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FLEETING THOUGHTS

Once more we present you with Olympus. It is late, but I think you will like the improvements we have made since our first issues. We should be back on schedule by the sixth issue. This issue is filled with features I am sure you will enjoy. We have also made the decision to reduce our type. Because of this decision, we will be able to bring you nearly twice as much material for the same price.

The quality, and the diversity of material has changed since our first issue. In coming issues we will be featuring articles covering a wider variety of games. One of our big improvements will be articles that can be applied to most any game system.

Submissions are starting to trickle in, but we still need and appreciate your help! If you can write anything for us we would appreciate it. At least give us your opinions by sending in the feedback located in the back of Olympus. If you get published you can show off a little to friends, and earn some money at the same time. Our response to last issues feedback was up and favorable. Please keep it coming.

Olympus is planning to promote itself in the near future in many ways, including some advertising. Look for advertisements in early 1983 issues of The Space Gamer, The Game Merchant, Netherworld Continuum, and Phantasy, among others. We would also appreciate your help in promoting Olympus. Bring a copy of Olympus to you local gaming store, and ask them to get in touch with us about carrying Olympus. Also

subscribe, and ask your fellow gamers to do the same.

This issue has some excellent features. Dennis Drew is bringing you the first article of a series on his game, Phase VII. "Out Of The Dark" deals with some of the problems with dungeon adventures. Mercury is our new column on news in the world of adventure gaming. We also have an excellent article by Ken St. Andre, designer of game systems including Tunnels & Trolls and Stormbringer. His article, "Out Of Thin Air," gives tips on the use of magic in dungeons for novice as well as experienced players. Stephen Breeser has written another AD&D scenario entitled "The Elven Tower". Last but not least, we have our regular column Menacing Monsters & Curious Creatures with three new monsters.

Things are falling into place, we are slowly getting back on schedule. Olympus #4 will be out soon, so please send the feedback in soon! We want your opinions so that we can make Olympus satisfy the tastes of each and every one of our readers.

One last note, around this time of year, Origins ballots begin circulating; so, we decided to put one in Olympus. All you have to do is fill out the form and choose your favorite gaming products of 1982, and when you get to the slot labeled best amateur adventure gaming magazine, 1982, remember us.

COMING SOON...

**The Quaking Mines
Ysgarth Review
And More Phase VII!**



A Different Kind of Role Playing

By Dennis Drew

What would you do if you awoke to a completely new world, a world where every creature you meet is unknown and dangerous, where strange powers and abilities are everyday utensils of survival, and where death is only temporary....

This is the world of a new role playing game called Phase VII. The Star Station Orion is setting the story, a huge superstructure intended to relieve the population problem of earth. On this station both science and magic work hand in hand. The people of earth recently discovered magic in a unique form of energy that could be controlled by thoughts.

On the day of the Orion's departure, everything went smoothly and according to plan as far as the nations of the earth were concerned. Aboard the Orion it was another matter entirely. A vial of dangerous bacteria was accidentally broken aboard the ship, killing millions of people in less than fifteen minutes. As he was dying, the captain tried to throw the emergency alarm but pushed the wrong lever; as a result the ship was thrown into a time and magic warp. This had two immediate and dangerous results. Number one: The life forms aboard the Orion (including what remained of the humans) had their memories obliterated and were magically transformed to characters from the ship libraries. Number two: Some vital computer circuits were burned out. This was a problem in that the computer controlled the entire ship. When it pulled out of its stupor, it noticed all sorts of alien life forms that had invaded the ship (the transformed humans). It naturally took the only logical step.

It turned on all the ship defense systems.

Phase VII™ is unique in that it is easy to play and involves the worlds of both science fiction and fantasy. Most people find that they can begin a game within one hour of purchasing the rules. One feature of the game is the fact that you can be anyone you wish: Spock, Superman, E.T., Luke Skywalker, a hobbit, Darth

Vader, an elf, or a character of your own creation. The idea of Phase VII™ is to build your playing around the character you are representing.

