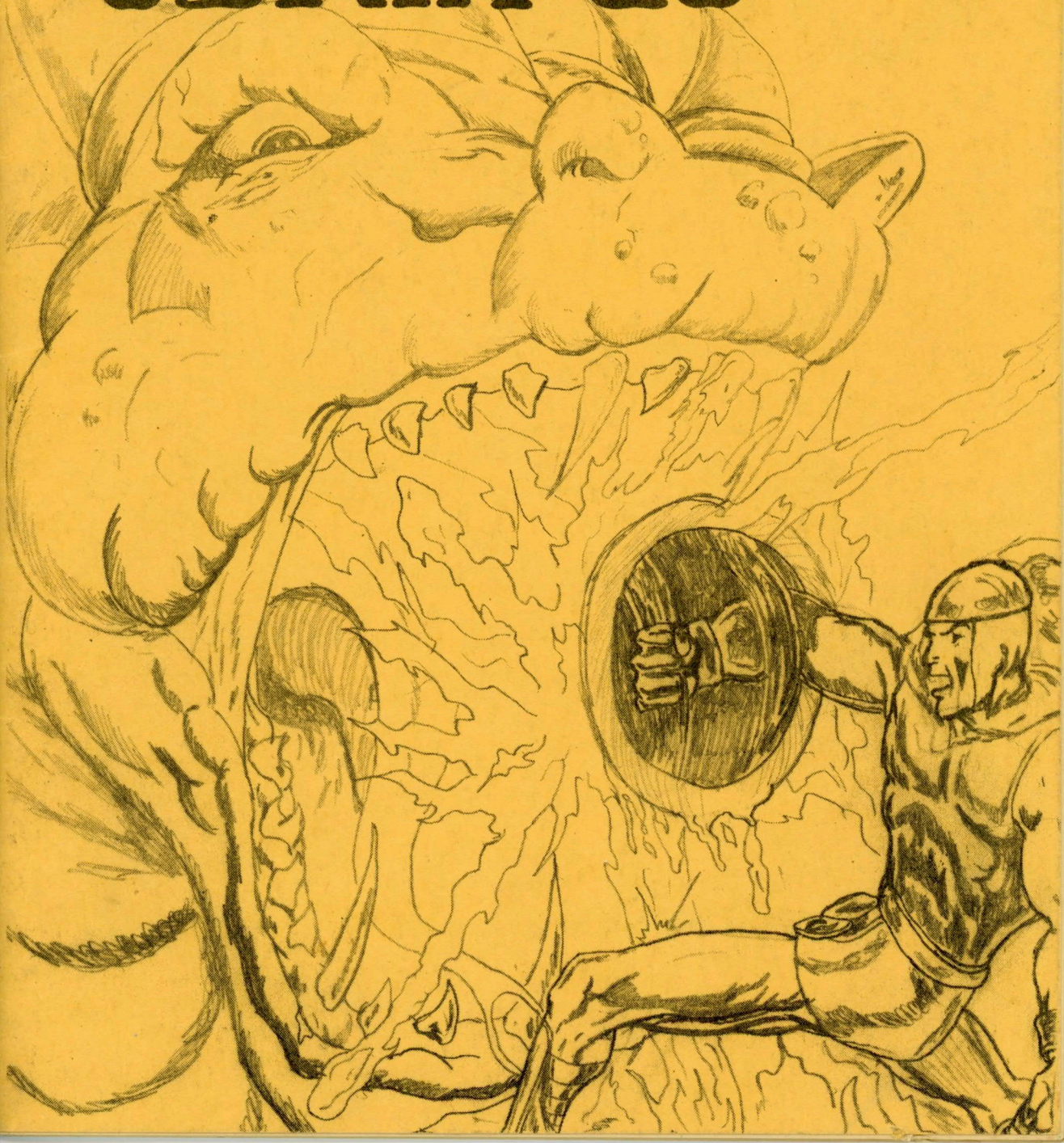


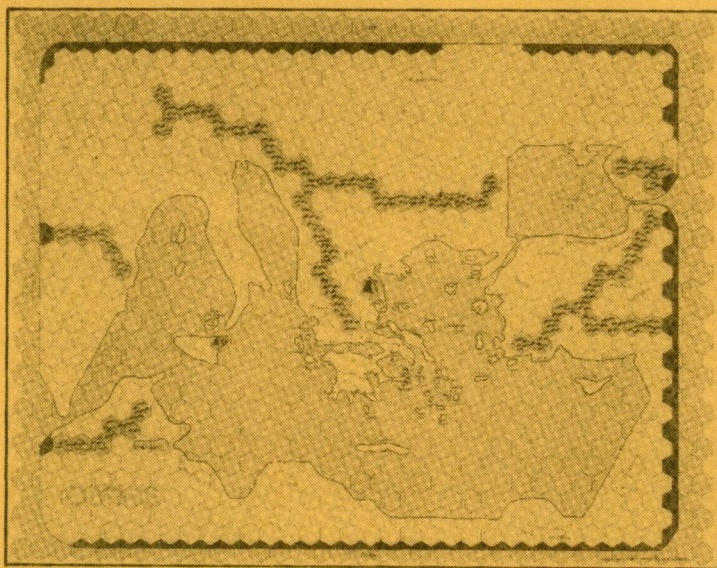
OLYMPUS

No. 2
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HEROES OF OLYMPUS

HEROES OF OLYMPUS is a role playing heroic fantasy game for multiple players and a gamemaster. In addition to this mode of play, some scenarios are playable in the form of conventional two player combat games, or even in a solitaire mode. The model for HEROES OF OLYMPUS is the voyage of the Argo, on which the greatest heroes of Greek legend sailed in a quest for the Golden Fleece.

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OLYMPUS

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Vol.1

No. 2

SPECIAL FEATURE

Publisher.....Royce Kallerud
Executive Editor..Stephen Breerer
Assistant Editors.....Scott Roy
Sharon Laubach
Office Manager.....Roger Kallerud
Art Director.....Laury Selby
Cover Art.....Bruce Davis
Artists.....Scott Sackett
Steve Vihon
Heath Yonaite

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FLEETING THOUGHTS

This issue of Olympus is unlike the one you would be seeing if Dale Staley, Evan Skolnick, Alex Schnell, Steve Vihon, and David Liscomb had not given their submissions and suggestions. Without Dale Staley we would have had a price hike, and this issue of Olympus would have been \$2.00. Evan Skolnick and Alex Schnell gave us many creative comments on the first issue and suggestions for the second. Steve Vihon brought us "Windrunner" the first in a series of ongoing comic strips, and without David Liscomb we would not have this issue's fiction offering, "In Our Infinite Wisdom".

I am saying this because I believe you are all capable of contributing to Olympus in your own way. Whether you have ability in writing or drawing, or you just have a good idea and a few comments, you are welcome! We appreciate and avidly support all of your submissions and hope that you will send even more contributions in. A magazine is nothing without its public, and if you do not tell us what you like or dislike, you are not letting us help you.

If you have not looked over the table of contents yet, when you do you will notice that almost everything relates to AD&D. With all the role-playing

games on the market today we must have some readers who would like to do articles on other games, as well as AD&D. If you play a game that is not well known you could review it.

Last issue we only received eight of our questionnaires. Everyone, please, send them in! we need your views! Due to the small number of responses last issue, there will only be two prizes awarded this issue for returning the questionnaire, one subscription and one free issue. Now to announce this months winners:

Free Subscription: Lance Raphael

Free Issue: Suzy Schnell

Rob Lindner

Adam Kosh

David Liscomb

The results from the questionnaire are printed in the back of this issue with the feedback form.

Now on to the contents of Olympus #2 itself. This issue we have an article on familiars and their place in a fantasy campaign. This month our usual columns "Menacing Monsters & Curious Creatures" and "Arcane Items" have some new surprises including the Plantorta, a creature that will add a new twist to your campaign. We are also proud to introduce "Windrunner" the

first in a series of comic strips by Steve Vihon. For your fiction pleasure there is "In Our Infinite Wisdom" by David Liscomb, and if you enjoy it remember, there is more to come. To broaden the bounds of your campaign we have also included some new magic-user and clerical spells. "The Terror of Black Pass" is a mini-module that ties in with a new installment that will be in nearly every issue of Olympus. The new installment will be a section of the world where almost all of our dungeons are placed along with many of the monsters and magic items contained in Olympus. These dungeons, most of which will be written by Stephen Breaser, will be linked together

to create a complete campaign. With most installments we will detail the area of the world in which it takes place.

