and rings of all kinds, but anything portable and valuable is worthwhile prey. Magic items may be an exception to this rule, however, as they are more difficult to sell or learn to use. Greed-motivated thieves are generally more likely to employ poison than any other type.

The professional motivation

Professional thieves are, like those driven by greed, among the most numerous and easily located sorts. These are the second-story men, the hired burglars, and the career stickup artists. They steal for the same reason that weavers make rugs and smiths forge armor — it's their source of income, the one thing they do well. Professional thieves are nearly always lawful and generally affiliated with a local guild, relying on the guild for training, job contacts, and technical support. Most work alone, though in some cases teams of two or three will operate together. More experienced professionals will frequently specialize, stealing only certain kinds of merchandise or operating exclusively as cat burglars or armed thugs.

A professional thief's goal is to be thorough, efficient, and inconspicuous. He will carefully scout a target prior to carrying out a theft to determine the extent and type of security to be overcome. Business arrangements made with a client will be strictly honored so long as the client acts in good faith, but should a professional be deceived or betrayed, he will act to protect his interests and will not hesitate to kill to do so, though guild-affiliated thieves especially frown on unnecessary violence. Experienced members of a guild will only rarely accompany a party on a dungeon adventure or the like, unless they have been hired to overcome a specific obstacle or recover a particular treasure. If the campaign supports it, a DM may elect to allow guild-affiliated professionals a 5% better chance at finding and removing traps as a result of their special opportunity for training in this area.

The revenge motivation

The avenger or crusader is an unusual and relatively scarce sort of thief, typified in literature and legend by Robin Hood and the Count of Monte Cristo. He is distinguished from other thieves in that he only steals from a particular individual, organization, or social class, and usually does so in the name of justice. Frequently, some incident in a character's past in which he has been wronged is responsible for the decision to assume the role of thief. In game terms, avenger-type thieves are normally neutral or neutral good in

alignment. Their goals are ultimately those of law and order, but their approach is chaotic in nature.

Avengers are almost never affiliated with guilds, and often conduct their thieving careers under cover of a new name or identity. Many avenger-types are dual- or multi-classed, having changed careers to vent their wrath. They generally work alone or as the leader of a very few trusted partners, and their campaigns of vengeance often encompass much more than simple thievery. Avenger-types often possess a very developed sense of honor, and can be relied on when they give their word, though they are not above orchestrating elaborate deceptions designed to ruin or humiliate their chosen enemies. Some DMs may elect to rule that, because of their highly honorable characters, avenger-type thieves will not employ the ability to pick pockets.

The artistic motivation

This sort of thief steals neither for the money nor as a professional contractor — at least, not primarily. Rather, he is continually devising and testing ways to commit the perfect crime. Though typically chaotic in alignment, the artistic thief is frequently a member of a guild, disdaining all but the most difficult and prestigious assignments. At these, however, he will excel. “Impossible crimes” and ingenious confidence games and swindles are the artist’s stock in trade, and though such a thief will invariably plan and engineer a project alone, he may have hirelings or trusted assistants to carry out the actual theft. Above all, they are stylists, and will occasionally take unnecessary or flamboyant risks in pursuit of their goals.

Artist-thieves are equally likely to accept paid commissions or to undertake jobs purely for the challenges they represent. Their targets are invariably of the highest value and rarity. Though an artist-thief will on rare occasions mastermind a kidnapping, he will usually avoid violence and murder. There are two reasons for this: first, artists have exceptionally high overhead (many leave imitation items in place of the stolen property), and second, many artist-thieves began as guild members with that organization’s desire for obscurity.

Such thieves do have one unusual prejudice — they will almost never employ purely magical methods (such as using a *chime of opening*) to achieve their ends, considering the action to be “cheating.” They have no objection to protective magic, however, and will sometimes employ minor magical effects under special conditions. A few mavericks subscribe to the opposite extreme regarding magic, and will use it liberally if possible; these thieves are generally multi-classed or have a wizard as a close companion.

The recreational motivation

Thieves of this persuasion might also be called adventurers, though not in the same sense as the term is generally used. In many cases, they are not thieves in the criminal sense at all, but have merely acquired their special skills either by accident or without criminal intent. Bilbo Baggins, Tolkien’s archetypical burglar, is the role model for thieves of this motivation. If these characters steal at all, they do so not for profit or revenge, but rather because it is more exciting than making keys or repairing trunks. They are a traveling breed, sometimes reluctantly so but always inevitably, and encompass a wide range of temperaments and alignments. Not all may be as mild-mannered as this description might imply; some could be fleeing guildmembers caught with their hands in the cookie jar, or inveterate pickpockets moving to fresher and safer territory. Still, the good adventurer-thief will generally do nothing to endanger his status with the band of wanderers of which he is normally a part. He will have little or no objection to fair distribution of jointly discovered wealth, though a private windfall gained at serious personal risk is another matter.

Thieves of a recreational philosophy are rarely specialists; they will apply their talents to whatever opportunities arise, relying on a dogged pragmatism rather than sophisticated strategy. They will fight and kill if need be, though not indiscriminately, and usually finish anything they begin — rarely indeed does an adventurer-thief leave a project in the middle. Some will be more active than others; many, like Bilbo, require a certain amount of persuasion to leave their homes and families for an adventure in lands and caverns unknown.



Any one of these motivating factors may be the driving force behind a player character or NPC thief. Understanding and developing these diverse kinds of thieves can easily lead to innovative and unusual adventures for characters (and players) accustomed to the standard “chaotic greedy” mold. Players might be drawn into the intrigue generated by an avenger-type, hired to execute a theft planned by a high-level artist, or asked to persuade the only thief capable of dismantling a complex trap to travel halfway across the continent from his flower garden.

Both players and DMs can make creative use of unusual thief characters. A routine random encounter with two footpads can turn into something quite unusual if the two footpads happen to be working for the Hooded Jackal, the same cruel duke who tossed the party into the dungeon at an earlier time. Similarly, a player who designs a clever artist-thief may gather a group of followers around him and prompt the group’s DM to design a series of unique encounters and adventures appropriate for the character. It is significant to note that different permutations of the various motivations allow thieves to be of nearly any possible alignment, good and evil alike, so that characters can no longer react without thinking to an encounter with a thief or thieves, assuming that “they must be evil, so let’s kill them.” They must deal with each encounter, relying on character interaction and role-playing instead of merely reaching for weapons and combat dice. Further, logically motivated thieves are much more likely to be productive members of adventuring parties, so that explorers need no longer sacrifice the valuable skills of the thief class in order to keep party members from cutting each other’s throats.

In short, adding logically yet uniquely motivated thieves to a campaign can serve as a catalyst to spice up a drooping adventure, provide a new focus for the party’s attention, or attract a new player or two.

Even if a thief simply has an odd personality quirk, the results can be startling. Case in point: A player in one of my campaigns created a very chaotic thief character, whose unstable temperament caused him to change his surface alignment in times of stress. Thus, at one time he was behaving in a highly evil fashion and tried to backstab a high-level magic-user, but on another occasion he was most cooperative and lawful in talking his way through a trial. (Needless to say, this called for very careful role-playing.) Well-rounded thieves are all too rare in AD&D gaming, but they can make the difference between an average campaign and an excellent one.

Race is ahead of class

Demi-human thieves act according to heritage

by John C. Bunnell

Mention thieves to a band of adventurers, and every eye will suddenly turn to stare at the halfling in the next-to-last rank who has been trying very hard to look inconspicuous.

Mention thieves to a group of players rolling up a new party of characters, and someone is bound to ask, "Do we really need one of those? The last thief we had stabbed Roger Ramjet in the back and got away with his + 4 sword." Shortly afterward, somebody manages to come up with statistics good enough to start a monk.

Mention thieves to a DM, and his or her eyes will roll while a resigned sigh blows over the referee's screen. "Thieves are a pain in the neck," you'll be told. "In order to be sneaky and devious, they have to pass me notes — which lets everybody else know they're trying to be sneaky and devious. And then I have to cope with dozens of little scraps of paper I can only decipher half the time anyway!"

All those reactions are based on the same kind of thief — the nasty little halfling who filches gems at every opportunity and disappears at the slightest drop of a twenty-sided die. Unfortunately, that's the sort of thief with which most gamers are best acquainted. Even the occasional human or elf-born thief is usually of the same unpredictable stock, and remains difficult for fellow adventurers to tolerate on a long-term basis.

That's a bit surprising, considering the fact that the thief is the only character class in the AD&D® game open to members of any demi-human race, and that almost no restrictions exist on the number of experience levels thieves may attain. Still, thieving behavior patterns remain stubbornly entrenched; even in Roger Moore's excellent series of articles on the races in DRAGON® issues #58 to #62 (reprinted in *The Best of DRAGON* anthology, Vol. 3), descriptions of demi-human thieves suggest that they follow their professional instincts first and their racial instincts second.

Such a characterization not only doesn't make psychological sense, it unnecessarily limits the potential diversity and range available to aspiring players of thieves. In fact, there's no particular reason that all thieves have to be marginally trustworthy at best, or perpetually greedy and selfish at worst. A thief's race will almost always have a profound effect on the way he or she functions in a game setting, and that effect won't necessarily make the character a liability to an adventuring party. A look at

each race illustrates the differences in outlook that demi-human thieves possess.

Elven eavesdroppers

As Roger Moore observed in DRAGON issue #60, elves place a lower value than most other races do on personal property, largely because of their exceptionally long lifespans. As a result, elven thieves are likely to use their special skills to acquire another commodity of more importance: knowledge. Elves, with their inherent knack for ferreting out secret doors and their generally superior senses, are already keen observers. Add to this a thief's ability to hide and move silently, and the result is a character uniquely suited to gathering all kinds of information and discovering all but the most carefully guarded secrets. (An elven thief residing in a populated area is at least 75% likely to be aware of any political or adventuring activity — including military movements — before the normal inhabitants find out what is going on. This statistic, of course, applies exclusively to NPCs and would vary with individual circumstances.)

That's not to suggest, however, that elven thieves are exclusively devoted to uncovering other kinds of knowledge, notably concerning the whereabouts of long-lost magics and mysterious civilizations. These thieves do spend part of their time researching likely prospects, either in musty old libraries or in and around the homes and guildhalls of various wizards and sages. They are also adventurers, though, following up the clues and persistently journeying into remote areas in quest of abandoned towers and cities.

On such expeditions, these elves often employ magic items and carry away plunder that would ordinarily be neglected by members of other races. In particular, they are fond of the various information-detecting wands (some have been known to wear similar devices in the form of rings), and they are far more likely to collect old books, scrolls, and tapestries — magical or otherwise — from their dungeon visits than they are to come home with bags of gold and silver. Though such treasure may seem bulky and of relatively low value, elven thieves can sell any book or artwork of historical interest for 10% to 20% more than can their colleagues of other races.

Although elf-born thieves value knowledge highly — and are not above making that fact abundantly clear to characters seeking it — they are not as a rule especially

secretive. They will always share information about their goals and intentions with adventuring colleagues (though they may not reveal the full value or power of a sought-after magical item if they fear a party member might try to seize or misuse it), and they are less reticent than most other thieves about tales of their past exploits and adventures. Further, while elves are only rarely members of a thieves' guild, they will generally display the same high degree of professional reliability that marks a guild-affiliated thief on an assignment.

The wandering half-elf

The number of half-elves who adopt the profession of thief is relatively small. While such characters share the enhanced senses and interest in information of their demi-human ancestors, they are unmistakably human in their taste for intrigue and deception. As a result, half-elven thieves tend to avoid elvish communities and kingdoms, instead traveling extensively and mixing with human society as much as possible.

The half-elf's abilities set the tone for the brand of thievery he practices. Half-elven thieves are masters of the confidence game and the elaborate swindle, preferring to make a profit from showmanship and misdirection rather than by brute force or armed confrontation. For instance, a half-elf arriving in a middle-sized town might eavesdrop on a wealthy magician, then turn up on his doorstep the next day with a map leading to the hiding place of a valuable item the mage just happens to be hunting for. Would the wizard be interested in buying the information? What about financing an expedition to search for the item? Of course, by the time the spot has been reached, the item is no longer there — but the thief has long since collected his fee and vanished.

While their tendency to shade the truth makes them potentially awkward traveling companions, half-elves are generally cautious enough to make the problem a minor one, at least in fairly large parties where the thief is clearly in the minority. (After all, half-elven thieves do spend a lot of time on the road, and it doesn't pay to bite the hand that's protecting you.) A half-elf's first priority in such circumstances is his own personal safety; in a conflict between potential profit and potential injury, discretion will almost always prevail. In fact, a half-elven thief may go to some length to make himself useful to a group of adventurers if he expects to need their protection in the immediate future — though his loyalty will

rarely extend to sharing the profits of a private project. The thief usually won't stay with the same adventuring party for longer than it takes to safely reach the third or fourth town along the road, where he can begin a new swindle with little fear that his reputation has preceded him. (He might, however, rejoin the party the next time it passes through if escape is necessary by then.)

Dwarven locksmiths

The majority of dwarves belonging to the "thief" character class are not thieves at all, in the criminal sense of the word. Rather, they are experts at designing and crafting the very locks, traps, chests, and vaults that other thieves are so eager to bypass or rob. Just as many dwarves are superb and well-regarded armorers and weapons makers, the bulk of dwarven "thieves" are really locksmiths, cabinetmakers, or architects who specialize in keeping things safe from robbery.

Although many of the dwarves who possess thieving skills don't use them to steal (and frequently don't even adventure, instead residing in towns or dwarven communities where their skills are eagerly sought by merchants and nobles), they often practice their crafts for other related purposes. The two most frequently encountered examples of this are the troubleshooter and the liberator.

A troubleshooter is a special breed of

locksmith/designer who specializes in testing elaborate locks and traps for clients worried about the safety of their valuables or the impregnability of their dungeons. Such a character may be assigned to try to steal a piece of jewelry from a locked vault or to break out of a supposedly escape-proof prison. If he fails, the troubleshooter has proven the worth of the protective device; if he succeeds, he offers advice to his clients on how to prevent future thieves from repeating the feat. Such service is always costly, but is utterly reliable and generally worth the investment if a client wants to feel truly secure.

Liberators are rarer, but more closely allied to the usual concept of the thieving class. These are thieves especially trained and outfitted to recover valuables that have already been stolen — usually from other dwarves, but sometimes from clients who pay for the service just as they would for a troubleshooter. These dwarves (who are sometimes trained as fighters as well) pick locks and disarm traps — frequently remarking on their inferior construction as they do so — in single-minded pursuit of whatever they have been assigned to bring back. They are fiercely proud of their abilities and their dwarvish heritage, and woe betide anyone who suggests that a liberator is less than honorable!

Not many dwarven thieves adopt the adventuring lifestyle, but those who do are more often liberators than trouble-

shooters, and most of these have been cast out of dwarven society for some act of theft against another dwarf or a client or ally. It is not entirely safe to generalize about these outcasts; although most continue to be staunch upholders of dwarven superiority and of the fierce professional honor that is a dwarfs trademark, they can also be unpredictable and occasionally dangerous. Some outcasts — perhaps the majority — have learned from the mistakes for which they were banished, and have adapted fairly well to the benign questing of the adventurer. A few, however, feel so deeply wronged by their fellow dwarves that they turn to the darkest side of the thieving profession. These unstable characters pillage and destroy wherever they go, taking special vengeance on any other dwarves who may cross their paths and treading seriously close to the ways of the assassin. But these "dark dwarves" are quite rare, and dwarven thieves generally make solid, reliable adventuring partners who are especially handy in underground settings.

The fun-loving gnome

Gnomes, more than any other racial type, take pure pleasure from the act of stealing. This outlook, however, stems not from a tendency toward evil but from sheer gnomish delight in slipping through intricately crafted defenses and collecting a valuable prize. While other races consider thievery a profession, gnomes practice it as a recreational pursuit — with much the same devotion that DRAGON Magazine's readers are likely to pursue role-playing games.

As a result, gnomes are much more deserving of the title "burglar" than the half-lings to whom the description is more often applied. If a wealthy merchant reports that a valuable jewelry collection has vanished from the double-locked false bottom of a chest hidden in his most secret closet, the odds are good that the thief responsible was a gnome. If an adventuring party hasn't been able to collect a particular treasure from a nearby dungeon because it's too well defended by an intricate series of traps, their surest solution is to take the problem to the nearest gnome settlement — though it may cost them a fair percentage of the hoard, any thieves there will be likely to jump at the opportunity.

Yet while gnomes have developed an almost legendary reputation for succeeding at "impossible" burglaries, they are by no means infallible. Indeed, their failures are often as spectacular as their achievements — and the gnomes do not always mind, so long as they can get a good story out of the episode. The reason for this is that gnomes carry out their thieving activities less by careful planning and organization than by instinct and impulse. In this way, a gnome's thieving habits are not unlike those of a pack rat: if he sees something that looks like an interesting trinket, he is liable to drop whatever he's doing at the time to make a stab at collecting it.

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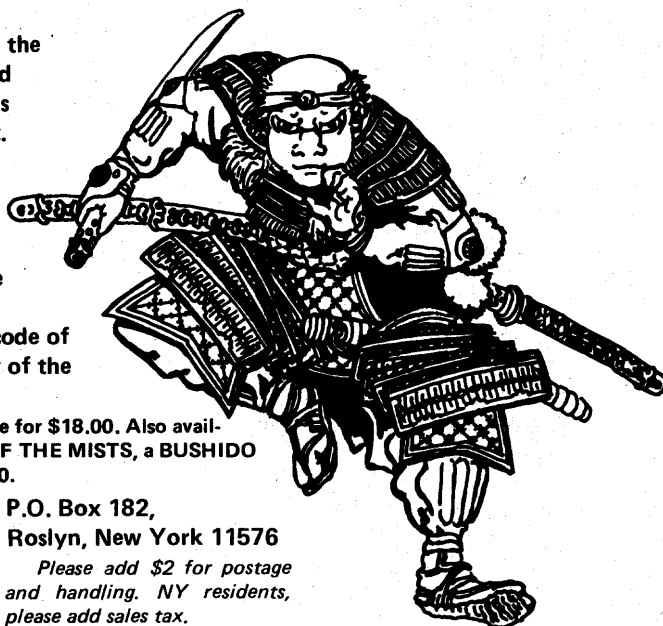
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This "pack rat" mentality also influences the kinds of objects a gnome will steal and what he does with them afterward. Gnomes are, of course, especially attracted to gems and jewelry (the more valuable, the better); they are also easily seduced by the lure of magic items, especially those with some form of illusion-producing power. They are not, by contrast, especially interested in hoards of mere coin or other bulky goods, since a gnome does not usually sell the items he steals. Rather, he keeps them to admire their beauty (in the case of gems and such) or their magical powers. But as time passes, gnomes often lose interest in their less valuable prizes, and have been known to leave them behind in place of newly stolen items of greater value — hence the comparison to the pack rat. This is especially true of adventuring gnomes, who are frequently traveling and cannot easily amass more loot than they can carry.

Characters whose parties include thieves of gnomish extraction are usually in little danger of being betrayed or backstabbed. In fact, while gnomes are normally reluctant to start a fight, they are quick to leap to a friend's defense. But adventurers who travel with gnome thieves should be prepared to make allowances for the gnomes' unique personalities, particularly in two respects. First, they should not be surprised to occasionally find themselves the butt of the gnome's practical jokes, which are always intended purely to amuse (and perhaps to

embarrass) but not to injure. Secondly, fellow adventurers should be most careful to avoid short-changing gnome thieves when the time comes to divide treasure. A gnome who feels his contributions have been undervalued or who especially craved a particular bracelet will not be above collecting "his rightful due" from a fellow party member, though the gnome is likely to leave sufficient gold in his victim's purse to more or less balance the shares.

The half-orc's priority

Half-orcs of any class don't seem to be found in great numbers in the average gaming campaign; half-orc thieves, if anything, are found even less frequently. It may be just as well, for half-orcs make perhaps the single deadliest sort of thieves a party is likely to encounter.

Meetings with half-orc thieves, as a rule, will not occur in dungeons or other remote settings where an adventuring group is hunting for hidden treasure. Instead, they are likely to take place in the dark alleys of large cities and towns, or on fairly well-traveled but under-patrolled roads between such communities. This is because half-orcs are almost invariably practitioners of the "art" of armed robbery — the easiest, least subtle form of stealing. Half-orcs typically lack the patience and subtlety to make good burglars, are often failures as pickpockets, and are too self-centered to work well in groups. That leaves strong-arm tactics as

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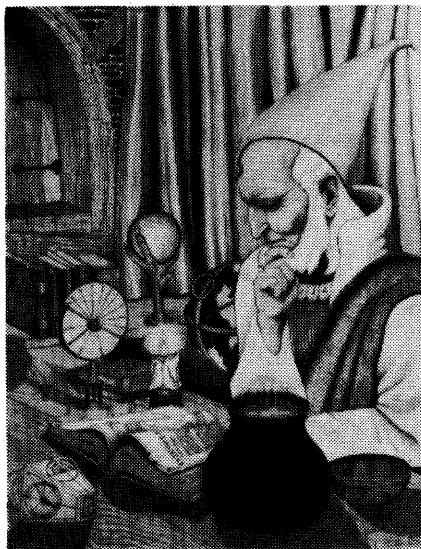
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The more intelligent half-orc thief will almost always take up the role of highwayman, either alone or as the leader of a small band of significantly weaker bandits. He knows that as a half-orc, he won't easily fit into city life, where he will be viewed with constant suspicion and where patrols of guards are entirely too frequent. He will lie in wait for merchants and adventurers, robbing them by force if practical or by the dark of night if necessary.

Such highwaymen, however, do not make up the majority of half-orc thieves, though they are often the most powerful and longest-lived of their race. The majority of half-orcs who adopt the thieving profession are quickly hired as enforcers and strong-arm thugs by crime lords and powerful guildmasters in urban areas, serving much the same purpose as the hired gunmen and goons employed by modern-day organized crime bosses. That purpose, of course, is to threaten reluctant clients and customers with violence unless they do as they're told—and to carry out the threats if necessary.

In one respect, half-orcs would seem unsuited to the status of hireling; their typical "me first" attitudes suggest that they would make unsafe employees at best. But the masters of half-orc thugs take great care to retain the loyalty of their staffs. These measures include regular (and reasonably good) pay, fairly close supervision,

and active efforts to keep hired enforcers from using the full range of their thieving skills. Most significantly, such hirelings are strongly discouraged from searching for and removing traps, a practice which decreases the likelihood that a thug will be able to make off with his employer's carefully secured loot or acquire professional secrets which could be sold to a rival. If kept on a short leash, a half-orc thief is almost as reliable a killer as a genuine assassin.

Very few half-orc thieves remain to join adventuring parties, and even fewer remain with such groups for long. A good percentage are quickly done in by unlooked-for traps (and, to a half-orc in a dungeon, most traps are unlooked-for). Most of the others, once they have identified the most valuable treasure carried by party members, will steal the best items and leave their victims in no condition to pursue. In short, no matter what the circumstances may be, an encounter with a half-orc thief is likely to leave the thief's opponent worse off than he was before.

Halflings: another look

Popular reports have characterized halfling thieves as sly, avaricious tricksters who should be trusted only as far as high-level fighters can throw them. Closer observation of halfling society, however, reveals that this portrait is almost entirely without foundation. In fact, such characters may be among the most reliable adventuring companions imaginable.

The sheer greed that so many treasure seekers associate with halflings is the first casualty of a serious investigation. Though halflings do value their comfort, especially in their own homes and villages, they are not particularly interested in money, gaudy jewelry, or even magic. Rather, the possessions they value are useful as well as attractive and durable: furniture, good food, fine ales and tobaccos, and the like.

While the preceding description applies chiefly to halflings who stay at home and lead quiet, peaceful lives, those who take up the adventuring lifestyle are not very different. Almost all halfling adventurers belong to the thief character class; fighters and clerics tend to stay at home serving and protecting their villages. The single personality quirk that distinguishes these travelers and explorers from other halflings is an intense, constant curiosity about the world beyond the hills visible from the parlor window. Halfling thieves aren't satisfied with mere stories about dragons, two-thousand-foot waterfalls, or cities built of rainbow-colored glass; they want to see all these things for themselves.

A halfling's inquisitiveness, however, can never entirely overwhelm the shy caution that is the race's trademark, nor can it keep them from complaining periodically about the danger, discomfort, and uncertainty that go with an adventuring life. As a result, halflings often go to some length to avoid encounters with unknown persons and creatures, making themselves as inconspic-

uous as possible until they are sure it is safe to emerge from their hiding places. And they are wary of any situation where they are offered something for nothing; halflings are shrewd bargainers who know there is usually a catch to such transactions.

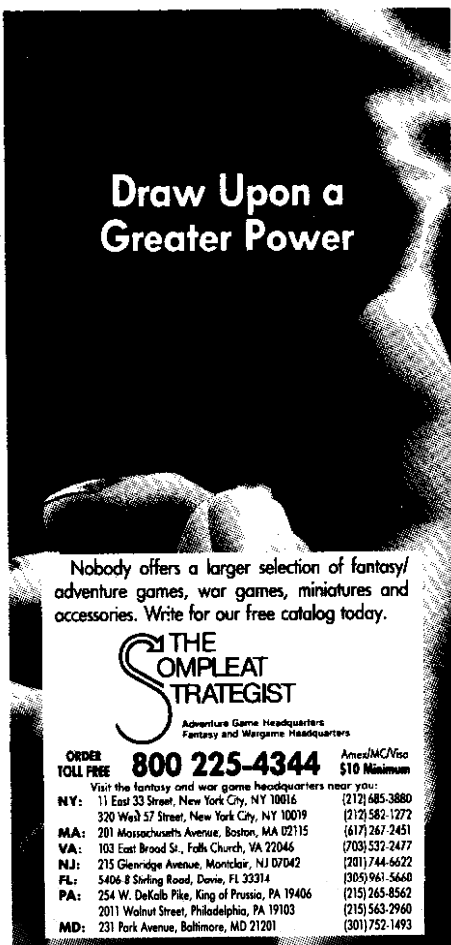
It may be noted that this description of halfling thieves makes virtually no reference to stealing or to other skills normally associated with the thief class. This is not unintentional; rather, it mirrors the almost complete lack of attention paid by halflings to such matters. To a halfling, treasure and other material rewards for adventuring are basically irrelevant, and in fact, halflings have been known to refuse enormous rewards and turn down chances to collect magnificent treasures — such things are frequently too cumbersome to be easily transported, and often are not likely to be very useful once they are dragged home.

This is not to say that halflings lack the skills possessed by other thieves — though it's a mystery where they acquire them, since very few of the little folk engage in locksmithing or metalwork, and no halfling society yet discovered is host to a thieves' guild. The difference is in the use to which halflings employ these talents to protect and rescue themselves and their associates when an adventure somehow gets out of control. As long as the party is proceeding smoothly toward its goal or destination, a halfling thief is likely to spend most of his time admiring the scenery. Only when trouble starts will he rush to set things right, darting bravely (but never foolishly) into combat, or scurrying to free trapped comrades.

All this is done matter-of-factly and without undue fuss; any praise heaped on a halfling's shoulders afterward will probably be shrugged off lightly, often with grumbles that the crisis wasn't *his* fault. Such gratitude is still well deserved. A halfling will never willingly desert a companion in need, and may go to truly amazing lengths to effect a rescue.

Thieves and thieves

It should be clear from the preceding sketches that the character class labeled "thief" is by no means as narrowly specialized as the name would suggest. Though many members of the character class are thieves in the more conventional sense of the word, just as many are reasonably law-abiding folk who would be insulted if their friends and companions accused them of being criminals. In particular, demi-human thieves illustrate this point as a result of the vastly different worldviews held by each of the races. To put it simply: There are thieves, and there are thieves — and then some. Calling someone a thief in the real world implies some fairly specific legal and moral judgments, but saying the same thing about a character in a game campaign doesn't carry the same impact. Further details are necessary before players can make judgments about thief characters. Among those details, the thief's race is one of the most significant.



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Was it worth the risk?

A DM's guide to pickpocketing success

by Bruce Barber



The picking of pockets is a skill that most thieves love to exercise, and rightly so. However, even the most prescient Dungeon Master cannot always foresee the situations in which a thief will use this ability, and on some occasions the DM may not be as prepared to judge the results of a random pickpocketing attempt as he would like to be. The system described in this article is for use in precisely those circumstances.

The DM's first task is to ascertain what targets are available for the thief to pick-pocket. Assuming that the general surroundings have been established, *potential victim density* is then determined. This defines the number of people within a 15' radius of the thief, representing those persons whom the thief would have a reasonable chance to examine briefly and approach in one round. Conditions may indicate a *sparse* distribution (e.g., a side street at mid-morning) — d4 persons; *dense* (such as a tavern, early evening) — 2d4 persons; or *crowded* (perhaps a marketplace at noon) — 3d4 persons.

The DM then rolls percentile dice for each person indicated, referencing the result on Pickpockets Table I below. A fair (but veiled) description of each one is then given to the thief. (If the character insists on a detailed description, this will require a longer examination of the potential victim, incurring a 10% cumulative chance per round after the initial round of observation for the NPC to notice this scrutiny and either move off or confront the thief.)

The PC thief then selects a victim from among those available and makes the actual attempt to pick a pocket. At this point, any modifiers to the base chance for success that the DM feels are warranted should be applied. If the pocket is successfully picked, the DM next rolls percentile dice and refers to Pickpockets Table II; this accounts for the fact that any given victim will have several pockets, and no thief is infallible or lucky enough to hit on the most profitable pocket every time.

Depending on the results of the above roll, the DM then consults either the en-

counter explanations which accompany Table I, or he is referred to Pickpockets Table III. If the attempt to pickpocket is unsuccessful, the thief should, of course, be prepared to use smooth tongue, feet, or dagger to deal with the probably unpleasant repercussions.

Pickpockets Table I: Potential Victims

Except for those marked (1), (2) and (3), all encounters are with humans; duplicate results are acceptable, with varying physical details; there is a 20% chance at night for any given Potential Victim (PV) to be drunk (DM's discretion as to degree). Notes and Encounter Explanations follow the table, which otherwise conforms to the descriptions in the DMG on pp. 191-194.

| Day | Night | Potential Victim | Notes |
|-------|-------|------------------|-------|
| 01 | 01-03 | Assassin | 1 |
| 02 | 04-05 | Barbarian | 1 |
| 03-12 | 06-08 | Beggar | — |
| 13 | 09-10 | Brigand | — |
| 14-18 | 11-13 | City guard | — |

| | | | |
|-------|-------|----------------|---|
| 19-21 | 14 | City official | — |
| 22-23 | 15-23 | City watchman | — |
| 24-25 | 24 | Cleric | 1 |
| | 25 | Demon | 2 |
| | 26 | Devil | 2 |
| | 27 | Doppleganger | 2 |
| 26 | 28 | Druid | 1 |
| 27 | 29-36 | Drunk | — |
| 28-29 | 37-38 | Fighter | 1 |
| 30-33 | 39-40 | Gentleman | — |
| | 41 | Ghoul | 3 |
| 34-38 | 42-43 | Goodwife | — |
| 39-40 | 44-50 | Harlot | — |
| 41 | 51 | Illusionist | 1 |
| 42-45 | 52 | Laborer | — |
| 46 | 53 | Magic-user | 1 |
| 47-50 | 54-58 | Mercenary | — |
| 51-58 | 59-60 | Merchant | — |
| 59 | 61 | Monk or bard | 1 |
| | 62 | Night hag | 2 |
| 60-61 | 63-64 | Noble | — |
| 62 | 65 | Paladin | 1 |
| 63-66 | 66 | Peddler | — |
| 67-69 | 67 | Pilgrim | — |
| 70 | 68 | Press gangster | — |
| 71-72 | 69-72 | Rake | — |
| | 73 | Rakshasa | 2 |
| 73 | 74 | Ranger | 1 |
| 74-78 | 75-82 | Ruffian | — |
| 79-82 | 83-89 | Thief | 1 |
| 83-97 | 90-92 | Tradesman | — |
| 98 | 93 | Werebear | 2 |
| | 94 | Wereboar | 2 |
| 99 | 95-96 | Wererat | 2 |
| 00 | 97 | Weretiger | 2 |
| | 98 | Werewolf | 2 |
| | 99 | Wight | 3 |
| | 00 | Vampire | 3 |

Notes

(1): These encounters are with a single character of 6th-11th level (d6 + 5). It is suggested that the DM have "generic" NPC personalities prepared in advance, suitably equipped with wealth, magic items, etc. Otherwise, the Character Subtable in the *DMG*, pp. 175-176, contains information relevant to this sort of random encounter. It is further suggested that these characters be holding only 50-200 gp in "pocket money," or 1-3 items of value (100-1000 gp each), perhaps from the Jewelry and Items Typically Bejeweled Table in the *DMG*, p. 219. Finally, the DM may wish to flesh out the pocket contents of these victims as follows: if the initial roll on Pickpockets Table II indicates 2 rolls on Table III, substitute for the second a d10 roll on the following subtable, which reflects a selection of the distinctive items carried by members of some character classes. Note that no special items are indicated for certain types of characters (such as barbarians and fighters). If one of these types is indicated as a Potential Victim, simply ignore this subtable and make two rolls on Table III as usual.

Table IA: Special items

| Victim | Die roll | Result |
|----------|----------|---------------------------------|
| Assassin | 1 | Vial of Type A ingestive poison |
| | 2 | Dagger, normal |

| | | |
|-------------|------|---------------------------|
| Barbarian | 3-5 | Garrotting wire |
| Cleric | 6-10 | False moustache |
| | — | — |
| | 1 | Silver holy symbol |
| | 2-4 | Small holy text |
| | 5-10 | Material spell component |
| Druid | 1 | Gold sickle |
| | 2-3 | Holly/oak leaves |
| | 4-5 | Mistletoe, lesser |
| | 6-10 | Mistletoe, greater |
| Fighter | — | — |
| Illusionist | 1-2 | Travelling spell book |
| | 3-10 | Material spell component |
| Magic-user | 1-2 | Travelling spell book |
| | 3-10 | Material spell component |
| Monk/bard | — | — |
| Paladin | 1-3 | Holy symbol |
| | 4-10 | Prayer book |
| Ranger | — | — |
| Thief | 1-3 | Thieves' tools |
| | 4-7 | Brass cesti |
| | 8-10 | Dictionary, thieves' cant |

(2): One monster of the sort indicated. While it is highly unlikely that any of these creatures would have anything worthwhile in their pockets (assuming they have any pockets at all), it is important to note that all of the creatures designated (excepting some types of devils and demons) have some method of appearing in human form (such as *shapechange*, *illusion*, *lycanthropy*, etc.) and will be so disguised. A failed pocket-picking attempt here could well result in the thief's becoming painfully aware of his "victim's" true nature! Also, bear in mind the *DMG's* strictures on the rarity and placement of such beings.

(3): There will be only one visible, although others might be lurking nearby. As these are undead creatures with corporeal, humanoid bodies, often clothed (albeit in rags), there is a 25% chance that the thief will be unaware of just exactly what he or she is creeping up on until within 5' of it; the darkness and mist that these creatures prefer is also a factor in the chance of mistaking them for "real" people. Again, these should be rare and suitably placed.

Encounter explanations

These explanations deal mainly with the money carried by the victim. All other information is as per the *DMG* pp. 191-194. Encounters will be with just one individual, but any henchmen or companions indicated by the *DMG* will be somewhere within earshot of the victim and will certainly come running if called for.

| |
|---|
| Beggar: 2-8 cp |
| Brigand: 2-8 gp |
| City Guard: 1-10 sp, plus a set of iron manacles (can be snapped on successful attempt to bend bars/lift gates) |

City Official: 10-100 gp, plus a damaged gold ring of office, worth 75 gp
City Watchman: as city guard
Drunk: A wine-sodden bum, 1-20 cp
Gentleman: Fop/fighter, 50-200 gp; Gentlewoman, 1-4 jewels worth 50-200 gp each
Goodwife: 1-4 sp
Harlot: Slovenly trull, 1-10 cp; Expensive doxy, 10-100 gp; Brazen strumpet, 2-20 cp; Haughty courtesan, 20-200 gp; Cheap trollop, 3-30 cp; Aged madam, 30-300 gp; Typical streetwalker, 1-10 sp; Wealthy procuress, 40-400 gp; Saucy tart, 2-20 sp; Sly pimp, 10-60 pp; Wanton wench, 3-30 sp; Rich panderer, 10-100 pp
Laborer: 5-20 cp
Mercenary: 50-200 gp
Merchant: 10% have 10-200 pp, all others have 50-500 gp
Noble: Nobleman, 10-200 pp; Noblewoman, 1-6 items of jewelry worth 200-800 gp each
Peddler: 10-40 sp
Pilgrim: 3-24 cp
Press gangster: 2-12 sp
Rake: 10-100 gp
Ruffian: 5-20 cp
Tradesman: 5-20 gp (to determine type, use Secondary Skills Table, *DMG* p. 12)

Pickpockets Table II: General Content

| Dice roll | Result |
|-----------|---|
| 01-30 | Empty pocket |
| 31-48 | Money (consult descriptions from Table I) |
| 49-86 | One roll on Table III |
| 87-00 | Two rolls on Table III |

Pickpockets Table III: Odds & Ends

The items on this table are for the most part of little practical or monetary value, but there are certain minor surprises and hazards. Should any of the items seem too strange, frivolous, or unlikely to your taste, feel free to replace them with those of your own design. A standard market value for items is given where applicable; items with values marked by an asterisk are "black market" merchandise; such items cannot be purchased through normal, public outlets.