How did Phase VII™ come to be? I was first introduced into FRP through D&D®. I had never even heard of FRP, so I was anxious to see what would occur. I was totally confused by what was going on (as most beginners are)! I realized that I could never learn to play the game by myself. It appeared to me as a game that required three books of rules amounting to hundreds of pages just to get started.

But the idea of role-playing stuck with me. I later met several other people who desired a simple, easy to play RPG they could learn by reading the rules, as unorthodox as it may seem. Since I was, at the time, a solid SF fan (not yet having discovered the world of Smaug and hobbits), I decided to write a simple game set aboard a space station, incorporating the basic ideas I had gleaned from the brief two hour encounter with D&D®. Thus was born Phase VII™.

It took a month to write the game and four years of playing to revise it. With Phase VII™, I strived to make a game more enjoyable and faster to play by eliminating the extensive charts and tables found in games such as D&D®. Phase VII™ has a total of 16 pages of rules, and is probably the shortest set of FRP rules on the market. I am not knocking tables and charts; if you love detail and extreme accuracy, tables and charts are probably what make you happy. But I prefer fast action that makes you THINK and rely on your own intuition and imagination.

In Phase VII™, charts were kept to a minimum. I take some pride in the fact that Phase VII™ has probably the simplest fighting methods of all the games on the market. A number of people have questioned the wisdom of simple battles...until they try it. When you throw dice and subtract points at the speed you swing a sword, the scene flashes before your mind, much as reading a good book makes you become the hero.

Phase VII™ is not a game of violence. The rules, of course, show defensive and offensive powers and weapons, but these are intended as only survival techniques. In Phase VII™, the goal is not to go around hacking and stabbing everything you meet. Imagine this: if you really were in a situation where your life or health were in danger, would you run around yelling bloody murder, slaughtering everything you meet, stealing gold, and then leave to find and kill more dangerous creatures who haven't bothered you at all? No!

Let me tell you what I would do. I would avoid fighting if at all possible. I would sneak around, and if I had to fight a monster to save my life, fine. But there is no way I would fight if I had a chance of talking or tricking my way out. It is better to survive using common sense than strength; I'd rather make one friend than a dozen enemies. Sounds logical, right?

In Phase VII™, fighting is to be used as a last resort. There are times when a monster is exactly that—a monster! Thus rules for fighting, weapons, and powers become necessary. No amount of talking or bargaining is going to prevent an insane hydra from snacking on passers-by. But Phase VII™ is a game of wits and logic, not hack and slash. When possible, characters try to think their way out of a problem. Phase VII™ has a simple theme: I survive.

In writing the game I attempted to use as much as possible in a small amount of

reading material. The result has been very interesting. The game has been marketed at several conventions in the Midwest; at each we put on a live game, inviting new players to join in. We have had all different kinds of people purchase and play the game, ranging in experience from "What's a role playing game?" to "I'm a 200th level Wugs and Gotchas player." We've even had a good number of AD&D® players join us. At the end of each game we poll the players. The results were unanimous; everyone enjoyed the game a great deal. The reason: Phase VII™ is fast paced, exciting, and easy to play. We asked the D&D®ers the loaded question - how do you compare D&D® and Phase VII™? The results were 95% in favor of Phase VII™. Now that is not knocking D&D®, I think these people were just reflecting the desire to play a game that has easy rules instead of page after page of charts.

Phase VII™ and all associated items are available from Futureview, Inc., P.O. Box 101, Joplin MO 64802, (417) 781-6999. For \$7.95, it includes the rulebook, a sample game, the Quadri-purpose Polyhedron Random Event Generator, For Masochists Only (a solitaire module), and an iron-on transfer. Ask about the computer version of Phase VII™ and the official Phase VII™ fanzine as well.

Watch for more articles on Phase VII™ coming soon!

Apollo - gies

Hello again! I am back to clarify some blunders from our previous issues. First off, you may have noticed something was missing from the Cold Cobra in the first issue's Menacing Monsters and Curious Creatures. We forgot to give a treasure type. Well, it does not really matter to much because the treasure type should be nil. Also we would like to note

a few important things about the familiars article. It should cost 100 GP to cast a find familiar. This fee is for material components. Also, you should include an initial 25% chance that a familiar cannot be found in the area it was cast.