Whatever happens, Olympus will continue to bring you the best role-playing material we possibly can.

Royce Hallenud

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ENCHANTING WORDS

Suspension

Alteration
Class: Magic-user
Level: 2
Duration: 1 turn/level
Range: Touch
Area of effect: 1 Item
Components: V,S,M
Casting Time: 3 rounds
Saving throw: None

By the use of a Suspension spell, a magic-user can cause an inanimate object to remain stationary. While casting this spell the magic-user must grasp the object with one hand while casting the spell. Upon the spell's completion, he may hurl the newly enchanted object up to 20' in any direction, causing it to stop in midair at any point and in any position desired. The item affected by the spell must weigh 15 pounds or less, and it cannot be cumbersome to the caster (For example, a fifteen pound bag of feathers could not be thrown 20" feet). The item that is suspended can support up to 1000 pounds of weight before the spell is negated; at which point it will fall to the ground.

Hot Spot

Alteration (Reversible)
Class: Magic-user
Level: 3
Range: 8"
Duration: 1-6 rounds + 1/round level
Area of Effect: 2' cube/level
Components: V,S
Casting Time: 4 Segments
Saving Throw: None

Hot Spot is a spell used to deceive creatures with invisitation. It creates a heat source in whatever shape the caster desires. When entering the heated area it will feel warm, but no source is apparent. The "hot spot" is simply a warm area and cannot inflict damage in any way. The temperature in a "hot spot" can be from 80-120 degrees fahrenheit depending on the caster's desire. The reverse of this spell creates a cold area with the same restrictions as that of the hot spot spell. The temperature of this area can be anywhere from -30 to 10 degrees fahrenheit. The reverse of this spell, cold spot, can be used to negate the hot spot or to conceal a heat form.

Purify Air

Alteration (Reversible)
Class: Cleric
Level: 3
Components: V,S
Range: 1"/level
Casting Time: 3 Segments
Duration: Permanent
Area of Affect: 4"x4"x4"
Saving Throw: None

The Spell Purify air will allow a cleric to clear an area of smoke, mist, poisonous gas, or even magical vapors. The spell will magically remove the foul air, and replace it with air that is pure and fit to breathe. Note, however, that the spell will not create air in a vacuum or under water. The reverse of this spell, putrify air, is identical to the second level magic-user spell stinking cloud except as noted above. Putrify air will last for one round per level of the cleric.

Altrendar's Dancing Sword

Alteration
Class: Magic-user
Level: 5
Components: V,S,M
Range: Touch
Casting Time: 5 Segments
Duration: 1 round/level
Area of Effect: 1 Weapon
Saving Throw: None

Upon Casting Altrendar's Dancing Sword, a magic-user can

cause one sword to be animated as a Sword of Dancing. The weapon will attack whomever the caster indicates, as though it were a fighter of one-half the level of the spellcaster. After directing the sword to a target, the caster is free to perform other actions. Note, that if this spell is cast upon a magic weapon, the weapon will not gain any additional bonuses due to magic. Although an animated weapon gains no bonuses to hit, it can hit creatures that are hit only by magic weapons of +1 or greater.

Branton's Magic Bow

Alteration
Class: Magic-user
Level: 2
Components: V,S,M
Range: Special
Casting Time: 2 Segments
Duration: 3 rounds + 1 round/level
Area of Affect: Special
Saving Throw: None

Upon the casting of this spell, a shadowy bow will appear in the hands of the magic-user. The bow will be of the short variety, and the magic-user will be proficient in its use. The spellcaster will attack on the magic-user table, and normal range and fire rate restrictions will apply to the bow. There is a base 40% chance that any arrow fired from this bow will vanish (Continued on page 10)

ARCANE ITEMS

Caleb's Mystical Dust

By Royce Kallerud

This silvery dust is usually found in a fine silken pouch bound shut with a miniature, golden chain. When this dust is sprinkled upon a person, it causes them to become a 5" high clay statue.

This dust can be used by magic-users, illusionists, assassins, and thieves. Once the person has been transformed into a clay statue, he may be molded into any shape. He is able to return to his normal form whenever he wishes, and will automatically revert to normal form after a day. If the statue is mutilated, it will cause the person that was transformed to take 3-18hp damage and revert back to normal form.

Caleb, a magic-user, created this magic item as his last "contribution" to the world. After he died, many creatures looted his castle and the dust was spread throughout the world. Many of these pouches were lost, and many more fell into the hands of fiendish creatures, who covet and protect them due to a curse Caleb placed on them before he died. Evil creatures that find this dust will protect it with their life. Evil creatures get to save vs. polymorph at -5 getting

a check every week. If they miss six consecutive checks the effect will be permanent. Good and neutral creatures are not affected by this curse.

X.P. Value: 1250

Sale Value: 3500

Arrows of Rust Monster Runes

By Alex Schnell

These rust red, rune carved arrows have a +3 bonus to hit, and upon scoring a hit, they will cause all metal that they contact to rust as, though the metal was touched by a rust monster. Note that the magic of these arrows is extremely powerful, and even something as large as an iron golem can be affected. Although ordinary metal will immediately rust, magical metal (such as armor) has a 10% chance per plus of not being affected by the arrow. Thus +1 armor has a 10% chance of not being affected, +2 armor a 20% chance, and so on. All metallic monsters (such as iron golems) have a 20% chance of not being affected.

X.P. Value: 300 each

Sale Value: 1000 each

"In Our Infinite Wisdom"

By David A. Liscomb , Based upon a story by Laurence Gillespie

Graduation had been only two weeks earlier, and since that time I have relaxed and enjoyed life. The final hectic days of high school were over, and I had rearranged my affairs to be ready for college in the fall. The time I now had was spent either with Alison or at Uther's the local wargames store.

The morning had dawned warm and clear, and I had fought to get up early, for I had planned on running an outdoor adventure of "Dungeons and Dragons" at Uther's. I had become a little bored with the whole idea, and hoped that someone might come up with something new and bizarre to do in the game, but I doubted if they would be intelligent enough. It would be dull, but at least Alison would be there. I loved her, even as I still do now. She was my first true love and this was our last summer together before a four-year separation. Time is the enemy of all lovers, as it was with us.

There would be the usual crowd at Uther's. Ken was the proprietor, and 21 years of age. He was known for being a very bizarre individual and quite dangerous. Paul, who watched the store when Ken was out, was also a lit-

tle strange, but nowhere near as dangerous. Ralph was most conspicuous of the younger participants. He boasted a large IQ, but not much maturity; everyone thought he was quite thoroughly insane, which he hastened to admit. Among the lesser humans were Bill, who was only a bit insane and a bit obese; Tom, who was known for his protruding proboscis; and Tod, Pat and John, each being semi-normal at best and quite nondescript. I would no doubt wind up driving Joe to Uther's, too. He was a very...unique person, and a year older than me.

The course of the game was quite exciting, much to my surprise, until mid-afternoon, when the company ran into a situation which required some very deep thought-something that was definitely 'few and far between' in this group. I spoke with Alison while the others laboriously pondered the possible solutions to the seemingly eternal questions before them. Perhaps it was the atmosphere of deep thought, mixed with the informal insanity of Uther's that caused it, but it hardly matters now. Ralph's warped intellect came to a sudden and fateful enlightenment.

"Hey! Given the fact that

infinity includes everything conceivable, if the universe is infinite, it must have an infinite number of planets, and if there are an infinite number of planets, there might be a Middle-Earth."

"There would have to be," I ponderously began, "and there would have to be Niven's Kzin and the Ringworld, and any other conceivable place. There would be planets where time ran backwards, planets that would explode if you touched them, and ones that would explode even if you just thought about them."

"And there would be a planet that would be attracted to the Earth and crash into it," added Ralph. A deadly hush settled over the store as we pondered these words of insight into the nature of infinity. Alison's hand moved to hold mine. The silence was broken by a terrible, Earth-shattering "KA-BOOM!!!" as the Maritime Provinces were atomized.

"Ralph, you jackass!" screamed Paul after the shock wore off.

"David, hold me!" begged Alison as I complied.

"Oh-oh!" stated Ralph as he perceived the consequences of his infinite boo-boo.