- 01: Long, straight pin (50% chance of pricking finger sufficiently to elicit cry of pain)
- 02: Platinum piece (counterfeit — actually lead covered with a thin layer of platinum. Shopkeepers and merchant-types have a 20% chance of recognizing it as ersatz. A moneychanger will certainly know!); Value 1 sp
- 03: Ball of string
- 04: 1-4 dried herrings (edible)
- 05: Wooden snuff box, 3 pinches of snuff remaining (induces sneezing for 1 round if sniffed); Value 3 cp
- 06: Ornate iron key to a "Members Only" club; Value 1-10 gp*
- 07: Silver-plated neck chain with broken clasp; Value 4 sp

- 08: Pair of bone dice (30% chance of being "loaded"); Value 12 cp
 09: 12 oz. clay flask of grain alcohol; Value 8 sp
 10: 1-10 thistleburrs
 11: Folded sheet of ragged parchment with various foodstuffs listed
 12: Onion (10% chance it is rotten)
 13: 2-12 rusty iron nails (5% chance of receiving a small nick, in which case there is a 1% possibility of tetanus infection)
 14: 2-8 colored glass spheres, each $\frac{3}{4}$ inch in diameter; Value 1 cp ea.
 15: Deck of ordinary, battered playing cards (35% chance of being "marked")
 16: Small book containing the definitions of common words and phrases in the country's official language; Value 5 sp
 17: Plain wooden comb
 18: Cowhide wallet containing identity papers appropriate to the encounter; Value 2-20 gp*
 19: Clod of dirt
 20: Small speckled frog, live
 21: Mousetrap (set; 75% chance of springing on contact; no damage, but painful enough to provoke a loud "Ouch!"); Value 10 cp
 22: Glass inkpot (loose cork will dislodge on contact, spattering the thief's fingers with indelible black ink)
 23: Promissory note to the local money-changer: "Pay the Bearer on demand the sum of 50 gp," signed by a wealthy local figure (5% chance per turn, cumulative, of

the victim discovering the theft and alerting the money-changer and/or the city watch); Value variable

24: Cloth bag containing about $\frac{1}{2}$ oz. of exotic crushed herbs, along with a wooden pipe; Value variable

25: Sewing-thimble of silver with embossed family-crest pattern (a thatuth thymbol?); Value 1 sp

26: 4-inch-long wooden wind instrument that produces "raspberry"-like sound when blown; Value 15 cp

27: A 2-by-3-inch portrait of a woman or man comely enough to cause the viewer to react as if in the presence of a person with 18 charisma; Value 4 gp

28: Fleas (1 turn after contact, the thief will experience uncontrollable itching until he or she bathes)

29: An embarrassingly explicit love letter to a well-known woman of easy virtue from a prominent (and married!) local politician

30: 8-inch-diameter coil of fine copper wire; Value 14 sp

31: Ring of Visibility (A simple copper band with a non-magical rune engraved on it; when worn the wearer will be plainly visible to anyone within sight, exactly as before donning the ring!); Value 6 cp

32: Sixteen 3-by-5-inch cards of stiff parchment, numbered consecutively, written in an unfamiliar language which translates as notes on "The Fascinating Permutations of Economics in an Agrarian Society"

33: An egg (40% chance of breaking when grasped)

34: A bent copper piece; Value 1 cp

35: A large hole, directly underneath which is the victim's skin (50% chance of the victim feeling the touch of the thief's hand)

36: Cold beef sandwich on thick black bread, wrapped in dirty cloth (hot mustard optional)

37: Vial of vile perfume; Value 2 cp

38: Silk handkerchief (with the DM's monogram); Value 5 cp

39: Leather bag containing a 25mm lead figurine of the victim, dressed outlandishly (describe modern S-piece suit) and 6 oddly shaped bone dice; Value 15 cp

40: Two engraved invitations (generic) to a Ball at the Palace/Manor House/Castle etc., the following week; formal dress (75% chance that the former owner will simply assume them lost)

41: A dead bug (of whatever sort the player hates most)

42: 2-8 interesting but completely valueless stones

43: Tattered map (DM's determination of contents, i.e., city, ocean, etc.; it should be missing information or be partially inaccurate); Value variable

44: Silver ring with partially legible elvish script on the inner surface: "... to bring them all, and in the ..." (cheap facsimile, silver-plated lead); Value 1 sp

45: One-quarter pound of cheese (DM's option as to type and condition)

46: Quill pen, broken nib

47: Feather of Lightness (when tossed into the air, this pigeon-feather will float lazily to the ground)

48: Vial of mild poison, sufficient to induce vomiting for 1-4 rounds; Value 1 gp

49: White mouse, live (trained and friendly); Value 1 sp

50: Pouch of 20 wooden "5 cp coins"

51: Lump of coal

52: Tinderbox; Value 1 gp

53: Small lodestone attached to leather thong, with a runic "N" chiseled into one end (indicates magnetic north); Value 1 gp

54: 12 oz. flask of very cheap wine, labeled "Old Wyvern Breath." It has a heavy, overpowering bouquet that can knock a buzzard off a dung-wagon; Value 1 cp

55: Set of 2-8 iron keys (DM's choice as to where the keys may be used, if anywhere); Value variable

56: Small, black leather book containing 5-20 names and addresses (DM's discretion as to contents)

57: Orange peels

58: 1-4 cheap cigars, with a pungent aroma reminiscent of a stable; Value 2 cp/doz.

59: One-quarter pound sack of oats

60: Wooden wrist sundial, broken strap; Value 15 sp

61: Small slip of parchment indicating that (fill in name) owes the city 10 cp for leaving his horse in a proscribed area, one week overdue; Value — 10 cp

62: Stiff parchment card containing the name and address of the town's best tavern and a message indicating that the card is good for "one on the house"; Value 1 sp

63: One-inch cube constructed of smaller interlocking moveable colored cubes (anyone who shifts the positions of the smaller cubes must save vs. spell at + 3 or be confused for 1-4 rounds); Value 1 sp

64: 1-inch-diameter ball of hard, red rubber; Value 15 cp

65: A notice on crumbled parchment, dated that day, to the effect that the bearer is not to be found in taverns, inns, brothels or in the company of known criminals, for a period of 1-6 months; signed by the Captain of the City Watch

66: Wooden vial of spice (cinammon, oregano, nutmeg, etc.); Value 1 sp

67: Wad of gum arabic, sticky and lint-covered

68: Bag of beans (usually ordinary, but a 5% chance that it is the magic item of the same name)

69: 1-4 potatoes

70: Pair of cloth men's gloves, knitted so as to leave the thumb and fingers exposed; Value 1 sp

71: Small knife (3-inch blade, bone handle, 1 hp damage) and a half-whittled chunk of wood; Value (of knife) 5 sp

72: Wooden case containing vials of red, black, and white grease paint and a thin stick of dark graphite; Value 1 sp

73: 3 darts (damage 1-3/1 -2) in a leather case; Value 1 gp

74: Wedge of cold cheese and onion pie wrapped in greased brown parchment

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- 76: 3-inch-diameter wooden brooch with "Vote (DM fills in name) for Grand Vizier" burnt into the outer face
- 77: Blackjack
- 78: 6-inch-long green snake, live (but harmless)
- 79: Gold necklace inset with rubies and emeralds (gold plate, paste gems — easily recognizable as costume jewelry); Value 1 gp
- 80: 4-16 brass tacks (25% chance of provoking cry of pain when grabbed); Value 1 cp
- 81: Mummified monkey's paw on leather thong (2% chance of enchantment enabling the paw to grant one *limited wish*)
- 82: Small silver holy symbol of a lawful good religion, fastened on a broken chain; Value 10 gp
- 83: Half-eaten head of cabbage
- 84: Deck of brand-new, non-magical playing cards decorated with the same images found on a *deck of many things*
- 85: Silver arrowhead (50% chance of grasping point for 1 hp damage and loud "ouch"); Value 1 sp
- 86: Vial of camphor-menthol unguent (will ease headache and clear clogged nasal passages); Value 2 sp
- 87: Crude bearclaw and rawhide necklace
- 88: Book containing religious hymns, psalms, etc., with the inscription "Gidyon"

on the flyleaf (alignment of religion is DM's choice)

- 89: Peddler's license; grants the licensee permission to sell wine in the marketplace
- 90: Set of wooden teeth, two or three of which are cracked
- 91: Parchment signed by the Chief of the City Watch, giving the designated bearer safe passage anywhere in the city or therefrom (bearer's signature may altered by a scribe for 5 gp); Value 10 gp*
- 92: Heel from lady's shoe
- 93: Personal diary (contents determined by encounter; owner may or may not desire its return); Value variable
- 94: Jar of adhesive paste of sufficient strength to bind parchment or small bits of wood; Value 1 sp
- 95: 2-8 nuggets of iron pyrites (fool's gold)
- 96: Small pouch containing three nutshells and a pea
- 97: 2-12 wooden "arrows," each 3 inches long, for stirring drinks
- 98: Rolled-up pair of used black silk stockings; Value 6 sp
- 99: A 3-by-5-inch card of stiff parchment identifying the bearer as having a highly contagious skin disease (which may or may not be true)
- 00: Magic item: the relatively low-power items on the following subtable are culled from those in the DMG which are usable by

any class, and pocket-size. For the purposes of this system it may be assumed that in many cases the bearer is unaware of the item's magical qualities (*i.e.*, it may have been stolen, found, etc.). If any item comes up which seems totally inappropriate, roll until a suitable result is obtained.

- 1: *Dagger + 1*
- 2: *Eversmoking bottle*
- 3: *Flask of curses*
- 4: *Iron flask*
- 5: *Keogthom's ointment*
- 6: *Medallion of thought projection*
- 7: *Necklace of strangulation*
- 8: *Periapt of health*
- 9: *Periapt of wound closure*
- 10: *Philtre of love*
- 11: *Potion of healing*
- 12: *Potion of speed*
- 13: *Potion of sweet water*
- 14: *Quaal's feather token, 1 only*
- 15: *Ring of contrariness*
- 16: *Ring of free action*
- 17: *Ring of swimming*
- 18: *Ring of warmth*
- 19: *Ring of weakness*
- 20: *Scarab of insanity*

Note that those characters designated by note (1) on Table I are not eligible for any of these items, as it is assumed that the DM has already made provisions for any such items they might be carrying.

7

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Oriental opens new vistas

What the latest AD&D® game book has to offer

by David Cook

The *Oriental Adventures* book began, as an idea, many years ago. It was an idea worth pursuing — but, like all good ideas (it seems), it had to wait for a while. There were other projects that had to be done, schedules to be kept, and a general lack of time. Finally, in the spring of 1985, everything coincided and the work began. By early autumn, the design and production were finished, and the book should be available by now in your neighborhood bookstore or game/hobby outlet.

So, what is the *Oriental Adventures* book? Well, don't take the title too literally — this book is not a great big module or series of adventures set in oriental lands. It contains new player-character races and classes, new rules for clans, revised and expanded rules for proficiencies, new rules for honor, new monsters, new treasures, and new weapons and equipment. The book is an AD&D game expansion that gives characters brand-new and different lands in which to adventure. It is meant to be for the Orient what the original AD&D rule books are for the Western world.

In keeping with this purpose, *Oriental Adventures* draws its inspiration from all the lands of the Far East, not just one single country or nation. Included within this book are elements of the Japanese, Chinese, Korean, Philippine, Malaysian, Indo-Chinese, Mongolian, Ainu, and Siberian cultures. The historical periods covered range from ancient to medieval. Dungeon Masters will be able to recreate any number of fantasy settings with the rules and information provided.

There are two principal ways you can use the *Oriental Adventures* expansion. Both are perfectly fine ways to use the book (and so are any other uses for the material that you may find). The first and most obvious way is to use the material for an oriental campaign. Such a campaign would be set exclusively in the oriental world. Player-character classes and races from other books would not be allowed.

However, many of you already have campaigns well under way. Publication of the *Oriental Adventures* rules hardly means you have to scrap your current world. A lot of the book is information that you can integrate into your current campaign — you can introduce the new character classes, new races, new spells, and so forth into the world you've already designed.

The emphasis in the *Oriental Adventures* rulebook is on new material, and most of it is designed to be used by players (and their

characters). Player characters can be human, or can belong to one of three new character races — *korobokuru*, an offshoot branch of the dwarvish race; *hengeyokai*, mischievous and intelligent shapechanging badgers, cranes, rabbits, foxes, dogs, and other animals; or *spirit folk*, the refined and graceful offspring of the marriages of humans and the natural spirits of the fantasy world.

Each of the new non-human races has its particular strengths and limitations. The *korobokuru* are hardy and stout fellows like their dwarvish cousins, but in the highly civilized and cultured lands of the orient they are considered somewhat backward and primitive. The *hengeyokai* are able to assume three forms at will — their animal shape, a combination of human and animal, and a human form. But they are loners, occupying a niche outside the highly structured human society. The *spirit folk* gain powers from their supernatural heritage, powers that can both aid and hinder them.

The selection of new character classes is broad, reflecting the diversity of the oriental world. The *samurai* represents the aristocracy, the noble warrior and leader of the people. He has potent fighting abilities and a natural tendency to rule. He lives by a fierce code of honor (*bushido*) that stresses his reputation and his warrior ideals. The *shukenja* is a wandering priest, a cleric devoted to helping and aiding others. Fortified by spells, both old and new, he is a weak fighter, oriented more toward aid and investigation. The *sohei* is at the other extreme of the same spectrum — a warrior-priest who is skilled in the fighting arts but less adept at the magical and mystical.

An offshoot of the thief class is the *ninja* — the popular figure of so many books and movies. The *ninja* possesses many of the abilities of the thief, acrobat, and assassin classes. The *ninja* does not exist as a separate class, but is a specialty that must be combined with another character class, allowing for characters with formidable combinations of fighting or spell-casting plus *ninja* abilities. In this same grouping is the *yakuza*, a shadowy figure of the underworld. Sometimes a protector of the common people, the *yakuza* has many resources at his disposal, including information-gathering and thieving skills.

Of the fighter types, the *bushi* is the most common. He is a warrior of no mean skill, but one who often suffers the hardships of poverty and low rank. He has the opportunity to rise to important posts, competing

for recognition with the samurai. Deadliest of all warriors is the *kensai*, a master in the use of a single weapon. His life is dedicated to perfection of his art, man and weapon becoming one. Although vulnerable at low levels, he is a powerful and efficient fighter at higher levels.

The counterpart to the magic-user is the *wu jen*, the mysterious spell caster of the east. He has slightly more combat ability than the magic-user and a spell list that combines magic-user, illusionist, and more than 50 new *wu jen* spells. Through patient study, he can become a master of one of the elements, thereby gaining extra power from his spells.

In addition to these new character classes are a couple of familiar names, the *barbarian* and the *monk*. Each has been adapted to take into account the new rules associated with the oriental world.

But the mere descriptions of the character classes do not create the complete oriental character. Of near equal importance to the setting are their skills in the arts and their family background. Thus, new rules have been provided to give the characters skills and abilities such as weapon-smith, calligraphy, poetry, falconry, herbalist, etiquette, and swimming. These skills, an expansion of the proficiency rules already found in the AD&D game system, help create the knowledge of the character.

Still, the oriental character would be incomplete without a family clan and history. Each player determines his character's birth rank, designs a family (according to simple rules), learns the family's history and background, and determines the character's birthrights. Thus, a samurai character may be the grandson of the head of his clan, who owns a small castle and several parcels of land. Before adventuring, the character is given a sword of quality and several horses as his birthright. Another character may have had a famous general in his ancestry, but his family has fallen on hard times since. The family background can become important in play, affecting the reactions of NPCs to the character on the basis of his family.

Of course, a brand-new setting leads to brand-new equipment and weapons. Unlike many other possible historical settings, the oriental world offers a wide range of new and exotic equipment. Weapons range from the commonplace to the bizarre — from swords, spears, bows, and crossbows to *chuko-nu*, *jitte*, *kau sin ke*, *kiseru*, *kusarigama*, *metsubishi*, *sode garami*, and

uchi-ne. Those of an unusual nature are described and illustrated for easy reference. Likewise, armor ranges from common suits of leather, chain mail, and banded mail to specific pieces such as do-maru, hara-ate-gawa, and sune-ate. New rules are provided for wearing pieces, not complete suits, of armor, a common enough situation in many oriental lands. The rules allow characters to wear any combination of pieces — kote (armored sleeves) with sune-ate (shin guards) or do-maru (breastplate), haidate (thigh guards), and sode (shoulder guards), etc. Players accustomed to the armors used in the AD&D game system will be in for a surprise — there is no type of plate armor commonly available in oriental lands.

Exotic weapons are one thing associated with the orient. Another area linked to that of the orient is martial arts — the exotic styles of combat with and without weapons. Here, the original rules for martial arts have undergone a great deal of expansion to allow the DM and players to create different styles of martial arts. Each style generates its own armor class, number of attacks, damage, main method of attacking, and special maneuvers. The last of these, special maneuvers, are extraordinary feats that can be attempted by the characters — flamboyant kicks, powerful punches, throws, locks, parries, and mental feats. Learning these maneuvers requires dedication and patience on the part of the player character, as well as the sacrificing of other proficiencies he could learn instead. In addition, the martial arts fighter can learn to use a number of specialized weapons, adding these to his repertoire of fighting skills.

Of course, no adventure is complete without adversaries. Therefore, new monsters peculiar to the oriental milieu are provided. New dragons and other creatures make their first appearance — the ikiryo, kuei, jishin mushi, jiki-ketsu-gaki, tengu, and shirokinukatsukami (winner of the longest monster name yet), to name a few. They range from implacable foes to benevolent protectors of mankind. A new class of creature type is introduced here, too — the lesser and greater spirits. These creatures (of which there are many) are those things of the “half-world,” the boundary between the mortal and celestial realms. Normally found throughout the oriental world, these creatures possess supernatural powers, often quite formidable in scope. Fortunately for the characters, the shukenja and wu jen are provided with spells to deal with these spirit creatures. Indeed, dealing with spirits is the shukenja’s equivalent of the cleric’s turning undead.

Along with new monsters come new treasures. The stories of the orient are filled with unusual and powerful magic items. Furthermore, the vast number of new weapons need to be included in the lists of possible magical weapons. The new treasures listed include miscellaneous magic items representative of those found in the orient and a system for creating magical weapons. No longer are swords the only intelligent

weapons — many different weapons have the chance for special powers and intelligence. Not only are there magic swords, there are magic halberds, daggers, katana, kama, naginata, and more. There are magic bows, arrows, crossbows, spears, darts, sling stones, uchi-ne, shurikens, and other missile weapons. There are magic martial arts weapons and magic ninja weapons. The DM can create any number of magic weapons with a variety of powers.

The *Oriental Adventures* rules can be used within an already existing campaign or to play in an entirely oriental world. For the latter option, new encounter tables have been provided. However, there are more than just encounter tables. Given here is a system for creating yearly and monthly events. These events can be natural disasters (fires, earthquakes, floods, and plagues), social events (contests, rebellions, wars, births, assassinations, and bandits) or even supernatural occurrences (hauntings and visitations). By creating a year’s worth of events, the DM forms a backdrop for the play of his campaign — a living world his characters can adventure in. The event system breathes life and energy into a campaign world.

Finally, there are sections giving an overview of the life and culture of a mythical oriental continent — Kara-Tur. This continent can be used as a starting place for creating your own adventures and will also be the setting for future *Oriental Adven-*

tures modules published by TSR. Described is the general climate, geography, and principal empires of the land. In addition, there are also sections dealing with aspects of the daily life in the orient — types of food, dress, buildings, and so forth. Finally, to get you started are a series of suggested adventures, highlighting the different style of play in the oriental world.

Playing in an oriental setting is different, and this difference creates excitement and enjoyment. The standard “dungeon crawl” is an uncommon event here. Instead characters, even low-level ones, will find themselves undertaking more wilderness journeys and adventures. More emphasis is placed on dealing with NPCs, too. The oriental lands are highly civilized and cultured places, more so than the lands of the west at the same time. Players will find their characters more often dealing with nobles, lords, and officials — engaging in politics and government, helping to shape the destiny of provinces.

The *Oriental Adventures* book has something for every DM and player, not just those fascinated by the inscrutable East. Within its pages is material that can be applied and adapted to any campaign. DMs and players are encouraged to experiment, mixing the strange powers and wonders of the orient with their own campaigns. Such experimentation is creative, imaginative, and, most of all, fun. And *fun* is what the AD&D game system is all about. ♪

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Three challenges in one

New module mixes wargaming and role-playing

by Michael Dobson

New rules for the D&D® game make new things possible. One of the great things about the BATTLESYSTEM™ Fantasy Combat Supplement is that it changes some ideas about how the D&D game can be played. A new D&D Expert Set campaign module, designated X10 and titled *Red Arrow, Black Shield*, explores one of these new ideas: how to build a world at war.

I'm especially fond of this adventure, not just because it's the first module I've written by myself, but also because it does something that has never been done before in the D&D game system — it is a combination of strategic wargame, tactical wargame, and role-playing adventure. You can adapt the techniques in this module to your own campaign world, and I think you'll have a much more lively campaign if you do.

In X10, the Master of the Desert Nomads (last seen in the X4/X5 *Desert Nomads* saga) returns to menace the civilized lands of the D&D Expert Set game world. But this time, instead of being scouts for the defending army, the PCs become diplomats and generals directly involved in fighting the war. This wasn't possible before the publication of the BATTLESYSTEM Supplement (which works for the D&D game as well as for the AD&D® game) and the War Machine from the D&D Companion Rules Set. The BATTLESYSTEM rules handle the tactical battles, and the War Machine (specially modified with rules for counter movement on a hex grid for this adventure) handles the strategic war. These new rules create a new excitement in managing a large campaign. (The adventure also contains a lot of new information about the nations of the D&D Expert world.)

While the PCs are engaged on the role-playing or tactical level, the strategic game keeps track of the whole war, week by week. Like a novel that changes point of view from the individual to the omniscient, the adventure constantly flows from one level of play to another.

This ability to change scale dynamically opens up important new horizons in role-playing. In the past, it has been nearly impossible to get individual adventurers involved in the great sweep of the geopolitical campaign. Traditional role-playing rules focus on the individual, but in the strategic scale the individual tends to fade out and vanish into the common herd of humanity. PCs in a normal role-playing campaign do not have the perspective that allows them to see strategic movement. It is a case of not being able to see the forest for the trees.

This three-level technique (role-playing, BATTLESYSTEM, and War Machine) allows you to design a campaign world much as you would design NPCs or monsters, and to run each country as a game entity while still keeping an individual-scale role-playing campaign running smoothly. To do this, you must (1) lay out the campaign world, (2) identify the various nations, (3) create national identities, (4) define the relationships among the nations, and (5) design the armies.

To put this system into practice, you need the following items: the D&D Companion Set, the BATTLESYSTEM Supplement, and (ahem) module X10 for the War Machine variant rules. You also need a few hundred blank half-inch wargame counters and large mapsheets with a 16 mm hex grid. (The back sides of the counters and the large map in X10 are left blank for just this purpose.)

First, you have to map out the basic campaign world. (In X10, I didn't have to do this, because I already had the D&D campaign world from the Expert Set to draw upon. This illustrates the importance of creative borrowing in game design.) Don't get too ambitious at first; you can always add more continents as you need them. Figure out the basic continental outline and geography, place major mountains, rivers, and other features on the map, and decide on national borders. To make the job easier, do some research first. Study how the WORLD OF GREYHAWK™ Fantasy Game Setting and the D&D campaign world are put together. Various articles that have appeared in DRAGON® Magazine (recently in issues #87, 90, 93, 97, and 98, for example) contain useful ideas for world construction. Above all, consult your local library for books on the medieval world, geography, cartography, etc. Prepare a large map of your world using a scale of 24 miles to a 1-inch hex.

Next, design each of the nations in your world. Make up a name for each country, and decide what form of government it has. Create the rulers and any really important citizens as NPCs. (You can add additional important personages as your campaign develops.) Decide on some basic information, such as population, racial composition (humans, demi-humans, etc.), wealth, and degree of civilization. Place the capital and other major towns and cities on the map. Draw in some roads, and decide where the major trade routes are located. Finally, write a short sentence or paragraph to de-

line each nation's national purpose, such as, "The Empire of Nefaria wants world domination, and will provoke war with any neighbor weaker than it is," or "The Republic of Fealty is interested in expanding trade, and will do anything it must to avoid war." Decide how each nation feels about each of its neighbors. Use the Dominion rules in the Companion Set to determine resources, income, expenses, and Confidence Level. As the campaign world evolves during play, make Confidence Checks and determine Dominion Events as required.

The last step is to design armies for each nation. The strength of the standing army should depend on population, wealth, and national objectives. Decide on makeup of the forces and how many divisions make up the army. Also, design reserve forces for each nation. These are additional divisions that could be activated in case of war, usually by drafting the peasants. Reserve units are normally ill-trained, poorly equipped, and have low morale. For each unit, use the War Machine rules to calculate a Battle Rating (BR). On the half-inch counters, write the name of the country, the unit name (14th Division, XXI Legion, etc.), the basic BR, and the movement rate (MV). On a scale of 1 hex = 24 miles. 1 turn = 1 week, I arbitrarily assigned each infantry unit an MV of 4 and each cavalry unit an MV of 6. Individuals or small groups on horseback have an MV of 10.

Now you have a complete campaign world ready for play — and in record time!

As you run adventures in your campaign world, you can easily keep track of what's going on in the strategic game by moving army counters and calculating Dominion Events using the War Machine and Dominion rules from the Companion set.

When war breaks out, as it inevitably will, the effects on the PCs are major. What if the dungeon they are about to explore is located in a war zone? What if the PCs are press-ganged into the army? What if the PCs respond to an advertisement for mercenaries? When the PCs get involved in the action, pull out your BATTLESYSTEM supplement and have at it. Characters earn experience points for leadership and battle-field heroics, and it's a natural way for PCs to grow in reputation, and eventually to become great generals, great lords, or even rulers of their own kingdoms.

Module X10 is the place to start, but you can build and develop a D&D game world of your own — packed with excitement, life, and involvement for your characters. †

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Meeting of the minds

An expanded table for psionic encounters

by Peter Zelinski

When the FIEND FOLIO® Tome and *Monster Manual II* were released, revised encounter tables for monsters were included. One table that was missing in both volumes, however, was the psionic encounter table. This article presents a new version of this table, combining all previously described psionic creatures from the official AD&D® game volumes.

[Editor's note: The only new creature from the *Oriental Adventures* volume that is psionic is the *ikiryo* (p. 123); none of the nonhuman player-character races listed in that volume are psionic. Because the monster lists for an *Oriental* campaign are so different from those of a regular AD&D campaign, the *ikiryo* is not included in this expanded table.]

The table should be used in the manner described on p. 182 of the DMG: If a periodic roll for random encounters indicates that an encounter occurs, and if any member of the PC party has used psionic powers (or spells resembling psionic powers) during the previous turn, then there is a 25% chance that the random encounter will be with a creature from the following table. Keep the surrounding environment in mind, and re-roll if an inappropriate monster is indicated. For instance, an aboleth would only be found near water, and a mind flayer would not be encountered above ground.

| Dice roll | Encounter | No. appearing |
|-----------|------------|---------------|
| 01 | Aboleth | 1 |
| 02 | Agathion | 1 |
| 03 | Algoid | 1-6 |
| 04 | Baku | 1 |
| 05 | Brain mole | 1-3 |

| | | |
|-------|---------------------------------------|--------------------|
| 06-09 | Cerebral parasite | 3-12 |
| 10-29 | Character race ¹ | variable |
| 30 | Couatl | 1-4 |
| 31 | Crysmal | 1-6 |
| 32-35 | Gray ooze | 1-3 |
| 36 | Daemon, greater ² | 1 |
| 37-39 | Demon, minor ³ | 1 |
| 40 | Derro | 1-2 (out of 3-30) |
| 41 | Deva, astral | 1 |
| 42 | Devil, greater ⁴ | 1 |
| 43 | Elemental prince of evil ⁵ | 1 |
| 44 | Githyanki | 1-4 |
| 45 | Githzerai | 1-4 |
| 46-49 | Grippli | 1-10 |
| 50-53 | Hollyphant | 1-3 |
| 54 | Intellect devourer | 1-2 |
| 55 | Ki-rin | 1 |
| 56 | Lich | 1 |
| 57-60 | Mind flayer | 1-4 |
| 61 | Modron, hierarch ⁶ | 1 |
| 62-68 | Mold, yellow | 1 patch |
| 69 | Opinicus | 1-2 |
| 70 | Phoenix | 1 |
| 71 | Planetar | 1 |
| 72 | Shade | 1 |
| 73-76 | Shedu ⁷ | 2-8 |
| 77 | Skeleton warrior | 1 |
| 78 | Slaad ⁸ | 1 |
| 79 | Solar | 1 |
| 80 | Swanmay | 1 |
| 81-88 | Su-monster | 1-12 |
| 89 | Titan | 1 (10% of 2) |
| 90-93 | Triton | 1-3 (out of 10-60) |
| 94-96 | Ustilagor | 1-3 |
| 97 | Vagabond | 1 |
| 98 | Xag-ya or xeg-yi ⁵ | 1 |
| 99 | Yochlol | 1 |
| 00 | Yuan ti | 1-4 |

Notes

1. This can be a psionic NPC or an NPC party with one or more psionic members. All varieties of elven, dwarven, halfling, and human characters are included, as listed in the AD&D expansion volume *Unearthed Arcana*. Because of this, no separate listing is given for gray dwarves on this table.

Of all psionic characters, 90% will be human. Of the remainder, 5% are elven (of any race), 2% are halfling, 2% are dwarven, and 1% are special or unusual characters or creatures of unique races or normally non-psionic races (such as ogres, giants, dragons, or orcs).

2. One in ten of these encounters will instead be with the oinodaemon.

3. Roll d10: 1-3, encounter is instead with a major demon; 4, encounter is instead with a semi-demon; 5, encounter is instead with a demon lord or prince.

4. One in ten of these encounters will be with a duke or archdevil.

5. Choose one or roll randomly.

6. Roll d10: 1-6, encounter is with a nonaton; 7-9, encounter is with a secundus; 10, encounter is with Primus.

7. One in eight of these encounters will be with a group of six or more led by a greater shedu.

8. One in ten of these encounters will instead be with a slaad lord.

It is recommended that the following official new spells from *Unearthed Arcana* be added to the list of spells resembling psionic powers: *demand*, *detect illusion*, *eyebite*, *Otiluke's telekinetic sphere*, *run*, *sending*, *sequester*, and *teleport without error*.

Label your letter

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The forum

(From page 6)

thinkers continue to try to impose "realism" on a fantasy game — even, Odin help us, historical and moral realism. As the alert reader may have surmised, I have just read *Unearthed Arcana*. But I am directing the brunt of my remarks at Paul Suttie's article on alignment in DRAGON issue #101.

Paul deplores (as well he should) "the introduction of twentieth-century morality" into the AD&D game; yet, his indictment of the standard alignment system, as stated and implied throughout the rulebooks, is based on twentieth-century moral concepts — to wit, moral relativism and moral equivalency. His argument is that the paladin or ranger who is committed to the extermination of goblins and orcs is not "good" from the goblins' and orcs' points of view. In fact, from an objective point of view, the paladin who seeks to kill orcs and the orc who seeks to kill paladins are morally equivalent. Good and evil, then, are relative, depending on your point of view; all sides in a bloody conflict may be equally "good" if they are loyal to their respective deities and kings.

Now, I am no Moral Majoritarian, to decry moral relativism as the tool of secular humanists and the devil. I think that it is an intelligent approach to moral conflicts in the real world. But *fantasy games do not take place in the real world!* They do not take place in twentieth-century reality, nor do they take place in the tenth-century quasi-historical "reality" that Paul evidently has in mind. They take place in a

fantasy world — and in a fantasy world, the rules of morality, just like the rules of physics and ecology, are different.

Throughout the classic fantasy literature, from *Beowulf* to Tolkien, "good" and "evil" are entities unto themselves — "elements," if you like (as in *The Temple of Elemental Evil*). They are not relative; they do not depend on your point of view, because in a fantasy world there is no spectrum of legitimate points of view. Orcs, for example, have no legitimate point of view, morally speaking. They are inherently evil: they are born evil, they live evil, and they die evil. They may be forced to perform a good act or two, but they cannot be reformed and killing them, even as infants, is a good act, not an evil one. Psychologically, we may explore their motives, and compare their approach to evilness with that of goblins, gnolls, etc. (as in the famous "Point of View" articles), but morally they are evil, and that is the end of it.

The prolongation and preservation of life is "good" only if we are talking about the lives of good creatures such as lammasu and devas; killing evil creatures such as trolls and devils is equally "good." (In fact, it seems difficult to understand how Paul can justify moral relativism in a game with devils and demons on one side and devas, solars, planetars, etc., on the other — in a conflict between them, would he argue that both sides were "good," depending on your point of view?) Neutral monsters should be allowed to live if they are harmless (to "good" creatures) and intelligent; otherwise, they can be killed for practical reasons with no more moral anguish than we expend over swatting a mosquito or butchering a Thanksgiving turkey.

Humans, demi-humans, and semi-humans are the exception to the above, because they have the

power of moral choice. They are not born to any alignment. An assassin chooses to be evil, and, given the right circumstances, could change his mind. Good characters, like good monsters, have a right to live that must be respected by all other good characters and monsters. Neutral characters also have a right to live, unless for some reason they are bringing misery or destruction to large numbers of good and neutral folk; and even then, killing them is at most an undesirable necessity, the lesser of two evils. Evil characters have no right to live, unless they could be redeemed or converted. In each of the last two cases, a judgement call is required from the character; but it is an intellectual judgement rather than a moral one. (Can this blackguard really change his ways? Can we prevent civil war without killing the mad, but not evil, king?) Characters could be duped or honestly mistaken in these judgements without risking their alignments.

Paladins, then, need not be pacifists. On the contrary, the destruction of evil and evil creatures is one of their highest duties, and the one they are most specifically fitted to perform. However, in performing this duty, they must adhere to their code of honor: no attacking by surprise or from behind, no duplicity or use of underhanded methods such as poison or flaming oil. They fight to kill, but in a way reminiscent of Arthur's knights fighting a giant, troll, or dragon. Parenthetically, it seems to me that much of Paul's argument is rooted in his resentment of paladins, whom he views as self-righteous, overbearing, hypocritical bigots — the question being, how could such insufferable jerks as he envisions ever obtain 17 and 18 charisma?

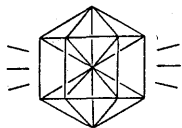
Not all good characters need emulate the paladin. The more practical rangers, for exam-

(Turn to page 66)

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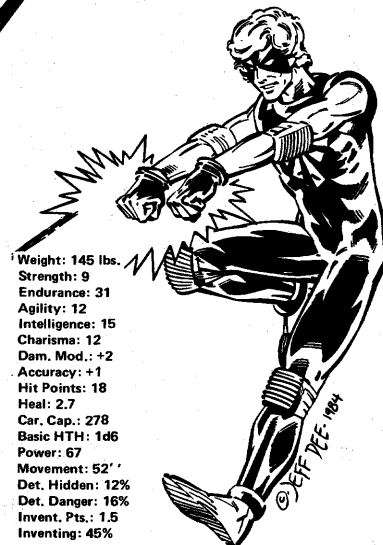
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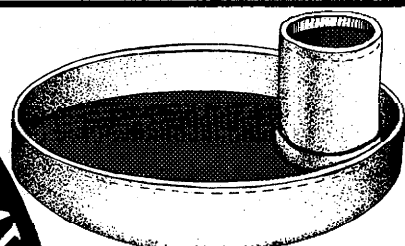
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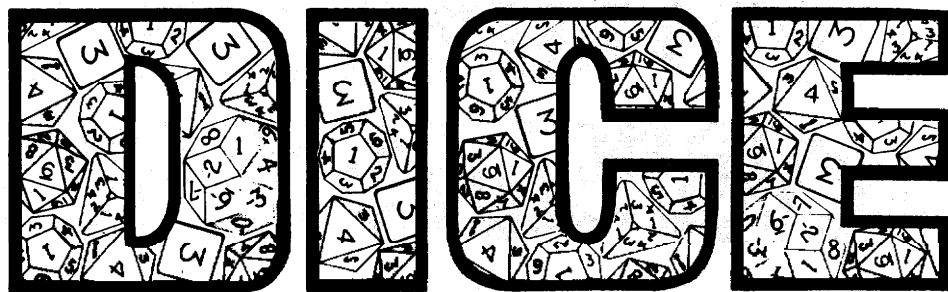
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LEOMOND'S TINY ADVENTURE



by Lenard Lakofka

Specialization and game balance

Unearthed Arcana finalizes many rule changes and additions that have appeared in *DRAGON® Magazine* over the last few years. Among those changes are *weapon specialization* for the fighter and ranger and *weapons of choice* (involving essentially the same principles) for the cavalier and paladin. To get the maximum benefit from these new systems, the DM must understand the mathematics underlying the new rules and what the systems do to play balance.

Let's look at an example of what will happen in an "average melee" — one in which all luck (die rolling) is removed and average figures are used for "to hit" chance, damage, and hit points. Using average figures, we can compare two opponents and determine the probable winner if the melee proceeds at an average rate.

Hit points for each character are calculated as one-half of the sum of the maximum and minimum rolls, plus any constitution bonus that might apply. Our first character is Hero, a 4th-level fighter with a constitution of 16. At 1st level he has 6 "base" hit points (see *UA* p. 74, fixing minimum hit points for beginning player characters) plus 2 for constitution, or a total of 8. For levels 2 through 4, he gains 5.5 "base" hit points per level ($\frac{1}{2} \times [1 + 10] \times 3$), or 16.5 hp, plus 6 more for constitution, for a grand total of 30.5 hp.

Average character number two is Warrior, a 2nd-level fighter also with a 16 constitution, which means he has 15.5 hit points ($6 + 2 + 5.5 + 2$).

Average damage is calculated in the same fashion as hit points — one-half of the sum of the highest and lowest possible results, plus any relevant bonuses. Let's give each combatant a non-magical long sword, which does 1-8 points of damage against a M-sized opponent, or average damage of 4.5 ($\frac{1}{2} \times [1 + 8]$).

Dealing with averages in terms of "to hit" probabilities is a somewhat different matter. In this example, we'll equip both fighters with chain mail and shield (AC 4). To determine "to hit" numbers, I will indulge a personal preference and employ the "special note" below the attack matrix for fighters (*DMG*, p. 74). This means that Hero needs a 13 to hit AC 4, and Warrior needs a 15. In percentage terms, then, Hero has a 40% chance to do damage on any single hit attempt, and Warrior has a 30% chance.

This leads us to the calculation of average damage per round that each character will inflict. The figure for Hero is 4.5 (average damage) \times 40%, or 1.8 points. The figure for Warrior is 4.5 \times 30%, or 1.35 points.

Now the "average melee" can begin. When the fighters start swinging at each other, Warrior will take 1.8 points of damage per round, so his 15.5 hit points will last for 9 rounds. Hero will take 1.35 points of damage per round, and losing hit points at that rate he will easily outlast his lower-level opponent. After 9 full rounds of combat, he will still have 18.35 hit points left.

Okay, so that was no big surprise. Now, here's the point:

Let's run the same melee again, but this time let's say that Warrior has specialized in the long sword, so that he is +1 to hit and +2 to damage and gets two attacks every other round. Now he hits 35% of the time (on 14 instead of 15), does 6.5 points of average damage ($4.5 + 2$), and strikes 1.5 times per round instead of once per round. All of those changes raise his average damage per round to 3.4125 ($1.5 \times 6.5 \times 35\%$).

Now our Hero has a big problem. If he loses hit points at the rate of 3.4125 per round, he won't last through round 9 either — and Warrior will win the combat if he strikes first in round 9 and reduces Hero to zero hit points before Hero does it to him. With the "simple" addition of the advantage of weapon specialization, the lowly Warrior has become a much more potent lighting force. All other things being equal, he will usually beat a 3rd-level Swordsman, he is an even match against a 4th-level Hero (as we've just demonstrated) — and with a bit of luck in a normally rolled melee, he might even be able to outlast a 5th-level Swashbuckler.