Stephen Breeser
Executive Editor

Out of the Dark

By Royce Kallerud

The idea of dungeon adventuring infiltrates most every fantasy role-playing game system. Characters and DM's seldom take interest in life outside of dungeons. In some campaigns, characters are simply deposited onto the doorstep of a dungeon whenever they wish to adventure. Players should know things about their characters, like where they live, why they are adventurers, how they learn of a dungeon's existence, and how they travel to and from these dungeons. Adventures outside of dungeons not only make campaigns more complete, but greatly enhance the role-playing aspects of FRPG's.

A scenario in a city can be started easily by simply finding what the area around a character's home is like. Locating some thieves near a character's home can make a start for an interesting scenario. When characters enter a large town loaded down with gold, they will look conspicuous. Many of the townspeople, who rarely see more than 50 gold pieces at once, will certainly take notice. Just about every shady character in the city will hear rumors about these brave adventurers and their enormous treasure; and just about every shady character in this city will want their enormous treasure. If their treasure is stolen, not only will characters try to be less conspicuous after an adventure, but they will also have some thieves to chase.

To find these thieves they will have to look in all the worst places of town for clues. They may run through many blind alleys. In the end a great chase scene may even occur. Many more scenarios can be set up by building on such simple ideas.

Many other things that are not quite so "adventurish" can happen in towns. Players can hire henchman, sages, alchemists,

etc. Instead of simply rolling dice to decide how much they charge for their services, have the players bargain with the person. Allow them to bid too high, or insult the person by bidding too low. Henchmen should decide whether or not to work for a character because of the way the character is portrayed, not dice rolls. It's role-playing, not roll playing. NPC and character interaction is essential in any role-playing game.

Scenarios can be based on many things, in many places. Bars provide a place where characters can dig up their next scenario. Characters can be hired by the town government to do dangerous jobs like bounty hunting, collecting taxes from a powerful wizard, or evicting dangerous people; or, they can be hired by the other side of the law for various tasks.

Trips to dungeons do not have to be straight random encounters. Well thought out NPC's can create some interesting problems. Imagine the face of a mighty paladin when he finds a maiden who is lost from a caravan. "But, but we can't take you to your home...we're on our way to a dungeon. Oh, shoot." An ambush in the woods can be an interesting way to twist an encounter with an NPC party.

Monsters are not the only thing that can give a character trouble. The elements can be hazardous too. Ever see a fighter wearing cold metal plate mail in subzero weather? How about the party that wants a drink but all their water is frozen? Also, heavy armor is not at all comfortable while carrying a recent haul home.

Dungeons are important in any campaign, but so is everything else. Adventures outside a dungeon can be exciting and make your campaign much more full and enjoyable.

MERCURY

Gaming News From Olympus

Schubel & Son And Activision
Reach Trademark Agreement

After several months of cordial negotiation, Schubel & Son and Activision have reached agreement concerning the trademark StarMaster. Schubel & Son, the registered owner of the trademark, has licensed Activision to use the name StarMaster for their video game.

Schubel & Sons is a large play-by-mail (PBM) game company running games such as Tribes of Crane and Catacombs of Chaos. S & S plans to use the proceeds from the license to purchase additional computer equipment and an offset printing press to further expand their PBM game business.

Grenadier Models Terminates
Affiliation With TSR

In the latest Grenadier Bulletin Grenadier Models announced they would not be producing official AD&D products. Their old AD&D miniatures will be replaced by their new line Fantasy Lords.

Jake Jaquet Resigns
as publisher of The Dragon

Jake Jaquet, former publisher of Dragon Magazine, has resigned. He is the head of the newly formed Crystal Publications Inc., based in Lake Crystal, Illinois. Mr. Jaquet will be publishing Gameplay, a magazine aimed at the general gaming market.

TSR reported it as a friendly move, although Jake is quoted as saying he quit because of "the inexperience and nepotism [of TSR's staff] were making it difficult for things to function smoothly". Mike Carr will take over Jake Jaquets position.