It was Ken, with his vivid imagination and incredible sense of self-preservation, who saved us. "Given an infinite number of planets, there would be a planet you could get to merely by thinking of it, and it would be fit for human habitation, with plants and wild animals and no other people..." As he faded away, we

followed suit in a very disorganized manner.

We numbered eleven. Immediately a conference was held to discuss our newfound powers. Ken had had time to think, so we let him clear our very confused minds.

"You see, with an infinite number of planets, there would be one that you could get to just by thinking about it, and it would be exactly like this one, except that THAT tree would be over THERE!" We all gasped when it seemed that the tree popped to its proper location. "Under this precept, time and space are trivial and insignificant. We can do anything we wish."

"Let there be FOOD!" stated Joe, and there was food. "Let there be food fit for human consumption!" said Joe, and there was. It might take awhile to work the bugs out of the system, but having infinite wishes gives one a chance to practice.

We then debated what we should do with our powers. Ralph suggested becoming time bandits, but this idea, which had some support from the less imaginative and younger members of the group, was quickly rejected when we realized the true extent of our powers. We could actually make anything we thought come true! We could visit any time or any place we chose! We were gods!

In the end, we divided up the planet into fourteen sectors: there would be a neutral sector, where we would build a city and hold weekly meetings that everyone had to attend, two zones for

the poles, which no one really cared for, and a sector for each person.

The city we created took us the first two months of our new lives. The city was made entirely of gold and silver, and it transcended description. All the imaginings of eleven people for two months went into its creation, and no mortal mind could behold our city and think that this was not the home of the gods.

After the city was completed, we each went on our own to fashion our own sectors to our own tastes. Alison and I combined our efforts to create a world of luxury and romance. We would live in a huge castle over THERE! And there would be a lake over THERE! And a Porsche right HERE! Playing God could be, and was, great fun.

The first ten months went fine, for we were all busy with our homes and the city, but we finally settled down and enjoyed. On the seventh day, we took a break. At our weekly meeting, some 53 weeks after we arrived, Joe didn't show up. We decided to mount an expedition to his sector to find him, but, when we searched his home, there was no sign of him. All that we found was a diary. The last page read:

18 Nov, 1983: Had a bizarre thought today. There must be, somewhere, a world just like Hell. And there would be one you could get to just... No! My worst fears come true! No!! Hell....

Everyone knew what had happened to him, and feared. We decided

to stay together that night in the city, but we knew that our days in Eden were numbered. The next morning, Bill and Tod disappeared. By evening, Pat, John, and Tom had faded into the abyss. The following night, Ken and Paul realized their worst fears, and disappeared, screaming. Ralph couldn't take it. He started screaming, and followed. Now only Alison and I were left in the dead of the night, trying to save ourselves. We had experienced pleasure beyond human comprehension, and would now experience suffering and pain beyond human endurance, a personal Hell.

"Hold me, David! Don't let me think!"

We bought some time by reciting the multiplication tables, but I knew that we were fighting a losing battle. Fear is one thing that the human mind cannot overcome.

"Alison...I love you..."



(Continued from page 6)

as it leaves the bowstring. This percentage is reduced by 5% for each level above the third that the magic-user possesses. The material components are a black twig and a peice of string. In addition, the magic-user must supply his own arrows.

Hot spot and suspension are by Royce Kallerud, purify air and Altrendar's dancing sword are by Scott Roy, and Branton's magic bow is by Stephen Breeser.

THE TERROR OF BLACK PASS

By Stephen Breese

You have been chosen from a group of many volunteers to travel from your home, Ransume, to the nearby village of Teldora. From Teldora you are to travel west into the Silva Woods to investigate an abandoned elven tower which had recently been an outpost of the Amica Wood Elves. First, however, you must reach Teldora and travel through the Black Pass. Lately, there have been disappearances in the area; merchants and travellers who never made it to their destination. You must make it through Black Pass, and if possible, cleanse the place of the evil that dwells there. Your reward: all the treasure you can find there!

1) The pass narrows. If the party looks up they have a 75% chance to notice the caves and cliffs above them. Otherwise the attackers will gain one round of surprise and then they will roll one d8 for initiative.

1a) Atop of this 30' high cliff is a halfling, 3/4 level Illusionist/Thief, Spells: Phantasmal Force, Darkness, Blindness; Magic: potion of speed;

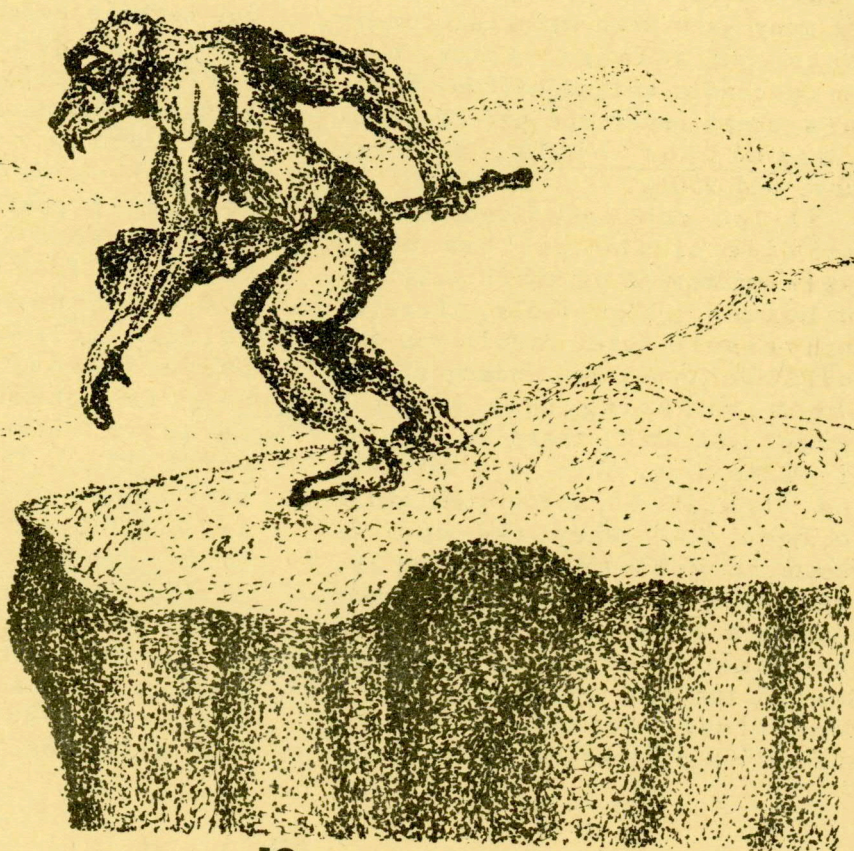
(AC 4; MV 12"; Lvl 3/4; HP 14; #AT 1 with sword or 2 with daggers; Dam 1-6 or 1-4). He will usually use his Blindness on a demi-human and then proceed to use his Phantasmal Force (Don't make it too hard!). He will then either use his Darkness or save it for his escape.

1b) From here 2 fighters (AC 6; MV 90"; Lvl 1; HP 6,9; #AT 1 with ranseurs or 2 with daggers; dam 2-8 or 1-4) will boldly jump out to attack the party, hoping to draw forward two of the party members. An assassin (AC 6; MV 90"; Lvl 2; HP 12; #AT 1 with dagger or 2 with bow; Dam 1-4 or 1-6) lurks in the shadows and will sneak around to assassinate the party members that the fighters draw forward. The fighters wear scale mail and each are armed with 6 daggers and ranseurs (able to disarm and dismount opponents). The assassin wears leather armor and has 10 daggers, a short bow, and a quiver of 12 arrows. If the odds are going against him, he will surrender and offer to accompany the party. He will help the party semi-loyally, but will pick-pocket and pilfer for gain.

1c) 8 Jermlaines stand on each of these 15' high cliffs (AC 7; MV 15"; HP 1,1,2,2,2,3,3,4; #AT 2 with darts or 1 with black-jacks; Dam 1-2 or 1-3;). They will throw nets down upon the party, entangling up to 2 people. Characters must cut 4 strands of the net to

escape. A sword can cut 1 strand per round while a dagger can cut 2. If part of the party is netted, the jermlaines will lower ladders and descend upon their victims.