Does this mean that weapon specialization is somehow "bad," because it throws off the balance of the game? No — but it does mean that a lighter, ranger, cavalier, or paladin using weapon specialization or a weapon of choice is a much greater threat than before. Members of all other classes, and all monsters, have become much more vulnerable to these specialists. The advantage (or disadvantage, depending on your perspective) is even more pronounced when higher-level fighters and cavaliers are involved, and double or even triple specialization is brought into play. The "average

melee" we used for demonstration is a fairly tame example of how the new rules can change the complexion of a melee, an adventure, or even an entire campaign.

For the DM, more thought and a bit more work is required to incorporate specialization into a campaign and keep everything else in line with it. Experience-point awards, for instance: Someone who defeats a specialist in combat (assuming the opponent was using an appropriate weapon) deserves a greater reward; I suggest you award one "exceptional ability" addition (*DMG*, p. 85) for a single specialization and two for a double specialization, and there might be cases where an even higher award might be warranted.

Encounters designed to test the mettle of a weapon specialist will need to be beefed up. Where 10 orcs might have been suitable before as opposition for a PC party including one or two lighters, now you might want to consider using 12 or 14 orcs if those fighters are specialists; instead of 4 bugbears, make it 4 or 5 ogres. The overall effect of these adjustments will be to give the party as a whole more experience points than the PCs would have gained by beating a smaller or weaker enemy force.

There are many ways to toughen up the opposition in an encounter, of course, but I would not recommend automatically increasing the magic held and employed by the opposition as a balance against weapon specialization. This may make encounters more of an even match once again, but in the long run your campaign will suffer more than it benefits if you introduce an overabundance of magic.

How does a lighter get weapon specialization? It must be learned from a teacher or tutor, as with any other sort of skill. This gives you, as DM, a way to control when and how quickly a fighter, cavalier, etc. obtains the skill. Even if a teacher/tutor is readily available for training a character before 1st level or between levels, that teacher might not be qualified to teach specialization in a certain weapon. A teacher who is not specialized in a weapon certainly cannot convey that knowledge.

Weapon specialization for melee weapons, as described on p. 18 of *Unearthed Arcana*, may be too abrupt a change for your campaign. You might want to consider watering it down as follows: The +1 to hit applies in all cases, as per the rules. A 1st-

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level specialist (fighter or ranger) gets no bonus to damage, at 2nd and 3rd levels the damage bonus is + 1, and at 4th level and higher it is + 2.

Instead of a flat figure for attacks per round, try this system: At 1st level there is a 10% chance, rolled at the start of each round, that the character will get 2 attacks in that round. This chance goes up 10% per level until at 10th level the character has a 100% chance per round of being able to attack twice. The cycle begins to repeat itself at 11th level, when the character always gets 2 attacks per round and has a 10% chance for 3 attacks. This system "tops out" at 15th level, when the character has a 50% chance for 3 attacks in any given round. This is essentially the same effect as giving the character 5 attacks every 2 rounds, but in this system there is an element of uncertainty that keeps things interesting. The fighter may get 3 attacks in each of several successive rounds, or if the dice go against him he may only get 2 attacks in each of those rounds. Over the long haul, however, things will even out.

As a final adjustment, you might want to tone down double specialization so that it only gives + 2 bonuses to hit and damage and reserve the + 3 bonuses for those most unusual individuals who succeed in obtaining triple specialization. Whatever you decide to do, be sure that your decisions contribute to maintaining the balance of your campaign.

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The ecology of the ochre jelly

by Ed Greenwood

"Old favourites' time, is it?" Elminster asked, draining his cocoa and reaching for his pipe simultaneously with practiced ease. "I know that ye folks that play at the sort o' things that happen for *real* in the Realms are overly fond of pitting yer characters against witless giant amoebas! Just about their style, eh?"

I regarded him over the uplifted bottom of my mug. "Witless giant amoebas?" I asked, with the proper amount of deference in my tone.

"Ochre jellies, ye dolt!" Elminster shot back, expelling puffs of green smoke like a testy dragon. "Ye just asked about 'em — don't ye know anything to start with?"

"They're blobs, they ooze along looking for food — like adventurers — and they're always hungry," I offered. "I hoped you'd fill in the rest."

"'Course ye did! 'Course ye did!" Elminster replied, drawing on his pipe. "And," he sighed (Ever see someone sigh while drawing on a pipe? Spectacular!), "I suppose — as usual — ye're right. Pay attention, then — and no questions, mind, till the tale's done."

I did as I was told, and Elminster related the tale of "How Grymmar Held the Pass":

"Now, in the days when the Sea of Fallen Stars was new to men, and the lands still wild and unsettled, bands of lawless men rose about scavenging and slaying and pillaging. Kings were hard put to it to pay and train fighting-men to guard themselves, to say nothing of their kingdoms. And when a king rode to war, it was likely to be with another king, over some insult or spurned daughter or an uncertain line on a map. Kings did not spend time or men chasing after a few brigands who would flee and leave traps behind, or set an ambush, and in the end melt away before searchers as though they had never been — until the searchers turned their backs, of course.

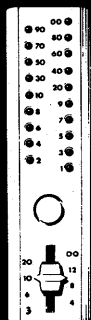
"The King of Cormyr was one of these monarchs, and a man with a problem. After spending a hot summer fighting all across his realm, from the Wyvernwater to Eveningstar, he had few men indeed left to call the Royal Host of Cormyr — some sixty-five stouthearts, to be exact. Then his weary ears heard news of an incursion from the east into Arabel, a merchant city too precious to give up without a fight.

"This was bad enough in itself, but compounding his plight were local cries rising in Eveningstar about bandits on the roads and a huge brigand army somewhere in the



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mountains to the west. Nowadays, with the great fortress of High Horn looming over the west pass, such news would be of little concern. But in these early days of Cormyr's sovereignty, no such fortress existed to impede the progress of enemies from the west. Clearly, the king's men could not be in both places at once, and dividing the force could mean failure for both halves. But the king dared not disregard either threat. He called his men together to give them the facts of the matter and told them to be ready to travel the following day.

"Later that evening the king called for Grymmar, the oldest of his stalwarts, and asked for the grizzled lieutenant's counsel on how to divide soldiery and supplies so as to meet each threat. The king was surprised to hear that Grymmar had formulated a plan to deal with the brigands — a plan for which no soldiers would be needed, save Grymmar himself and a couple of strong men. The monarch gave his approval to the plan and his blessing to Grymmar, supplying him with documents that would enable him to acquire the goods and services he would need, and on the morrow the king led his army eastward.

"Grymmar spent part of this first day gathering supplies. With the king's authority to lend weight to his requests, he procured an unused stone coffin, placed within it three grunting and squealing pigs, and with the aid of his strong assistants loaded it into a cart along with a barrel of pitch and several torches. Then Grymmar and his curious entourage set out — not directly for the pass, but on a northerly route to a place not far from Eveningstar.

"Only days earlier, some of the king's men had cleaned out this place, an old dwarf-delve that had served as a hiding place for a group of bandits. A dozen ruffians there were in all, no trouble — but Grymmar and the others with him had all taken a fright when, as they leaned on their swords afterward in a deep and freshly bloodied chamber, something moving and shapeless and alive, ochre in color and horribly hungry in motion, had oozed in under the door.

" 'A flesh-eater!' one of the warriors had warned, and they all had backed away hastily as the jellylike thing advanced. It flowed over stone and corpse alike, and left only bones and metal in its wake. The soldiers circled toward the exit, rushed through the doorway, slammed the portal, and sealed the space between door and floor with loose dirt.

"Now Grymmar made a return visit to the bandit hold, and with the help of his companions transported the contents of the cart down into the chamber where the flesh-eater was last seen. The coffin was set out, its lid awry, and the men sat nearby inside a circle of pitch they had smeared on the floor. Fairly soon the flesh-eater appeared, attracted by their presence, flowing eerily along a wall. Grymmar set the ring of pitch aflame, and the jelly shrank away from the men and went for the pigs in the coffin.

When the thing was entirely inside the coffin, the men leapt forward, put the lid back in place, and sealed the container with more of the pitch. Then they carried the coffin back to the cart. Grymmar and one of his helpers headed directly for High Horn Pass, and the other man veered toward the druids' grove in the forest to the south and east of the pass.

"By the time Grymmar reached the pass at sunset of the following day, he could see the bandits in the distance, approaching from the other direction. He and his cohort unloaded the coffin, storing it under a ledge where it would not be detected in the darkness, and watched from an elevated hiding place as the brigands made camp in the pass itself — an expanse of land broad and flat enough to house all of their tents at once, although they had to keep rather close quarters.

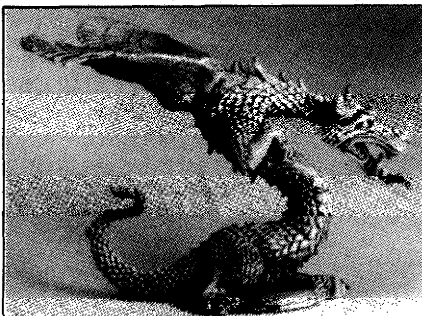
"Then the druids arrived in the dark of night, responding to the summons of their king as conveyed by Grymmar's helper, and it was time to put the last stage of the plan into action. Grymmar crept back down to the coffin, scraped away the pitch, and loosened the lid. At the same time, the druids began their enchantments. Massive, threatening clouds formed in the sky above the pass, and before too long the air was rent with driving rain, booming thunder, and crackling bolts of lightning. The bandits were protected from the elements inside their tents, and they slept unafraid, but tent-cloth could not keep them safe from the real danger.

"To this day, some folk still tell of how the druids saved Eveningstar by bringing down the awesome storm that decimated the brigand army and forced the survivors to turn back. But others know better, for they have heard the real tale. The storm abated after a time, and at first light the next morning when Grymmar and the druids looked down upon the bandits' campsite, they saw scores of flesh-eaters — born of the lightning strikes — and dozens of corpses, many of them already nothing more than skeletons. The few bandits fortunate enough to escape death from the jellies now could see the carnage that had been wrought during the night, and they ran for their lives back the way they had come. . . .

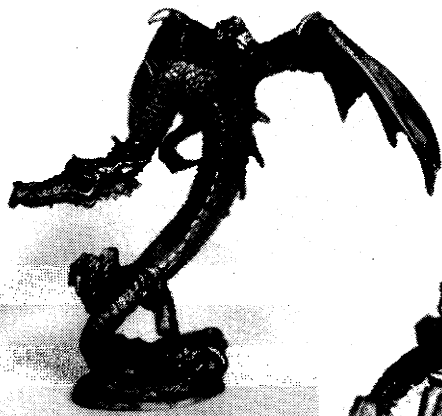
" . . . And that was how Grymmar held the pass."

At this point Elminster sat back and re-ignited his pipe, satisfied with the way he had told the story. I thanked him — and indeed it was a good tale — and then set about quizzing him as to the practical (to adventurers) details of the ochre jelly. Elminster related the following information, much of it drawn from the *Bestiary* of Hlammech the Naturalist:

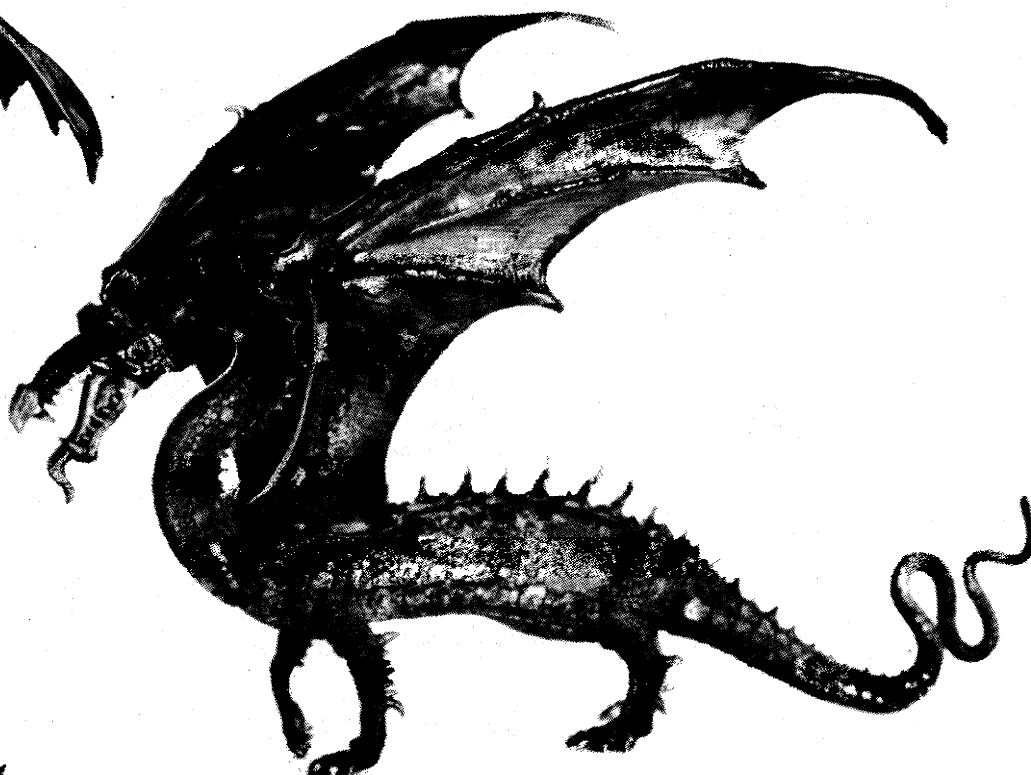
An ochre jelly is amorphous in form, having an outer elastic "skin" or bag of tough, translucent cells, ochre in color. Inside the skin is a large mass of fluid — the main bulk of the creature. This fluid is thick, soupy stuff — stabbing an ochre jelly



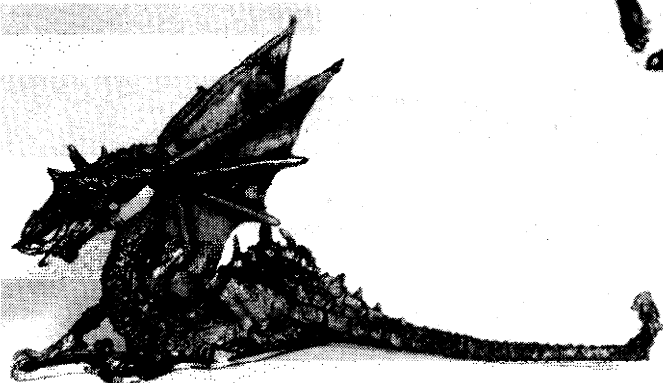
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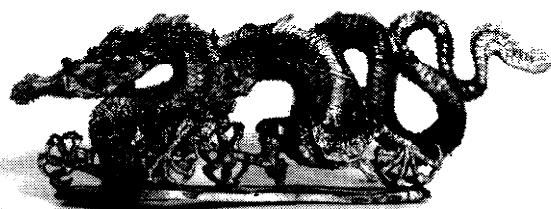
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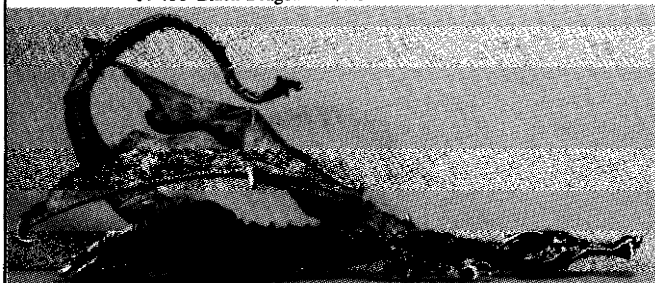
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won't cause the stuff to drain away quickly, like the way a wineskin loses its contents if punctured; fluid will ooze from the wound until excess skin cells (produced from the cellulose the creature devours, and carried around in little globules inside the fluid) arrive to "patch the leak." In this fashion, an ochre jelly can heal any wound it suffers from an edged weapon within 5-12 rounds ($d8 + 4$). A wound from a blunt weapon is more traumatic, rupturing a greater number of skin cells and taking 11-20 ($d10 + 10$) turns to close. In either case, the hit points lost when the wound was suffered are regained when it is healed.

Because of its construction, an ochre jelly can squeeze through any crack large enough to permit a thin "wafer" of skin cells (both sides) and internal fluids to pass — about an inch in width is required for an average-sized jelly. The creature's movement rate is only 1" when it compresses itself to travel through an opening smaller than the jelly's normal thickness. When at rest and under normal conditions, an average-sized ochre jelly is 3 to 6 inches thick and occupies a surface area equivalent to a 6' -diameter circle; however, the term "at rest" is theoretical in this case, because an ochre jelly never stops moving except to devour prey. When it moves, it does so by extending one or more pseudopods of skin and fluid, becoming elongated in the direction of movement, and setting up a rippling motion that enables it to "slosh" forward by means of inertia.

Ochre jellies can adhere readily to walls, ceilings, glass, and so forth — they do not seem affected by water, wine, oil, grease, and the like, and have never been observed to slip — but their grip on surfaces is not strong enough to enable them to pull open chests, armor, closed doors, etc., and they can be readily scraped or shoved off of a surface by a creature of at least average strength.

The creatures are non-intelligent and have no visual organs as we know them. They can detect heat, vibrations, and the scents of organic substances, and will move in the direction from where these stimuli come (in the order given; ochre jellies apparently "prefer" live humans or animals as prey, but can "smell" wood or plant growth, or corpses, if no live creatures are in the vicinity). They can sense the heat of a torch flame at a range of 500 feet, and the body heat of a living animal from 100 feet away; their sensitivity to vibrations (such as those caused by footsteps) or scents has a range of at least 500 feet, and often much farther depending on the severity of the vibration or the intensity of the odor; for instance, an ochre jelly can detect a troglodyte, by its scent, from several hundred yards away.

Ochre jellies will move mindlessly toward any stimulus, but will not voluntarily come into direct contact with any stimulus (such as a flame) that can damage them. In the absence of any detectable stimulus, an ochre jelly will continue to flow in the direction it

is heading until forced to turn or double back on its path because of an obstacle; Grymmar and his companions were bound to eventually encounter the ochre jelly in the closed-off chamber, because the creature had nowhere else to go.

When an ochre jelly comes into contact with any consumable (i.e., living or once-living) substance, a number of one-way valves in the creature's skin surface will open, and globules of the corrosive digestive fluid inside will be expelled onto the prey. This fluid seems to be a sort of acid-based enzyme which first eats away and then breaks down (by chemical reaction) the flesh or cellulose. The ochre jelly then reabsorbs the digestive fluid at the same time that it ingests the nutrients, through a set of similar one-way valves that work in the opposite direction. These valves are very selective, only letting in the fluids that the ochre jelly "intends" to absorb; the creatures have been encountered in coastal salt waters, and in order to subsist in such an environment, they must be able to prevent the taking in the water with which they are surrounded.

As so often happens with the unique body fluids of certain mysterious creatures, the acid-enzyme secreted by an ochre jelly becomes inert if the creature is killed or the fluid is somehow prevented from being reabsorbed by the body. This neutralization of the fluid takes place immediately upon the death of an ochre jelly, or if the creature is forced to abandon partially consumed prey (which is why a victim's flesh does not continue to "dissolve" if the jelly is killed or pushed off). Similarly, the skin of an ochre jelly loses its distinctive properties after the creature is killed and cannot be salvaged for any useful purpose.

An ochre jelly can and will instinctively flow over or around its prey, enveloping it so as to retain contact if the target moves or struggles. If the creature is attached to a wall or a ceiling, it can send out pseudopods to contact something edible that is below or beside it. Once having made contact in this fashion, the jelly can detach itself from the wall or ceiling and flow onto the victim.

An ochre jelly can be damaged by cold- or fire-based attacks. Severe cold (freezing temperature or lower) of a lasting nature will further impair the creature, slowing its movement rate to 2" and adding 2-5 rounds to the time required for it to heal a wound, since its internal fluids cannot flow as freely to reach the affected area. (Note that a *cone of cold* spell, to name one example, is not cold "of a lasting nature," since the spell's duration is instantaneous.) Any single fire-based attack that does damage equal to at least one-quarter of the creature's maximum hit points will cause a wound that takes 16-25 ($d10 + 15$) rounds to heal, and for 4-7 rounds following the attack the ochre jelly will lose 3 hit points per round as fluid continues to leak from the wound. Fire damage of less severity will take 11-20 rounds to heal, the same as for a blow with a blunt weapon.

The sudden application of intense electri-

cal energy (such as a lightning bolt or magical or natural origin) does not damage an ochre jelly; instead, this serves to increase the creature's metabolism and cause it to divide immediately (within the round following the electrical contact) into a number of smaller jellies, each identical to the original creature in all respects except for size and damage; they are capable of doing 2-6 ($d4 + d2$) points of damage per attack. The number of "offspring" created is usually (75%) 2-4, but occasionally as many as 5-8 are produced. These smaller jellies will grow into normal-sized creatures (doing the usual 3-12 points of damage) within 1-3 months after the split occurred.

In rare instances, an ochre jelly will split "voluntarily" into two equal-sized creatures (each doing normal damage), but only when the original creature is of huge size. Ochre jellies grow slightly every time they feed, but do not shrink when they go without food — and they can survive for several weeks on little or no nourishment. No example is known of an ochre jelly that died of "old age"; perhaps they do not age (as we understand the term), or perhaps they decompose quickly when they die in this manner, thus leaving no evidence of their passing.

An ochre jelly cannot be poisoned or intoxicated or otherwise adversely affected by attacks with *purely* fluids (including acid but not including flaming oil). It will absorb all such fluids, "walling" them into globules surrounded by excess skin cells, suspending them within its internal body fluid, and holding them harmlessly until it is not feeding on prey or involved in combat, whereupon it will expel them through the same openings that release its digestive fluid. A physical attack upon a jelly that ruptures a globule of this stored fluid may cause its contents to squirt out at the attacker.

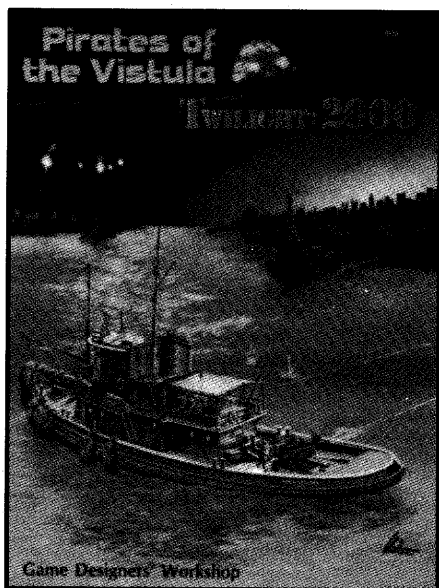
Astute students of biology will note that ochre jellies are not precisely "amoebas" as we know them — but when I mentioned this to Elminster, he merely fixed me with a cold eye and grunted, "Hah! And what do your scientists in this world know of *anything*?" And that is all I learned from him about the ochre jelly.

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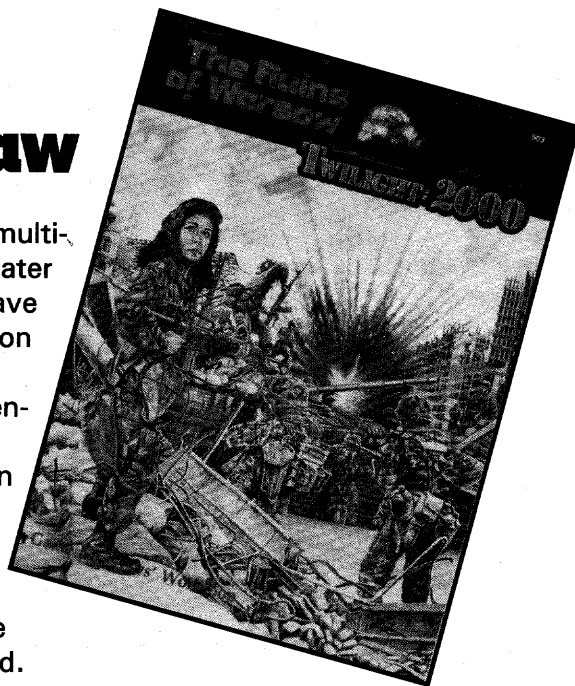
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Assessing, not guessing

How PCs can make their own value judgments

by Lionel D. Smith

The game is moving along well, and the new player is enjoying himself immensely. The party has just slain the evil troll and is examining the haul.

Dungeon Master: You find 1,200 gold pieces and a jeweled necklace, and also a green gem — a spinel.

Veteran Player: What're they worth?

Dungeon Master: The necklace is worth 900 gp, and the spinel is worth 100 gp.

New Player: How do we know that?

DM: Er, ah . . . um, er . . . uh, you can tell, I guess, by looking, you know, uh. . . .

The AD&D® game rules make no allowance for assessment by player characters of the worth of gems, jewelry, and other valuable items which they may encounter from time to time. This is unfortunate, since it seems obvious that characters would generally not be able to accurately determine the monetary value of such items without calling on some relevant experience, either their own or someone else's. Of course, it would be undesirable to clutter the game with some overly complicated mechanism for such assessment; many supplementary game systems, designed to add realism to the game, are more trouble than they are worth. Bearing this in mind, here is a relatively simple mechanism that allows a character to evaluate the worth of an object, based on that character's experience and skills.

Any character possesses a percentage chance of assessing the exact value of the object in question. Should this chance be missed, the object's value will be assessed incorrectly, to a greater or lesser degree of error. Only two dice need be thrown: a d20 and any other die. The d20 acts as an ab-

breviated d%. For example, consider a character whose correct assessment percentage (CAP) is 35%. Any roll of 7 (35%) or less on the d20 indicates that the object's value is determined exactly. Higher rolls indicate progressively worse estimates. A roll of 9 (45%) indicates that the guess is off by 10% ($45\% - 35\% = 10\%$); a roll of 14 (70%) means that the estimate is off by 35%; and a roll of 20 would result in a guess that was wide by 65%. Is the estimate too high or too low? This is determined by the other die. If its result is even, then the guess is high; if odd, it's low. This table shows examples for a character, with a CAP of 40%, trying to evaluate a fur coat worth 5,400 gp.

| d20 roll | d12 roll | Character's estimate (gp) |
|-----------|----------|---------------------------|
| 4 (20%) | [9] | 5,400 (correct) |
| 8 (40%) | [4] | 5,400 (correct) |
| 10 (50%) | 11 | 4,860 (10% low) |
| 15 (75%) | 8 | 7,290 (35% high) |
| 20 (100%) | 2 | 8,640 (60% high) |
| 20 (100%) | 7 | 2,160 (60% low) |

Square brackets indicate an irrelevant roll.

The d20 is used rather than a d% for two reasons. First, it makes the rolling somewhat simpler. Second, it avoids such hair-splitting calculations as "39% high." Note that the higher the CAP is, the smaller the maximum absolute error.

What is a player character's CAP? It is a function of class, experience, and race, as noted on the following table.

| Class | CAP modifier |
|----------------|----------------|
| Thief. | .35% +5%/level |

| | |
|--|-----------------|
| Assassin | .20% + 5%/level |
| Cleric, druid, magic-user, illusionist, bard, fighter. | .15% + 5%/level |
| Paladin, ranger, monk, barbarian | .5%/level |
| Dwarf, gnome. | + 10% |
| Half-elf, halfling, human | + 0% |
| Elf, half-orc. | - 10% |

A multi-classed character, or one with two classes, uses the class and level which give the best CAP; e.g., a magic-user/thief of 3rd/4th level would use the thief class and level for a CAP of 55%.

If the players so desire, only one CAP roll need be made for any party. The party is apt to accept the estimate of its most knowledgeable member and not second-guess his assessment. Optionally, if each member of a six-member group is told his estimate of the item's value, it will be a simple matter to average these assessments and arrive at a reasonable figure. Or, if two party members have identical high CAPs, two rolls are made; each of the two can then assess the item independently and "compare notes." In practice, the DM will likely be aware of the party's CAPs before the adventure begins. This would allow the DM to roll the dice beforehand and place the party's assessment of valuable items right into the key, thus saving time during the adventure. For example, the key might read: "Diamond ring, value 4,000 gp; Karnul will assess it at 4,400 gp."

Optionally, the DM may wish to use secondary skills (DMG, p. 12) in finding characters' CAPs. This may get a little complicated, though, as characters and parties may have different percentages for different types of items. If you're one of those gamers who thrives on figures, try the suggestions in Table 3.

| Table 3 | |
|------------------|--|
| Secondary skill | Evaluation |
| Jeweler/lapidary | + 20% gems & jewelry only |
| Tailor/weaver | + 20% clothes, tapes-tries, etc., only |
| Trader/barterer | +10% on all |
| Trapper/furrier | + 20% furs, etc., only |

Note that for a fur coat, a tailor/weaver (knowledgeable in textiles) would not get a bonus, but a trader/barterer or trapper/furrier would.

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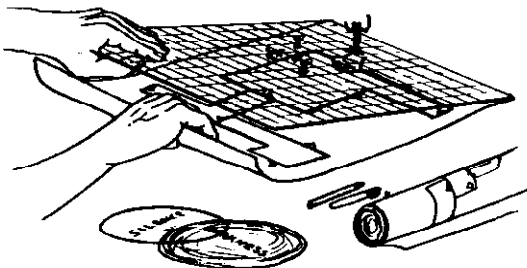
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The purpose of all this is related to the fact that some characters do not wish to amass huge piles of gems, jewelry, and other such baubles, preferring instead to sell them. This requires some idea of the value of the items which they are attempting to sell. Any dealer in such items (i.e., a jeweler, furrier, or whatever) will generally be able to appraise such items at their exact value; after all, it's part of the trade. A dealer's best offer will likely be below the actual value of the item in question, since the dealer needs to make money, too. As a general rule, a dealer's maximum offer would be 80%-95% of the real value ($75 + [d4 \times 5]$). If an item was highly unusual, the dealer might (if he were of the poetic persuasion) pay up to 120% of the true value of the item just for the joy of owning it. This might occur, for example, in the case of a gem worth more than 5,000 gp or jewelry worth more than 10,000 gp.

The main problem for the player characters in any sale is that their idea of an item's worth may well be distorted. For instance, they might ask for an outrageously high price, and be ridiculed for it; or, they might ask for only a fraction of the item's worth, and be taken in. A good strategy would be to ask the dealer what he or she is willing to pay. An honest dealer (20% of them) would offer around 70% of true value as a starting point; an average dealer (50%), around 60%; and a dishonest dealer (30%) would probably start at around 30%-40% of true value. All dealers will haggle, but will buy at no higher than their previously determined maximum. Note that if asked what they will pay for an object, many dealers will inquire "How much do you want for it?" since they know that the seller may be ignorant of the item's value. Also note that if a character asks for a ridiculous price (say, over 120% of true value), the dealer's initial offer may be even lower than the outlines given above. A dealer's honesty, or lack of it, will often be general knowledge in the community.

Another situation which may occur is that of a character using some valuable item as cash to purchase goods or services — in other words, barter. This is a rather more volatile case, since the other party may have less idea of the item's worth than the character. If the character is buying goods, the seller is likely (as an experienced barterer) to have a pretty good idea of the item's value. A good guideline would be a CAP of 70%-85% ($65 + [d4 \times 5]$), although this could vary considerably. If the character is purchasing a service, the seller may be rather more ignorant.

For instance, a hireling being paid off might have a CAP of only 10%, while that of a cleric being paid to cast a spell would depend on his level. The DM's discretion will decide; just remember that anyone, no matter how ignorant, will arrive at some assessment of the item's value and haggle from there. It is quite possible that a player might find a gem worth 200 gp, assess it at 300 gp, and use it to pay a month's wages

to his alchemist, who thinks it's worth 340 gp! Of course, the alchemist might estimate its worth at 80 gp, and get rather upset; or, both characters could assess it at around 160 gp, come to a pleasant agreement, and be totally wrong. The system's most attractive feature is the ease with which it allows such estimates to be made by characters.

From time to time, characters may also wish to sell magic items. This will occur relatively infrequently; nonetheless, it behooves the DM to have some coherent, consistent system to allow for such sales. First of all, it will frequently be difficult to find a buyer. The market for magic items will be quite limited; there will not be any magic dealers or magic shops (unless the campaign has some serious balance problems). In fact, no one will ever buy a magic item, except perhaps a potion, with the intention of selling it again. Magic items will be purchased only by those who intend to use them. In order to sell one, a character must find someone who (a) wants the item, (b) can use the item, and (c) can afford the item. Players should beware of casually publicizing the fact that they have magical goods for sale; there are many who will just as casually steal or kill to obtain such goods.

With a buyer found, the item can generally be sold for a price roughly equal to that given in the *DMG*, pp. 121-125. The only substantial variation in sale price occurs in the sale of spell scrolls. A scroll will only be

bought by someone of the corresponding class or subclass; in other words, an illusionist won't buy a magic-user scroll, and a magic-user won't buy an illusionist scroll. Furthermore, the price paid will depend on the spell-caster's status regarding that spell. The base value of the scroll is that given in the *DMG* (p. 121); i.e., 300 gp per spell level. Variations will be as follows:

- 1) Buyer can use the spell and has it in spell book: 300 gp/level.
- 2) Buyer can use the spell and does not have it in spell book: 600 gp/level.
- 3) Buyer not of high enough level to use spell: Magic-user — 600 gp/level; illusionist — 500 gp/level; cleric/druid — 300 gp/level.

Case #1 includes any spell to which the potential buyer has access; thus, for clerics and druids it includes all of the spells in the *Players Handbook* that their level will allow them to use.

Case #2 covers all spells of which the buyer's level will allow the use, but to which the buyer has no access. For illusionists and magic-users, this means that they don't have the spell in their books. For clerics and druids, it refers to any of the new official spells (see *Unearthed Arcana*) which they have not yet encountered and hence cannot use.

Case #3 is subdivided by class. Magic-users will pay more since (using the write spell) they can copy higher-level spells into their books for use when they attain higher

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experience levels. Illusionists will not have this option. They can either hang on to the scroll until they attain the requisite level, or engage in the somewhat risky (see *DMG*, p. 128) business of casting a higher-level spell directly from the scroll. Note that a magic-user without the *write* spell would be treated as an illusionist for this purpose, since his options would be identical. Also, in the unlikely event that the magic-user already has the spell in his books using *write*, case #1 will apply.

Finally, clerics and druids pay the least for such spells since they will be able to use them automatically when they reach the appropriate level. Therefore, the only use of the scroll is in casting the spell directly from it (again, rather risky). Note that the new official spells mentioned above do not affect this case; after all, if a cleric can't use third-level spells, then he's not going to know that *meld into stone* is a third-level spell that he won't be able to use even when he can use the third-level spells — if you see what I mean.

Using this system, a scroll will be worth different amounts to different buyers. A multiple-spell scroll will require a little work in calculating its value, but in any balanced campaign, characters will seek to sell such an item very rarely, if at all. An example might be a scroll with the spells *burning hands*, *forget*, and *teleport*. If the magic-user was 9th level and knew all of these spells, he would pay 300 gp per spell level

for a total of 2,400 gp. If he was 9th level and only knew *forget*, then he would pay 300 gp/level for that spell (600 gp), and 600 gp/level for the others (600 gp and 3,000 gp) for a total of 4,200 gp. If he was 2nd level, knew none of the spells, and didn't know *write*, he would offer $(600 \text{ gp} \times 1) + (500 \text{ gp} \times 2) + (500 \text{ gp} \times 5) = 4,100 \text{ gp}$ — if he had that much.

How much money does a potential buyer have to offer? How much *will* such a character offer? Often, NPCs will have been developed to a greater or lesser degree by the DM and these questions can be answered immediately. Generally, though, when the players have tracked down a potential buyer, he is only momentarily involved in the campaign, and rarely has a developed personality or a given amount of cash.

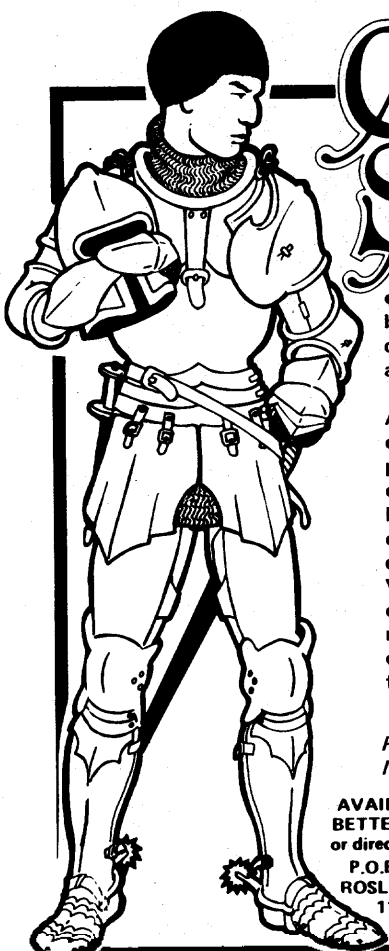
In such cases, some simple guidelines will suffice. First of all, it is not logical for characters to be able to assess magic items in the same manner as valuable non-magical items. After all, it would be unusual for any character to encounter, say a *cloak of the manta ray* more than once in a lifetime. How could an assessment be made of its value? The easiest (and fairest) system is simply that a character trying to sell such an item will be offered a fair price (true value, give or take 10%), or will be turned down if the object is not wanted or cannot be afforded. The *maximum* amount of cash, in coin, gems, or whatever, that a random

NPC has available at a given time is hereby assumed to be 500 gp times the square of his level (multi-classed characters and those with two classes use their highest level). The *actual* amount could be determined by multiplying this maximum by a percentile roll (or perhaps just $d4 \times 20\%$, if the maximum seems too high).

For example, a 5th-level thief is encountered. The maximum amount of cash she could have is $5 \times 5 \times 500 = 12,500 \text{ gp}$; a percentile roll reads 52, so she actually has 6,500 gp. Characters encountered adventuring will usually have only 2%-20% of their maximum — or else they wouldn't be adventuring. A character who did not have enough money to make a fair offer for an item, but who did want the item, might offer services to the player as part or all of the payment; then again, he or she might just try to steal it.

At any rate, the use of some or all of the suggestions presented above should add to the realism of the campaign without causing any undue delay in play. It is hoped that the use of these ideas will allow for some "social interaction" gaming, which is sadly lacking in most campaigns. Player characters should not be able to simply say, "We'll sell the necklace," and get cash up front equal to its full value. Force them to haggle! Let them get ripped off! Let *them* rip people off now and then, too! The business of buying and selling can and should be an adventure in itself.