The Oracle Has Stopped Production

Recently The Oracle, a top role-playing fanzine folded. It may begin publication in January 1983 with their fourth issue, but nothing is sure at the moment. Currently they are talking with a new company that might take over in place of Horizon International.

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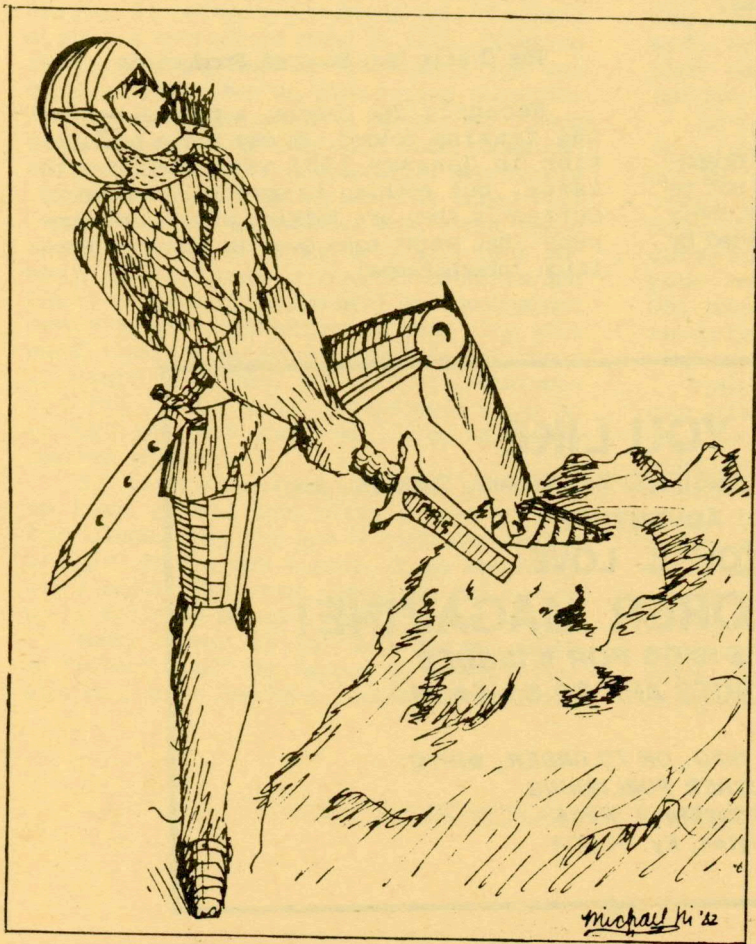
By Ken St. Andre

Welcome to the wonderful worlds of fantasy role-playing gaming (henceforth called FRP gaming)! This article assumes that you, the reader, are just getting into FRP gaming. This article is ideal for the beginning gamer, but may also be an inspiration to the experienced gamer (Even if you do not think that you will gain any ideas from this article, you may want to finish reading it in hopes that I will produce some sparkles of wit, or at least a little philosophy).

Since the creation of the first FRP, Dungeons and Dragons™, by Dave Arneson and E. Gary Gygax back in the fall of 1974, FRP gaming has grown

exponentially. Today (June, 1982) there are scores (maybe hundreds) of different FRP games and millions of FRP gamers (In fact, I think you would be hard put to find a young person between the ages of 10 and 18 who does not know what D&D® stands for). Now FRP gaming is expanding into the field of computer and video arcade games, and those fields may eventually render conventional FRP gaming obsolete—there are already nationwide networks that exist just to play various FRP games through the medium of computers (I'm not a member of any—do not ask me how to get in touch with them—I do not even have a computer yet).

My major claim to fame, and what gives me the right to speak authoritatively about FRP gaming, is that my game, Tunnels and Trolls™, was the second FRP game of any type to go on the open market way back in July of 1975 (I actually wrote it in April of 1974 in reaction against what seemed at the time the high cost, incomprehensibility, and need for many hard-to-find funny dice. Today a game that only cost \$10 would be a bargain, and poly-dice are everywhere. The first edition of T&T cost only \$4 and used only regular 6-sided dice that you could get out of your Yahtzee game). Since that time I have also written Monsters! Monsters!, Starfaring, and Stormbringer (a Runequest variant on which I received the help of Steve Perrin). Tunnels and Trolls™ is currently in its 5th edition, and most of the



other major FRP games have also been modified at least once.