2) Here is a large wooden table with three candles in pew-



ter candlesticks (15gp each) and crude pottery dishes. Above is a crude wood and iron chandelier with 5 torches in place and flint and steel hidden on the top. The assassin has his prize possession, a 250gp diamond, hidden here in a secret compartment.

3) Three beds are in this room with a chest under each bed.

Chest #1) 50gp, 4pp, and 40sp.

Chest #2) Prayer beads, 20gp encrusted holy symbol, 75gp necklace, one earring 10gp

Chest #3) 5pp, a silver short sword 110gp

4) This is the illusionists chamber. On a table in the corner are many jars with material components and a large, thick, bayberry candle melted halfway down. In a chest under the bed there is a scroll of light, a 150gp ruby, and 250cp.

5) The concealed door on the far side of the pit has three magic-mouths on it which will say in unison: "You fools, there is no treasure here! Aren't you the gullible type! You endanger your lives crossing this pit for naught. Go back, there is nothing of value here. This is a warning, and it will be worth your while to heed it." When the door is open it will trigger a trap, causing 6 arrows to shoot, each having a 50% chance to hit one of the first four party members. Behind the door there is a secret compartment holding an iron box with a 400gp necklace inside.

6) An ample supply of nets, darts, and black-jacks lie against the walls, as well as an assortment of bloody, battle-torn arms, from previous battles. In the middle of this room is a table where the jermlaines meet before battle.

7) If the jermlaines are overwhelmed, they will retreat into this labyrinth and hide in places in order to ambush.

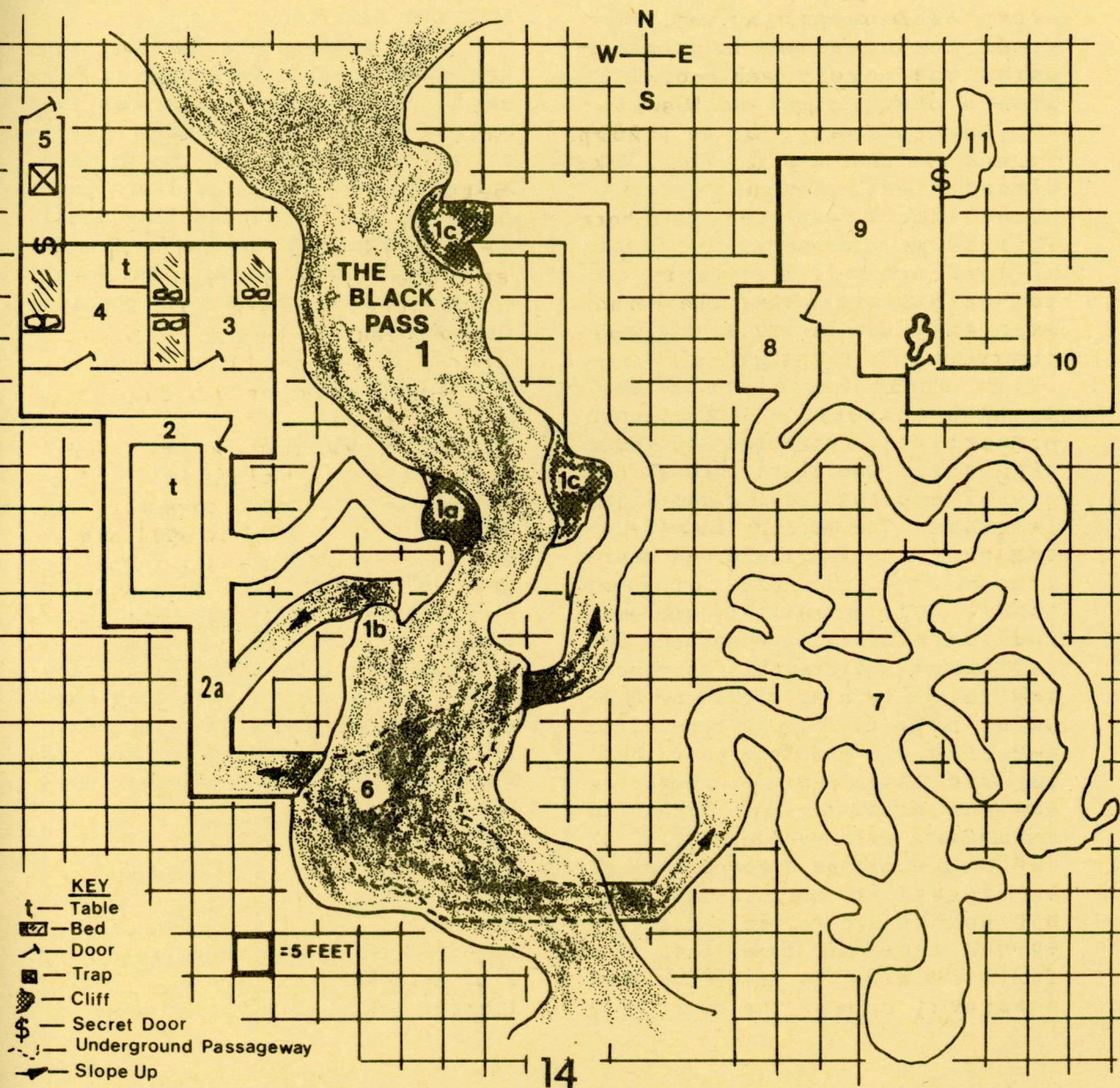
8) Here are the jermlaine's pets, two giant lynx (AC 6; MV 12"; HP: 16,12; #AT 3; Damage 1-2/1-2/1-4). The two giant lynx and the party are protected from each other by bars. The lynx can not be seen by the party from outside the portcullis. The lynx will not stir until the portcullis is opened.

9) Straw covers the floor here. Five jermlaines will be awoken if combat occurs with the lynx at room 8. They will ambush the party from behind the boulder and under the straw. In the straw collectively is 60gp, 70ep, 2pp, prayer beads, 2 short swords, 4 daggers, three arrowheads, one torch, a lantern, and a tiger eye worth 15gp. The boulder conceals the door to the "prison". A lever is set up so it can be moved aside.

10) Six prisoners are kept here: two merchants in rags, one of their daughters, a halfling, a goblin, and a dwarf. In the corner is a dead orc and a rotting elf piled on top of each other.

Beneath them are 4 giant rats which will attack from their burrow. Anyone who searches these bodies has a 12% chance of contracting disease.

11) In this room there is a piece of burlap covering an emerald worth 150gp, a ring worth 60gp, a scroll of bless and create water.



Familiars

By Royce Kallerud

There are familiars in most every AD&D campaign, and sometimes they are used in creative ways, not merely as a tool to give a character an extra ability. Unfortunately, this is usually not the case and familiars are almost always forgotten when it comes time to explore a dungeon. This is not necessary, for if familiars are well fleshed out and can help their master in notable ways they can become an exciting diversion in a campaign.

PC's run familiars as they would a character with its own personality. Characters converse with their familiars through the use of empathy and the familiars language. The empathy is effective when the familiars and masters are within 120' of each other, otherwise it is useless. Familiars have above average intelligence and are able to memorize things such as plans and signals. DM's should be careful to restrict players from coordinating actions when the character and the familiar are unable to communicate with each other.

If a familiar dies of old age or disease its masters loses all hit points and special abilities gained from the familiar. If a familiar dies in battle or from unnatural causes the owner will

lose double the hit points gained from the familiar.

When summoning a familiar the familiar chart (see page 17) is used. This chart reserves the best familiars for high level characters. Except for the differences noted above familiars conform to the find familiar spell in the Players Handbook. Druids cast find familiar as a 2nd level spell. Druids do not gain special familiars.

NORMAL FAMILIARS

***=speed in trees

Badger

HD: 1+2

AC: 4

Move: 6"(3)"

of Attacks: 3

Damage: 1-2/1-2/1-3

Badgers give their master the ability to fight back as a berserker when in a life or death situation or cornered. See the Monster Manual for further description.