†



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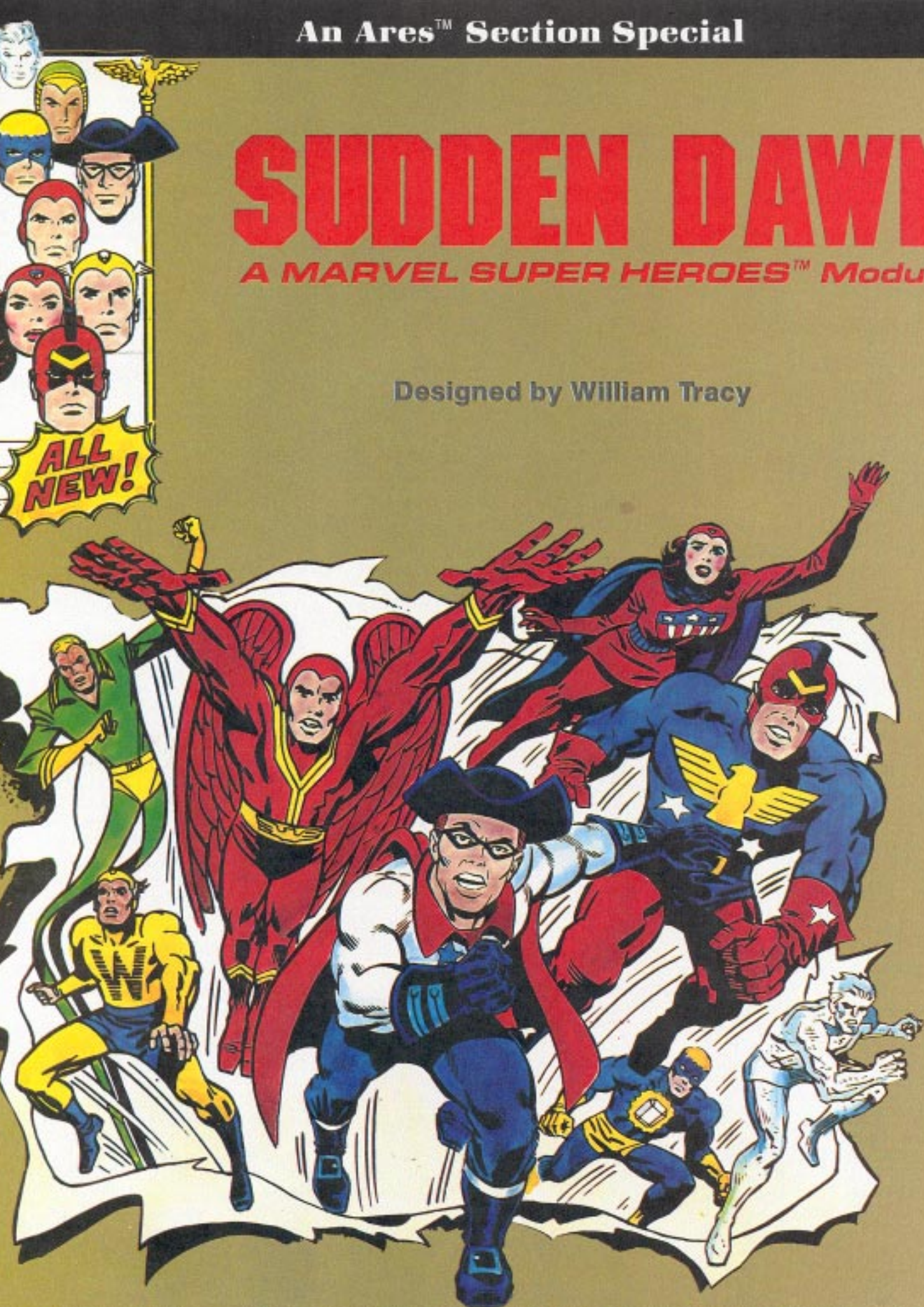



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SUDDEN DAWN

A MARVEL SUPER HEROES™ Module

Designed by William Tracy



Many believe that the Marvel Universe™ began in the 1960s with the birth of the Fantastic Four™, the Hulk™, and Spider-Man™. In actuality, comic-book heroes have been around for much longer than that. During World War II, costumed heroes were quite famous, fighting in Europe or on the home front against the Axis powers.

According to the history of the Marvel Universe, the most famous of these heroes joined together to form the super-team known as the Invaders™: Captain America™, Bucky™, the Human Torch™, Toro™, and the Sub-Mariner™. In early 1942, the evil Nazi genius known as the Red Skull™ was able to gain hypnotic control over all of the Invaders except for Bucky. Bucky broadcast a radio appeal for help and was answered by a number of costumed heroes; this new group was christened the Liberty Legion™. The Liberty Legion prevented the mind-controlled Invaders from performing acts of sabotage, and during a climactic battle between the two groups, Toro flew into the Red Skull's airship and destroyed both it and the hypnotic-control device.

The Liberty Legion members elected to stay together to stop Nazi sabotage in America, while the Invaders went back

to fight overseas. One of the most important missions the Legion ever tackled came in 1944, but little was ever heard about it because of the nature of the mission. Only now can the full story be told. . . .

This adventure is designed for a Judge and eight players. It is possible for fewer players to participate, if several players wish to run multiple characters. More may play, using characters from the Invaders. Captain America appears in the boxed MARVEL SUPER HEROES™ game, the Sub-Mariner was listed in DRAGON® issue #89, and Bucky appears in the MARVEL®-Phile of this issue. Compared to the Liberty Legion members, however, Captain America and the Sub-Mariner are exceptionally powerful. As an alternative, time-traveling heroes from the modern world might voyage back to help out, or super-soldiers such as Nick Fury™ might be added to the adventure. If more heroes are used, the Judge should increase the power of the opposition by 3-4 more soldiers per hero per scenario, or he should increase the Karma of the Marvel Super Villains™ by 100 points apiece. Players may, of course, use original characters.

Note: If the Sub-Mariner is used, he should be granted Excellent body armor from his dense skin.

Though the founding member of the Liberty Legion, Bucky, has gone to Europe, the group is carrying on as usual. The Spirit of '76™, a hero from a British hero group (the Crusaders™), has returned home, however. He will be recruited into the adventure in the first chapter as a player character.

The Judge should read through this entire adventure carefully and should be especially familiar with the powers of Baron Blood™, the mastermind behind Project: Sudden Dawn. A Marvel vampire is a terrible opponent, and Baron Blood was one of the worst next to Dracula™ himself!

At all times, the villains should act with reason and forethought, and they should be played so that they act as nasty and as rude as they do in comic books. Common soldiers and spies obey their masters implicitly, but villains (especially the ones in the Super-Axis™) are often consumed with hatred for one another as well as for their heroic foes. Though the Super-Axis villains claimed to fight for Hitler, in truth they selfishly fought for their own individual fame and power.

PLAYING NOTES

The referee may set up the game by removing the player character cards stapled in the center of this magazine, cutting them apart, and passing them out to the players. The players may then choose which heroes they wish to use.

A brief glance over the heroes for this adventure reveals that they are much weaker than most costumed crimefighters in later eras. Care will have to be used to complete the adventure if the heroes are to remain in one piece! Players should be given time before the adventure starts to discuss possible strategies for making it through dangerous situations.

The use of a Karma pool is suggested, particularly if the players work well together. Be aware that killing an opponent will destroy the entire Karma pool. If each hero donates half of his or her Karma to the pool, the Liberty Legion and Spirit of '76 will have 98 Karma points to share.

The maps required for this adventure are those provided with the various module packs and with the boxed MARVEL SUPER HEROES game set, save for the ones in Chapters 2 and 4. Each chapter lists the maps required. Judges should ensure that they have the proper

maps before the game gets under way, or else they should generate their own maps. Counters for all the heroes and villains in this scenario will have to be created by the Judge and players. Counters for vehicles, crowds, soldiers, spies, etc., should also be generated.

If a hero is injured severely enough to require hospitalization, a new player character may be substituted in later scenarios. The Judge may declare that heroes who would be killed in this adventure are sent instead to the hospital for several months, requiring substitution of a new player character. New heroes may be chosen as noted above; Bucky is strongly recommended.

In role-playing the heroes, the main characteristics they all share are patriotism, moral integrity, and a hatred for the Axis. Patriot™ emulates Captain America in personality and is one of the more even-tempered of the heroes. Blue Diamond™ is rather hot-headed and impulsive. Jack Frost™ is aloof, being a nonhuman, but friendly. Whizzer™ and Miss America™ are quite attracted to each other. Thin Man™ and Red Raven™ are excellent friends. Bucky (if used in this scenario) is fervently patriotic and active, but may act before he thinks.

Spirit of '76 is also highly patriotic, and often insists that his fists can solve any problem a villain gives him.

Heroes and bullets: One important consideration concerns protection from flying bullets, which the Nazis in this adventure fire by the thousands. Heroes with no armor protection should use stealth and their wits to defeat armed foes. Villains in the same area as a hero attack only with fists, knives, clubs, and the like.

Blue Diamond has little to worry about, even from artillery fire. Red Raven and Spirit of '76 have some protection from bullets from their costumes. Jack Frost can make ice shields, and Thin Man can either absorb or dodge some bullet hits by thinning.

It must be noted that none of the heroes like using guns or rifles, and Spirit of '76 is particularly adamant about using only his fists to stop crimes. Each time a hero uses a gun, this should cause a Karma loss of -10 (-20 for Spirit of '76) for that hero. The only time this Karma loss can be avoided is if the heroes are confronting Baron Blood, when special weapons must be used. There is **no** Karma loss for killing Baron Blood, since he is already dead!

Chapter 1: THE BLITZ BEGINS!

CAMPAIGN

Read the following to the Liberty Legion players.

It's May, 1944. Rumors circulate daily throughout the streets of New York City of a possible Allied invasion of Europe, coming within months, weeks, or even days. If the Allies can gain a toehold on Fortress Europe, the days of Nazi Germany are numbered.

The end of the war would come none too soon. So far, America has been spared the devastation visited across the rest of the world. Your worst fears are that Adolf Hitler and his Super-Axis allies will find a way to bring the war to your own shores. U-boats already patrol the Eastern seaboard and torpedo ships which leave the harbor.

cont . . .

JUDGE'S INFORMATION

The heart of this adventure concerns both the attempted theft of the Manhattan Project's atomic secrets by agents of the Super-Axis and the subsequent attempt at atomic extortion. Under the direction of the red Skull in Berlin, Baron Blood has assembled a force of soldiers, agents, and super-powered characters to steal information on the Manhattan Project from the U.S. Army. The relative success of the heroes in stopping this plan in early stages of the adventure has a direct bearing on the power of the primitive nuclear device constructed in chapter 4. If the heroes are alert, the bomb will be relatively weak and have little effect. If they slip up, however, things could be quite dangerous later on. . . .



Lately spy and sabotage activities have been at a low. You sense that the enemy may be preparing to strike at America's war industry, and each of you has tried to discover such plans without success.

Now it's Friday afternoon. You are gathered at a local radio station, enjoying a break. Patriot has just finished his weekly broadcast about the war effort, and you are discussing your plans for the coming week. Abruptly, one of the sound engineers breaks into your discussion. Some sort of disturbance is going on down the street, and the police are calling for assistance — meaning you!

The referee should use the city map from the boxed MARVEL SUPER HEROES game set. The radio station where the Liberty Legion begins play is on the first floor of the Krupp Building; they may leave the building at the start of the scenario. The sounds of gunfire may be heard from the western end of town, around 7th Avenue.

Read the following to the Spirit of '76 player.

You've only been off the plane an hour now, but already you feel as if you've never left America. If it weren't for your special assignment, you'd be tempted just to wander the streets of New York and enjoy yourself.

But for now, you've other things on your mind. British intelligence services intercepted a special message. Some of Nazi Germany's most dangerous super-powered agents have come to America, and you know it can't mean anything but trouble for the Allied cause. You've got to stop them any way you can. You didn't have time to warn the proper authorities or get authorization for military backup, so you've come alone to do what you can. The Globe Press building is going to be the first target of Axis sabotage — but why? You aim to find out!

Spirit of '76 may start the scenario anywhere around the block where Globe Press, Minski's Foods, and Ace Handling are located. He is wearing a trench coat, but is ready to throw it off at a moment's notice and attack.

Unknown to the Liberty Legion, a force of criminals has been secretly hired by Agent Axis™, a top enemy spy, to rob the jeweler's store and keep the local police and heroes busy. The important action is about to happen over at the Globe Press building. There, Agent Axis and a force of disguised German soldiers are going to attack the offices of Globe Press. A Nazi agent discovered that the U.S. Army was using Globe Press as a secret research center for work on the Manhattan Project, the project to build the first atomic bomb. Agent Axis intends to steal as many of the notebooks and diagrams in the building as he can find. This is the first step in Baron Blood's master plan.

BATTLE

The initial action revolves around Rosenstein's Fine Jewels. The Judge should set up four thugs (as per the Campaign Book, p. 27), armed with handguns, in and around the jewelry store. A police car is parked at the corner of Garfield Street and 7th Avenue, and two police officers (as per the Campaign Book, p. 27) are exchanging gunfire with the robbers in front of Rosenstein's. All nearby pedestrians have fled, except for a young boy outside of Crystal's department store (corner of Arthur Street and 7th Avenue). The boy is too frightened to either run or to seek cover.

The gunfire continues for four rounds. In the third round, one of the officers is wounded and knocked down. In the fifth round, the robbers head for the alley behind Rosenstein's to jump into a waiting getaway car. (The driver is a pistol-armed thug.) In this same round, unless the heroes have moved him, a stray bullet hits the boy in front of Crystal's, seriously wounding him. The getaway car starts to leave the alleyway in the sixth round, heading south on Garfield Street at top speed (to draw police and heroes away from Globe Press). If the getaway car leaves the game map, the robbers have escaped.

If at any time it is possible for the thugs to capture a hero, they will do so

and hold him (or her) as a hostage to ensure their escape. They will later demand a ransom; the Judge should handle this as seen fit.

In round seven, the entire side of the Overton Storage warehouse facing Garfield Street explodes, doing Excellent damage to anyone in the two Garfield Street areas beside the building. (The building was secretly taken over by Nazi agents and has been used as a staging area for the assault on Globe Press.) A large tank with a flamethrower mounted in place of a tank gun then rolls out of the building over the rubble and takes up a position facing south along Garfield Street.

The experimental Nazi flame-tank has Excellent control, Poor Speed, and a Remarkable-strength body. The flamethrower mounted on the tank's turret has a range of 2 areas and does Remarkable damage to all that it hits. Anyone hit by the flames may attempt to make a Red FEAT roll for Agility in order to escape most of the flames and take only Good damage. Each time the tank fires, make a FEAT roll in the Remarkable column. A Red result means the tank's flamethrower jams for that round, though it may try to fire normally in the next round. A roll of 00 indicates that the tank flamethrower has broken down; the vehicle is able to move, but the weapon is permanently jammed. A roll of 01 indicates that the tank's drive system has jammed; the tank stops, though its flamethrower still works. The tank is crewed by two German soldiers armed with pistols.

On the round after the tank rolls out into the street, ten black-hooded and heavily armed men (Nazi soldiers, as per the NPC capsules at the end of this module) charge out, led by Agent Axis (wearing a black suit and a black slouch hat). The soldiers are armed with six pistols, two rifles, and two submachine guns. One soldier armed with a pistol also carries two hand grenades, one of which he will use to blast his way into the front door of the Globe Press building. The extra grenade is for meddling hero-types. Agent Axis carries a submachine gun and two pistols. Grenades are treated as per the Campaign Book, p. 17.

The Globe Press building is unoccupied except for two American soldiers (as per the Campaign Book) with one pistol and one rifle each. Both will be incapacitated when the grenade-using Nazi blows up the front door, where they were standing. The plans and notebooks that Agent Axis wants are locked in a file drawer near the center of the

building. If he spends two complete rounds in the building without performing any other actions, Agent Axis will discover the notebooks and steal them.

Agent Axis wishes to avoid capture at all costs. His henchmen will do everything they can to help him escape, even at risk of their own lives. Three getaway cars are parked on Garfield Street in front of the Midtown Utilities Building; Agent Axis and his fellows head for them as soon as the notebooks are recovered. The drivers of all three cars start their engines as soon as the attack on the Globe Press building begins; drivers are treated as thugs (as per the Campaign Book) and are armed with pistols. The cars split up and attempt to leave the game map, heading in the direction of Rathbone Park at high speed. If any car leaves the eastern edge of the game map, the occupants are assumed to have escaped. When Agent Axis and the soldiers head for the getaway cars, the tank crew will abandon their vehicle and leave with the rest.

The Judge should locate a few other parked cars around the area, to avoid casting suspicion on the getaway cars. However, a hero making a Yellow Intuition FEAT roll within one area of the parked cars notices that the drivers are acting suspiciously (checking watches, looking up the street, not fleeing when everyone else has, etc.).

As above, if it is possible for Agent Axis or his men to capture a hero, they will use the hero as a hostage to ensure their escape. The hero will not be ransomed. Instead, the Nazis will attempt to ship the hero back to Nazi Germany, where horrible experiments, torture, and brainwashing may await him.

If Agent Axis sees that the experimental flame-tank is in danger of being captured, he will pull out a small, hand-held radio control device and push the red button on it. This will cause the tank to explode. Anyone inside the tank will take Amazing damage; those outside the tank in the same area will take Incredible damage, and anyone one area away from the tank will take Good damage. Agent Axis won't mind killing the tank crew if he feels it necessary. He will definitely blow up the tank once he and his men are leaving, before he exits the game map. Only grappling with Agent Axis, shooting the transmitter box, or freezing his hand (using Jack Frost's powers) will stop him from accomplishing this. Assume it takes one round for him to pull the radio-control device out and another round to push the button, allowing the heroes time to react.

The Judge may add extra NPCs to this scenario, such as newly arrived police cars, crowds of curious onlookers, and well-meaning citizens who try to stop the bad guys from doing whatever they're doing. Appropriate Karma bonuses and penalties should be awarded to the heroes for saving innocents, assisting with rescues, and so forth. Note the section on crowd reactions in the Campaign Book, p. 28.

AFTERMATH

If Agent Axis is captured, he will refuse to talk, and he will be held for trial on espionage, sabotage, and other other crimes. It is highly likely that rescue attempts will be made by other Super-Axis agents later on.

If the soldiers with Agent Axis are captured, they will initially confess very little. They were assigned to this mission by Agent Axis, but have no idea of what they were to steal or who is in charge of this project. They only know their mission was of critical importance to the Axis cause. Some men will be openly contemptuous of the heroes, particularly the most popular heroes. Any hero who manages to get a Nazi soldier or spy to talk (Campaign Book, p. 28) will learn that the men are fearful of punishment from their superiors for having failed to accomplish the mission.

Anyone reading the papers that Agent Axis was attempting to steal discovers (after a Yellow Reason FEAT roll) that they are covered with complex mathematical and physics formulas on radiation. Nothing else of value can be discerned from them, except by Red Raven or Thin Man. Either of these characters are capable of discerning that these papers could be describing the effects of splitting the atom. Loose talk about these papers or the Manhattan Project will anger the Army, and possibly cause the hero to be detained and interrogated himself temporarily.

After the battle, the Liberty Legion and Spirit of '76 are contacted by high-ranking officers in the U.S. Army. They are sworn to secrecy, and made to understand that what they are about to learn is classified material of the highest importance.

The research being conducted at the Globe Press offices is only one small part of an important American project to create a weapon that will hopefully end the war. To maintain the project's secrecy, the Manhattan Project has been split into several departments which know nothing about each other. Each department is working on a different

aspect of the weapon's design and development. Nothing more can be said about the weapon itself, except that it will be of unheard of power and destructiveness. The Army officers treat the project with grim seriousness. They never use the words "atomic bomb," "fallout," "nuclear weapon," or the like. They want the project to stay secret, even from heroes. After all, if the Red Skull could brain-wash the Invaders . . .

Unfortunately, Hitler is believed to have learned of the project, and a similar weapons program is in progress in Nazi Germany. Though Hitler is skeptical of the weapon's power, he has allowed funding for the project. So far, limited success has been achieved, but with no working prototype.

Thus, Hitler has decided to have information on the American project stolen by his agents. Possession of this material would hopefully fill in the gaps in their knowledge. British agents learned that the assault on the Globe Press building was the first phase of this plan. Though Spirit of '76 was flown back to the United States in order to warn the authorities there, he wasn't able to reach them in time, so he went ahead to the site of the first attack.

The Army now wishes the Liberty Legion to defend two other important sites from possible Nazi aggression. Intelligence sources have learned that these places are the ones most likely to be attacked, and the Legion has to move immediately to defend the next target

on the list. If desired, extra help can be received from the Army and from the Office of Strategic Services (the wartime intelligence service that later became the CIA) to replace lost manpower.

Heroes may heal up to twice their Endurance before the next chapter.

The Blitz Begins KARMA

| | |
|---|------|
| Prevent boy (or other innocents) from being wounded | +30 |
| Capturing Agent Axis | +20 |
| Stopping theft of notebooks | +20 |
| Each wounded policeman and soldier assisted | +15 |
| Capturing tank intact | +15 |
| Each thug, enemy soldier, or spy captured | +10 |
| Each getaway car prevented from leaving map | +10 |
| Each thug or enemy agent (including car drivers) escaping the map | -10 |
| Each hero captured/incapacitated | -20 |
| Agent Axis escapes without notebooks | -20 |
| Loose talk about Manhattan Project | -20 |
| Agent Axis escapes with the notebooks | -40 |
| Killing any enemy, including Agent Axis | -All |

Other Karma awards and penalties may be given out as the Judge sees fit, as per the Campaign Book.



Chapter 2: THE LIBERTY LEGION BOWL

CAMPAIGN

The Thin Man will be asked to fly his special aircraft to the place where the U.S. Army believes the Nazi agents are ready to strike next. The Liberty Legion plane is described on the Thin Man's character card. The plane can hold the entire Legion, plus the Spirit of '76, though it may be a tight fit. If Thin Man is incapacitated or not used, the group will be flown to their destination, but will have no time to prepare for the encounter and will not have the use of any aircraft.

Thin Man's plane is especially constructed to take his elastic and far-reaching arms into account. Anyone else using the plane must make a Green Agility FEAT every two rounds when flying the plane to avoid crashing, as well as making a Yellow Reason FEAT at first to understand the plane's control situation.

The Legion is instructed to fly to the University of Chicago, to the Stagg Football Field. The Army grants the Legion permission to land in the field parking lot, which is easy to do since the current college dean hates football and the lot is empty. The Legion arrives before dusk.

Before leaving for Chicago, Patriot is given a special message from an Army general associated with the Manhattan Project. He is informed that a research center has been set up beneath Stagg Field, and the center is to be defended at all costs. The work going on there is critical to the success of the project. Dangerous materials are stored there as well. A special telephone was secretly installed in the stadium of the field for the heroes to use to summon help; military units are standing by, but at a distance (so as not to scare the villains away, if they come).

If the characters arrive on the Liberty Legion plane, they will have two hours to plan their strategy for the next encounter. The Liberty Legion plane may be moved aside and covered by tarps. If they arrived on another plane, they will get to the field in a regular automobile only one round before the Nazis arrive.

The map required for this chapter should be generated by the Judge. A small-scale version of the map, which is easy to reproduce and uses staggered square blocks, appears at right. It

essentially depicts Stagg Field, the bleachers around it, and other relevant scenery. The map squares should be about 1" to 1½" wide, each one representing an area about 20 yards across. The map is not meant to be an exact replica of the real Stagg Field; it is only the way it looked in the 1940s of the Marvel Universe.

The materials used in the stadium at Stagg Field are as follows: goalposts — Good; walls between field and benches — Excellent (5' high); benches — Poor; railings in stands — Excellent; doors to underground complex — Incredible.

Note the location of the secret telephone. A military operator located near the stadium will answer the phone if the receiver is picked up. He can summon any reasonable assistance, including police, fire, medical, and military aid. (Military aid, for obvious reasons, will arrive first.)

Just after darkness falls (which is when the PCs arrive if they are transported by the Army Air Force), the group hears the sound of a propellor-driven plane approaching the field from the east. After a minute, a strange-looking aircraft appears, moving slowly over the stadium stands and heading for the center of the football field. The aircraft appears to be an airplane standing up on its tail, with several fins and smaller propellers projecting from its sides. The plane is painted with a camouflage style that anyone making a Yellow Reason FEAT roll will recognize as a typical German design.

The aircraft is an experimental model of a VTOL (Vertical Take-Off and Land-

ing) vehicle. The plane has Excellent control, Good speed, and a Good body. It is armed with two machine guns mounted on its sides which do Remarkable damage at a range of 10 areas; the guns fire with Good Agility.

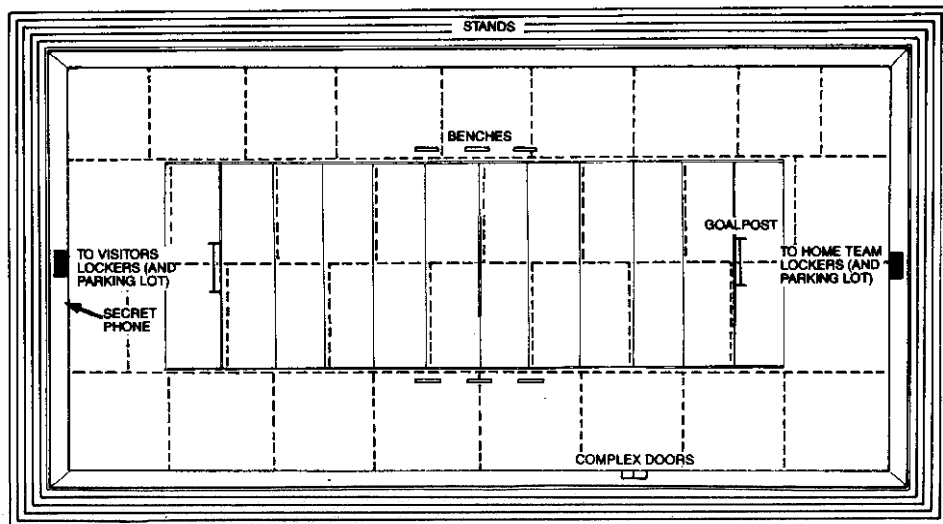
Unless it encounters heavy ground fire or is made to crash, the plane lands in the center of the football field. Two rounds later, as the main propellor is winding down, two costumed beings and eight submachine-gun armed Nazi soldiers (wearing normal American clothing) leave the plane by a folding stairway at the bottom. After one round of hasty conversation, one of the costumed beings (a giant woman) leads the soldiers across the field to the large doors leading to the complex beneath the field. The costumed man will fly into the air and slowly circle the field, looking for costumed heroes, police, or military people to attack.

The military forces near Stagg Field have heard and seen the VTOL's approach. They arrive shortly after it appears over the field, as noted below.

BATTLE

The costumed man and woman are two super-powered Nazis: Master Man™ and Warrior Woman™. Warrior Woman is in charge of the mission to break into the underground complex, steal as much as possible, and destroy everything else.

If not interrupted, Master Man continues to fly in a circle around the field until the U.S. Army arrives in force. Meanwhile, Warrior Woman reaches the



doors leading to the underground complex, destroys them in one round, and charges inside with her henchmen. After six rounds underground, Warrior Woman and five of her soldiers emerge (the other soldiers were killed or wounded in the raid), bearing numerous papers and pieces of equipment. They head for the VTOL plane, board it in two rounds, summon Master Man, and take off. It takes three rounds for the VTOL to warm up to the point that it can fly again, once the pilot sees people returning to the plane. One Luftwaffe pilot (unarmed, with Typical stats) and two soldiers armed with submachine guns remain aboard the ship at all times.

If any heroes appear, Warrior Woman direct her soldiers to spray them with submachine-gun fire. She then has Master Man attack and joins in the battle herself. She attempts to subdue and capture any heroes she can, taking them aboard the VTOL plane. If any of her men are wounded, she will direct others to pick them up and bring them aboard the VTOL if possible. If Master Man is put out of action, Warrior Woman will abandon him and attempt to escape. If Warrior Woman is knocked out, Master Man will attack until he is defeated or he defeats the heroes; the soldiers will flee in the meantime. Neither super-character will flee otherwise.

If any of the enemy forces escape in the VTOL, the Liberty Legion may attempt to pursue them using Thin Man's special aircraft. The chase occurs at night, of course, and the Judge may add additional problems to the fight — such as civil defense forces mistaking the dogfighting planes for an enemy raid, which will soon produce an attack by Army Air Force fighters. If the Liberty Legion has no plane, the Nazis escape and make their way back to a hidden base in upper New York state.

If the VTOL takes a Red "Kill" roll from any missile weapon, the main propellor on the craft has been hit. The VTOL immediately drops from the sky and crashes, doing Remarkable damage to all occupants. If the ship takes more than Good damage from any attack, a "Bull's-Eye" result means that a passenger has been injured. Select a passenger at random inside the VTOL and apply the results of the attack damage (minus the Good body armor of the VTOL) to him. If the pilot is hit, the plane will crash at once, as noted above.

Warrior Woman and Master Man, if they survive the crash of the VTOL, will stay and fight until overwhelmed or until they destroy all opposition and can

flee. They will then try to make their ways to an emergency hideout, run by Nazi spies on the outskirts of Chicago. Six rounds after the villains manage to break into the underground complex (if allowed to do so), the Army arrives. Four large trucks, each containing eight soldiers (armed with rifles, all as per the Campaign and Battle Books), a driver, and an officer (the latter two with pistols) pull up outside the field and unload. If any of the four officers fails to make a Green Intuition FEAT roll, he assumes that the heroes are also Nazi saboteurs, and orders his men to open fire on them as well as on the real Nazis.

AFTERMATH

Neither Warrior Woman (out of pride) nor Master Man (out of stupidity) are willing to surrender to Allied heroes; both fight until they are unconscious or flee (as outlined above). The soldiers with these characters surrender immediately when both of the super-Nazis are taken out of action.

Warrior Woman and Master Man are similarly hard to interrogate when captured, though Master Man may accidentally let information slip out under questioning if he makes a White (only) Reason FEAT roll during an interrogation session. Warrior Woman cannot be intimidated and refuses to talk at all if caught. The soldiers may be interrogated as per the Campaign Book, p. 28.

The soldiers only know that they arrived in the U.S. by U-boat and that they have been staying at a hidden encampment in New York state. There, they were assigned to work with the two super-Nazis in stealing some plans from Stagg Field's laboratory. They aren't sure what the plans were for, but several guess that the Americans are working on a poison gas bomb.

Master Man, if he slips, becomes angry and tells the heroes that they'll regret their deeds "vonce der Baron hears of zis!" He clumsily tries to cover his slip by denying that he said anything at all about a baron; he meant "der Führer" (i.e., Adolph Hitler). This clue is still confusing, as it could refer to either Baron Blood, Baron Zemo, or Baron Strucker, all of whom are major Nazi figures well-known to most American heroes. It could also mean some other baron, or it could be a code-name for the Red Skull.

The information on the papers that the Nazis are trying to steal deals with setting up an controlled atomic chain reaction, which is the nature of the

research going on beneath the football field. Some of the papers also deal with the process of creating an uncontrolled atomic reaction, which would release immense amounts of energy. Anyone making a Yellow Reason FEAT roll recognizes these facts after a short scan of the papers. The equipment represents samples of dampening rods used in maintaining a stable atomic pile. None of the equipment is radioactive.

When the battle ends, the military drops a security net over the entire operation, keeping out reporters and unauthorized civilians. Any hero who talks indiscriminately about what he or she has read in the stolen papers risks being arrested and temporarily confined by the military police.

The Army won't discuss the project going on at Stagg Field. Once the battle is over, the heroes are asked to head for the next high-security facility that may come under attack. Again, transportation is provided, granted that the Liberty Legion is not able to use Thin Man's plane. All heroes may recover two Endurance ranks of Health on the way to their next job. Injured or captured heroes may be replaced, as noted above.

| <i>The Liberty Legion Bowl</i> | |
|--|----------|
| KARMA | |
| Stop Nazis from entering the underground complex | +50 |
| Capture Master Man | +40 |
| Capture Warrior Woman | +40 |
| VTOL captured intact | +20 |
| Each Nazi soldier captured | +10 |
| Each Nazi soldier who escapes | -10 |
| VTOL destroyed | -15 |
| Each American soldier injured by heroes | -15 |
| Loose talk about Manhattan Project | -20 |
| Each hero captured/incapacitated by enemy | -20 |
| Nazis enter underground complex | -40 |
| Master Man/Warrior Woman escapes | -40 each |
| Plans and equipment taken away by Nazis | -40 |
| Enemy or friendly person killed by hero | -All |
| Other Karma awards and penalties may be given out as the Judge sees fit, as per the Campaign Book. | |

Chapter 3: U-DAY!

CAMPAIGN

Read the following to the players.

Before leaving for the next assignment, you are given a brief — ing by an Army general. He tells you that the next point of Nazi sabotage has been discovered to be the Barclay Research Center, along a river near the New York coast. Your Legion is to land at a private airfield only five miles from the facility, two hours before dawn. Two jeeps and several Army officers will meet you there to take you on to the center.

The buildings at the research center have been evacuated. Unfortunately, much of the larger equipment cannot be moved. Rather than destroying it, the Army wishes the Liberty Legion to defend the equipment. The equipment is stored in one particular building. Other structures are the mess hall, barracks for workers and scientists, warehouses, and so forth. Your force must be stationed in the facility as best you can before the enemy assault begins.

Barclay Research Center is not a historical location, but existed in the Marvel Universe of World War II. The map used for the Barclay Center is the riverfront city map found with the MH AC 6, *New York, New York* game accessory. All of the labels for the buildings should be ignored for the purposes of this scenario, and should be replaced by the following:

The Dobson/Spartan/Le Grand block is now the main research building, where the most important machinery is stored. The Hayes Street Library/Museum block is the auxiliary research building, with other equipment. The Keeler-and-Thompson/DocTech block is now the research center's main office area, with lots of communications gear kept in the DocTech Labs area. The Arthur Street Bridge extends no farther than the edge of the map, becoming another pier (and all piers are owned by the research center). The three blocks near the river (Aiken's, Brand Corp. warehouses, and

the legend block) are normal warehouses, filled with assorted minor materials like clothing, foods, regular tools, etc. The Sutherland/Manchester/Highley block has become the rec center, gym, and mess hall. The triangular blocks in the lower left side of the map are entry gate buildings to the research center. All other buildings west of Harrison Street are barracks buildings (now empty), and all others east of Harrison Street are abandoned and empty. Ignore the private pier's fence.

The main and auxiliary research buildings are constructed of Excellent material (concrete). All other buildings are Typical in material strength (reinforced wood). The machinery in the two research buildings is made of Good-strength material, and the furniture found anywhere in the complex is of Poor material strength (wood). Piers and wharfs are of Typical material. All doors in the complex are of Good strength, except for the doors on the research buildings, which are of Excellent strength. The two research buildings have no windows.

BATTLE

The heroes encounter nothing except a stray dog (the camp's mascot) as they wait through the night. The dog is a carefree mutt that barks loudly and long at any costumed being he sees (FASE = all Typical, Health = 24, bites for Good damage). If the dog is harmed, then the scientists who normally live at the research center will be angered. The dog won't bite unless attacked first.

As the first rays of the sun cross the sky, a wake appears in the river and approaches the shore. Three rounds later, a conning tower from a U-boat surfaces across from the Keeler-and-Thompson building. The sub covers three areas, with the average width of a street. The conning tower appears in the center area of the three sub areas. The interior of the sub may be detailed by the Judge if desired, though it may not be necessary for the adventure.

The body and hatches of the submarine are of Remarkable material. The sub has Good control and speed.

On the round after the sub surfaces, a hatch opens and twelve Nazi sailors

The entire complex is surrounded (at map's edge, with the three areas in the lower left corner being excluded) by an electrified wire fence made from Typical material (Good damage if touched). No fence extends along the shoreline.

No building is higher than one story in this complex. All weapons and ammunition have been removed from the area.

All of the above information on building identifications should be passed on to the players before the heroes hide themselves in the area. The defense of the two research buildings is of greatest importance.

Special note: The Army has managed, at the last minute, to drop off numerous books and papers in the two research buildings that are filled with false information. Anyone who reads this material believes it to be no different in nature from any of the other secret material seen in the previous two chapters. However, the information does them no good if they decide to use it for building any nuclear devices. The Army will not tell the heroes at any time that the information is false.

(treat as soldiers in all respects) climb out. Ten, equipped with one submachine gun and one special grenade each, head for the research complex by climbing onto the Arthur Street pier from the bow of the submarine. Two other men remain on the sub, readying the deck gun mounted in front of the conning tower. Two rounds later, the gun will be ready to fire (as light artillery in the Campaign Book, p. 17).

One round after the U-boat surfaces, a costumed figure leap from the water onto the middle pier. Any hero seeing this person recognizes him as U-Man™, a renegade Atlantean working for the Nazi cause. U-Man is carrying a small pouch of waterproof equipment, containing a miniature camera and several waterproof bags (empty). His mission is to reach the two research buildings, break inside, take pictures of any interesting equipment, snatch all valuable-looking documents, and destroy all remaining equipment. It takes one round to break into a building, three rounds to take pictures, two rounds to snatch papers, and three rounds to destroy equipment in each research building.



The ten sailors entering the complex cautiously proceed into the heart of the research center, searching for hated Americans to kill. They continue to patrol the streets until such time as U-Man finishes his tasks. When his tasks are completed, U-Man runs for the Arthur Street pier, dives into the water, and leaves the scenario. The U-boat fires one warning shot from its gun over the water; the sailors then hurl their grenades into as many buildings as they can to destroy them. The grenades are incendiary in nature, setting fire to all materials within the area they detonate (Remarkable damage, followed by two rounds of Good damage from flames). Once this is done, the sailors flee to the

U-boat, where the U-boat's gun opens fire on the riverside offices and communications center, destroying them completely in three rounds. As the U-boat leaves, it continues to fire shells into the complex for six rounds, blasting all shoreline buildings into rubble.

The submarine contains eight more sailors, each armed with a pistol and having soldier statistics. If the submarine's armor is penetrated, the sub will sink in five rounds. Each man aboard the sub must make a Yellow Endurance FEAT in order to escape drowning and make it to shore. The sub captain is also aboard; treat him as a mercenary, as per the Campaign Book, p. 27.

U-Man fights any costumed hero without a moment's hesitation, hoping to gain status in the eyes of the Reich. He wants to capture a few heroes and bring them alive to the submarine, where they can then be taken to a German destroyer in the Atlantic and transferred to Germany. He will not retreat unless he has less than one-quarter of his Health points left; then he dives into the water and swims to the bottom, out of reach of the heroes.