(It occurs to me that aside from the colorful game titles, the complete neophyte reader still may not know what I am talking about. In FRP games the player creates and takes the role of an imaginary character and tries to keep that character alive through a succession of scenarios that are normally prepared by another player called the Game Master. Many of these games are set in a world of fantasy somewhat similiar to J.R.R Tolkein's Middle Earth—such fantasy worlds include all the worlds of mythology. Others are set in the future, the historical past, the superhero comic books, and even the present.)

A partial list of the most played FRP games include: Dungeons and Dragons™, Advanced Dungeons and Dragons™, The Fantasy Trip™, Tunnels and Trolls™, Runequest™, Traveller™ (science fiction), Chivalry and Sorcery™, Space Opera™, Bushido™, Car Wars™, Villians and Vigilantes™, Champions™, and Stormbringer™. I could go on for the rest of the page listing FRP games, but I am sure you see what I mean.

Nobody but nobody knows or plays all the different FRP games that are available. If you are just getting into the field may I recommend my own game Tunnels and Trolls, The Fantasy Trip, Runequest, Traveller, and Champions as good games to begin your FRP careers. But if you have already spent a lot of money on another game not mentioned above, stick with it and learn to play that game. The principles are the same. Once you have learned to play one FRP game, no matter which one, it is relatively easy to pick up the details of other systems.

The major FRP games have a lot of different commercial products associated with them--most of them being pre-planned adventure (called game scenarios) that you can buy and use on your friends. There are so many of them available for the different D&D systems that the average player would never have to create any original adventures of his own. But if you are not locked into D&D, and probably even if you are a confirmed D&D player, the time is going to come when you want to create an original "dungeon" or adventure of your own. When you do so, you will have to (1)

figure out the geography of your adventure, (2) populate it with appropriate characters or monsters, and (3) stock it with treasures and prizes such as magical items. This thought brings me to the real topic of this essay--the creation of magical items to place in your own adventures (or in those commercial items that leave room for you to add your own twists). Yes, all the above has been introduction, but it was necessary to make sure we were on the same wave length.

In my time I must have created at least 50 different adventures/dungeons. I expect to create many more in the future. To my mind the purest pleasure of FRP gaming is the exercise of the imagination in concocting new things to explore, and then seeing how your players react to it. The most important thing in the creation of new adventures/dungeons is ORIGINALITY. When fantasy gaming started back in 1974, medieval fantasy was original--today it is getting stale.

Some game systems, notably Advanced Dungeons and Dragons™, have charts and tables for every conceivable situation. The kinds of monsters, the type and proportion of treasure, the types and powers of magical items, are all available on tables. You take room A, roll the dice to get monster B and treasure C which might include magic item D. (Do not get me wrong. There is a great deal of originality in AD&D, but most of it was exercised by Mr. Gygax and his cohorts in the creation of the rules. Magic items are standardized; i.e., a +1 dagger, a scroll, or wand of fear, and AD&D players have only to look in their rulebook to find out just what the item can do).

Other game systems like Tunnels and Trolls™, are open systems. There is no list of approved monsters, treasures, or magic items available. Examples are given in the rules, and the GM is left to create his own. Poor GM's never go beyond the examples, and then complain that the game is too limited (These people usually end up playing Advanced Dungeons and Dragons™ or Chivalry and Sorcery™ where every conceivable variation is in the rules). People who like to play in the open systems usually do not like closed systems and vice-versa. As you should guess, I am an open system man.

The FRP gamer who uses an open system has to make things up "out of thin air." In section 3.2 (Treasure Generator) of the T&T rules I state, "Magic treasures have been stricken from the generator—GMs should create their own magic items to suit a particular purpose." This is a fairly blunt statement and should be self-evident, but there is a lot of philosophy behind it.