Bat

HD: 1-2 HP

AC: 6

Move: 3"/12"

of Attacks: 1

Damage: 1-2



Magic-user level*

Familiar	1-2	3-4	5-7	8-10	11&up
Badger	1-3	1-3	1-4	1-7	1-9
Bat	4-7	4-6	5-10	8-14	10-18
Carrier pigeon	8-17	7-14	11-15	15-17	19-20
Cat	18-24	15-20	16-20	18-21	21-23
Crow	25-33	21-28	21-27	22-25	24-25
Fox	34-38	29-34	28-31	26-29	26-28
Fox snake	39-40	35-36	32-35	30-37	29-38
Hare	41-43	37-40	36-41	38-42	39-43
Hawk	44-48	41-46	42-47	43-50	44-50
Mongoose	49	47	48-49	51-55	51-59
Monkey	50-56	48-54	50-54	56-59	60-61
Opposum	57	55-56	55-57	60-65	62-70
Owl	58-64	57-64	58-64	66-72	71-72
Parrot	65-67	65-68	65-69	73-80	73-82
Raccoon	68-75	69-75	70-75	81-82	83
Squirrel	76-84	76-83	76-82	83-84	84
Toad	85-95	84-92	83-90	85-88	85
Weasel †	96-100	93-100	91-98	89-94	86-90
Special †	-	-	99-100	95-100	91-100

*At 3rd level a druid casts find familiar as if he was a 1st level magic-user.

†Roll again if druid.

Special Familiars

Good	Neutral	Evil
1-7 Blink Dog	1-5 Displacer Beast	1-6 Hell Hound
8-14 Brownie	6-8 Firedrake	7-8 Hellcat
15-20 Pseudo-Dragon	9-15 Hoar Fox	9-14 Imp
	16-20 Pixie	15-20 Quasit

Bats convey a power to their master which gives the ability to avoid solid objects in total darkness. This ability will only give the bat's master a vague feeling of where objects are but does not

give any disinction between objects of the same size. This ability allows the bat's master to notice pits and other obstructions without light. Bats have a maneuverability class B.

Carrier Pigeon

HD: 1-2 HP

AC: 6

Move: 3"/18"

of Attacks: 1

Damage: 1-2

The owner of a carrier pigeon will gain the ability to find his way to a spot he is extremely familiar with 75% of the time. A carrier pigeon can be used to carry notes by attaching the note to the pigeons leg. Pigeons attack with their beak and have a maneuverability class A.

Cat

HD: 1-4 HP

AC: 7

Move: 12"

of Attacks: 3

Damage: 1-2/1-2/1-3

Cats give their masters superior night vision and hearing. Using night vision the cats master can see normally at night or in the dark. To use this ability there must be some light no matter how faint. Superior hearing gives the cats master a 25% chance to listen at doors and catch noises that would normally go unheard by a human. When there is a base chance, 10% will be added to it.

Crow

HD: 1-2 HP

AC: 8

Move: 3"12"

of Attacks: 3

Damage: 0-1/0-1/1-2

Crows give their master excellent vision, allowing their master to see twice their normal dis-

tance. This does not apply to infravision. Crows are maneuverability class C.

Fox

HD: 1-6 HP

AC: 5

Move: 15"

of Attacks: 1

Damage: 1-4

A fox as a familiar allows its master to move quietly outdoors as well as indoors. If the fox's owner is a multi-classed theif he will either have 10% added to his moving silently ability, or have a 50% chance of moving silently; whichever is better.

Fox Snake

HD: 2-5 HP

AC: 6

Move: 3"/3"

of Attacks: 1

Damage: 1-3

The fox snake is a non-poisonous snake that is about six feet long. It gives the ability to feel vibrations and live without food for long periods of time. The vibrations the owner of a fox snake will feel can be as miniscule as a twig falling, if there is no Background noise To feel these vibrations there must be silence so the owner of a fox snake can concentrate. The owner of the snake can also live without food without noticing it for two weeks. After two weeks has past he must find food. Even though the snakes owner does not need food, water is still necessary.

Hare

HD: 1-3 HP

AC: 6

Move: 18"

of Attacks: 1

Damage: 1-2

Hares give their owner wide angle vision and increased hearing. A hare's master will gain the increased hearing ability exactly like the ability a cat gives it master. Wide angle vision allows the hares' owner to see in a 240 degree arc. Wide angle vision will not affect infravision.

Hawk

HD: 1-4 HP

AC: 7

Move: 3"/18"

of Attacks: 3

Damage: 1-3/1-3/1-6

The owner of a hawk will gain very superior distance vision, which allows the hawks' master to see three times as far as normal. This ability does not apply to infravision. When diving hawks do

double damage, but can only attack with their claws. Hawks are maneuverability class B.

Mongoose

HD: 1-3 HP

AC: 5

Move: 15"

of Attacks: 1

Damage: 1-4

The mongoose gives his master +1 to his dexterity as long as the mongoose lives. When a mongoose attacks, it bites and then tightly holds the defender's neck. The mongoose will hold onto the creatures neck doing 1-4hp damage per round until it or the defender is dead. If the defender is to tall, then the mongoose simply bites.

Monkey

HD: 1

AC: 7

Move: 12"/*15*"

of Attacks: 1

Damage: 1-3

ATTENTION!

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Monkeys give their master an increased climbing ability. The monkey's owner will be able to climb trees with no trouble at all. Even when performing dangerous feats such as hopping from limb to limb the monkeys' owner will only have a 25% chance of falling. When climbing trees the monkey's owners movement rate will be halved. The monkey also gives its master the ability to climb walls as a first level thief, or if the monkeys master is a multi-class thief 10% will be added to his climb walls percentage.

Opposum

HD: 1-4 HP

AC: 7

Move: 12"/*9*"

of Attacks: 1

Damage: 1-4

A character with an opossum for a familiar will have the ability to play dead as if using a feign death spell as in the Players Handbook.

Owl

HD: 1-4 HP

AC: 7

Move: 3"/15"

of Attacks: 3

Damage: 1-2/1-2/1-3

Having an owl as a familiar gives its owner superior hearing and night vision equaling that of normal daytime vision. These abilities are equal to the abilities cat gives its master.

Parrot

HD: 1-2 HP

AC: 7

Move: 3"/12"

of Attacks: 1

Damage: 1-3

By having a parrot as a familiar, its master will gain the ability to mimic voices successfully 75% of the time. Parrots are maneuverability class C.

Raccoon

HD: 1-4 HP

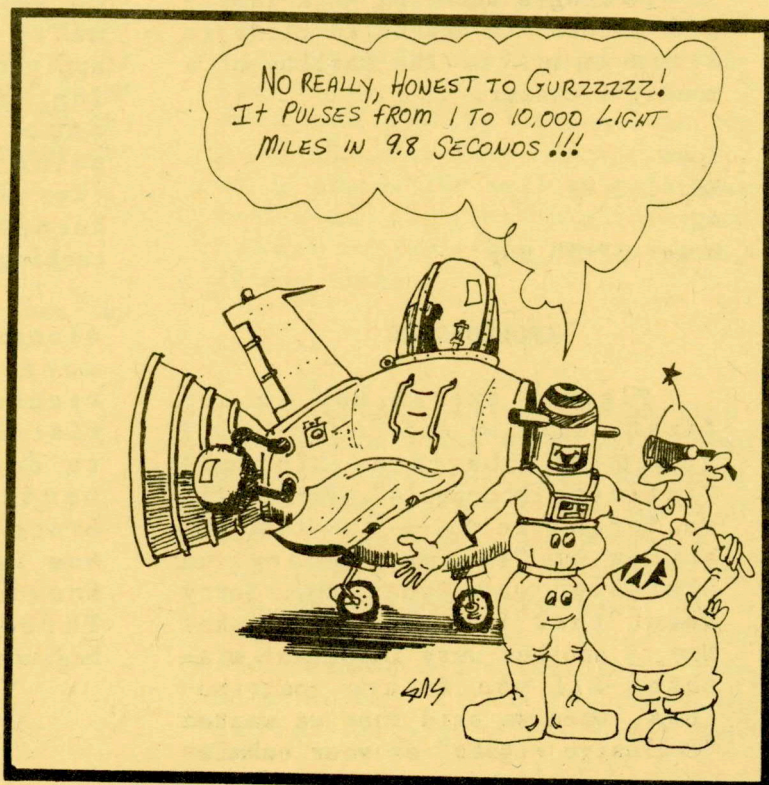
AC: 7

Move: 12"/*12*"

of Attacks: 1

Damage: 1-3

Raccoons give their masters the ability to climb and a keen sense of smell. The increased



sense of smell will allow the raccoon's owner to detect minor discrepancies such as a monster hiding behind a corner 25% of the time. This number can be lowered or raised at the DM's discretion. The climbing ability allows the raccoons owner to climb up anything that has reasonably good footholds 50% of the time at half the normal movement speed. Multi-class thieves will get a +5% chance on their climb wall percentage.