The sailors in the complex split up into groups of two as they patrol the streets, wondering where the Americans went. They tend to avoid closing with costumed heroes, firing their sub-machine guns and throwing grenades instead. If one member of a team is knocked down, the other man will not leave him. Small groups will quickly reform into larger groups once danger threatens, and the men have been trained to set up ambushes and crossfires whenever possible. They, too, try to capture heroes, as they stand to gain medals and promotions for doing so. If the sailors see U-Man knocked out of the fight, they will flee for their U-boat without trying to rescue him.

AFTERMATH

U-Man, like other previously captured Nazi villains, at first refuses to talk. However, if shown that other super-Nazis have been caught, he might be made to talk according to the rules in the Campaign Book (p. 28).

U-Man claims that he was hired by Baron Blood for this mission. He has no idea of what he's supposed to be looking for and cares nothing about the Manhattan Project. He only wants to become the ruler of Atlantis, supported by his Nazi buddies. He pretends to be as cooperative as possible, but will escape at the first opportunity.

The sailors with U-Man know less than he does. They were to raid the research base and destroy as much of it as possible. They cannot offer more than that.

After the battle, the characters are met by a grim Army general. The entire raid against the Barclay Research Center was only a feint. American intelligence now believes that the Nazis meant for the Americans to discover the leads to the Barclay raid, as a second raid went uninterrupted on the New Jersey coast. An important scientist was kidnapped by other Nazi raiders, and an experimental prototype of the project's weapon was picked up.

Early reports from the area say that a dense fog rolled in and hampered security efforts. Several guards were discovered in a dazed condition, two of them with unusual neck wounds and severe anemia. Both soldiers are being hospitalized, but should recover. (They will not turn into vampires later.)

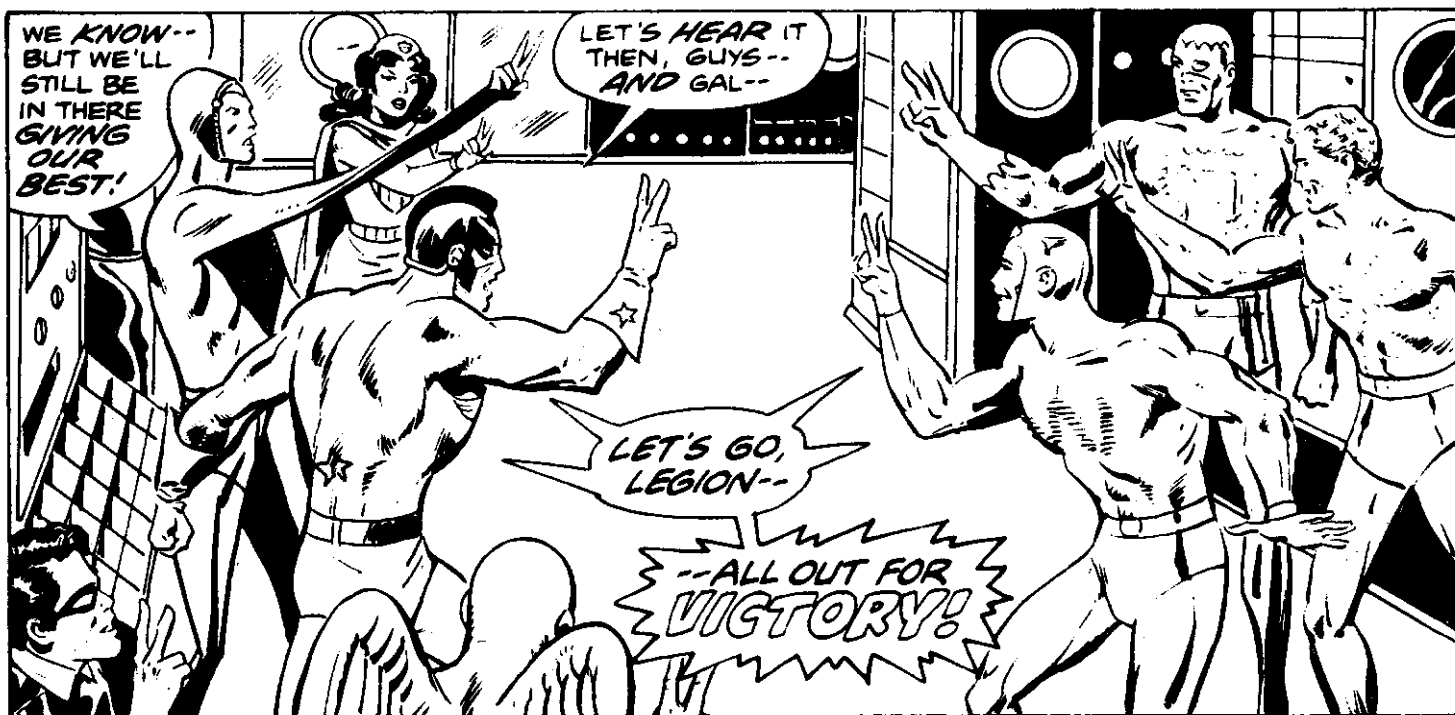
The Liberty Legion and Spirit of '76 are given two days off to rest. Each hero may regain up to twice his or her Endurance rank in Health (or double this rate for each day spent in bed).

U-Day KARMA

| | |
|--|---------|
| Capture U-Man | +40 |
| Prevent U-Man from entering research buildings | +40 |
| Prevent sailors from bombing any buildings | +30 |
| Capture U-boat intact | +20 |
| Each enemy sailor captured | +10 |
| U-boat destroyed | No loss |
| Each enemy sailor that escapes | -10 |
| Dog in Barclay Center harmed | -10 |
| Each hero captured/incapacitated | -20 |
| Loose talk about Manhattan Project | -20 |
| Planted notebooks taken by Nazis | -20 |
| U-Man's camera (with pictures taken by Nazis) | -20 |
| U-Man destroys any equipment | -20 |
| U-Man escapes | -40 |
| Any enemy killed | -All |

Other Karma awards and penalties may be given out as the Judge sees fit, as per the Campaign Book. Though the planted notebooks are useless to the Nazis, Karma is still lost for their theft, as the heroes were to prevent such an action anyway.

Chapter 4: THE FINAL COUNTDOWN



CAMPAIGN

Read the following to the players.

Two days have passed since the fight at the Barclay Research Center. You are now back in New York City, and are broadcasting a special radio show featuring a conversation with Spirit of '76. "Six" is retelling his experiences with the Crusaders in fighting Axis aggression in Europe. Suddenly, the broadcast is jammed by a more powerful transmitter. As the static clears, a dreadful, hissing voice comes from the speakers.

"Your petty broadcast has been temporarily cancelled so that I may issue the following ultimatum. At this moment, I, Baron Blood, have taken control of the top story of the Empire State Hotel, in downtown Manhattan. We have in our possession a new type of powerful bomb, which we acquired from your own corrupt and incompetent military.

"The bomb has been armed, and it is set to go off in exactly 24 hours. Only I am able to stop the

bomb from exploding. I will gladly do so if I receive news that American troops are going to be withdrawn from Britain and Africa, and that the American government will negotiate peace with the Axis powers.

"Do not attempt to attack me! I am able to cause the bomb to explode at any time. The blast alone would reduce all of the Lower East Side of Manhattan to smoldering rubble. If you don't believe me, ask your military scientists. That is all. Sieg Heil!"

The Liberty Legion is aware that Baron Blood is a vampire and that the only way to stop him is to destroy him. Anyone making a Green Reason FEAT may remember the sorts of devices that slay a vampire, as listed under Baron Blood's capsule description at the end of this module. Obtaining these devices in a hurry may prove difficult, however.

Dark storm clouds fill the sky outside over New York City. Upon reaching the 35-story Empire State Hotel (down the street from the Empire State Building), the heroes find the area jammed with spectators. Military police and New York

City cops are just now starting to arrive and are trying to cordon off the building and evacuate everyone from a one-block area around the hotel. (Remember, no one in 1944 has any idea of what sort of bomb the Army has been working on, or what kind of power atomic weapons have.) As soon as they see any costumed heroes, the police and military men will escort them to a command post set up across the street from the hotel.

The colonel in charge of the military forces there is on a radio linkup to the governor of New York state, the mayor of the city, and President Roosevelt. After many "Yes, sirs" and "No, sirs," the harassed colonel hangs up and tells the heroes that they've got their work cut out for them. The President, the governor, and the mayor all agree that the American government cannot give in to the demands of the Nazis. The heroes must try to disarm the bomb and bring Baron Blood and his henchmen to justice. The assault on the building must begin as soon as possible. It is now 2 P.M.

The only map required for this adventure is the one appearing in the game accessory MH AC 6, *New York, New York*, on the inside cover of the module. Use the Manchester Hotel's Penthouse Suite Level for the top floor of the Empire State Hotel, only changing the room numbers to 3501-3504. The Judge

may detail the floor further to show the location of furniture, potted plants, lights, electrical outlets, and so forth. The storage area is filled with cleaning supplies, linens, spare furniture, tools, extra carpeting, wastecans, extra light bulbs, and mops and brooms. The stairs going up lead to the roof.

The outside walls of the hotel are of Remarkable-strength material (reinforced concrete). The floors and ceilings are also of Remarkable strength. The interior walls are of Typical material, and the doors are also Typical strength. Furniture is of Poor strength. Windows are Feeble strength. The elevator doors are of Good strength; the elevator car has Typical armor (partially shielding those inside from grenade blasts), and the elevator cables are Excellent strength.

BATTLE

Baron Blood, his men, and the bomb were landed on the roof of the hotel the night before by VTOL. Since then, the Baron has been using hypnosis to control hotel employees and set up his base of operations on the 35th floor.

Any costumed figure entering the building during daylight (unless disguised or hidden) has a 95% chance of being spotted by the Baron's men. Any flying figure is automatically seen and reported. The Baron will then turn on his radio and announce that any interference by so-called heroes will cause him to detonate the bomb in his possession (see below). He avoids carrying out this threat unless the heroes actually break into the 35th floor and enter combat with the Nazis there.

The Baron's men have jammed the elevator circuitry. Anyone with electrical or mechanical skill (or an appropriate super-power) may repair the elevators and use them to head for the 35th floor. However, the guards outside the elevators on the top floor will immediately notice the elevator's movement and will report it. In addition, they will force the elevator doors open and will drop hand grenades down upon the elevator's roof. Forcing the elevator doors open requires a Red Strength FEAT roll for one man, a Yellow FEAT roll for two or three men, and a Green FEAT roll for four or more men. One attempt takes one round.

The heroes may climb the stairs, though this will be exhausting. Heroes with an Endurance of Excellent or better may run up the stairs without rest-

ing before battle. Those with Good Endurance have to rest one round at the top of the stairs before fighting (unless an Endurance FEAT is made). Those with less than Good Endurance require frequent rests on the way up, unless walking. Those with Poor or worse Endurance have to rest while walking upstairs.

A number of people may be found on the 35th floor. Four soldiers armed with two grenades, a dagger, and a submachine gun apiece (in full SS combat uniform) patrol the corridor outside the elevators. Three similarly equipped soldiers stand at the top of the staircase by the storage room door; two other soldiers are on the building's roof (which is flat and has two air ducts, without elevator access), looking over the edge of the building with binoculars. In addition, the super-powered Iron Cross™ is also on the roof, watching for aircraft. A VTOL similar to the one used in Chapter 2 is parked on the roof beside an air duct. No military aircraft have flown over the building yet, so the VTOL hasn't been spotted. The VTOL pilot is resting inside the plane, which also contains the radio transmitter.

Suite 3501 has been turned into a temporary cell for captured hotel employees and guests. Two bellboys, two married couples, a businessman, and a

maid are being kept here under guard by two other soldiers, equipped as above. The guards are not prone to use their weapons to kill their prisoners, preferring to use them on any heroes they see. If any heroes attempt to break into the room, the businessman (an ex-NYC cop, using police statistics in the Campaign Book) will join the fight.

Suite 3502 contains the bomb, a primitive fission device looking like a large, wired-up crate (weighing 400 lbs.). It's guarded by three soldiers and Baron Blood. In addition, the scientist captured in Chapter 3, Dr. Horatio Martin, is present. He is the only man who can defuse the bomb, a process that takes only two rounds unless Baron Blood has pushed the red button on top of the bomb. If this happens, the bomb will explode in twenty rounds. (Defusing it then takes four rounds.) Baron Blood will then order all Nazi soldiers and super-characters to the roof, where they will board the VTOL and escape. However, Baron Blood will drop Dr. Martin off the roof before he goes, so that no one will be able to stop the explosion. A hero with knowledge of electrical workings can disarm the bomb after six rounds of work on a Yellow Reason FEAT roll. Certain mutations or powers might also be helpful.

The power of the bomb is determined



by the relative success or failure of the heroes in the previous chapters. The bomb is not well designed and would not normally produce the enormous fireball that we are accustomed to seeing. The bomb is powerful enough to generate partial fission if the Axis super-agents have gathered enough information from the Americans beforehand.

The bomb has a basic destructive power that is augmented as outlined below. At present, the bomb cannot generate a nuclear blast, but the explosive casing around the bomb can scatter radioactive material across the 35th floor and out through the windows into the streets below. The blast causes Incredible damage to anyone in the same area with the bomb, Remarkable damage to all one area away, and Good damage to anything two or three areas away. The radioactive material does Feeble damage to anyone within the area where the bomb explodes and all areas immediately adjacent to it; this damage is taken every round until the affected characters leave the area and clean themselves off. The blast also smashes the roof and floor of the room.

The theft of the notebooks in Chapter 1, the theft of material from the Stag Field station in Chapter 2, and the pictures taken by U-Man in Chapter 3 each contribute to the power of the bomb. If only one of the above incidents occurs, the bomb will function as above, but the radioactive material spread around the area will do Poor damage every round (as it has been better refined). If only two of the above incidents occur, the blast will do Amazing damage to the area in which it rests, Incredible damage to all things one or two areas away, Excellent damage to all out to four areas, and Typical damage out to six areas. The radioactive material from the bomb's core will do Poor damage every round as above, to anyone who enters the blast zone.

If all three incidents occur, the bomb will be capable of partial fission. The fireball will destroy the upper five floors of the hotel, showering a wide area of Manhattan with radioactive debris and broken concrete. Dozens of people will be killed, hundreds will be injured, and military authorities will take days to clean the area up. The incident will spur America's war effort, greatly angering the people and the government, and will turn an already terrible war into one of great savagery. Moves will be made to speed development of the atomic bomb, with the intent of using the first one against Berlin in late 1944. The Judge

should handle these developments as he or she sees fit.

The blast does Unearthly damage to anyone within five areas of the center of the explosion. The damage decreases over area until it reaches Poor levels at twenty areas away. The fallout from the blast does Poor damage every round to anyone in the building, and does Feeble damage to anyone within the area of the blast across Manhattan every hour, until cleaned up. Baron Blood and all who escaped in the VTOL are not affected.

However, if the misleading documents in Chapter 3 are stolen by U-Man or others, the power of the bomb is dropped by one level. The base power of the bomb cannot be reduced beyond the lowest level mentioned above.

At present, Dr. Martin is under Baron Blood's hypnotic control. He has been putting the finishing touches on the bomb, using the materials that the Baron has had stolen by others. He will not fight any costumed heroes, as he is too aware of his poor physical condition (FASE scores are all Poor; Reason is Remarkable in nuclear physics and Excellent otherwise; IP scores are each Good).

Suite 3503 has been converted into a temporary barracks for Nazi soldiers. Two soldiers are present, resting from their tour of guard duty. Their equipment and weapons lie by their beds. A backpack beneath one bed contains \$52,000 in cash, jewelry, and other valuables stolen from the people on this floor. Suite 3504 is not in use, though it has been searched for valuables.

Baron Blood can use the storm to attack heroes with lightning bolts (requiring a Green Agility FEAT roll) or wind storms. He makes maximum use of all of his powers in a conflict, always acting with cunning and malign intent.

AFTERMATH

The aftereffects of the bomb explosion are detailed above. Once the heroes have managed to prevent the explosion, the Army will be pleased, but will pressure the heroes to say as little as possible about the incident, for reasons of national security. Presidential citations will come, though the citations will be carefully worded to avoid mentioning the incident directly.

A news blackout is imposed on the whole adventure, with the Army simply refusing to discuss any details of the episode. The heroes have to play along, never discussing the fact that they foiled the first nuclear ransom.

Iron Cross, if defeated and captured,

talks as outlined in the Campaign Book (p. 28). He knows only that he was to guard the bomb, about which he knows nothing, and assist Baron Blood in any manner that he could.

Baron Blood never reveals the details of his mission. He will not stand to be captured, and will fight until slain or until he escapes. He has no interest in capturing a hero — he only wishes to drain them of blood and turn them into vampires for the cause of the Axis powers! Because she can fly and is rather attractive, he has his eyes set on Miss America in particular for a role as his vampiric assistant.

The soldiers know nothing about the bomb. They were brought along only to assist the Baron in any ways they could.

Dr. Martin remembers little about his captivity, except that he is ashamed that he served Baron Blood so willingly (even if he didn't mean to do so).

Once the adventure ends, Spirit of '76 will return to Britain and the Crusaders. The Liberty Legion members will be given a rest for a few days — but they have a war bond rally at Yankee Stadium coming up. . . .

| <i>The Final Countdown</i> KARMA | |
|--|-------------------------|
| Prevent bomb from exploding | + 100 |
| Iron Cross captured | +40 |
| Doctor Martin rescued | +30 |
| VTOL captured intact | +20 |
| Each captive rescued from Nazis | +10 |
| Each Nazi soldier captured | +10 |
| Baron Blood slain | No loss |
| Each Nazi soldier escaping | -10 |
| VTOL destroyed | -15 |
| Each hero captured, incapacitated, or controlled (by Baron Blood) | -20 |
| Loose talk about the adventure | -25 |
| Dr. Martin killed by Baron Blood | -30 |
| Dr. Martin injured by heroes | -30 |
| Iron Cross escapes | -40 |
| Bomb explodes (non-nuclear) | -50 |
| Baron Blood escapes | -50 |
| Enemy or friendly person killed by heroes | -All (for killer) |
| Bomb explodes (nuclear) | -All (for entire group) |
| Other Karma awards and penalties may be given out as the Judge sees fit, as per the Campaign Book. | |

SUDDEN DAWN'S VILLAINS

BARON BLOOD™

Lord John Falsworth

Agent of the Super-Axis

Fighting: EXCELLENT (20)

Agility: REMARKABLE (30)

Strength: REMARKABLE (30)

Endurance: INCREDIBLE (40)

Reason: GOOD (10)

Intuition: EXCELLENT (20)

Psyche: REMARKABLE (30)

Health: 120

Karma: 60

Resources: EXCELLENT

(backed by Nazi Germany)

Popularity: -30 (in U.S.A.)

Powers:

ANIMAL CONTROL. Baron Blood is able to summon and completely control bats, rats, mice, and wolves. This power is Incredible in nature. A swarm of bats, rats, or mice arrives on the round following the start of his summons, and attacks any one area the Baron desires within four areas of himself. The swarm has the following statistics:

| | | | |
|------|------|------|------|
| F | A | S | E |
| Good | Typi | Feeb | Exce |

If a hero inflicts 38 points of damage on the swarm of creatures, it disperses and is gone. A swarm only attacks those in the area the Baron designates, and does Typical damage to everyone in that area every round. The swarm always gains initiative. Those leaving the area continue to be attacked (rats have Feeble and bats Typical Speed).

If wolves are available, use the statistics for Guard Dogs in the Campaign Book, p. 30. Wolves, as above, only attack those within a particular area the Baron designates within a four-area radius of himself.

FLIGHT. Baron Blood is able to fly without transforming himself into a bat. He can move 6 areas per round in this manner, which may be a form of psionic levitation.

HYPNOTISM. Anyone looking at Baron Blood for longer than one round must make a Psyche FEAT roll to avoid being hypnotized by him and falling under his complete control. A Red FEAT is required if one's Psyche is less than Remarkable; a Yellow FEAT is needed if one's Psyche is Remarkable, and a Green FEAT if one has a Psyche of Incredible or better. Hypnosis lasts six rounds, but the Baron must not fight.

POISON RESISTANCE. Any toxic substance eaten or injected into Baron Blood's system affects him normally, but is not capable of causing his death. Assume that he always has at least 8 Health points left, no matter how large a dose of poison is given him.

REGENERATION. Baron Blood's regenerative powers are Unearthly in nature, allowing him to recover up to 100 Health points at the beginning of each round. He loses this power in direct sunlight. This power does not operate against certain attack forms described below and cannot be used to regenerate lost limbs.



VAMPIRIC BITE: If Baron Blood is able to make a Red FEAT roll on the Grappling table, he can bite his held victim and drain him or her of blood. The bite inflicts Typical damage every round, but if the hold isn't broken before the victim dies, the victim's body will arise in three days as a vampire. Anyone who suffers a loss of over half his or her Health to a vampire's bite will develop into a vampire in 2-20 weeks, being under the complete influence of the attacking vampire until then. The lost Health cannot be recovered, and the medical science of the 1940s cannot stop the onset of vampir-

ism. Note that aliens, robots, androids, and nonhumans (including Jack Frost) cannot become vampires and cannot be drained of blood in this manner.

WEATHER CONTROL. Baron Blood can control weather with Remarkable ability; he can be assumed to control all the weather upon any particular campaign map that he occupies. Fog reduces visibility to a one-area radius around a character. Heat waves and cold snaps would cause Feeble damage to everyone with an Endurance of Typical or less. Baron Blood can summon lightning once per three turns (Remarkable damage), cause winds of Remarkable strength (forcing heroes with Excellent flight or less to land or crash), or produce rain, hail, or snow for five rounds.

VULNERABILITIES. Though he is an exceptionally powerful vampire, Baron Blood has certain vulnerabilities that are common to all such creatures. He can tolerate brief periods of sunlight (up to half an hour) without harm, due to cosmetic surgery performed upon him by Nazi scientists. If he remains in sunlight beyond this period, his FASE scores suffer a loss of one rank each for every two rounds he continues to stay in direct sunlight (to a minimum of Poor). When all of his scores reach the minimum of Poor (Health = 8), he disintegrates in the following round and turns into dust. Unless the dust is scattered (which will permanently destroy Baron Blood), the dust will mystically reform into the Baron in five rounds, once placed in darkness.

Baron Blood must satisfy his craving for fresh blood at least once every other day. It is assumed that the Nazis are supplying him with fresh blood during the course of this adventure, though he might not be adverse to taking some from a hero.

Though most vampires become comatose in daylight, Baron Blood is able to operate normally during the day. He must spend some time asleep, however, in a coffin filled with soil from England. Unlike other vampires, Baron Blood cannot shapechange due to his operation.

Baron Blood will not come closer than one area to anyone who wears garlic or holds aloft a religious symbol in which the bearer has faith. The touch of a holy symbol wielded by a true believer causes damage equal to the attacker's Psyche rank. Baron Blood avoids mirrors, though they cause him no harm, because he casts no reflection in them. His image cannot be captured on photographic film.

Weapons made of silver or wood cause Baron Blood great pain, and he actively avoids combat with anyone using such devices — even fleeing if necessary. Running a wooden stake or silver blade into his heart (a Red FEAT on the Hack-&-Slash chart) instantly slays the Baron, but removing the weapon from his body causes him to come to life again, even if his body has fallen into dust. This process takes only five rounds. Baron Blood cannot regenerate damage from a heart strike until the weapon is removed. Beheading the Baron (requiring a Red FEAT roll with a large bladed weapon and at least Excellent Strength, using the Hack-&-Slash chart) also kills him.

Baron Blood was not permanently destroyed until long after the end of the Second World War, when Captain America finished his career. For the purposes of this module, killing the Baron in one of the above ways should be suitable, so his death will not be permanent. His family will wish his remains returned for burial in England.

Talents: Baron Blood has Excellent Reason in matters of the occult.

Background: Baron Blood was a member of the British aristocracy, a young nobleman who sought the tomb of Dracula in hopes of reviving and controlling him. Unfortunately, Dracula bit and killed Lord Falsworth, turning him into a vampire. Lord Falsworth was sent to Britain before World War I to wreak havoc, and he became an assassin for the Germans, killing many high-ranking British leaders. Wounded by the first Union Jack™, Baron Blood (as he was code-named by the Germans) fled. He made contact with the Nazis during their rise to power, was operated on to gain special powers at the cost of his other abilities, and returned to England. He again started a reign of terror, which was ended by the Invaders and Union Jack. He was resurrected, however, and joined the Super-Axis cause.

Baron Blood has no compunctions about killing and is an inhumanly evil foe. He hates British figures, especially those of the aristocracy.

AGENT AXIS™

Real name unknown
Super-Axis spy

| | |
|----------------------------|----------------------------|
| Fighting: REMARKABLE (30) | Health: 100 |
| Agility: REMARKABLE (30) | Karma: 46 |
| Strength: EXCELLENT (20) | Resources: EXCELLENT |
| Endurance: EXCELLENT (20) | (backed by Axis powers) |
| Reason: GOOD (10) | Popularity: -5 (in U.S.A.) |
| Intuition: REMARKABLE (30) | |
| Psyche: TYPICAL (6) | |

Powers: No special powers

Talents: Agent Axis is an expert with all forms of firearms and sharp weapons. He is also a marksman and excels in martial arts and wrestling. His Reason in military matters is Excellent, and he has Incredible Reason in espionage.

Background: Agent Axis was the product of the accidental merging of three master spies (one German, one Italian, and one Japanese) into one body. He is now employed by the intelligence services of all three Axis powers.

MASTER MAN™

Wilhelm Lohmer
Agent of the Super-Axis

| | |
|----------------------------|----------------------------|
| Fighting: INCREDIBLE (40) | Health: 120 |
| Agility: GOOD (10) | Karma: 12 |
| Strength: REMARKABLE (30) | Resources: GOOD |
| Endurance: INCREDIBLE (40) | (backed by Nazi Germany) |
| Reason: POOR (4) | Popularity: -5 (in U.S.A.) |
| Intuition: POOR (4) | |
| Psyche: POOR (4) | |

Powers:

FLIGHT. Master Man can fly at 6 areas per round with Typical control and agility in the air.

Talents: None

Background: Wilhelm Lohmer was injected with a Nazi-produced variant of the Super-Soldier formula that gave Captain America his powers. The formula gave him the power of flight in addition to increasing his physical abilities. Master Man is prone to take orders from any (Nazi) authority figure and is not very intelligent. An arrogant fighter, he hates the Liberty Legion with a passion.



WARRIOR WOMAN™

Frieda Ratsel
Agent of the Super-Axis

Fighting: EXCELLENT (20)
 Agility: GOOD (10)
 Strength: INCREDIBLE (40)
 Endurance: INCREDIBLE (40)
 Reason: GOOD (10)
 Intuition: GOOD (10)
 Psyche: TYPICAL (6)

Health: 110

Karma: 26

Resources: GOOD

(backed by Nazi Germany)

Popularity: -5 (in U.S.A.)

Powers:

HYPNOTISM. Frau Ratsel is highly skilled at hypnotism. If she can work with a captured or willing subject, she can force the victim to tell her any information he knows, unless the victim makes a Yellow Psyche FEAT roll. Only one roll is made per victim per day.

Talents: Frau Ratsel has Excellent knowledge of espionage, having been a spy before she gained super-powers.

Background: Frau Ratsel received another variation on the Super-Soldier formula, growing to 10' in height as a result of a laboratory accident. She hates all men except for the Fuhrer, and is sadistic in nature. Warrior Woman sometimes uses a whip (range: one area; Typical material; Incredible damage; can entangle foes on a Bull's-Eye).

U-MAN™

Meranno Citizen of Atlantis

Fighting: REMARKABLE (30) Health: 130
Agility: EXCELLENT (20) Karma: 18
Strength: AMAZING (50) Resources: GOOD
Endurance: REMARKABLE (30) (backed by Nazi Germany)
Reason: TYPICAL (6) Popularity: -5 (in U.S.A.)
Intuition: TYPICAL (6)
Psyche: TYPICAL (6)

Powers:

ATLANTEAN POWERS. Meranno is an Atlantean, and as such he can breathe underwater indefinitely through his gills and swim at 5 areas per round. He can move around on land in the open air, but takes 1 point of damage every round for the first 20 rounds (10 minutes) that he is on the surface. After that, he takes 10 points of damage per round from suffocation until he can get to the water again. In addition, his FASERIP abilities shift down one rank every two rounds; again, this occurs only after the first 10 minutes out of water, and will reverse itself once he is in water again.

Meranno's vision is sensitive to green light, allowing him to see well underwater.

DENSE FLESH. Meranno has Excellent body armor from his thick skin, and has Excellent resistance to cold.

Talents: None

Background: Meranno managed to artificially heighten his strength. In exchange for his work in defeating the Allies, he was to be made ruler of Atlantis by the Nazis, in place of his hated enemy, the Sub-Mariner.

IRON CROSS™

Helmut Gruler Agent of the Super-Axis

Fighting: EXCELLENT (20) Health: 44/94
Agility: POOR (4) Karma: 16
Strength: GOOD (10)/ Resources: GOOD
INCREDIBLE (40) (backed by Nazi Germany)
Endurance: GOOD (10)/ Popularity: -5 (in U.S.A.)
REMARKABLE (30)
Reason: TYPICAL (6)
Intuition: POOR (4)
Psyche: TYPICAL (6)

Resources: GOOD (backed by Nazi Germany)
Popularity: -5 (in U.S.A.)

Powers:

BATTLE SUIT. All of Iron Cross's powers come from his armored battle suit, which enhances his Strength, Endurance, and Health. The suit allows Iron Cross to fly at 6 areas per round with Typical control, and grants him Remarkable protection against physical attacks and Good protection from energy attacks. Furthermore, the gauntlets of the suit fire either electrical bolts or beams of intense cold. These do Remarkable damage at a 3-area range. The suit can discharge sleeping gas to cover the area in which he is standing (Yellow Endurance FEAT required to withstand the effects) and has fire extinguishers of Excellent power.

If his armor takes damage from heat or fire, it must make a yellow FEAT roll (on the Good column) or else the circuits will fuse, rendering the armor immobile and nonfunctional.

Talents: None

Background: Helmut Gruler is a German champion who wears a suit of armor created by Professor Franz Schneider. He is fanatically loyal to the German cause and despises all Allied heroes.

Average Nazi soldier

Fighting: GOOD (10) Health: 32
Agility: TYPICAL (6) Karma: 16
Strength: TYPICAL (6) Resources: TYPICAL
Endurance: GOOD (10) Popularity: -1 (in U.S.A.)
Reason: TYPICAL (6)
Intuition: TYPICAL (6)
Psyche: POOR (4)

Talents: Military skill; also, shift to right one column when using knives, handguns, rifles, or submachine guns. See the Battle Book (p. 14) and the Campaign Book (p. 17) for more information on weaponry available to soldiers. The Judge may have selected soldiers with other talents, such as Marksman, Weapon Master, Martial Arts, Wrestling, Thrown Weapons, Blunt Weapons, and so forth.

Average Nazi secret agent

Fighting: GOOD (10) Health: 28
Agility: TYPICAL (6) Karma: 26
Strength: TYPICAL (6) Resources: TYPICAL
Endurance: GOOD (6) Popularity: -3 (in U.S.A.)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: TYPICAL (6)

Talents: Each agent has one or two weapons (usually a handgun or knife) with which he shifts one column to the right. Agents also have Excellent knowledge of espionage matters. See the Battle Book (p. 14) and the Campaign Book (p. 17) for more information on weaponry.

A Selected Bibliography

The full story of the creation of the Liberty Legion may be found in the following magazines: *Marvel Premiere*™ #29 (April 1976), *The Invaders*™ #6 (May 1976), and *Marvel Premiere* #30 (June 1976). Spirit of '76 and his allies in the Crusaders made their first appearance in *The Invaders* #14 (March 1977). Various issues of *The Invaders* comics detailed other Allied and Axis characters who fought on the battlefields of World War II.

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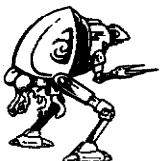
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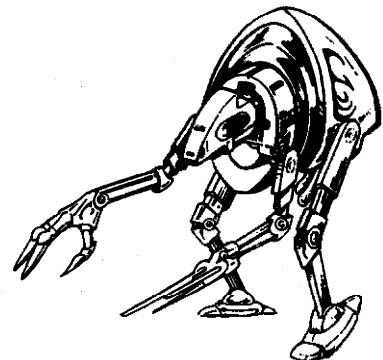
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Spy's advice

Questions and answers on the TOP SECRET® game

by Merle M. Rasmussen

Note: Unless otherwise stated, all page numbers given in this article refer to the TOP SECRET® rule book, specifically the second and later editions. — Editor

What happens if an agent leaves his spy agency and starts his own investigation, assassination, or confiscation business?

At one time, an agent who quit a service was considered to be a defector. Today, "going private" and becoming a "corporate spook" are options for agents who resign or are let go by their agency. Espionage is not as financially secure a business as it once was, but private individuals and corporations are finding it increasingly necessary to hire persons with espionage and counter-espionage related job skills.

A self-employed professional agent who works for the highest bidder is called an "independent." Extremely mercenary in nature, the independent usually works for money only, prefers verbal contacts, and doesn't like being sold out.

Could an agent get to use weapons like Vulcan cannons, bazookas, heat-seeking missiles, military aircraft, tanks, anti-aircraft weapons, destroyers, bulletproof attack helicopters, mortars, homing rockets, guided missiles, and the like?

Yes, but such hardware would *very rarely* be issued to agents. The TOP SECRET game is not a military role-playing game, and official statistics on most military ordnance are not currently available. If an agent encounters such equipment in the field, the local Administrator will have to decide on weapon characteristics and whether to allow the agent to keep such devices. Keep in mind the game balance

and one's own personal campaign limits.

What about lasers and other advanced equipment and weaponry? What statistics should such devices have in the game?

As noted in the answer given above, equipment like laser weaponry would almost never be issued to agents, and lasers and electromagnetic weapons (such as portable nuclear accelerators) have no official statistics. I do suggest that in your own campaign a defensive device be provided for each offensive device introduced. Check out the STAR FRONTIERS® game rules for suggested game effects.

When a car is fired upon, how do you determine where the bullets strike the vehicle?

Refer to the Bullet Use Against Vehicles Table (page 38) and interpret the results to determine hit location. If the result is *Speed Reduced 50%*, *Loss of Control*, *Cannot Move*, or *Will Crash*, the shot probably hit a tire. If the result is *Speed Reduced 50%* or *Cannot Move*, the engine may have been hit. If the result is *Loss of Control* or *Will Crash*, the steering system may have been damaged. If the result is *Speed Reduced 50%*, *Loss of Control*, or *Will Crash*, and the vehicle was shot at night, one or both headlights may have been shot out; during daylight, the windshield may have been shattered. If the result is *Explodes*, the fuel tank is ruptured. If the result is *No Damage*, the body of the car is hit, but no other damage occurs. If you'd like, roll on the General Injury Determination Table (page 25), substituting car body locations for human body locations, as follows:

head/neck = front bumper/grill
arm = front fender/hood
hand = headlight/signal
chest = lower front door
upper back = front door window
abdomen = lower rear door
lower back = rear door window
leg = rear fender/trunk
foot = rear light/signal

Finally, check the "called shots" paragraph under the section on bullet use against vehicles (page 38).

Can you give us more information on the Uzi and its variations?

Due to the overwhelming controversy concerning whether Uzis are concealable or not, I re-examined its weapon statistics. During my research on the Uzi submachine gun, I came across statistics for the Uzi semi-automatic carbine and the Mini-Uzi. This data caused me to correct the submachine gun statistics. To show how complicated giving statistics for various kinds of guns can be, I developed the table given below showing 9mm Uzis, with various firing modes and barrel lengths. I hope the information will be of great use and interest to all agents.

Stock modifications: If the metal stock of any Uzi weapon is unfolded and placed against the shoulder, its PWV is increased by + 10 and deception is reduced by - 12.

Barrel lengths: The semi-automatic carbine is available in two barrel lengths; long (410mm) and short (260mm). The Secret Service of the United States has taken 1" off the barrel of the Uzi submachine gun, so it can be hidden in a briefcase or under a raincoat; it can be fired accurately and effectively at close or long range with one

UZI TABLE

| Weapon (mode) | PWV | PB | Range modifier | | | WS | Rate | Cost | A | C | F | P | R | DECP | WVW | WP | WK |
|-----------------|-----|----|----------------|-----|------|----|------|------|----|---|---|---|---|---------|-----|------|------|
| | | | S | M | L | | | | | | | | | | | | |
| Machine pistols | | | | | | | | | | | | | | | | | |
| Mini-Uzi (SA) | 56 | +3 | -17 | -87 | -260 | A | 3 | 300 | 10 | 2 | 5 | 4 | 1 | -8 | 8 | 5.84 | 2.65 |
| Mini-Uzi (FA) | 68 | +3 | -17 | -87 | -260 | A | 10 | 300 | 10 | 2 | 6 | 4 | 1 | -8 | 8 | 5.84 | 2.65 |
| Submachine guns | | | | | | | | | | | | | | | | | |
| 10.2" brl. (SA) | 60 | +4 | -17 | -83 | -250 | BA | 2 | 300 | 12 | 0 | 5 | 4 | 1 | -12 | 10 | 7.7 | 3.5 |
| 10.2" brl. (FA) | 72 | +4 | -17 | -83 | -250 | BA | 5 | 300 | 12 | 0 | 6 | 4 | 1 | -12 | 10 | 7.7 | 3.5 |
| 9.2" brl. (SA) | 58 | +4 | -17 | -83 | -250 | BA | 2 | 305 | 11 | 1 | 5 | 4 | 1 | -10 | 9 | 7.48 | 3.4 |
| 9.2" brl. (FA) | 70 | +4 | -17 | -83 | -250 | E | 5 | 305 | 11 | 1 | 6 | 4 | 1 | -10 | 9 | 7.48 | 3.4 |
| Carbines | | | | | | | | | | | | | | | | | |
| 16.1" brl. (SA) | 74 | +5 | -16 | -80 | -240 | S | 2 | 280 | 18 | 0 | 5 | 4 | 3 | -24(NC) | 12 | 8.4 | 3.8 |
| 10.2" brl. (SA) | 62 | +5 | -16 | -80 | -240 | S | 2 | 250 | 12 | 0 | 5 | 4 | 3 | -12 | 11 | 7.7 | 3.5 |

For an explanation of most of these abbreviations, see the Weapons Chart (pp. 21-23). SA = semi-automatic; FA = full automatic; " brl. = barrel length in inches; WP = weight in pounds; WK = weight in kilograms

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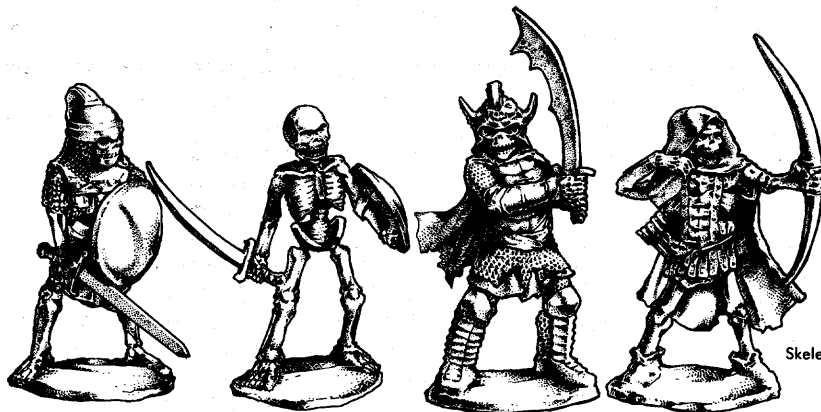
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hand.