In the fantasy games, magic items tend to have an exaggerated importance. The player character who does not win any is the character who is not likely to last very long. In a world where magic is relatively commonplace, the character who does not have any is at a big disadvantage. It follows then, as a game player, one of your main objectives will be to acquire as many magical items as you can. In order for you to get any, the GM has to invent them and put them there.

In most fantasy games, magical items fall into three classes: (1) things the character can buy if he has enough money, (2) nifty things they found lying around some dungeon or ruin, or took from another player character, and (3) items that have to be available to make a dungeon work.

The first class does not need much discussion. Any wizard can buy a magic staff. Any warrior can pay a wizard to temporarily enchant his blade. (If they are friends or co-delvers, the wizard may even do it for free.)

The second tends to require more thought. These happen to be such things as permanently enchanted weapons, attribute enhancers, magical tools, etc. They are usually rewards. Kill the dragon and win the magic sword. One can literally pull these "out of thin air." Example: The dragon Glaummerraung lives in this part of your dungeon. It has an enormous hoard of treasure, including the weapons of all those characters that ever tried to kill him and failed. Among those weapons is a magic sword that is twice as sharp as any other sword (In game mechanics that just means it gets more damage dice than that weapon would normally get. In T&T a normal broadsword would get to roll 3 6-sided dice and add 4 to the total. This magic weapon would get 6 6-sided dice and add 8). That was not difficult to imagine or create. Also among the dragon's treasure

could be a magic ring that renders the wearer immune to flame. In creating such items all you do is ask yourself what is the object and what does it do. No matter how flabby your imagination is, you can easily sit there and make a list of magical properties. You can have a ring that makes the wearer invisible, immune to poison, able to fly, able to talk to animals, able to breathe water, able to change size, able to shoot fireballs, able to walk on walls, or one that increases the character's attributes, etc. Tired of creating magic rings? Use the same sort of easy process to create magic hats, belts, necklaces, armbands, amulets, swords, daggers, pocketknives, statuettes, armor, boots, or whatever. Such items do not need names, history, or much description, although the superior GM will endow them with all these things. Such items seem to be as fancy as pigeons in some fantasy worlds.

There is a danger with this kind of magic item, however, and the danger is that the unexperienced GM creates too many of them, makes them too powerful, and too easy to get. I will give you just one example from my own sordid history. Back in the 1977 I wrote a solitaire adventure for *Tunnels and Trolls*™ called *Naked Doom*. It was sort of a joke as adventures go in that it consists of a long gauntlet that the player character must pass through in order to survive. The characters, instead of being armed and outfitted to the teeth, as is usual with these fantasy adventures, starts with nothing, and can win everything. Various places in the adventure the character has a chance to gain extraordinary powers or win fantastic magic items.

The problem occurs when you compare the power of the magic items to the level of the characters, a level which was quite low including a few first level characters hot off the dice. I was giving away terribly powerful things like twentieth level anti-magic! resurrection from the dead! and a dagger that deprives enemies of their main source of power! This kind of thing is creating monsters!

And I have had them come back and haunt me on many an adventure. The problem is that the reward is out of all proportion to the danger. When one thinks up a particularly nifty magic item, the temptation to place that item where some shrewd or lucky player

can easily obtain it is almost irresistible. Resist it, and your later games will be better for it.

(On the other hand, players, especially new players, just love it when they manage to win some ungodly powerful magic item early in their careers. If you want to be a popular GM early, never kill anybody and give away the world. The term in the hobby for such people is monty haul GMs and dungeons.)

The third type of item is the most difficult to pull out of thin air. It requires some real thought, and I must admit that I have created whole dungeon complexes without ever using such items. However, the trend in professional scenario design is toward the third class of magic items. For example: let us say that the biggest monster in your whole dungeon is a Stone Snollygoster whose granitic hide makes it invulnerable to weapons, fire, ice, and combat magic. The only thing that can hurt the Stone Snollygoster is the Magic Morningstar of Aichtoo Essofor. (That is a typical T & T joke. H_2SO_4 is the chemical formula for sulfuric acid.) If the magic morningstar is not available someplace in your dungeon, do you think you are playing fair?