Squirrel

HD: 1-2 HP

AC: 7

Move: 9"/*9*"

of Attacks: 1

Damage: 1-3

Having a squirrel as a familiar allows its master to climb in trees equal to the ability of a monkey's master.

Toad

HD: 1-2 HP

AC: 7

Move: 3"+5" Hop

APOLLO-GIES

Please, excuse us. In our first issue we made a few (may I quote Mr. David A. Liscomb) "infinite boo-boo's". First off, we forgot to tell you that the author of "Welcome Aboard the Starship" was Scott Roy. Sorry about that Scott, our mistake. Now to another very important mistake. All you future contributors, when we said that we wanted "exclusive rights" of your submis-

of Attacks: 1

Damage: 1

A person with a toad as a familiar will have wide angle vision. With wide angle vision the toads' master will be able to see in a 240 degree arc.

Weasel

HD: 1-6 HP

AC: 4

Move: 12"

of Attacks: 1

Damage: 2-5

The weasel bestows 2 powers on its master and these are a sharp sense of smell, and keen eyesight. The increased sense of smell is equal to that of a raccoon. Having a weasel as a familiar also allows its master to see twice the distance he normally can. This ability does not apply to infravision. When attacking, a weasel will attach itself once it hits and drain blood doing 2-5 damage each round until its victim or the weasel is detached from the creature its attacking.

sions we really meant something more to the effect of "first rights". As you will see, this mistake has been corrected. Also, to correct another name. Bruce Davis was incorrectly called Bruce Smith in the first issue. How we made this mistake is unknown. Well there you have it. Three mistakes. Not bad for beginners, huh.

Stephen Breaser
Executive Editor

SPECIAL FAMILIARS

The characteristics of special familiars can be found in the Monster Manual, Fiend Folio or Players Handbook. Imps, quasits, brownies, and psuedo-dragons are not described as familiars in this article because a full listing is available in the Players Handbook and Monster Manual. Special familiars with an intelligence from 1-6 will communicate with their masters as normal familiars do. Special familiars with an intelligence of 7 and up use telepathy when within 120' of their master.

Blink Dog

Having a blink dog as a familiar allows the blink dog's master to blink up to 10 times a day when within a mile of the blink dog. This blinking ability is described in the Monster Manual under blink dog.

Displacer Beast

A displacer beast gives its

owner the ability to displace up to 10 times per day as described in the Monster Manual. This ability cannot be used unless the displacer beast is within a mile of its owner.

Firedrake

Firedrakes master gain a +3 on all saves vs. fire based attacks when within a mile of their master. The firedrake's master will also be able to cast fire based spells more effectively giving defenders a -2 on their saves vs. fire when the firedrakes master is attacking.

Hell Hound

Hell hounds masters are able to move quietly and are exceptionally aware. A hell hounds master will only be surprised on a 1 in 6 and the hell hounds master will surprise its opponent 4 out of 6 times. The hell hound's master will also be able to detect hidden or invisible creatures 25% of the time.

Hellcat

Hellcats will behave as listed in the Fiend Folio with a few minor discrepancies. Hellcats will only return to the plane of hell after a year and a day 5% of the time. This is a cumulative and is rolled every year and a day. If a hellcat's master does not summon a familiar for a year and a day after the hellcat leaves there is a 50% chance that

COMING NEXT ISSUE:

"The Vikings"

"Welcome Aboard the Starship"

"The Tower in the Woods"

Arcane Items

...And more!

it will come back. Hellcats will only come back once. As a familiar, a hellcat will not leave its master for another more powerful master unless a more powerful master of lawful evil alignment summons for a familiar and is within one hundred miles of the hellcat. The hellcat's master will suffer no losses if the hellcat leaves its master.

Hoar Fox

The hoar foxes owner will gain the ability to withstand cold weather. This allows the hoar foxes owner a +3 save vs. cold and also the ability to withstand cold climates. To a hoar foxes owner, 40 degrees farenheit feels like 60, and 25 degrees farenheit feels like 45 etc. If a hoar foxes owner does not need heat, then he can simply block

out this ability. The hoar foxes owner gains half the hit points the hoar fox has, but if the hoar fox dies, he will lose two times the hit points he got from the hoar fox.

Pixie

The pixie gives its master the ability to cast dispel magic as a 2nd level spell if he is a magic-user, and as a 3rd level spell if he is an illusionist. A pixie will also allow his master to cast dancing lights and ESP once every two days. These abilities may only be used if the pixie is within a mile of its master. The pixie's master will gain the number of hit points that the pixie has, but if the pixie dies, the pixies master will lose double the hit points he got the from the pixie.

MENACING MONSTERS & CURIOUS CREATURES

Plantorta

AD&D™ statistics

By Royce Kallerud

% IN LAIR: 10

FREQUENCY: Rare

TREASURE TYPE: Q

NO. APPEARING: 1-8

NO. OF ATTACKS: 2

ARMOR CLASS: 3 (underside: 7)

DAMAGE/ATTACK: 1-6/1-6

MOVE: 60"/120"

SPECIAL ATTACKS: Nil

HIT DICE: 3+1

SPECIAL DEFENSES: Shell

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S (2 1/2" Diameter)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
Level/X.P. Value:
II/90+4 per HP

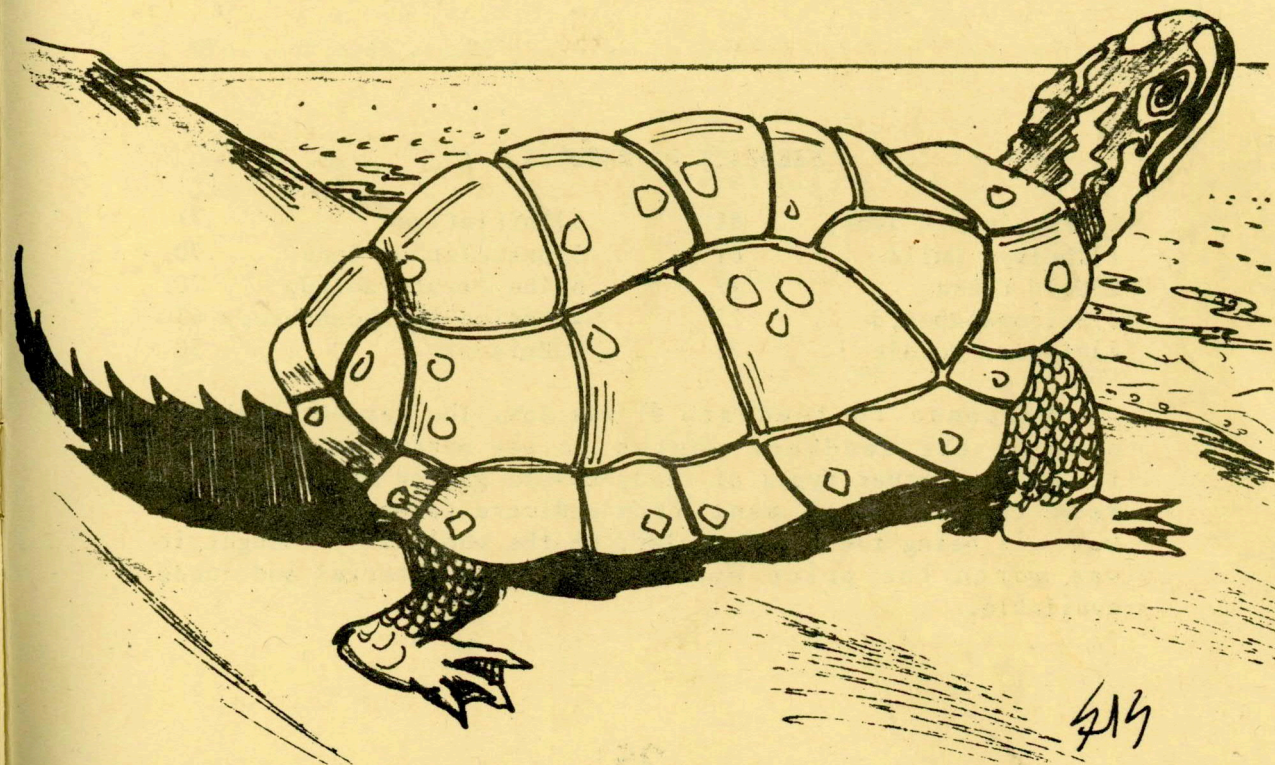
Fantasy Trip™ statistics

ST: 12-15
DX: 8-10
IQ: 6
MA: 6/12
SA: See below
ATTACKS: 2
DAMAGE: 2 -1
HITS ABSORBED: 3 (underside: 1)

() denotes TFT abilities.