Type of fire: The submachine gun and Mini-Uzi have selective fire, which means they can be instantly switched between full and semi-automatic firing modes. For the purpose of game balance, all full automatic rates of fire have been halved. Even at this reduced rate, 32 rounds of ammunition will last just over three seconds in the Mini-Uzi if the trigger is held down.

Ammunition: All Uzis are manufactured by Israel Military Industries (IMI), and use 9mm Parabellum ammunition in staggered-box type magazines holding either 20, 25, or 32 rounds. A 32-round clip extends well below the pistol grip but does not adversely affect concealment.

Magazine weights: The following table gives approximate values for magazine weights, depending on the type of ammunition used (normally standard lead).

| No. of rounds | Empty | | Loaded | |
|---------------|-------|-----|--------|-----|
| | WO | WG | WO | WG |
| 20 | 6.2 | 175 | 15.9 | 450 |
| 25 | 7.0 | 200 | 17.3 | 490 |
| 32 | 7.8 | 220 | 21.2 | 660 |

WO = weight in ounces

WG = weight in grams

Accessories: Several accessories can be purchased for either the semi-automatic carbine or the submachine gun. Among these accessories are a scope mount (\$50 for carbine, \$100 for submachine gun), a magazine clip to join two magazines together in an "L" configuration (\$1), canvas magazine pouches (\$10), a spotting light that mounts on the barrel (\$15), a bayonet and scabbard that mounts on the barrel (\$50), and a wooden stock (\$20).

The magazine clip allows for fast magazine changes (3 phases). The canvas magazine pouch will hold ten 32-round magazines joined in pairs with a magazine clip. The battery-powered spotting light shines for a total of 30 minutes and increases the weapon's PWV in darkness by + 10 per shot. The attached bayonet and scabbard will not affect the balance of the weapon; the weapon can then be used like a sword in hand-to-hand combat. The

wooden stock replaces the metal folding stock. All Deception values given for the Uzis are without the stocks extended.

Restrictions: The Uzi semi-automatic carbine is the only Uzi weapon that can be legally purchased in Canada or the U.S.A. by the average citizen. In America, it is categorized as a sports carbine and can be purchased without a pistol permit. In Canada, the weapon is considered a restricted weapon; a gun permit is required to possess and carry it. Average citizens in the two countries are prohibited from possessing the Uzi submachine gun and Mini-Uzi.

At what point does an object, usually a weapon, change from having a numerical Deception Modifier to a rating of "No Concealment" (NC)? How can you justify modifying someone's Deception value because they are carrying a weapon?

Concealment is a relative thing depending on many outside factors. Generally, an average person wearing a long coat or raincoat can conceal most non-bulky objects or weapons up to the equivalent of a barrel length of 11" to 12.5". Somewhere between a Deception Modifier of -14 and -17, objects become very difficult to conceal. At that point, an agent might just as well carry the weapon out in the open past the security guard. (However, concealment might work when bundled against the weather in Siberia.) The agent's Deception value is reduced enough by the undisguised object that the average viewer will know what the agent is carrying. Imagine how obvious carrying more than one weapon becomes with the additional Deception modifiers applied! If the agent is in a sauna, his trenchcoat will give him away even sooner.

By this definition of "No Concealment," most of the submachine guns on the Weapons Chart would have a Deception Modifier of -8. The .45 Thompson without its drum magazine would be -14, almost visible. The 9mm Uzi, with the statistics corrected above, would have a Deception Modifier of -12. Unfortunately, the carbines, rifles, assault rifles, shotguns, and other weapons listed as NC will remain visible with modifiers between -20 and -40. One exception might be the 5.56mm NATO CAR-15,

with a Deception Modifier of -16.

When firing two weapons, is the hit determination modifier -30 for each gun?

No wonder you're confused. Part of the second paragraph under Hit Determination on page 23 is missing. The paragraph should read, "The various modifiers are listed below. Starting with the Offense value of the character, add the Projectile Weapon value of that particular weapon and then add the bonuses and *subtract the penalties appropriate to the situation for each shot made*. The result will be the percentage chance of striking the target." If you fire both weapons during a combat phase, there is a -30 penalty for each shot fired.

Agent A has a NATO FAL and Agent B has a Thompson. Both decide to fire a full burst at each other. Agent A fires first at Agent B, killing him. Does the FAL fire the extra two rounds, and the Thompson five, or can the agents hold their fire to save ammunition?

Since Agent A decided to fire a burst before combat began, all 3 bullets are fired. Since Agent B was killed before he had a chance to pull the trigger, his five bullets were never fired. If Agent B had been an NPC, the Administrator could have the dying agent rattle off live harmless shells for dramatic effect.

Does an increase in Charm increase the Deception as well?

Yes. Permanent changes in Primary Personal Traits affect Secondary and Tertiary Personal Traits. Permanent changes in Secondary Personal Traits affect Tertiary Personal Traits. Temporary effects, such as a lowered Life Level or reduced Deception, may not affect other traits.

What kind of guns did they use on "The Man from U.N.C.L.E." television show?

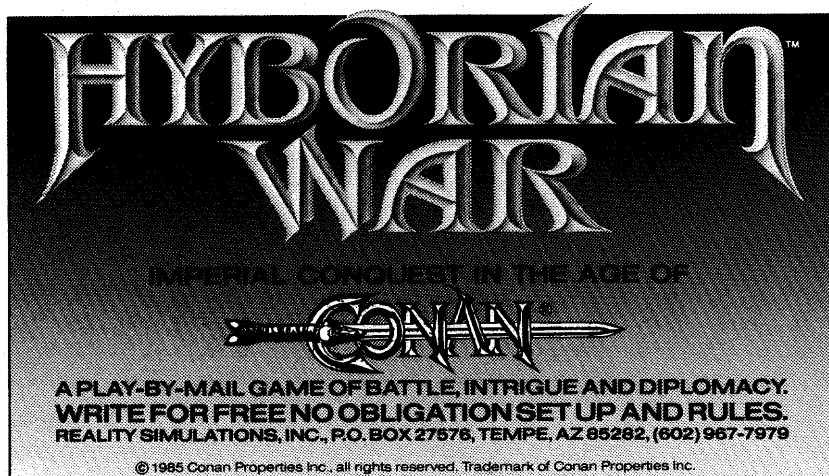
U.N.C.L.E. stands for "United Network Command for Law Enforcement." The American TV series featured a modified 9mm Walther P-38, complete with barrel extension, muzzle brake, silencer, and stock extension. It could also be fitted with a telescopic sight. Yes, scopes may be placed on handguns.

Can Fortune and Fame points be used against executions? Or if the agent was standing next to a tremendous explosion?

Yes, as long as the agent can give the Administrator a logical reason why the intended harm should not occur.

When you wrote that rifles may be scoped, did you also mean assault rifles?

Yes, assault rifles may be scoped. Pistols, carbines, rifles, shotguns, spearguns, and crossbows can all be scoped. Ball-point pen guns, submachine guns, machine pistols, bows, slingshots, blowguns, air (pellet) guns, and dart guns cannot be effectively scoped.





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HAROLD JOHNSON.

In the dead of night, when game designers are asleep in their beds, visions of new modules dancing in their dreams, one man, a figure shrouded in mystery, sits at his lonely desk in the TSR building, patiently reviewing manuscripts. Every so often, this shadowy figure scratches a comment on the paper, then reads on.

Meet Harold "Wisconsin" Johnson. TSR's Director of Game Design. You may not know his name, but he is an important contributor to every game, module, and accessory published by TSR.

Harold supervises all of the TSR staff game designers: David "Zeb" Cook, Doug Niles, Tracy Hick-

Harold Johnson

man, and Jeff Grubb. He also manages the Acquisition Department, staffed by Jon Pickens and Bruce Heard. Harold has final responsibility for all games and game accessories published by TSR, and also decides what specific items the company will publish each year.

As you might imagine, Harold is very busy, running from meeting to meeting with a harried expression on his face, his memo pad filled with a thousand notes concerning each product in development. One minute he is checking final typesetting in the Graphic Arts Department, the next he is deep in conversation with a designer, helping him solve a major technical problem. Harold's eye for detail is legendary. "I'm a very good proofreader," he says modestly.

Harold was born in Evanston, Illinois. He attended Northwestern University and got his B.S. in Biology in 1977. He was introduced to his first D&D® game in 1976 by friends in Nebraska, and he quickly became an avid player. In 1977, he attended his first GEN CON® convention in Lake Geneva. "I was very surprised to find that TSR was located so close to Chicago," he said.

When he graduated from college, Harold worked at odd jobs, continued to play games, and thought about his future. In the fall of 1978, he saw an ad in DRAGON® Magazine for a job as a Games Editor at TSR. He applied and got an interview, but wasn't selected. Refusing to become discouraged, he applied again for another job as a Game Designer. This time, he got the

offer, but before he joined the company, TSR asked him to become an editor, because they needed an editor more than they needed another designer just then. Harold accepted, with the promise that he could transfer into game design. . . . but his future beckoned in a different direction.

His first assignment was as Copy Editor on the *Dungeon Masters Guide*, to which he contributed the rules on destroying artifacts. At the same time, he began working on a tournament module that later became *CI, Hidden Shrine of Tamoachan*. "That was to prove to the company I could write," he says. He also created all the PC and NPC character record sheets for the AD&D® game system.

Less than seven months after Harold joined TSR; he was promoted to Manager of Production, with responsibility for editing, layout, and dealing with the printers — from design turnover to manufacturing turnover. This was the year that TSR's growth really took off, and the company jumped past the \$1 million mark and kept on growing. In the years that followed, Harold was at various times Assistant to the Vice President for Research & Development, Manager of Game Design, and Manager of Editing.

In 1982, Harold was promoted to Director of Games Research & Development, a position he has held ever since. The same year, he married his wife V.J., and in 1984 they had their first child, Allison.

During his tenure with the company, Harold has been responsible for hiring Frank Mentzer, Jon Pickens, Tracy Hickman, Pat Price, and many others. Although his first love has always been game design, his management responsibilities have carried

him away from his own work to provide mentoring, oversight, and direction to others. He has had a credited role in many projects, including co-creation of the concept for the DRAGONLANCE® line.

Harold's eagle eye, experience, and knowledge of game design have earned him the respect of peers and subordinates. "Harold has the ability to find any weak point that lurks in a design," said Jeff Grubb. "He has contributed to every design that has come out of this department."

BIBLIOGRAPHY

CI HIDDEN SHRINE OF TAMOACHAN
A2 SECRET OF THE SLAVER'S STOCKADE
IJAC1 JUDGE'S SURVIVAL PACK
IJ4 THE GOLDEN GODDESS

Profiles

ated the PARTYZONE™ mystery game line. The SPY RING™ Scenario, the first PARTYZONE game, was named one of the Top 100 Games of 1985 by GAMES Magazine.

"I'm the TSR fire brigade," Zeb says. "Whenever there's a licensed game or a project in trouble, they throw it on my desk. I like it that way, because I never know what I'll get to do next."

Zeb's wacky sense of humor and general insanity keep life at TSR constantly hopping. His legendary Bad Japanese Movie Parties are raucous affairs in which the dialogue supplied by the audience is much funnier than what's happening on the screen. Zeb has also orchestrated many of the water pistol shootouts that rage up and down the halls, soaking innocent bystanders as well as combatants with equal glee.

It's no wonder that Zeb's favorite word is "Wahoo!" — a word that describes his attitude to game design as well as lifestyle. "It's most important to me that a game be fun and simple to play," he says. "It takes hard work to make a simple game, but I have fun at the same time. I've never lost track of my childlike nature, which is important for my work."



**DAVID "ZEB"
COOK**

"He who dies with the most toys, wins."

This is the motto of David "Zeb" Cook, Senior Game Designer of TSR, Inc. Zeb, as he is generally known, is working hard to win. His mammoth collection of toy robots and plastic Japanese monsters has threatened to completely take over his office.

Zeb is perhaps the most versatile game designer at TSR, having created role-playing games, modules, family board games, card games, rulebooks, and party mystery games. He designed and wrote the AD&D® game *Oriental Adventures* book under Gary Gygax's guidance and direction, and cre-

Zeb was born in East Lansing, Mich. His father was a farmer and a college professor, and he grew up on a farm in Iowa. In junior high school he started playing wargames like *Blitzkrieg* and *Afrika Korps* from The Avalon Hill Game Company. "I was primarily a wargamer, but there wasn't any role-playing available then." In college, he was introduced to the D&D® game by the University of Iowa gaming club.

He got his B.A. in English (Theater minor) in 1977, and married his high school sweetheart, Helen. They have one son, Ian.

He became a high school teacher in Milligan, Nebraska, where his students awarded him the nickname "Zeb" because his signature looked like a big "Z" and also because he resembled a James Arness character in an old Western whose name happened to be "Zeb." The name stuck.

One January, he saw an ad in DRAGON® Magazine for a game designer position at TSR. It seemed to him that this would be a lot more fun than teaching, and his wife said, "Why don't you try it?" He completed the designer test that the company then used, and wrote a sample module section, and . . . "Doggone! They liked me!"

Zeb was the third full-time game designer hired by TSR. As Senior Designer, he coordinates in-house playtesting and runs the Thursday morning "show and tell" meeting in which all the designers and editors bring each other up to date on their projects. "That's enough management for me," he says.

"Game designing is hard work," he says, "but everything worth doing is hard work. The important thing is to do it well, and to have fun while you're doing it."

"Keep it fun, simple, and wahoo!" he says, "and you'll never go wrong."

BIBLIOGRAPHY

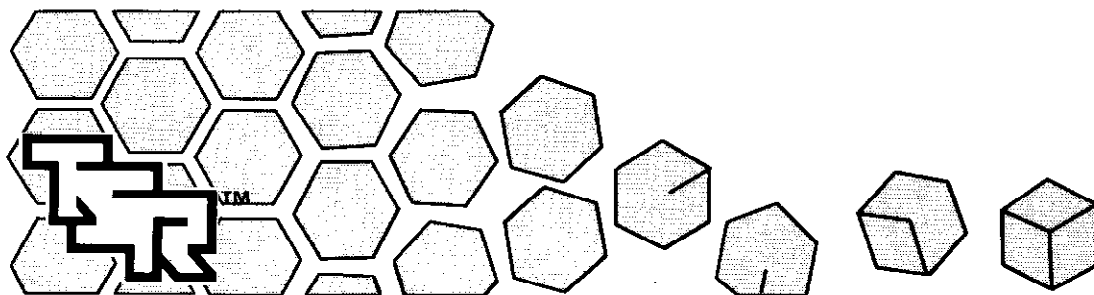
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FALL HIGHLIGHTS

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Art of The DUNGEONS & DRAGONS®

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This beautiful art book should definitely be on your Christmas list, if you don't already have it! Damsels in distress, evil monsters, horrific undead — it's the best fantastic artwork you've seen!

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X10 *Red-Arrow, Black Shield*

MI *Into the Maelstrom*

CM6 *Where Chaos Reigns*

SNEAK PREVIEWS

We've just gotten our first glimpse of the 1986 schedule, and are we excited! This past year has been filled with highlights, from *Unearthed Arcana* to *Oriental Adventures*, from the BATTLESYSTEM™ Supplement to the D&D® Master Rules Set. But hang on to your hats, because we're not stopping now!

In February, the excitement continues with *DRAGONLANCE™ LEGENDS*, a new fantasy trilogy that takes you back into the dark history of Krynn!

Later in the spring, the ultimate part of the D&D® game system, the D&D Immortals Rules Set, will be coming out. With the Immortals set, your D&D character can strive for the highest goals ever in the history of the game!

For the AD&D® game, there's a new hardcover rules expansion called... well, we've got to keep a few secrets for the months ahead. But we promise you, it will be worth the wait!

If you thought T1-4, *Temple of Elemental Evil*, was worth the wait, as we did, you'll be amazed when you see A1 -4, *Scourge of the Slave Lords*. This exciting 128-page super-module is based on the original A-series, but it's totally revised and expanded for this special book.

And if you're a fan of the MARVEL SUPER HEROES™ game, you'll love what we have for you in July... but Jeff Grubb wants to tell you himself, in an upcoming MARVEL®-PHILE column, so we won't ruin his surprise.

The titanic GREYHAWK™ ADVENTURES saga by Gary Gygax continues this spring. If you haven't tried the first book, *Saga of Old City* pick it up today and find out what you've been missing!

If spies and derring-do are your cup of tea, check out the *Agent 13: The Midnight Avenger* novels, out in May, for unrivaled excitement! (And watch the pages of DRAGON® Magazine as well for a preview of this new adventure series.)

Next time, we'll pass along some more news about upcoming TSR releases. In the meantime, get your favorite store to reserve your copies of our newest releases!

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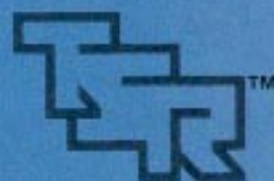
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The forum

(From page 25)

ple, may use almost any means to the end of the greater good (*i.e.*, ridding the world of evil humanoids). Characters may disagree about methods or priorities in promoting good and defeating evil. Clerics of Tyr and Dianceht, equally lawful good, might disagree over the relative importance of pursuing the malefactors or aiding the victims after an orcish raid on a farming village, but this would probably end in an amicable division of labor, with the one taking the role of policeman and the other the equally "good" role of doctor (all of which Fraser Sherman pointed out in DRAGON issue #86). But all good characters will have certain ethics in common, such as that no creature should suffer unnecessarily and that one must protect innocent "good" creatures from harm with one's life, if necessary. There is, therefore, some objectifiable difference between good and evil.

Simple-minded? You bet! but, in a fantasy game, morality *has* to be simple-minded. Moral dilemmas and deep introspection are not the stuff of fun adventures — and fun adventures, I assume, are the whole point of gaming.

John Maxstadt
Baton Rouge, La.

I am writing this letter concerning the bad publicity the DUNGEONS & DRAGONS® game sometimes gets from ministers or television. I saw a news report on one of my local news

stations in which they talked about how D&D books contained descriptions of demons and devils and how bad an influence D&D gaming is on young people. The report was highly biased in that they only got the point of view of a minister who was against the game. They did include some film of regular kids playing a game, but the way they presented the game, the event didn't look as fun as many say it is supposed to be.

I couldn't stand the report but I watched the whole thing and took notes about what each person said and who was involved (*e.g.*, the minister's name and church). I then wrote a letter to the news reporter and explained how I thought the report was slanted and expressed how the report could have been more balanced. All I wanted to do was vent my opinion and I didn't expect her to get back with me personally. She asked me if I would give my side of the story and I happily agreed. In the end, we did get our side of the story told, albeit not in the way I would have preferred.

There were a few things I learned, though, which people should be aware of. In my opinion, the report we were part of was not presented in the way I had expected. Mainly, they allowed two of the four people to say one sentence; the reporter said everything else, and they showed a lot of footage of our painted figures, which they obviously thought were pretty neat. Now, for those who might happen to get into this spot, a few warnings. The news report is not in your hands. The editing (what goes in and what stays out) is entirely in the hands of people who know little or nothing about the game. What makes the editor put something into the report is the quality of the picture; is the person's face focused, did the person speak ineffectively, etc. The editor wants to put together a montage of his best pictures

rather than try to present you in the way you would like to be presented.

Another problem I ran into was that the reporter asked me questions like "What would you like to say about the game?" I hadn't prepared myself for any of her questions and found myself bumbling a lot of words (that scene didn't get into the report, of course). Another question she asked me was, "Could you explain how the game is run?" Again, I knew what I wanted to say, but because I didn't prepare myself I bungled up in my explanation by repeating things. When you see politicians on television, they look good because they've prepared themselves for the camera. On the other hand, I didn't have any experience with the camera and I didn't prepare myself at all.

Finally, the last thing you have to be aware of is the fact that working in front of the camera is not as glamorous as it looks. There are a lot of mundane things that have to be taken care of, like: Do you have a large table where they can film you? Is there enough room to move the camera around and set up lights? Then they tell you to act normally as if no one was about.

I hope that this information may prove useful to future "television aspirants." I have done my little part to ferret out any misinformation concerning role-playing and would gladly do it again, but only if I prepared beforehand.

I am 17 and a freshman at Georgetown University, majoring in international political science. I have been playing the ADVANCED DUNGEONS AND DRAGONS® game for five years, incorporating my love of languages into my milieu. I read DRAGON Magazine regularly and am an RPGA member.

Nick Jamilla
Cape Coral, Fla.

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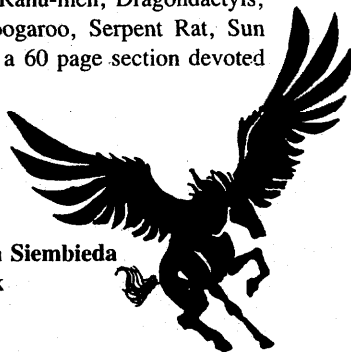
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ON THE COVER

If you've ever wondered where the Kzinti characters were in STAR TREK®: The Role-Playing Game, look no farther — they're on page 78! Cover art by Roger Raupp.

A little over a year ago, this column had a review on a superb book discussing careers in the space program (DRAGON® issue #90). I've since discovered another book that is just as valuable to students in high school who are considering a career in the fields of science.

Thomas A. Easton, a college biology teacher in Maine, wrote a book appropriately entitled *Careers in Science* (Dow Jones-Irwin, 1984). It costs only \$9.95 in paperback, and it can be ordered from any bookstore. *Careers in Science* offers a wealth of information on preparing yourself for a career in a scientific field, and gives capsuled summaries of the job markets and opportunities in social, life, earth, physical, space, and engineering sciences. Personal characteristics that can help you in your career are discussed, as are current job prospects (beware of political science and sociology). Addresses of companies offering job information are given throughout the book. "Hot spots" of future activity are also highlighted (like the space sciences boom expected in the 1990s).

Easton's book is invaluable. The cover isn't especially attractive, but you don't buy books like this for their covers. Look for a copy as soon as you can.

In last month's column, I neglected to mention Kelly Greig Adams as another Canadian contributor. (Remember the centaurs piece?) Sorry, Kelly. Who else did I miss?

This month, we have our third ARES™ Section Special, by the highly prolific William Tracy. Harken back to the golden days of yesteryear, when the heroes of the Liberty Legion™ took on the might of the Axis menace! We also have Kzinti, Star Law, and an interesting (and familiar) creature from the land of the mutants. . . .

We have some surprises in store in the coming year. Have a Merry Christmas, a Happy Hanukkah, a Good Yule, and a Super Solstice. Until next year . . .

ARES™ Section 104 THE SCIENCE-FICTION GAMING SECTION

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Star Law Returns

A new look at a STAR FRONTIERS® agency

by Matt Bandy



Over the past year or so, Star Law has been the subject of much attention in the ARES™ Section. [See *DRAGON*® issues #87 and 91. — Editor] Some of these articles, however, seemed to sacrifice a bit of reality for the sake of playability. Star Law, as previously presented, is ideal for campaigns in which player characters are members of the organization, as PCs are granted more freedom of action as individual Rangers.

A law enforcement agency with the responsibilities of Star Law, managing an area the size of the Frontier, needs to be larger and more tightly organized. The Star Law agency presented here may be useful for campaigns in which player characters are not members of the force, so the lawmen of the Frontier serve as NPC encounters. Parts of this article may be incorporated into an ongoing STAR FRONTIERS® campaign as desired.

General information

Star Law was created during the First Sathar War as a counterintelligence agency, to check the Sathar espionage organization. After the war, when the Sathar retreated to lick their wounds, the number of enemy agents in the Frontier was reduced significantly; this left Star Law overstaffed. The United Planetary Federation (UPF) Security Council chose to take advantage of the situation by expanding the scope of Star Law's responsibilities to include the control of marauding pirate bands that had arisen in the Sathar's wake. At the present time, Star Law also intervenes in minor corporate skirmishes on occasion.

One of the provisions for membership in the UPF is that Star Law be allowed to carry out its duties on member planets and their territorial possessions without interference from their governments. It must, however, obtain warrants to search private property in situations not covered by the "hot pursuit" exception.

If the investigation of a suspected Sathar agent, escaped convict, or other

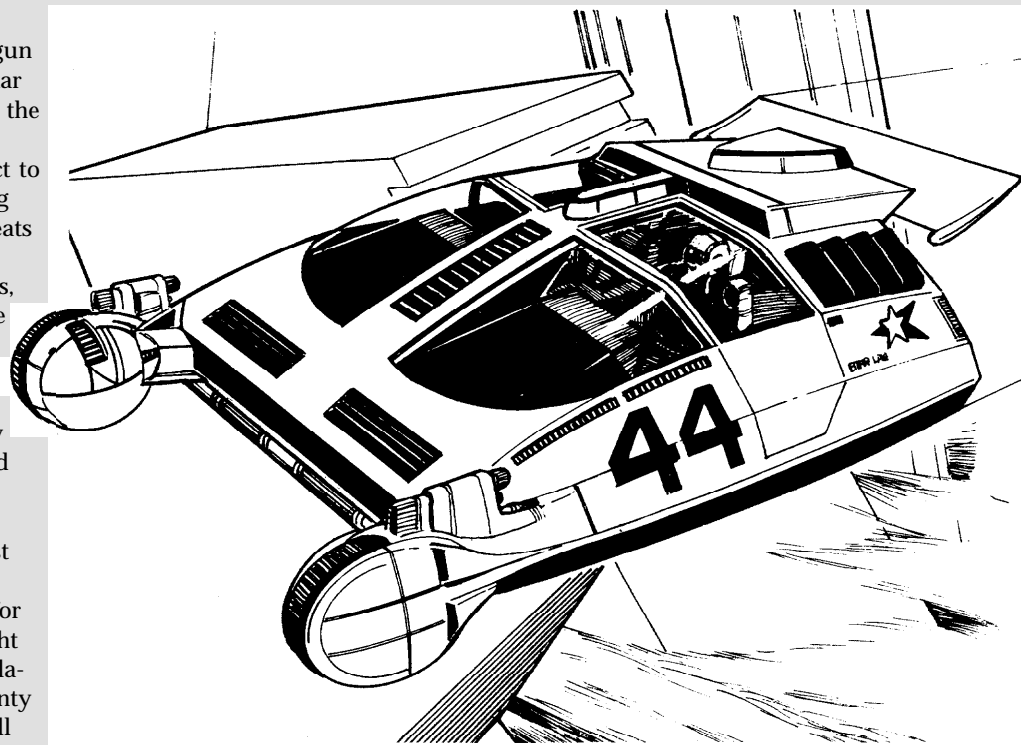
lawbreaker threatens to turn into a gun battle in a densely populated area, Star Lawmen are trained not to fire upon the suspect if there are innocent beings about. Agents must follow the suspect to a deserted area or arrange for getting innocents out of the line of fire. Threats against fugitives (in hopes of making them surrender) are generally useless, as most lawbreakers are aware of the limitations placed upon Star Law personnel by the regulations of their organization.

Freelance law enforcement (bounty hunting), without proper training and licensing, is not encouraged by Star Law. To obtain a bounty hunter's license, a character must have at least one 4th-level ranged-weapons skill. Bounties are almost never awarded for dead bodies; suspects must be brought to the proper authorities alive and relatively unharmed. Anyone with a bounty hunter's license may obtain a list of all beings wanted by Star Law and the rewards offered for their capture. Bounties are set by the referee.

The rarity of treason cases recorded within Star Law is due to the intense screening of Academy applicants. Any disobedience of orders is dealt with swiftly. Severe disobedience results in the offending party being relieved of duty and court martialed (the results of which are decided by the referee).

The Star Law Academy, located on Morgaine's World, offers one of the best educational programs in the Frontier Sector. In order to apply for admission, a being must complete a series of forms at a local Administrative-branch office and pass a personality check. The applicant must also have four ability traits higher than his or her racial average, and must never have been convicted of a criminal act. The applicant will be notified within two months of acceptance or rejection by the Academy, and must provide his own transportation there if accepted.

Once at the Academy, the being must select a PSA, if he hasn't already done so, and make a Logic check. Failure to make the check indicates that the being has washed out of the Academy. After four years of study, the cadet gains one 1st-level spaceship-related skill, one 2nd-level skill within his PSA, and one other 1st-level skill. All skills required in order to possess the spaceship-related skill chosen are also granted. After graduation, the being emerges at the lowest rank of his chosen branch, and is then posted on a planet of the referee's choice.



Organization

Star Law is split into four branches: Administrative, Penal Intelligence, and Special Forces. Each has its own responsibilities integral to the workings of the agency.

Administration coordinates the other branches of Star Law, organizes the information given over by them and by other law enforcement agencies, and recruits and trains agents in the Academy. Most Star Law offices which are open to the public are Administrative in nature; the whereabouts of other bases are generally kept out of public view.

The rank structure within the Administrative division is fairly simple. The Coordinator is in charge of the workings of the branch. It is not necessary to go into depth about the ranks within this branch, as PCs will not become heavily involved with it on most occasions. Some of the more important and most often encountered ranks are given below.

| rank | xp needed pay (Cr/day) | |
|-------------------|------------------------|-----|
| Coordinator | 300 | 350 |
| Department head | 150 | 150 |
| Data processor | 0 | 100 |
| Computer operator | 0 | 80 |
| Radio operator | 0 | 60 |
| Secretary | 0 | 40 |

The Coordinator, as the head of the Star Law organization, answers to no

one but the UPF Security Council. There are three department heads within the Administrative branch, one for each of the other three Star Law branches. Each person reviews all ingoing and outgoing information of major importance, and personally handles all internal directives for his branch.

Data processors sort relevant information from irrelevant material. Any data deemed to be of importance is entered into the Administrative information pool. Computer operators are responsible for entering this data into computer systems and later retrieving it for persons who request it and possess the proper security clearance. Radio operators communicate with personnel on a particular planet or planets, taking information from them and giving orders to them; as no interstellar radio exists, radio operators (using the term "radio" loosely, to include other forms of electromagnetic communication as well) are grouped by planet, as are many computer operators. Secretaries, of course, are responsible for compiling appropriate reports, maintaining correspondence, filling out purchase orders and requisition sheets, and running accounting and payroll.

The **Penal** branch oversees the punishment of beings convicted of major felonies by UPF-member planets, through their judiciary systems. Only certain major felonies, such as mass murder, major arson, interstellar piracy, mass counterfeiting, espionage for unfriendly powers (such as the Sathar or Mechanons), nuclear or biochemical

extortion, kidnapping which involves murder, major industrial espionage (classed as a felony due to the widespread influence of corporations in the Frontier), treason, spacecraft or metropolitan sabotage with loss of life, assassination of law enforcement or government officials, and the like, are considered here. Sentences are rarely commuted after conviction, except in extraordinary circumstances, and parole is virtually unknown. It must be demonstrated that rehabilitation is not possible for the criminal in question. If death is the penalty for a crime, the prisoner is executed on the world where he was tried and convicted, and is not shipped to a penal colony. Sentences for penal colony inmates range from a minimum of 5 years to life.

Penal colonies are established by Star Law on uninhabited or sparsely populated worlds. The perimeter of a penal colony is lined with guard towers which project an energized field between them. This barrier is powerful enough to stun anyone touching it into unconsciousness, and it will disrupt the electrical field of any vehicle passing through it, causing the vehicle to stop (or crash, if it was in flight). Each tower (standing about 100-200 meters apart) is heavily equipped with laser weapons to discourage attempts by pirates and criminal gangs with starships or air cars to free prisoners. The guards themselves are heavily armed, and the entire compound is kept lit by ground and air light systems. It isn't uncommon to have a small town spring up a few kilometers from the prison, housing the prison officers and their families as well as all support personnel. A small military base, funded by a local government, may also be present.

The ranks and pay scales of penal officers follows.

| <i>rank</i> | <i>xp needed pay (Cr/day)</i> | |
|--------------------|-------------------------------|-----|
| Coordinator | 350 | 300 |
| Senior | | |
| Warden | 250 | 250 |
| Junior | | |
| Warden | 150 | 150 |
| Guard | 0 | 150 |

The Coordinator is the top authority in the Penal branch of Star Law. A Senior Warden directs the activities at each of the penal colonies. Each Senior Warden is assisted by a number of Junior Wardens, each of whom supervises the staff and operations at a guard tower. Each tower has 2-4 guards. Academy graduates in the Penal branch of Star Law begin their tours of duty as guards.

Each penal colony has a reserve staff of 10-20 guards to replace those on leave or who are injured. Unit guards perform administrative duties when not serving directly as guards. The guards themselves are rotated from active (tower) duty to reserve (desk) duty once every 30-60 days.

In order to become a guard, one must graduate from the Academy with one technical skill and one ranged-weapons skill. To attain the status of a Junior Warden, a guard must acquire a 4th-level skill as a technician, for a Junior Warden pilots the air car assigned to his guard tower.

The Intelligence branch of Star Law is concerned with the gathering of information for the purpose of sniffing out Sathar agents (and other unfriendly spies). On occasions, the information is useful in preventing unwanted occurrences like a corporate war or smuggling operation. The ranks in the Intelligence branch of Star Law are as follows:

| <i>rank</i> | <i>xp needed pay (Cr/day)</i> | |
|--------------------|-------------------------------|-----|
| Coordinator | 300 | 300 |
| Deep-cover | | |
| agents | 150 | 200 |
| Agents | 0 | 150 |

The Coordinator runs the Intelligence branch of Star Law and answers only to the Administrative Coordinator and the UPF Security Council. Deep-cover agents are those who have been hypno-trained to know all there is to know about the organization that they are infiltrating, so they quickly arise to positions of authority. They may spend years developing their cover and will be reluctant to jeopardize their missions.

An agent is a generic operative of the Intelligence branch and must have a 2nd-level skill as a computer operator. In the course of normal duties, an agent may be called upon to perform a breaking-and-entering mission or interrogate prisoners.

Star Law is believed to have several deep-cover agents in every major organization in the Frontier, though it has been estimated that only 200 such agents exist in all. Typically, the number of agents is related to the population level of a world, though in systems such as Outer Reach, the number is proportionately higher.

The Special Forces is the largest branch of Star Law, and is responsible for nullifying the activities of pirate bands in the Frontier Sector. Ranks for Special Forces are as follows:

| <i>rank</i> | <i>xp needed pay (Cr/day)</i> | |
|--------------------|-------------------------------|-----|
| Coordinator | 400 | 300 |
| Marshall | 300 | 260 |
| Captain | 200 | 220 |
| Lieutenant | 150 | 180 |
| Sergeant | 75 | 140 |
| Trooper | 0 | 100 |

The Coordinator is the Supreme Commander of the Special Forces branch. Thirteen marshalls are in existence, each commanding two captains. A captain is in charge of two lieutenants; each lieutenants are in charge of two sergeants, and each sergeant is in charge of five Troopers (fresh from the Academy). The term "Ranger" is a generic designation for all Star Law personnel in Special Forces.

Special Forces uniforms are gray skeinsuits with blue marking to denote rank and deployment; dress uniforms are dark blue with red markings. Typical armament for a Ranger includes a laser pistol, a stunstick, and a belt pack with two power clips each. Extra weaponry is assigned to the Rangers as befits individual missions. Rangers are organized into strike forces, battalions, squads, and units, as follows:

| <i>force</i> | <i>commander</i> | <i>assigned spacecraft</i> |
|--------------|------------------|----------------------------|
| Strike Force | Marshall | 2 frigates |
| Battalion | Captain | 1 frigate |
| Squad | Lieutenant | 2 assault scouts |
| Unit | Sergeant | 1 assault scout |

Planets are assigned different organizational groups depending upon their needs and populations. An outpost world might receive only one unit, while a moderately populated world might host a battalion. About 50 personnel are assigned to Morgaine's World as staff and security elements for Star Law Academy.

A unit must include at least one Ranger with each of the spaceship skills. All Special Forces personnel must be accomplished in at least one technical and one military skill area.

Equipment assigned to planetary stations includes one vehicle, usually an aircar fitted with a heavy weapon, a small arsenal, and a spacecraft. Other equipment, such as toolkits, are supplied to each individual Ranger.

These variations on the Star Law organization are offered as an aid to game play, and may be altered as desired. Hopefully, they will serve as an alternative or supplement to the previous articles on the subject.

Hexes and High Guard

Organizing space wars for TRAVELLER® gaming

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The combat system presented in TRAVELLER® Book 5, *High Guard*, is naturalistic, if abstract, and carries a good battle feel. Nevertheless, the mechanics of lining up the two fleets against one another for a slugfest is reminiscent of a pistol duel, or the infamous game of Irish Knockdown. The following is an experimental *High Guard* hex system that translates the battle to a hex-grid for a more visual depiction. It has been playtested by my gaming group.

Needed is a hex-sheet at least 40 × 40 hexes across, or larger for more massive fleet actions. An "astromorphic" hex-map with movable sections is not necessary, and has almost as many disadvantages as advantages. Also needed will be counters or markers for each ship or squadron of fighters. A marker for the planet that usually serves as the object of contention is also useful. As in *High Guard*, the word "ship" can mean an individual ship or a squadron of fighters. The optional rules in the JOURNAL OF THE TRAVELLERS' AID SOCIETY® issue #14 are also highly recommended.

Scale: Each hex is 25,000 kilometers across. Safe jump distance from a planet is 6.4 times the planet's size code in its UPP. Safe jump distance from a size 8 world, for instance, is 51 hexes.

Time: As in *High Guard*, each turn is 20 minutes long.

Range: All ranges are counted in hexes. From zero to two hexes is equivalent to *High Guard*'s "short range," while from three to four hexes is equivalent to "long range."

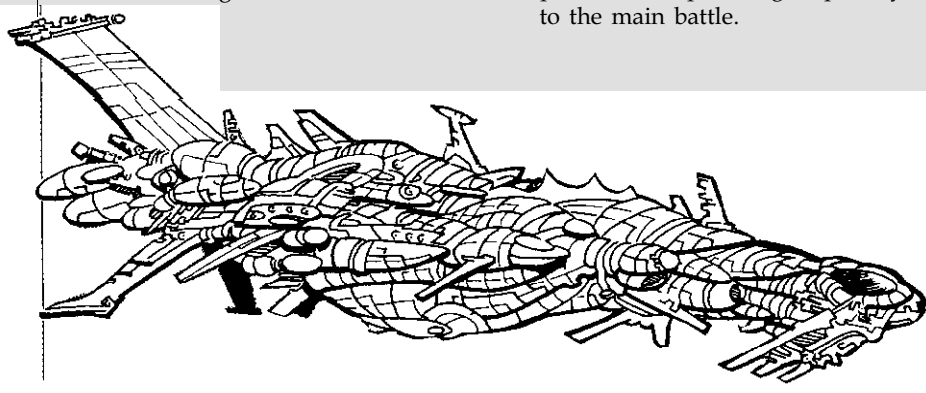
Sequence of play: Play proceeds as in *High Guard*, with the following differences. The Initiative Step is performed only once every two turns, on odd-numbered turns. The player who gains the initiative has it for that turn and the following one. All movement of ships takes place during the Range Determination Step. On the first, or odd-numbered, turn, the player with the initiative chooses whether he wishes to move, in which case he moves his ships immediately, or whether he wishes to move in the second or even-numbered turn. The player without the initiative moves in whichever turn the other player does not. Further, the player with the initiative may add one to all of his ships that are using tactical movement that turn (see below). All fire is simultaneous, as in *High Guard*, although it is first executed by the player with the Initiative.

The Battle Formation Step has new limits on which ships may be considered in the Reserve. In the Pre-Combat Decision Step, breaking off by acceleration is a function of running away from the enemy, using the movement rules. Also, contrary to the *High Guard* rules, pursued and pursuing ships may return to the main battle.

Movement: There are two kinds of movement in this system: tactical and running. Each turn, every ship using tactical movement may move in any direction or combination of directions for a distance in hexes less than or equal to its tactical movement allowance. This allowance is derived as follows: First, find the pilot's contribution to the maneuverability of the ship, which is equal to the Pilot-skill rating of the ship's pilot, minus one, and then divided by two, rounded down to the nearest whole number. To this number, add the ship's maneuver rating in Gs, and its Agility rating, also in Gs. Divide the sum by three, and round up or down to the nearest whole number. Thus a ship with maneuver drive 6, Agility 4, and Pilot-4 would be able to maneuver up to four hexes each turn using Tactical movement $[(4-1)/2] = 1; (6 + 4 + 1)/3 = 3.67$, which rounds to 4. Emergency Agility may be used to increase this number, as in *High Guard*.

Running movement requires a bit of record keeping. Running movement is used to escape combat by outrunning the enemy, or for moving rapidly across the battlespace to arrive at a critical sector.

In the first turn of running movement, the ship moves in roughly a straight line, a number of hexes equal to or less than its Agility rating. (Emergency Agility may be used.) In the second and subsequent turns of running movement, the decision must be made whether to continue to accelerate or to decelerate. If the ship continues to accelerate, then in the second turn of running, it moves a number of hexes equal to the number of hexes it moved in its first turn of running, plus up to its Agility rating more in hexes. Thus, the fastest a ship may be moving in its second turn of running is twice its Agility rating in hexes. The ship must end this move as far away as possible (by hex count) from the point at



which it began its run. In the third turn, its speed may again be incremented by up to its Agility rating, subject to the same restriction. A running ship thus has roughly sixty degrees of overall turning ability.

A running ship decelerates by the same technique, decreasing its running speed by a number of hexes equal to or less than its Agility rating each turn, always maximizing the distance from the spot, however many turns ago, where it started its run. This distance may never be less than what it could maximally be, so a running ship may not return along its path in one run. When its running speed has decreased to zero or to one, the run is over; tactical movement may be resumed or another run may be begun.

Launching and recovery: A ship may launch its carried squadrons or ships normally during a turn. The released ships end their turn in the same hex as the launching ship. If the launching ship was on a run, the launched ships share the launching ship's run speed and run starting hex, but are free from that point to continue the run or to decelerate as if on their own individual run.

Recovery is more straightforward. For carried ships to be recovered, they must begin and end the turn in the same hex as the recovering ship. Ships on runs may recover and be recovered normally by this procedure.

The line of battle and reserve: These distinctions become slightly more naturalistic. For a ship to be considered in the reserve, it must have a ship covering it. One ship covers another by being in the same hex at the time of the Battle Formation Step, and staying with that ship during the rest of the turn. The rules from this point are the same as in *High Guard*; for the ships that are in covered reserve to be fired upon, the covering ship must first be broken through. Any number of ships may cover any number of ships in that particular reserve. (Notice that if the entire fleet stays in one hex, the game devolves into standard *High Guard* combat.)

Combat: Combat is as per normal *High Guard* rules. A ship within range of an enemy may fire, offensively and defensively, without restriction upon that enemy. Notice that although only one player moves during each turn, both sides may fire freely. Also note that a ship might be within short range of

one enemy, and long range of another. There is no reason not to fire beams at the nearer one and missiles at the other, to maximize the efficiency of fire.

Planets: A planet is too small in this system to have any significant gravitational effect, or even positional effect. It serves only as a marker and as the center of the radius from which a jump is unsafe.

Suns: At this scale, most suns are from twenty to ninety hexes in diameter. (Our own sun is fifty-six hexes across here.) The gravitational effects are enormous and beyond the competence of this article. If your fleet must go near a star, assess each ship within 100 hexes of a sun one Radiation Damage roll per turn, and double the number of rolls for every successive halving of the distance.

Optional rule: Incentive is given here for spreading out. For every ship over one in a given hex (not counting covered ships in that hex's reserve), add one to the die roll when rolling to hit any ship in that hex using missiles, either nuclear or non-nuclear. Ships clustered that tightly — in a 25,000-kilometer hex — are natural targets for missiles. (Obviously, this rule is for incentive rather than realism.)

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The Exterminator

A special GAMMA WORLD® encounter

by John Mau and Brian Shuler

For over a century, the duralloy vault had remained undisturbed. Buried deep within the Earth's crust, it silently waited for a single atomic pulse to count down the years, days, hours, and seconds until the vault would re-emerge to perform its function.

The count reached zero. A circuit closed, and the vault awoke. The time of waiting had come to an end. Ancient machinery, dormant for over a century, slowly came to life. Power modules glowed with renewed energy as nuclear

reactions began to increase. When sufficient energy reserves had been reached, the sonic bore engaged and ripped into the surrounding earth. For miles around, the ground shook. Tractor/pressor beams of immense power kicked in. The ascent had begun.

Hours later, the sonic bore cut through the last layers of earth. Mutants and humans alike fled in terror as the ominous shape emerged from the ground. Moments later, the vault opened. The Exterminator stepped out

and examined the surrounding terrain. It detected nothing in the area, leaving it free to concentrate on itself. Analysis revealed minor damage to its organic layer, due to the prolonged suspension. Self-repair was calculated at twenty-five minutes.

That night, the Exterminator headed west. It did not know where it was going. It did not care. It had only one function, one purpose — to exterminate.

The Exterminator

TYPE: Exterminator

STATUS: 3500

NUMBER: 1

ARMOR: 3/1*

HD: 8d8/15d10*

CONTROL: --

SENSORS: A/B

POWER: B

SPEED: 12/900/36 (feet)

MS: 1d4 + 17

IN: 1d4 + 17

Dx: 1d6 + 15

PS: 1d4 + 21

* -- See note on armor classes below.

DESCRIPTION: An Exterminator is an upright-walking, 2-meter-tall robot. An improved structural design and synthetic-skin covering makes it completely identical to a Pure Strain Human. Its internal skeleton is made entirely of strengthened duralloy, and all vital mechanisms are encased in strengthened duralloy shells, making the Exterminator impregnable to all non-energy attacks. (See note on armor classes.) Due to structural limitations, it is slightly vulnerable to high explosives.

Although the Exterminator's sensors are limited for tracking, its high intelli-

gence — allowing complex deductive reasoning and social insight for quick adaptability in an environment -- easily compensates for any such limitation. The Exterminator's high intelligence must be stressed. It was one of the most advanced robots ever created.

The Exterminator can communicate with CIs and Think Tanks, but only to further its own purposes. It will take orders from no one, except possibly its creators (see below). The Exterminator will communicate with beings only when necessary. Any attempt at undesired communication will prompt a sudden, but concise, response, ending all conversation. The Exterminator never asks for help and always works alone.

Due to the lack of records, little is known of the Exterminators' original function. No one has yet discovered who created them or why. Some believe they were created by the Apocalypse to insure the complete destruction of mankind. Others believe they were placed by pre-holocaust military and scientific leaders to help establish a new order. Still others feel they were created solely

to eradicate mutational strains, since most of their targets are mutants.

Their function appears to be the elimination of selected targets. This target selection is apparently at random, although the majority of targets is comprised of mutants. It should be noted that anyone or anything obstructing an Exterminator from completion of its functions will be eliminated.

An Exterminator will attack only at the most advantageous time, and will never attack when the opposing force is too powerful. If necessary, it will make use of any weapons available to it. The Exterminator will never stop pursuing its target until it has eliminated it. If damaged, the Exterminator is capable of limited self-repair. No Exterminator has been destroyed so far.

An Exterminator has dual armor class and hit dice. The first set (AC 3, HD 8d8) represents the synthetic-skin and clothing covering the Exterminator. This outer covering is vulnerable to all forms of physical attack. The second set (AC 1, HD 15d10) represents the internal duralloy structure. This is impervious to any non-energy/non-explosive attack

(swords, bullets, etc.), and can only be damaged after the outer layer is destroyed. An Exterminator will function normally if its outer covering is destroyed.

Exterminators each initially carry a special weapon when they leave their vaults. This weapon is described below.

Plasma rifle

Weapon Class: 15

Range: 300 meters

Damage: 10d10 (20d10 vs. force fields)

Weight: 7.5 kilograms

The plasma rifle is a hand-held weapon carried only by Exterminators. It is powered from an Exterminator's internal power supply. When fully charged, the plasma rifle is good for 8 shots. It is recharged by attaching the rifle's power converter to a hidden access plate (located on the right side of the Exterminator's waist). Recharging takes 40 minutes, at 5 minutes per bolt. The plasma rifle releases one bolt of plasma energy per round.

Due to the nature of the plasma, the weapon does double damage to all force fields (does not apply to mutations) and

penetrates many types of armor more effectively. The plasma rifle makes the elimination of protected targets more feasible.

The Vaults

These self-contained duralloy structures are equipped with a sonic bore as well as tractor/pressor beams, powered from an internal nuclear power supply. A vault seems to have only one function, that being to hold an Exterminator for approximately one century, at which time it releases it. The complete purpose of the vaults (if any) is not known. It is speculated that the vaults may be storage facilities and/or emergency retreats containing a supply of both weapons and repair materials (and possibly repair facilities). It has also been suggested that the vaults may be communication centers to coordinate Exterminator action.

Whatever the purpose of the vaults, the Exterminators have not been known to return to them. The vaults close up within ten minutes after opening and have so far withstood all attempts at re-opening them. It is believed that the vaults have been scattered throughout the continent and possibly the world.

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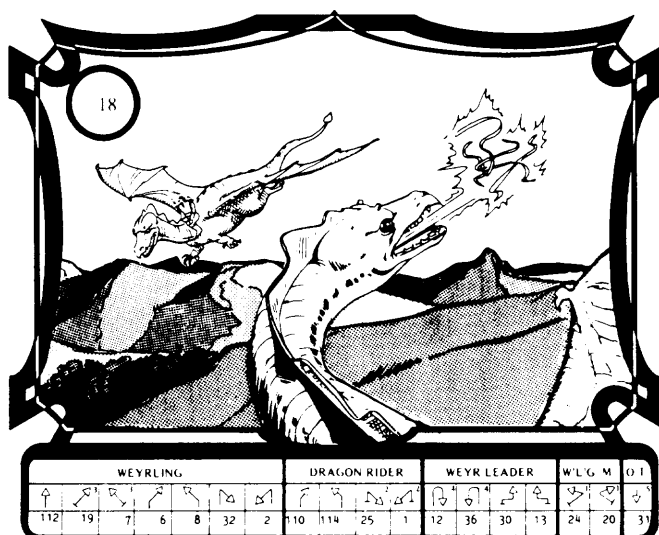
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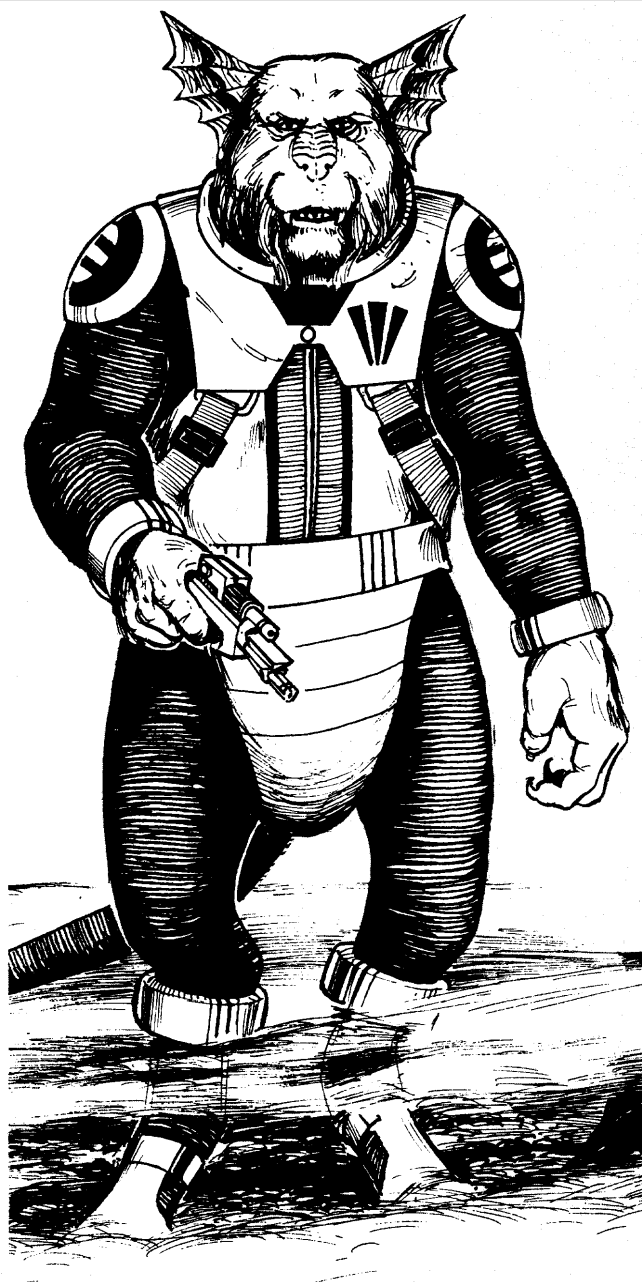
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The Kzinti have landed!

©1985 by Jon Slobins



A new race for STAR TREK®: The Role-Playing Game

When FASA's STAR TREK®: The Role-Playing Game was created, the game's designers decided not to include the Kzinti because (as fans of Larry Niven's Known Space series) they did not feel that the Kzin belonged in the *Star Trek* universe. This was decided despite the appearance of Kzinti in one of the animated *Star Trek* episodes, "The Slaver Weapon" (adapted for the show by Niven himself) and their mention in another, "The Infinite Vulcan," by Walter Koenig.

I take the opposite view, considering that both Niven, the Kzinti's creator, and Gene Roddenberry, who created *Star Trek* and had script approval of the acclaimed NBC animated version, believed that the Kzin *did* fit into the *Star Trek* universe. Thus, for players of the STAR TREK game, this article presents information for generating Kzinti characters, based on official *Star Trek* lore.

Overview of the Kzinti

The Kzinti are a race of vicious but intelligent carnivores. They are bipedal felinoids ("cat-men") related to the Caitians, but stand about 8' tall compared to the generally petite, human-sized Caitians. Like the Caitians, Kzinti are orange-furred, but have a distinctly tigerish aspect as compared to the leonine Caitians. Unlike a Caitian, a Kzinti's ears and tail are hairless.

Kzinti only eat flesh, and refuse to speak to herbivorous beings, save when absolutely necessary. They also revile pacifists, so Vulcans are doubly contemptible to them. They will reluctantly converse with omnivores like humans, although they will use other peoples for food if possible.

Kzinti females are unintelligent, and Kzin frequently forget that females of other species are usually sentient beings. This leads many of them to underestimate female opponents, because they instinctively consider females to be inferiors.

Immensely powerful, Kzinti have more than one heart and vertical bracing of their ribs. Their warrior code of single combat commits them to fight to the death any foe who engages in hand-to-hand combat with one of them. If a Kzin commander is physically attacked, combat reinforcements may not be requested until honor is settled.

The Kzin produce telepaths with great ability to read minds, but these individuals tend to be unhappy neurotics. Although they do not need to touch a subject to read its mind, they are reluctant to read omnivore minds, and will only read herbivore or female minds if disciplined by their commander.

Reading minds induces great psychological stress in Kzinti telepaths. The gamemaster must keep track of the number of facts read by a Kzin telepath from the mind of a subject, for each statement of knowledge induces temporary damage of -5 Endurance to the telepath. If the subject is a herbivore or female, the temporary damage is -10 Endurance. Recovery is at the same rate for other temporary damage (such as a phaser stun), and a Kzinti telepath can fall unconscious if his Endurance drops below his unconsciousness threshold. Thus, Kzinti commanders do not use their telepathic subor-

dinates casually. There will always be one telepath aboard a Kzinti police ship, and a 15% chance exists of encountering one aboard any other type of Kzinti spaceship.

Among the Kzin, names are given only to individuals who have been awarded that honor by the Patriarch, the ruler of all the Kzin. This practice is similar to the British monarch awarding knighthood to worthy individuals. Unnamed Kzin are referred to only by their rank or specialty — i.e., Captain, Flyer (starship pilot), Telepath, and so forth. Distinguished individuals gain a partial name; in “The Slaver Weapon,” a Kzinti captain was encountered by Speck, Uhura, and Sulu who was referred to as “Chuft Captain,” a typical partial name. Only the greatest of Kzinti warriors gain a full name, which is unrelated to their partial or rank/specialty names.

The Kzinti have fought four wars against humanity, losing all of them. This has been due in large part to inferior technology and a tendency to attack before they are ready. Kzinti technology development has been slowed by their distrust of pseudo-intelligent computers; the Kzin have ancient legends of weapons haunted by their dead owners, and thus are reluctant to deal with machinery that talks. The Treaty of Sirius limits Kzinti weaponry to police functions: ships and police stunners (akin to phasers, but only capable of stun functions). The dozen worlds of the Kzin Patriarchy currently have the status of a United Federation of Planets protectorate.

The Kzinti government seeks to defeat the Federation, but its agents work undercover, claiming to be pirates using stolen police vessels, in order to avoid UFP retaliation against the Patriarchy. For example, the “pirate” Chuft Captain called his allegedly stolen police ship *The Traitor’s Claw*.

Despite the Treaty of Sirius prohibition on Kzinti possession of phasers, Kzinti pirates almost always have hand phasers. In addition, all Kzinti police ships carry police webs. A police web is a wire mesh which is spread on a flat surface, and looks much like a spider’s web. With the power turned on, a tractor field is activated which prevents any prisoner standing on the web from moving his or her feet (or any other part of the body which is touching the web). Police webs are fully portable, and are also used by United Federation of Planets police.

Kzinti player characters

Statistics for Kzinti characters are given in the accompanying group of tables.

Male Kzin NPC adjustments:

| | | |
|----------------|---------|---------|
| STR +25 | END +15 | INT -20 |
| DEX +40 | CHA -20 | LUC -80 |
| PSI +30 | | |

Personal combat damage +5 (claws and teeth)

Typical Kzin captain:

| | | |
|---------------|---------------|---------------|
| STR 75 + 2D10 | END 65 + 2D10 | TNT 30 + 2D10 |
| DEX 90 + 2D10 | CHA 30 + 2D10 | LUC 2D10 |
| PSI 50 + 2D10 | | |

Significant skills: Negotiation/Diplomacy 10 + 2D10
 Personal combat (unarmed) 80 + 2D10
 Marksmanship (modern) 10 + 2D10

Typical Kzin warrior:

| | | |
|---------------|---------------|---------------|
| STR 60 + 2D10 | END 60 + 2D10 | INT 25 + 2D10 |
| DEX 75 + 2D10 | CHA 10 + 2D10 | LUC 1D10 |
| PSI 35 + 2D10 | | |

Significant skills: Personal combat (unarmed) 60 + 2D10
 Marksmanship (modern) 10 + 2D10

Typical Kzin telepath:

| | | |
|----------------|---------------|---------------|
| STR 55 + 2D10 | END 55 + 2D10 | INT 30 + 2D10 |
| DEX 65 + 2D10 | CHA 10 + 2D10 | LUC 1D10 |
| PSI 110 + 2D10 | | |

Significant skills: Personal combat (unarmed) 70 + 2D10
 Telepathy (mind touch).

Typical Kzin female:

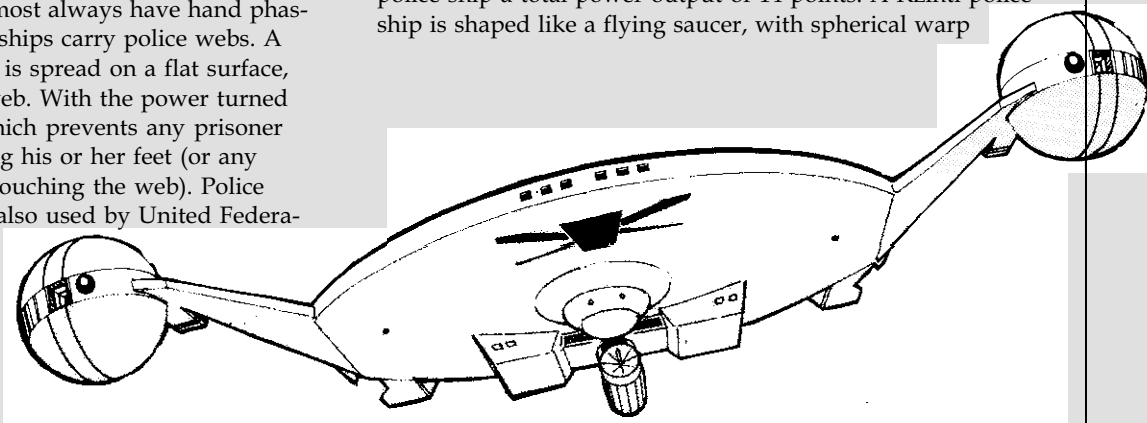
| | | |
|----------------|---------------|----------|
| STR 50+2D10 | END 55 + 2D10 | INT 0 |
| DEX 100 + 2D10 | CHA 0 | LUC 1D10 |
| PSI 0 | | |

Significant skills: Personal combat (unarmed) 60 + 2D10

Kzinti starships

The Kzinti ships most often encountered by player characters are police ships crewed by “pirates” or Kzin police. Other Kzin ships will be cargo ships made by the Federation or an allied race. The following information about Kzinti police ships follows the first-edition rules of the STAR TREK game.

Kzinti police ships have 2 forward disruptors of very low power (a maximum of 2 power points to each, and no damage bonus for range). The deflector shields are also weak, accepting a maximum of 4 power points each. One impulse engine (generating 2 power points) and 2 warp engines (each generating 6 power points) are mounted. This gives a police ship a total power output of 14 points. A Kzinti police ship is shaped like a flying saucer, with spherical warp



engines mounted on opposite sides of the ship on nacelle supports. The impulse engine is located at the back of the saucer. The design is similar to the Romulan “Bird of Prey” cruiser, with spheres instead of long engine tubes at the sides.

The maximum safe cruising speed of a police ship is Warp Factor 4. The maximum emergency speed is Warp Factor 6. Police ships have landing gear in order to touch down on terrestrial planets. There are no transporters; the Kzin do not have the sophisticated control computers needed for such devices. A police ship weighs 12,000 metric tons when empty, and has a standard range of 2 years at LYV.

Police ship dimensions: length overall — 30 m; breadth overall — 60 m; height overall — 20 m.

Police ship crew: 4 officers, 0 enlisted (4 Kzinti total).

Starship combat numbers and results for Kzinti police ships are on the following page.

Kzinti Police Ship Combat Tables

ACTION OPTIONS

| | |
|--|--|
| | Move 4, 5, 6 hexes 2 Def 0 Disr |
| | Move 3, 4, 5, 6 hexes 1 Def 2 Disr |
| | Move 0, 1, 2 hexes 2 Def 2 Disr |
| | Move 0, 1, 2, 3, 4 hexes 2 Def 1 Disr |
| | Move 0 hexes 3 Def 1 Disr |
| | Move 0, 1, 2 hexes 3 Def 0 Disr |

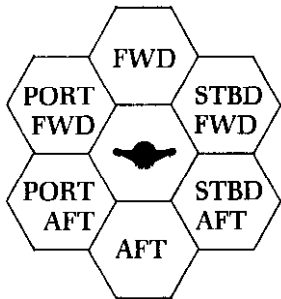
DEFLECTORS DMGD

| | | |
|-----|-------------|-------------|
| FWD | STBD FWD | PORT FWD |
| AFT | STBD AFT | PORT AFT |

CAPTAIN'S STRAT/TAC. SKILL: _____

CREW EFFICIENCY RATING= _____

DEFLECTORS UP



DISR DAMAGED

| | |
|---|---|
| 1 | 2 |
|---|---|

SUPERSTRUCTURE STRESS/DAMAGE

| | | | | | | |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|

IMPULSE ENGINE = 2 BOXES

| Turn Chart | | | Disr Table | | |
|-----------------|-------|-----|------------|--------|-----|
| Spd | Eng | Sup | Rng | To Hit | Dmg |
| sub | - | - | 1 | 1-10 | 3 |
| W1 | - | - | 2 | 1-9 | 3 |
| W2 | - | - | 3 | 1-7 | 2 |
| W3 | - | 1 | 4 | 1-5 | 2 |
| W4 | - | 2 | 5 | 1-3 | 2 |
| W5 | 1 | 3 | 6 | 1-3 | 1 |
| W6 | 2 | 4 | 7 | 1-2 | 1 |
| | | | 8 | 1 | 1 |
| DMG Chart | | | | | |
| Die roll Damage | | | | | |
| 1 | IMP | | | | |
| 2 | Disr | | | | |
| 3 | Super | | | | |
| 4 | Super | | | | |
| 5 | Defl | | | | |
| 6 | Defl | | | | |
| 7 | Defl | | | | |
| 8 | W Eng | | | | |
| 9 | W Eng | | | | |
| 10 | W Eng | | | | |

ENGINE STRESS/DMG

| | |
|-----------|----|
| MAX SPD 6 | 14 |
| MAX SPD 5 | 13 |
| -1 DEFL | 12 |
| MAX SPD 4 | 11 |
| -2 DEFL | 10 |
| MAX SPD 3 | 9 |
| -3 DEFL | 8 |
| MAX SPD 2 | 7 |
| -1 DISR | 6 |
| -4 DEFL | 5 |
| MAX SPD 1 | 4 |
| -5 DEFL | 3 |
| -2 DISR | 2 |
| MAX SPD 0 | 1 |

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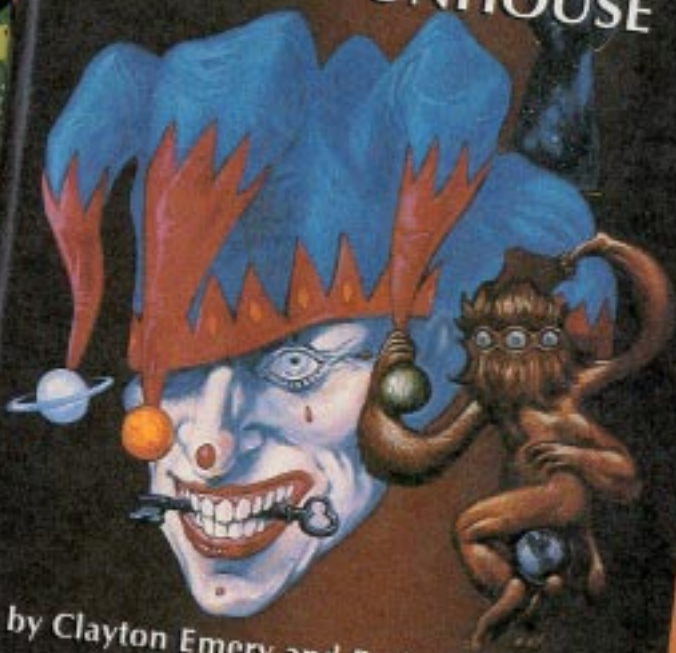
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The MARVEL[®]-Phile

All this and World War II!

by Jeff Grubb

Elsewhere in this fine magazine, you'll find the MARVEL SUPER HEROES[™] adventure *Sudden Dawn*, starring the Liberty Legion[™], designed by Trusty Contributor William Tracy. Since we are standing (or sitting, or whatever) at the tail end of 40 years of history since the battles recorded there, the question arises: How have the members of the Liberty Legion fared since the end of the war?

Not well, I'm afraid. Not well at all. While the three main Invaders[™] have survived (Captain America[™], Sub-Mariner[™], and the android Human Torch[™], whose body became that of the Vision[™]), and Nick Fury[™] and some of his Howling Commandos[™] are in S.H.I.E.L.D.[™], most of the Liberty Legion members have gone to their just rewards.

Robert Frank and Madeline Joyce, better known as Whizzer[™] and Miss America[™], joined the All-Winners Squad[™] after the war, then retired their super-hero identities. They were involved in a nuclear accident while working as security guards at a nuclear facility. Their first child was the radioactive mutant known as Nuklo[™], who was until recent years kept in suspended animation by the U.S. government. Madeline later died giving birth to a stillborn child, in the scientific citadel of Wundagore of Transia, Europe.

The midwife, a mutated cow named Bova[™], offered two abandoned infants to Robert. However, shattered by the death of his wife, he fled the country. Robert believed the children, who became known as Quicksilver[™] and Scarlet Witch[™], were his own. He recently died in battle with an old foe named Isbisa[™] (who was responsible for the nuclear accident), though in the process of the conflict, Nuklo was cured.

William Nasland, the Spirit of '76[™], took up the name of Captain America when Steve Rogers, the original Cap, disappeared and was presumed dead at the war's end. Nasland served as a member of the All-Winners Squad as Cap, only to fall in battle with the evil android Adam II[™], who was attempting

to kill freshman senator John F. Kennedy.

Jeffrey Mace, the Patriot[™], was inspired by Nasland's heroism to become the third Captain America, following Nasland's death. Alongside Fred Davis (the second Bucky[™], and later with Gwenny Lou Sabuki (Golden Girl[™]), Cap fought crime in America until he retired in 1950. Mace returned to reporting, and recently died of cancer. Steve Rogers, who had since returned to his role as Captain America, was at Mace's bedside when he died.

Of Thin Man[™] and Jack Frost[™], nothing is known of their present activities or final fates. Red Raven[™] returned to the Bird-People[™] after the war, only to discover them preparing to launch an attack on the weakened human world. Unable to convince them otherwise, Red

Raven placed the island of the Bird-People, himself included, in suspended animation. Red Raven woke from that suspension twice; on the first occasion, he battled Angel[™] of the X-Men[™], and the second time he awoke, Red Raven proved to have gone insane. He now intended to raise the Bird-People and attack humanity. Attempting to revive his adopted people, Red Raven found they had died from a malfunction of the suspended animation equipment. Red Raven then destroyed himself and the island.

Blue Diamond[™] is the only member of the Liberty Legion known to be still alive. Elton Morrow retired to his studies following the war, but was recently transformed by Stardancer[™] into a being of living crystal. He has since accompanied Stardancer into the reaches of deep space.

But what of Bucky, who brought the members of the Liberty Legion together, led them against the Red Skull[™] to rescue the Invaders, and convinced them to stay together as a super-powered team of homefront heroes? What happened to Captain America's sidekick?

Glad you asked. Presenting Mr. James B. Barnes, along with two nefarious, nasty Nazis who have since passed on — Baron Zemo[™] and Baron Strucker[™].

[Arnim Zola, Baron Zemo II, Nomad, and Red Skull may be found in MH AC 7, Concrete Jungle, by Jumpin' Jeff Grubb. — Editor]



BUCKY[™]

James Buchanan Barnes
Adventurer

Fighting: EXCELLENT (20)
Agility: GOOD (10)
Strength: GOOD (10)
Endurance: GOOD (10)
Reason: TYPICAL (6)
Intuition: GOOD (10)
Psyche: GOOD (10)

Health: 50
Karma: 26
Resources: TYPICAL
Popularity: 45

Known powers:

MARTIAL ARTS. Bucky was trained by the Super Soldier himself, Captain America, in hand-to-hand combat. Bucky can Stun and Slam opponents of greater Endurance than his Strength.

Bucky's story: James "Bucky" Barnes's mother died while he was a child, and his father was the victim of an accident in basic training at Camp Lehigh, Virginia. A ward of the state, Bucky became the camp mascot. During this time, he first met Steve Rogers. Discovering that mild-mannered Mr. Rogers was in reality Captain America, young Barnes pleaded with the Sentinel of Liberty™ to let him help in his campaign against stateside saboteurs. Cap agreed and, following a period of intense training, made Bucky his sidekick.

Cap and Bucky fought the Nazi menace both at home and in Europe. They were founding members of the Invaders, and Bucky left that team only briefly to form the Kid Commandos™ with Golden Girl, Toro™, and the Human Top™. Bucky was also responsible for forming the Liberty Legion when the Invaders had their minds controlled by the Red Skull.

On their final mission together, Bucky and Cap were to prevent Baron Zemo I from stealing an experimental drone plane from Britain. When they were defeated by Zemo's android, the pair were bound to the plane, but escaped and pursued the plane, which was taking off over the cliffs of Dover. Both heroes leapt for the plane, but only Bucky found a secure hold. Cap shouted for his partner to let go, fearing the drone was booby-trapped. This warning came too late, for the plane exploded, killing Bucky. Cap fell into the ocean, where the combination of the Super-Soldier Serum and the icy waters placed him in suspended animation for the following few decades.

Neither Bucky nor Cap's bodies were found, so the government decided not to admit their deaths, but rather allowed William Nasland and Fred Davis to serve as Cap and Bucky following the war. Davis served both Nasland and Jeff Mace until he was forced to retire from crime-fighting as a result of a bullet wound. A third Bucky, Jack Munroe, served alongside the anti-communist Captain America IV of the 1950s. This Bucky is now the hero Nomad™.

BARON ZEMO I

**Baron Heinrich Zemo
Scientist, would-be conqueror**

Fighting: EXCELLENT (20)
Agility: GOOD (10)
Strength: TYPICAL (6)
Endurance: GOOD (10)
Reason: INCREDIBLE (40)
Intuition: POOR (4)
Psyche: GOOD (10)

Health: 46
Karma: 54
Resources: REMARKABLE
Popularity: -20

Known powers:

MARTIAL ARTS. Baron Zemo became a master of karate, following his escape to South America, and could Stun and Slam opponents of greater Endurance than his Strength.

WEAPONS: Zemo developed a number of weapons for the Third Reich, including the following:

- * a "death ray" disintegrator — A large version of this machine, actually the first functional laser, inflicted Amazing damage at a range of ½ mile. A smaller, hand-held version inflicted Excellent damage at a range of 5 areas.

- * Adhesive X — The ultimate adhesive, this paste hardened in one round to form a bond of Unearthly strength. The solvent to this glue was developed years later by Peter Petruski (Trapster™).

- * androids — Combining talents with Arnim Zola, Zemo produced androids that could shift in height from 10' to 10". These androids had Excellent body armor and the following stats:

| | | | | |
|------|------|------|------|--------|
| F | A | S | E | Health |
| EXCE | GOOD | EXCE | GOOD | 60 |

Zemo I's story: The brilliant physicist Heinrich Zemo joined the National




Socialist Party early in its history, and became one of Hitler's top scientists. He developed the first functional laser years ahead of his compatriots, intending to use it as a weapon against the Allies. A raid by Nick Fury and his Howling Commandos ruined this plot, but Zemo later created a hand-held laser for his own use.

Zemo also developed Adhesive X, an unbreakable glue for use against Allied ground troops. This plot was foiled by Captain America, with the result that Zemo's hood was permanently bonded

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to his face. This tragedy twisted Zemo's mind, and he developed an intense hatred of the Allies and of Captain America. Following this encounter, Baron Zemo ceased to work exclusively in research, and led many sabotage missions against the Allies as Hitler's agent. This was the province of the Red Skull, and an uneasy rivalry existed between the two.

Towards the end of the war, Skull ordered Zemo to London to steal an experimental drone plane. Zemo followed the order, to get out of Germany before the end and in hopes of battling Captain America. Aided by one of his androids, Zemo defeated Cap and Bucky, and tied them to the plane, hoping the flight to Berlin would slay them. Captain America and Bucky escaped, but Bucky was subsequently killed and Cap was placed in suspended animation.

Confident that Captain America was dead, Zemo retired to South America, where he continued his experiments and worked towards global domination. The three Captain Americas that followed did not disturb Zemo, but with the reappearance of the original Cap, Zemo once more set out to destroy his foe. Recruiting Melter™, the criminal Black Knight™, the Enchantress™, and the Executioner™, Zemo's Masters of Evil™ battled Captain America and the Avengers™ on several occasions. One of Zemo's last scientific breakthroughs was the creation of Wonder Man™, who was first used as a pawn against the Avengers.

In his final battle with Captain America, Zemo's laser started a landside which killed him. Captain America buried the mad scientist's body himself. Zemo has been succeeded in his work by his son Helmut, who has taken up the name of Baron Zemo.

BARON STRUCKER™

**Baron Wolfgang von Strucker
Nazi spy, military commander,
leader of HYDRA™, and
would-be conqueror**

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: GOOD (10)
Endurance: EXCELLENT (20)
Reason: EXCELLENT (20)
Intuition: EXCELLENT (20)
Psyche: GOOD (10)

Health: 70
Karma: 50
Resources: INCREDIBLE
Popularity: -20

Known powers:

MARTIAL ARTS. Baron Strucker may Stun and Slam opponents of greater Endurance than his strength.

WEAPONS MASTER. Baron Strucker receives a one-column shift to the right when fighting with swords, sabres, or firearms.