These docile beasts are usually found on the seacoast. The plantorta is a relative of the turtle with a few distinct features of its own. Plantorta's have a pearly white shell. Its tail looks like a club covered with many spikes and plantortas use it to defend themselves.

When a plantorta is mounted by an attacker its tail will be unable to render damage upon its rider. To mount a plantorta in battle the person attempting to mount the plantorta must roll his dexterity or less on 1d20+4 (1d10). Each round thereafter the attacker must roll his dexterity or less on 2d8 (1d6) to remain on the plantorta. Although the per-



son on the plantorta cannot be hit by the plantorta he is riding, he can be hit by other plantortas in the area. If a plantorta is subdued or caught as a baby it can be trained as a mount. The only weapons that may be used while riding a plantorta are thrusting weapons.

Another main weakness of the plantorta is that it will be helpless if turned on it is back. Characters wishing to do this will have the same percent chance as their bend bars percentage after successfully hitting the plantorta.

Plantortas can carry 100 lbs. weight at normal speed and 200

lbs. weight at half speed, in water they can carry half that amount. Plantortas must rest for twelve hours after traveling for eight hours. If forced to travel more than eight hours there is a 20% cumulative chance per hour that it will collapse from exhaustion.

Young will have hit dice proportionate to their size. When hatched they are about six inches in diameter. They mature in six months and at that time they will search for mates. The nest will contain 2-5 eggs, 10% of the time when young are present. These eggs are worth 750gp (\$100) on the open market.

FEEDBACK #1 RESULTS

1)Bracelet of Ivory	81	5)Initiative	71
1)Theives Guild	81	6)Bracelet of Bone	70
2)Cold Cobra	77	6)The Pirate Holdup	70
3>Welcome Aboard	73	7)Potion of Lycanthropy	63
4)Plunder Puddle	72	8)Eriador	58

Response to feedback #1 was low. The readers that did send us the feedback wanted to see more monsters, magic items and other types of ready-to-use gaming material. They felt that artwork went from mediocre to excellent, Bruce Davis's being the most popular. On the whole they thought it was worth the price considering the material and funds available.

FEEDBACK

Please rate the following items on a 1-100 scale, 100 being superb, and 1 being terrible. Everyone sending this questionnaire in by November 15th will be eligible to win a subscription or single issue of Olympus. Your response is appreciated.

Hot Spot	_____	Suspension	_____
Purify Air	_____	Altrendar's Dancing Sword	_____
Branton's Magic Bow	_____	Caleb's Mystical Dust	_____
Arrows of Rustmonster Runes	_____	In Our Infinite Wisdom	_____
The Terror of Black Pass	_____	Familiars	_____
Plantorta	_____	The Time Traveller	_____
Cover Artwork	_____	Illustration Pg. 12	_____
Illustration Pg. 16	_____	Illusratation Pg. 24	_____
Cartoon Pg. 20	_____	Advertisements	_____
Headlines, Type	_____	Fleeting Thoughts	_____
Map	_____	OVERALL	_____

What is your favorite RPG? _____

What gaming magazines do you read? _____

What subjects would you like to see covered in Olympus?

_____	Dungeon Modules
_____	Fiction
_____	Game Variants
_____	Reviews
_____	Monsters
_____	Magic Items
_____	Spells
_____	Traps
_____	NPC Personalities
_____	Gaming News
_____	Commentary & Opinions
_____	Comics
_____	Other _____
_____	Other _____

Name _____
 Address _____
 City _____ State _____ Zip _____

ENGLAND--

AFTER HE CHANGES...

NOW TO
WORK IT.

CLICK!

A MAN ON
A QUEST...
BUT FOR
WHAT?

THIS-- THE TIME
MACHINE! AFTER
MONTHS OF
SEARCHING TOM
PALMER FOUND
WHAT HE WAS LOOK-
ING FOR...

AT LAST!

AARRUGHH !!

HE SLOWLY DRIFTS TO UNCONSCIOUSNESS

1815

WHA-WHERE?
HAVE I
ARRIVED?

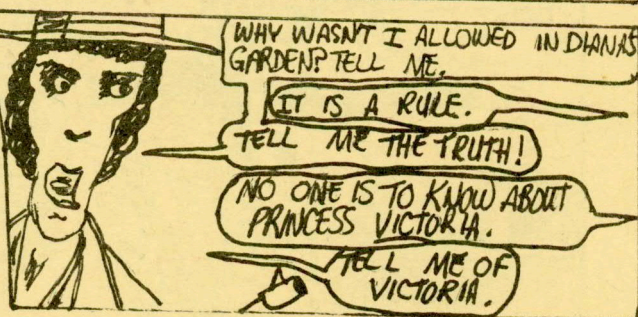
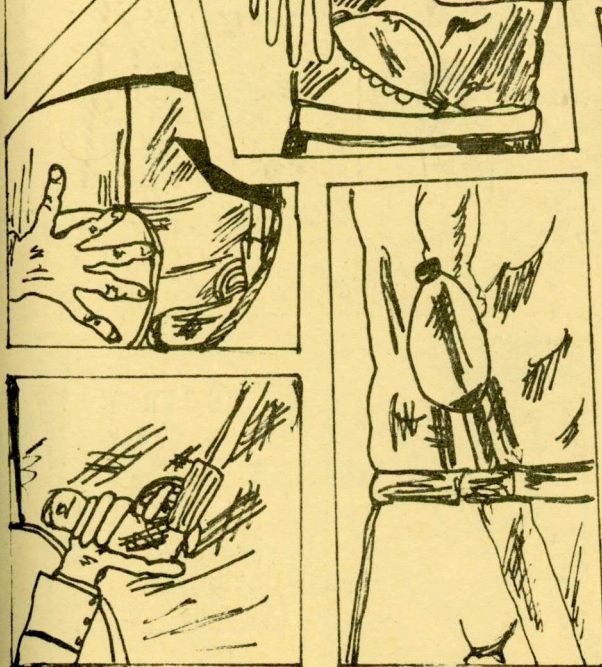
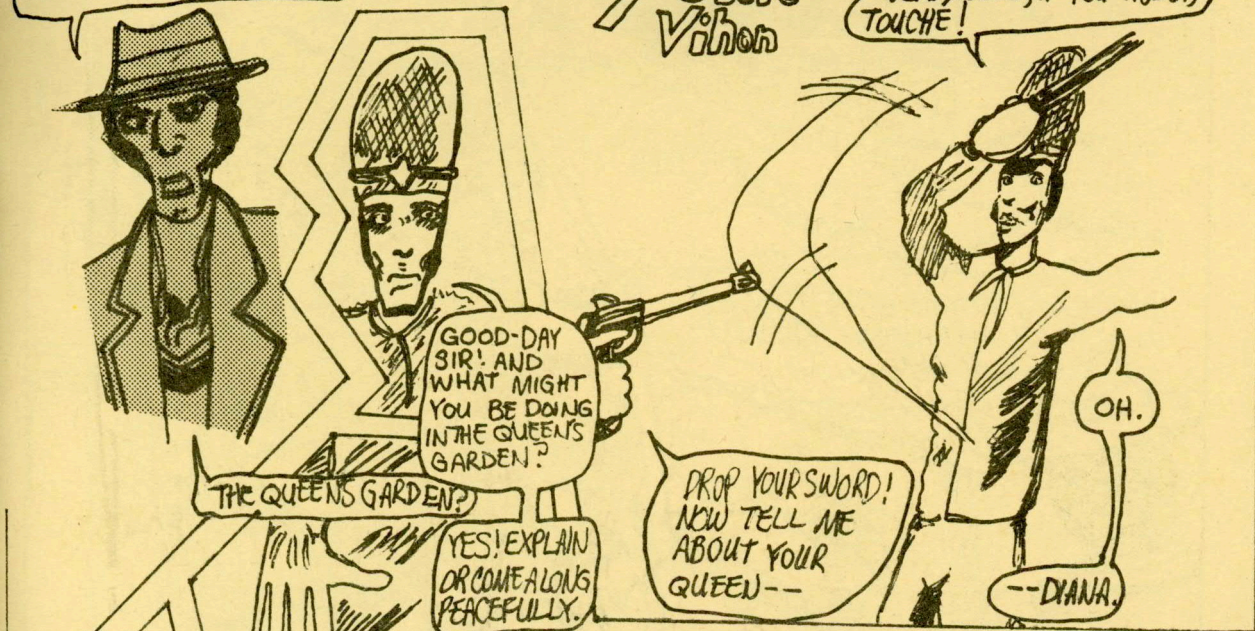
Windrunner

THE TIME TRAVELLER

WHERE AM I? OH, NO! A GUARD!