Strucker's story: Baron Wolfgang von Strucker was a member of a long line of Prussian military leaders. He was recruited by the Nazis in the 1930s as a secret agent; with the outbreak of war, Strucker distinguished himself as a wing commander of the infamous Death's Head Squadron™. His personal foe in the war was Sgt. Nick Fury, and the two soldiers battled often during that conflict. At one point, Strucker disobeyed a direct order from Hitler in order to attempt to defeat his foe. Hitler ordered Strucker assassinated, but the Baron fled to the Far East with the help of the Red Skull.

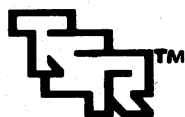
It was the Skull's intention to use Strucker to form a power base in the Orient from which to challenge Hitler, but Strucker soon cut all ties with Red Skull and set off on his own. Contacting a group of Japanese subversives, Strucker formed HYDRA™, and, upon slaying the subversive's leader, became the Supreme Hydra. HYDRA was on the verge of developing nuclear weaponry when it was overrun by Captain Simon Savage™, his Leatherneck Raiders™, and Japanese commandos. Though his main base of Hydra Island was destroyed, Strucker survived and quietly rebuilt HYDRA after the war.

HYDRA was for a brief time controlled by another front, called THEM™, which was run by Strucker, but the Baron returned to control HYDRA directly with HYDRA's initial defeat. HYDRA was also responsible for the creation of A.I.M.™ (Advanced Idea Mechanics), a technological division that later became an independent force.

Once HYDRA had fully resurfaced, it came into direct conflict with S.H.I.E.L.D., under the command of Col. Nick Fury, Strucker's old foe. Strucker tried to blow up the Heli-Carrier™ with a Death-Spore bomb, which would spread a deadly virus around the globe. Fury found the bomb and took it to the new Hydra Island, where it exploded and sank the island to the bottom of the sea. The spores were contained within the island's adamantium dome. Before the explosion came, Strucker died in a nuclear reactor chamber while fleeing his own men. Fury escaped.

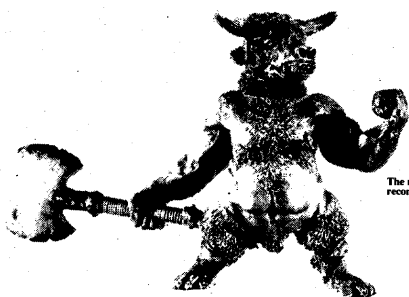
Strucker has apparently been survived by twin children, a girl and a boy named Andrea and Andreas. The two have the mercilessness of their father, and in addition are mutants with great energy powers when in contact with each other. They are collectively known as Fenris™.





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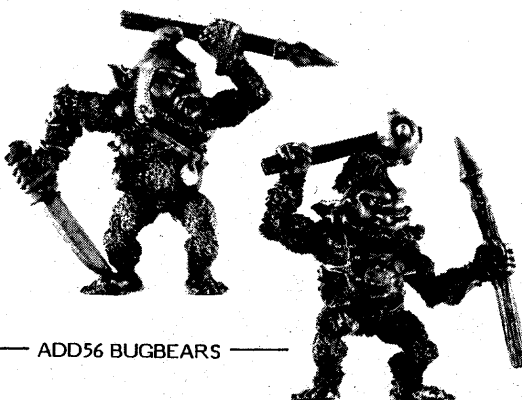
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—ADD1 MAGIC USER—



—ADD60 NORKERS—



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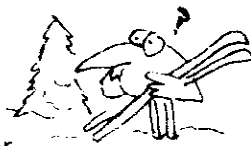


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Convention Calendar

STAGE 9 WINTER FANTASY, Dec. 20-22

This gaming convention will be staged at the University of Arkansas in Little Rock, Ark. The convention will feature RPGA™ Network tournaments, a video room, board games, an auction, and much more. RPGA member discount will be given on admission. For further information, contact: Sonny Scott, Route 3, Box 238, Little Rock AR 72211, or telephone (501)821-2088.

EVECON 3, Dec. 27-29

EveCon will be staged at the Holiday Inn in Gaithersburg, Md. Featured events include science-fiction and fantasy gaming activities, videos, movies, music, singing, dancing, and an art show. Also planned are a Friday Night pool party (with waterfall) and a Saturday masquerade. Registration fees are \$15. For more details, contact: EveCon 3, P.O. Box 128, Aberdeen MD 21001.

QWESTFIELD 1, Jan. 4

This one-day gaming event will take place at Eason Hall in Westfield, New York. Featured events will include AD&D®, GAMMA WORLD®, STAR FRONTIERS®, and TRAVELER® tournaments. A dealers' table will also be available. For more information about this event, send a self-addressed, stamped envelope to: Gamer's Connection, P.O. Box 822, Jamestown NY 14702-0822.

WINTER FANTASY, Jan. 4-5

To be held at the Americana Resort in Lake Geneva, Wis., this convention will offer a variety of role-playing tournaments, miniatures events, board games, an auction, and demonstrations. Guests of honor will include game designers Jim Ward, Thom Wham, Frank Mentzer, and Carl Smith, and RPGA™ Network coordinator Penny Petticord. Registration fees are \$7 for the weekend, or \$4 per day. For more details, send a self-addressed, stamped envelope to: Winter Fantasy, P.O. Box 721, Lake Geneva WI 53147.

DRAMACON, Jan. 10-12

This convention is sponsored by the Fort Worth Country Day school branch of the International Thespian Society, and proceeds will benefit said organization. A variety of tournament events will be offered, and there will be a team quiz of which the questions will be based upon the literary words of J.R.R. Tolkien. For more information, send a self-addressed, stamped envelope to: DramaCon Gaming Convention, 3836 Glenmont Drive, Fort Worth TX 76133, or telephone (817)292-8745.

RUSTYCON III, Jan. 17-19

To be staged at the Executive Inn in Seattle, Wash., this science-fiction convention will feature a number of activities. Guests of honor include author Vonda N. McIntyre and artist Ilene Meyer. Registration fees are \$16 until December 31, and \$20 thereafter. For more information, contact: Rustycon III, P.O. Box 47132, Seattle WA 98146.

BRIDE OF PANDEMONIUM, Jan. 18

This event will be staged at the Ryerson Polytechnical Institute in Toronto, Ontario. This third annual convention will include 17 games, a figure and diorama contest, an auction, and open gaming. Gifts certificates will be awarded. For more details, contact: Dungeon Parties, Inc., P.O. Box 67, Stn. F, Toronto, Ontario, Canada M4Y 1N1, or telephone (416)924-1989.

CHIMERACON III, Jan. 25-26

This convention will be held at the Carolina Union at the University of North Carolina in Chapel Hill, NC. Guests of honor include Orson Scott Card, Manly Wade Wellman, Allen Wold, M. A. Foster, and C. Bruce Hunter. Special events include an "Outer Limits" cantina, a writing workshop, a trivia bowl, an art show, panels, and readings. Registration fees are \$3 per day. For more information, send a self-addressed, stamped envelope to: ChimeraCon III, 12-A University Gardens, Chapel Hill NC 27514, or telephone (919)967-5347.

1986 FANTASY WORLD'S FESTIVAL, Feb. 7-9

This convention will be staged at the Hyatt Regency Hotel at Oakland's International Airport. Guests of honor will include Diane Duane, Marion Zimmer Bradley, and Diana L. Paxson. Registration fees are \$2 until January 1, \$25 until February 1, and \$30 thereafter. For more details, send a self-addressed, stamped envelope to: Friends of Darkover, P.O. Box 72, Berkeley CA 94701.

DUN DRA CON, Feb. 14-17

This gaming convention will take place at the Airport Hyatt in Oakland, Cal. Seminars, a painting contest, and a flea market are among the scheduled events. For more information, contact: Dun Dra Con, c/o T. O. Green, 386 Alcatraz Ave., Oakland CA 94618.

ORCCON, Feb. 15-17

This gaming convention will take place at the Los Angeles Airport Hyatt Hotel. Activities will include role-playing tour-

naments, war games, seminars, and an auction. For more information, contact: Orccon, P.O. Box 8399, Long Beach CA 90808, or telephone (213)420-3675.

WISCON 10, Feb. 21-23

This science-fiction convention will be staged at the Concourse Hotel in Madison, Wis. Guests of honor include Chelsea Quinn Yarbro and Suzette Haden Elgin. Activities include films, a masquerade, and an art show and auction. For more details, contact: WisCon 10, P.O. Box 1624, Madison WI 53701, or telephone (608)251-6226 (days) or (608)233-0326 (evenings).

WAMCON '86, Feb 28 - Mar. 2

This event will be held at the Sheraton Inn Coliseum in Hampton, Va. Guests of honor will include Judson Scott, A. C. Crispin, and Tracy Hickman. Two- and three-day registrations are available. For more details, send a self-addressed, stamped envelope to: WamCon, P.O. Box 2223, Poquoson VA 23662.

BASHCON '86, Mar. 1-2

This gaming convention will be held at the University of Toledo's main campus in Toledo, Ohio. More than 60 role-playing and board games and miniatures events will be offered. Also, an RPGA™ AD&D® tournament will be scheduled. For more details, send a self-addressed, stamped envelope to: UT-BASH, BashCon '86, 2801 W. Bancroft, Toledo OH 43606.

LUNACON '86, Mar. 7-9

This science-fiction convention will be held at the Westchester Marriot Hotel in Tarrytown, New York. Guests of honor will include Marta Randall and Madeleine L'Engle. Multi-track programming of panels, workshops, and readings will be available. Also featured are an art show, a dealers' room, films, a masquerade, and a variety of role-playing and computer games. Registration fees are \$16 until February 26, and \$20 thereafter. For details, contact: LunaCon, P.O. Box 6742, FDR Station, New York NY 10150.

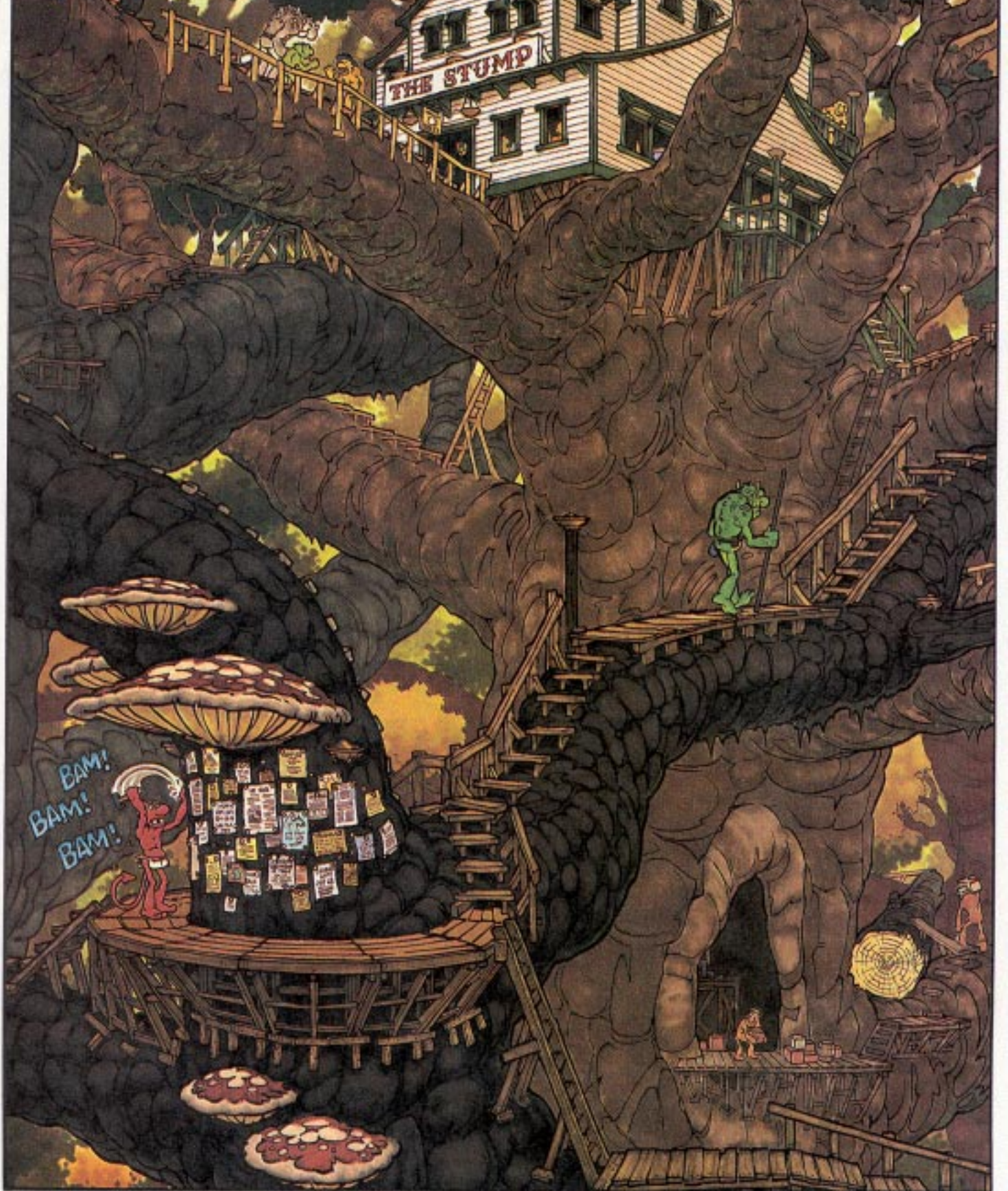
TRI-CON IV, Mar. 14-16

This gaming convention will be staged at Poe Hall at the NC State University Campus in Raleigh, N.C. Tournaments, films, and miniatures events will be scheduled. Registration fees are \$5 for the weekend, or \$3 per day. For more information, send a self-addressed, stamped envelope to: NC State Gaming Society, P.O. Box 50201, Raleigh NC 27650.

NEOCON V, Mar. 21-23

To be staged at the Gardner Student Center of the University of Akron in Akron, Ohio, this convention will offer a variety of role-playing, board, and miniatures games. For more information about this gaming convention, send a self-addressed, stamped envelope to: Neocon V, P.O. Box 7411, Akron OH 44306.

WORMY









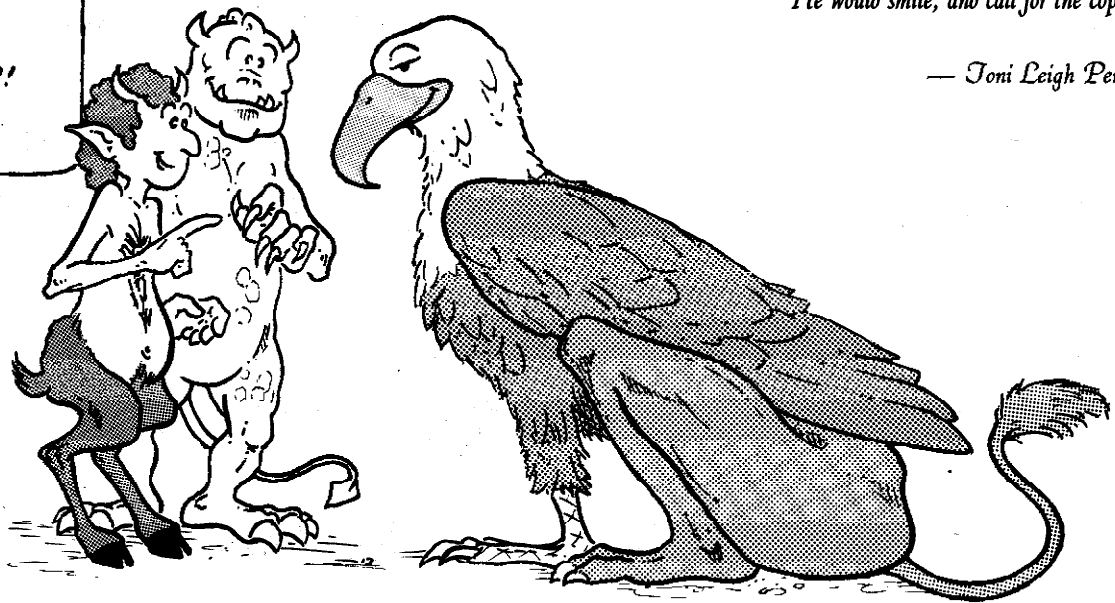
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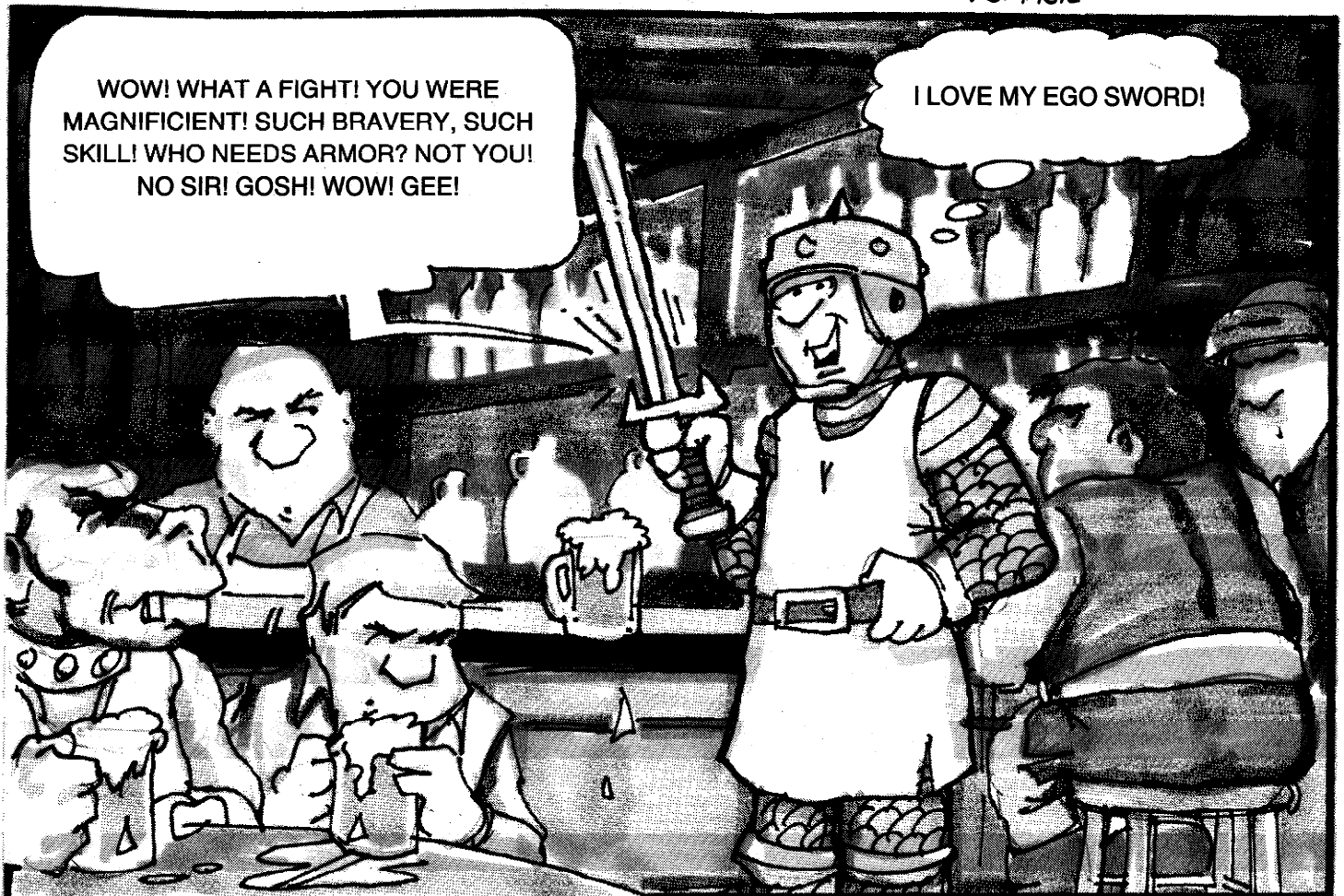
TOMASIC

*A wily old wizard named Pops
Polymorphed men 'mong the treetops.
When accosted by thieves
With no tricks up his sleeves,
He would smile, and call for the copse.*

— Toni Leigh Perry

WOW! WHAT A FIGHT! YOU WERE
MAGNIFICENT! SUCH BRAVERY, SUCH
SKILL! WHO NEEDS ARMOR? NOT YOU!
NO SIR! GOSHI! WOW! GEE!

I LOVE MY EGO SWORD!



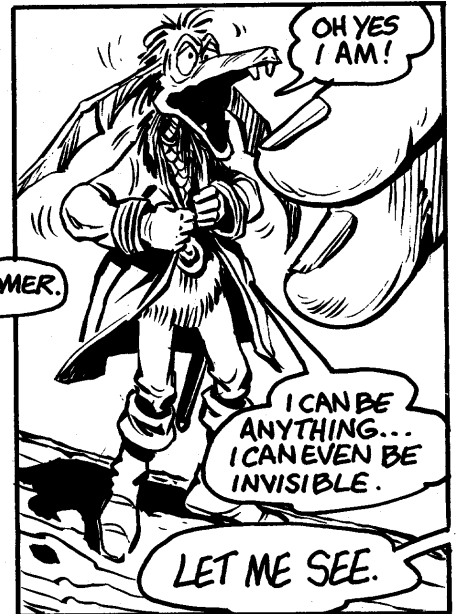
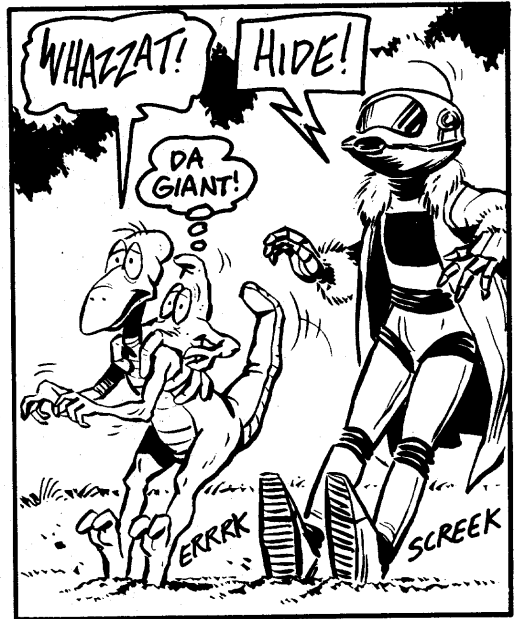
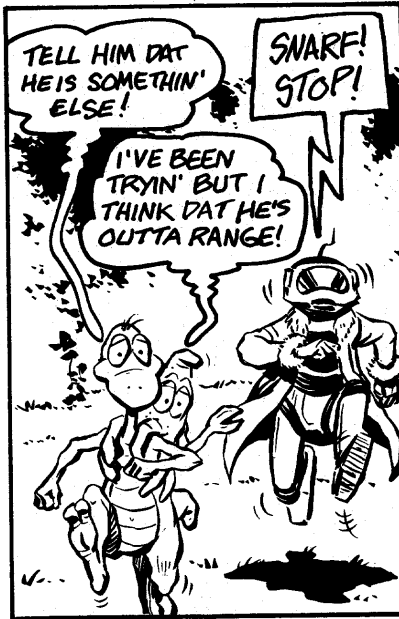
By Joseph Pillsbury and Nick Smith

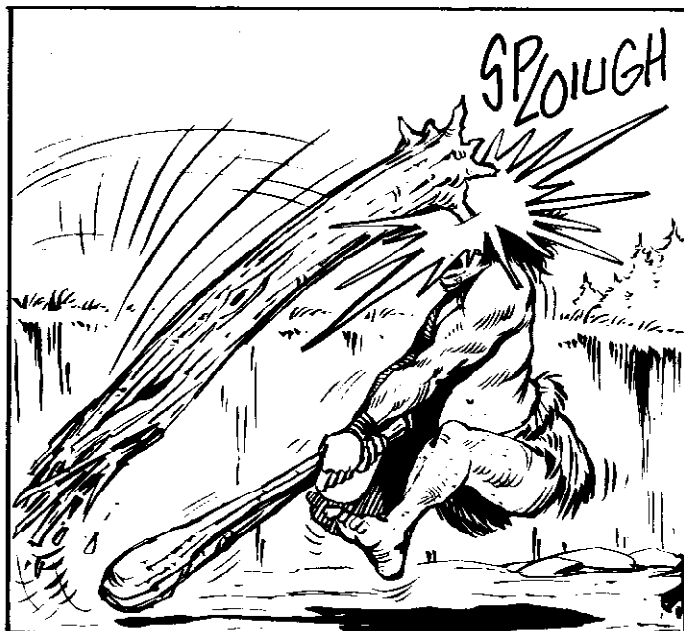
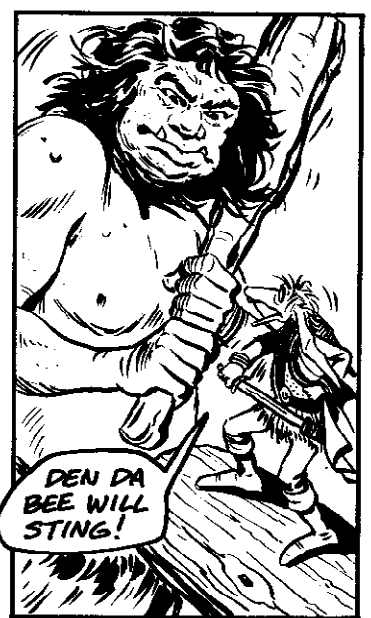
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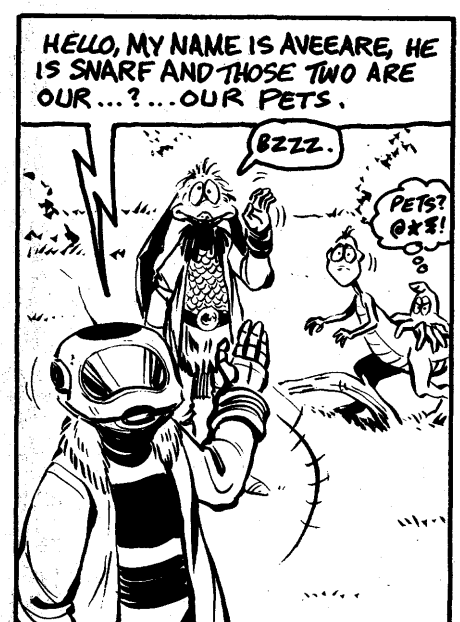
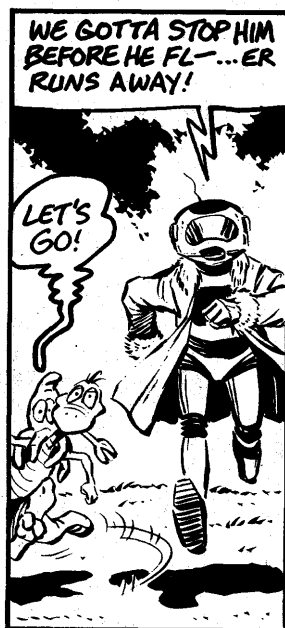
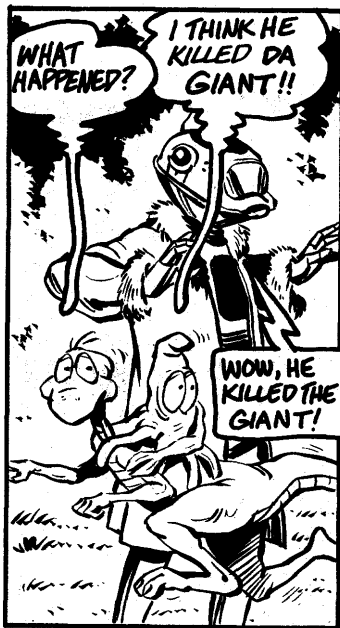
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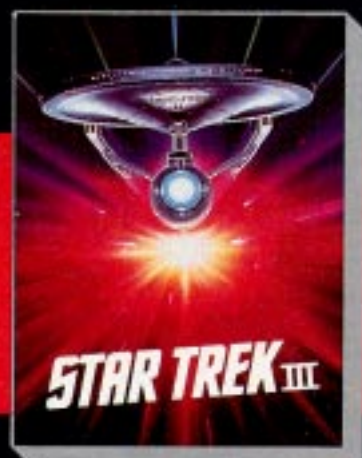
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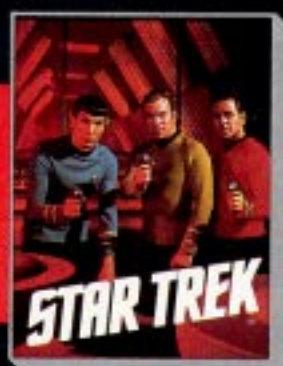
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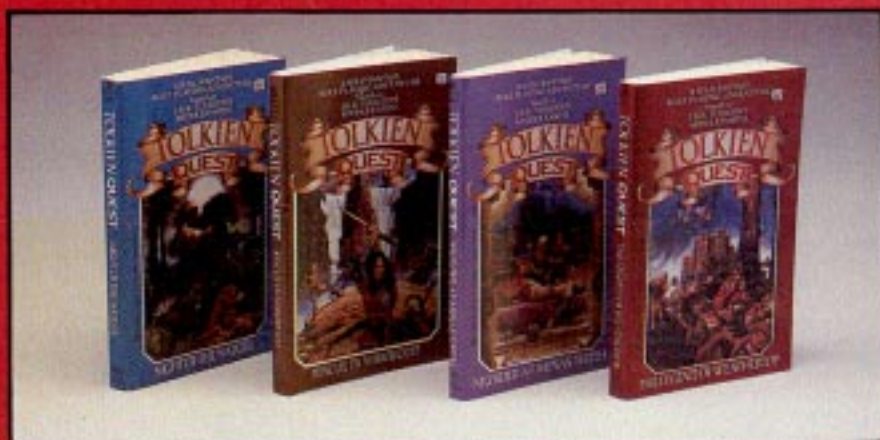
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PATRIOT™



MISS AMERICA™



SPIRIT OF '76™



WHIZZER™



MISS AMERICA™

Madeline Joyce, adventuress
(identity known to U.S. government)

| | |
|---------------------------|--------------------------------|
| Fighting: GOOD (10) | Health: 56 |
| Agility: EXCELLENT (20) | Karma: 22 |
| Strength: TYPICAL (6) | Resources: EXCELLENT |
| Endurance: EXCELLENT (20) | (supported by U.S. government) |
| Reason: TYPICAL (6) | Popularity: 40 |
| Intuition: GOOD (10) | |
| Psyche: TYPICAL (6) | |

Powers

LEVITATION: Miss America has the power to levitate by her mental powers, allowing her to rise into the air as high as normal breathing would allow (20,000 feet) and to hover in place, staying aloft up to 2 hours. By careful jumps, she can fly at 4 areas per round with Excellent control, though she has to land and kick off again to keep going.

Talents: None.

Background: Madeline Joyce was visiting a lighthouse used for electrical experiments when a lightning bolt from the equipment and an electrical storm struck her. When she recovered from her coma, she found her latent mutant powers had surfaced. She became a costumed crimefighter, and while fighting a Nazi spy ring in New York, she met the Whizzer™. They joined forces to crush the spies and free the Invaders™ from the Red Skull™.

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WHIZZER™

Robert L. Frank, adventurer
(identity known to U.S. government)

| | |
|---------------------------|--------------------------------|
| Fighting: EXCELLENT (20) | Health: 86 |
| Agility: INCREDIBLE (40) | Karma: 26 |
| Strength: TYPICAL (6) | Resources: EXCELLENT |
| Endurance: EXCELLENT (20) | (supported by U.S. government) |
| Reason: GOOD (10) | Popularity: 40 |
| Intuition: GOOD (10) | |
| Psyche: TYPICAL (6) | |

Powers

LIGHTNING SPEED: The Whizzer can move up to 10 areas per round because of his superhuman metabolism. He has also developed his fighting skills to compliment his speed, and his Fighting rises to Incredible when he is in motion.

Talents: He can use a special martial arts talent while he is in motion, slamming and stunning larger opponents.

Background: While in Africa with his scientist father, young Robert was bitten by a cobra. A mongoose killed the cobra, and Dr. Frank injected some of the mongoose’s blood into Robert. Dr. Frank died of a heart attack, but Robert survived and developed superhuman speed. When he grew up, Robert returned to the U.S. as a costumed crimefighter. He was fighting a Nazi spy ring in upstate New York when contacted by Bucky Barnes™ to help free the Invaders™ from the Red Skull™. On this mission, he met Miss America™, and they were engaged to be married in later years.

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PATRIOT™

Jeffrey Mace, reporter and adventurer
(secret identity)

| | |
|---------------------------|--------------------------------|
| Fighting: REMARKABLE (30) | Health: 66 |
| Agility: GOOD (10) | Karma: 26 |
| Strength: TYPICAL (6) | Resources: EXCELLENT |
| Endurance: EXCELLENT (20) | (supported by U.S. government) |
| Reason: GOOD (10) | Popularity: 40 |
| Intuition: GOOD (10) | |
| Psyche: TYPICAL (6) | |

Powers

Patriot has no super powers.

Talents: Patriot is skilled in journalism and martial arts.

Background: Jeffrey Mace left his career as a reporter for the New York Daily Bugle at the start of World War II to fight crime and Nazi espionage in America as a costumed hero. He still makes regular patriotic radio broadcasts from New York City. When the Invaders™ were captured by the Red Skull™, Patriot joined Bucky Barnes and other heroes to free them, becoming a founding member of the Liberty Legion.

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SPIRIT OF '76”

William Nasland, adventurer
(secret identity)

| | |
|---------------------------|-----------------|
| Fighting: EXCELLENT (20) | Health: 70 |
| Agility: EXCELLENT (20) | Karma: 22 |
| Strength: GOOD (10) | Resources: Good |
| Endurance: EXCELLENT (20) | Popularity: 25 |
| Reason: TYPICAL (6) | |
| Intuition: GOOD (10) | |
| Psyche: TYPICAL (6) | |

Powers

CAPE: Spirit of '76 has no superhuman powers. His cape is made of a bullet-proof material that provides Typical protection against physical attacks made against him from behind. He may draw the cape around to protect his front as well.

Talents: None

Background: Spirit of '76 first appeared at the beginning of World War II as a costumed agent of the U.S. government, fighting Nazi espionage at home. In 1942 he moved to Great Britain and joined a group of British super heroes called the Crusaders™. This group discovered that they had been organized as part of a Nazi plot, but they conquered their backers. Spirit of '76 returned to America on occasions to work with the Liberty Legion during the war.

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RED RAVEN™

Real name unknown, adventurer

Fighting: GOOD (10) Health: 56
Agility: EXCELLENT (20) Karma: 22
Strength: TYPICAL (6) Resources: EXCELLENT
Endurance: EXCELLENT (20) (supported by U.S. government)
Reason: GOOD (10) Popularity: 40
Intuition: TYPICAL (6)
Psyche: TYPICAL (6)

Powers

WINGS: Red Raven wears an anti-gravity suit fitted with a large pair of birdlike wings. This suit allows him to fly at Typical speed (up to 140 mph) with Excellent control. If he makes a successful Agility FEAT, Red Raven can use his wings as a shield to provide Excellent protection from physical attacks and Incredible protection from heat-based attacks. If he makes a successful flight-control FEAT roll, he is also able to swing his wings with enough force to cause Excellent damage. The wings also contain a built-in blaster which does Remarkable damage at a range of 6 areas.

Talents: Red Raven has some knowledge of electronics and engineering, and his Reason is Excellent in those areas.

Background: Red Raven's parents were killed when their plane crashed into a floating city which belonged to a winged race of Inhumans™. The child was raised by the Inhumans (the Bird-People) and was given his winged costume. Red Raven later went to America to join the Liberty Legion™, to fight Nazi aggression in World War II.

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BLUE DIAMOND™

Elton T. Morrow, scientist and adventurer
(secret identity)

Fighting: GOOD (10) Health: 70
Agility: GOOD (10) Karma: 26
Strength: INCREDIBLE (40) Resources: EXCELLENT
Endurance: GOOD (10) (supported by U.S. government)
Reason: GOOD (10) Popularity: 40
Intuition: GOOD (10)
Psyche: TYPICAL (6)

Powers

BODY ARMOR: Blue Diamond's skin is hard enough to provide him with Amazing protection against physical attacks and Remarkable protection from energy attacks.

Talents: He has Excellent Reason in Anthropology.

Background: Elton Morrow was standing near a large diamond when it exploded, imbedding millions of diamond particles in his skin. This granted him superhuman strength and invulnerability.

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THIN MAN™

Bruce Dickson, scientist and adventurer
(public identity)

Fighting: GOOD (10) Health: 42
Agility: TYPICAL (6) Karma: 26
Strength: TYPICAL (6) Resources: EXCELLENT
Endurance: EXCELLENT (20) (supported by U.S. government)
Reason: GOOD (10) Popularity: 40
Intuition: GOOD (10)
Psyche: TYPICAL (6)

Powers

BODY PLASTICITY: Thin Man is able to alter and stretch his body to become paper thin or to reach long distances. This power is Feeble and can only be used defensively. Anyone trying to hit Thin Man with a fist or weapon must make a two-column shift to the left as Thin Man's body will absorb most of the blow. Thin Man can attack while thinned.

Talents: Thin Man has an Excellent Reason in chemistry, electronics, aeronautics, piloting, and engineering.

Background: Bruce Dickson discovered Kalahia, a lost city (in the Himalayas), populated by beings who could flatten themselves as thin as paper. The people of Kalahia injected him with a chemical that gave him his powers. The Thin Man has a special aircraft that can only be safely piloted by him. (All others must make a Reason FEAT to do so, as well as Agility FEATS to avoid crashing.) The plane is a modified fighter with Good Control, Excellent Speed, and a Typical Body. The two wing-mounted machine guns will do Remarkable Damage to a range of 40 areas.

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JACK FROST™

Real name unknown, adventurer

Fighting: GOOD (10) Health: 76
Agility: EXCELLENT (20) Karma: 26
Strength: TYPICAL (6) Resources: EXCELLENT
Endurance: INCREDIBLE (40) (supported by U.S. government)
Reason: TYPICAL (6) Popularity: 20
Intuition: GOOD (10)
Psyche: GOOD (10)

Powers

COLD POWER: Jack Frost is able to project rays of intense cold; anyone struck by such a ray must make an Endurance FEAT roll and check the stun column of the Battle Effects Table. The victim will be frozen in a sheath of ice (Good material) if the FEAT roll fails. One such ray may be fired per round to a maximum range of 6 areas. This power is considered Amazing.

Jack Frost is also able to manipulate ice and shape it into crude shields, which will provide Excellent protection. Jack Frost has Unearthly resistance to cold attacks, but heat-based attacks gain an UP TWO shift in damage against him.

Talents: None

Background: Jack Frost's personal history is unknown at this time to anyone.

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THIN MAN™



RED RAVEN™



JACK FROST™



BLUE DIAMOND™