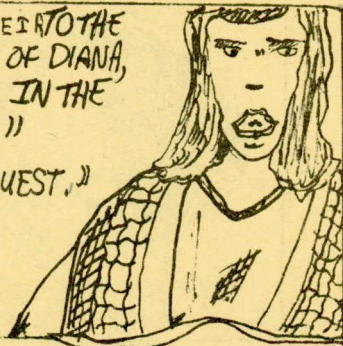
by Steve Vihon

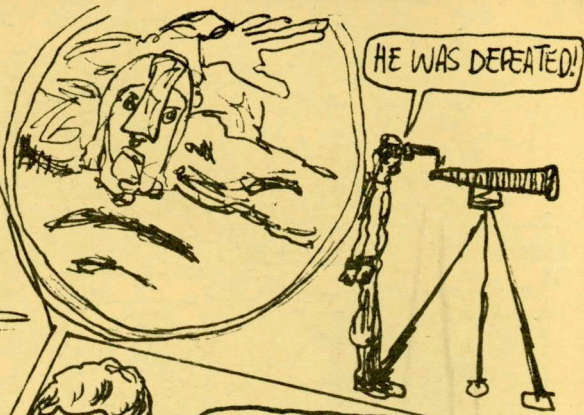
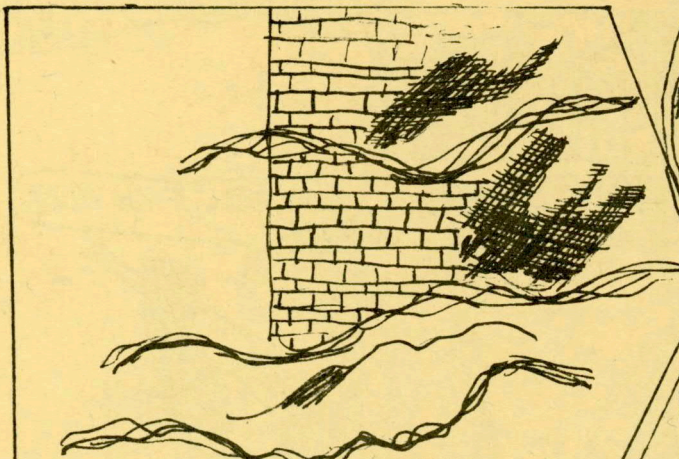
VERY, WELL, IF YOU INSIST, TOUCHE!



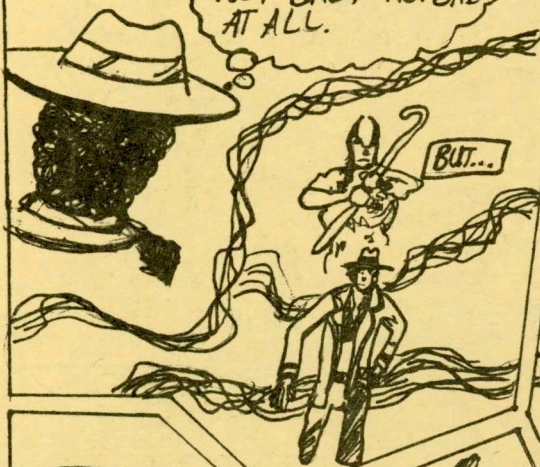
"VICTORIA IS THE ROYAL HEIR TO THE THRONE, BUT BECAUSE OF DIANA, SHE IS IMPRISONED IN THE CASTLE'S DUNGEON."

"I NOW HAVE A QUEST."





DAMN! I THOUGHT HE WOULD SUCCEED. NOW IT'S YOUR TURN. KILL HIM!



SO THIS IS THE CASTLE. NOT BAD, NOT BAD AT ALL.

BUT...



WITH PLEASURE M'LORD!

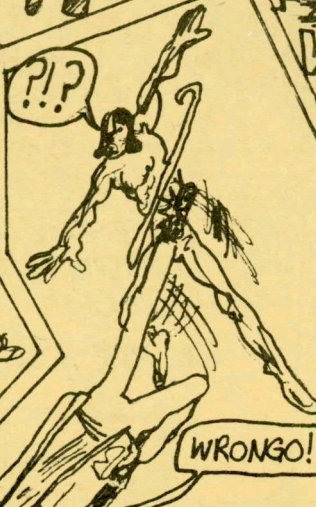
GOOD.



I SHALL RETURN!

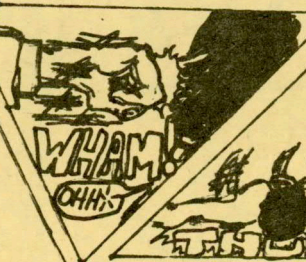


DIE!



!?!?

WRONGO!



WHAM!
OH-HI!



WHA-WHAT WAS THAT?

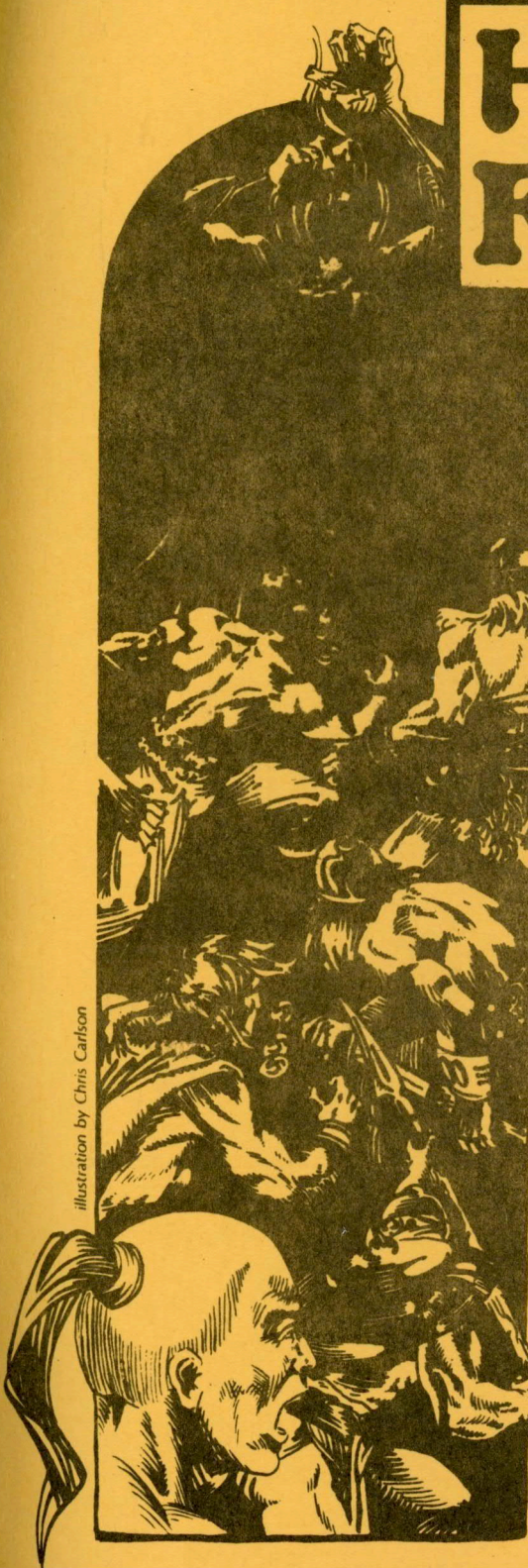


OH DEAR.



TOUCHÉ

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