This kind of magic item serves as your various plot devices, and they will be specially created to deal with cerould have some kind of magic diving suit, or they could be surgically modified to have gills, or they could speed up their rate of movement so that they could accomplish an hour's worth of exploration in one minute. You think about all three ideas and decide that the gills concept will make for a more interesting game. How are the characters going to acquire gills? Magic? Maybe, if the system you are playing in has a "Breathe Water" spell. And if magic is not available, it will have to be done by an outside agent, a NPC created and run by you, the GM. Enter Nook-Nook, amphibian surgeon extraordinaire! He could give the players gills with a bit of magically assisted surgery. Now it is up to the players to persuade him. As you can see, your insistence on taking the hard way of doing things shall ultimately lead to more opportunities to role play, and this is true, regardless of what system you are using.

The same sort of thing applies for other types of FRP games. Traveller™ is hard

science fiction--there is no magic allowed in the rules. But here is where you neatly quote Arthur C. Clarke's third law, "Any sufficiently advanced technology is indistinguishable from magic." Now the sort of thing you use to entrance and entrap your players needs a pseudo-scientific explanation and background. In a situation similiar to the above where players must function and adventure underwater, you can either give them SCUBA suits, or feed them oxygen tablets. Oxygen tablets are a lot more science-fictional and easier to carry around.

The edge of the galaxy is the limit for what you can create as GM specials in science fiction FRP games. Read a half dozen Asimov editorials and let yourself go. How about a baseball sized interstellar jump drive? a portable black hole? a wristwatch time machine (one that jumps you through time and/or space)? The cardinal rule is whatever the adventure needs to be complete and exciting, you as GM must manage to supply it somehow.

To recapitulate, any GM can spice up his game by including non-standard magic items, monsters, weapons, devices, persons, etc. in his game. Such GM specials should be an integral part of the adventure as you have planned it. You should probably spend some time creating names and histories, as well as the list of effects these items may have. Most of the time they should be accessible, but difficult to obtain, requiring your players to really role-play in order to obtain them. Once such items have been acquired, the GM should make sure that the players use them right when the time comes. This is true for all types of FRP games. Do not give a superhero in Villains and Vigilantes™ a magical cloak of levitation if said hero never has to fly. Do not allow your space scout in Space Opera™ to find a time portal if there is no need to travel in time.

I honestly believe that everyone can create memorable FRP adventures if they will just drop their inhibitions and negative attitudes, and let their imaginations soar. The secret is to start with a desired situation, ask yourself questions about that situation, and then tell yourself a little story to answer those questions. When you are finished, you will have a great adventure or device waiting for your next batch of players.

Happy Gaming!

THE ELVEN TOWER

By Stephen Breeser

After conquering the Black Pass, you reach your destination, Teldora. In Teldora you learn that you must travel south-east to the elven outpost. No one knows what evil is streaming into the Silva Woods from the south. Also, at the local tavern you hear rumors of a huge, red dragon lurking in the hills at the edge of the woods. You start out from Teldora at dawn. The trip takes about a half a day to reach the edge of the woods. From there you travel on a small, dirt path towards the tower. Your journey to the tower goes without occurrence, except for a goblin which is spotted and quickly slaughtered. Soon after, the path widens to a very small clearing. In the center of the clearing you see the tower.

1)The Tower: The tower is 35' wide, 35' long, and three stories high, the third in ruins. Each story is 10' high. On each side of the square tower, there are four windows two per story. All of the windows are barred and boarded. The tower is made of bleak, white stone, and all of the walls are extremely smooth, decreasing climbing chances by 60%. A 5' square landing on the second story is the only visible means of entry. The easiest method of getting here is via the swing.

2)The Swing: On a nearby tree, wooden slabs have been pounded into a tree to serve as a ladder. There is a 1 in 6 chance that anyone near the woods in front of the tower will see the ladder. At the top of this ladder is a rope attached to a long branch which stretches out towards the tower. A knot in the end of the rope is used to hold onto. By holding onto the

rope and jumping off the ladder, characters can swing to the small landing on the second story of the tower.

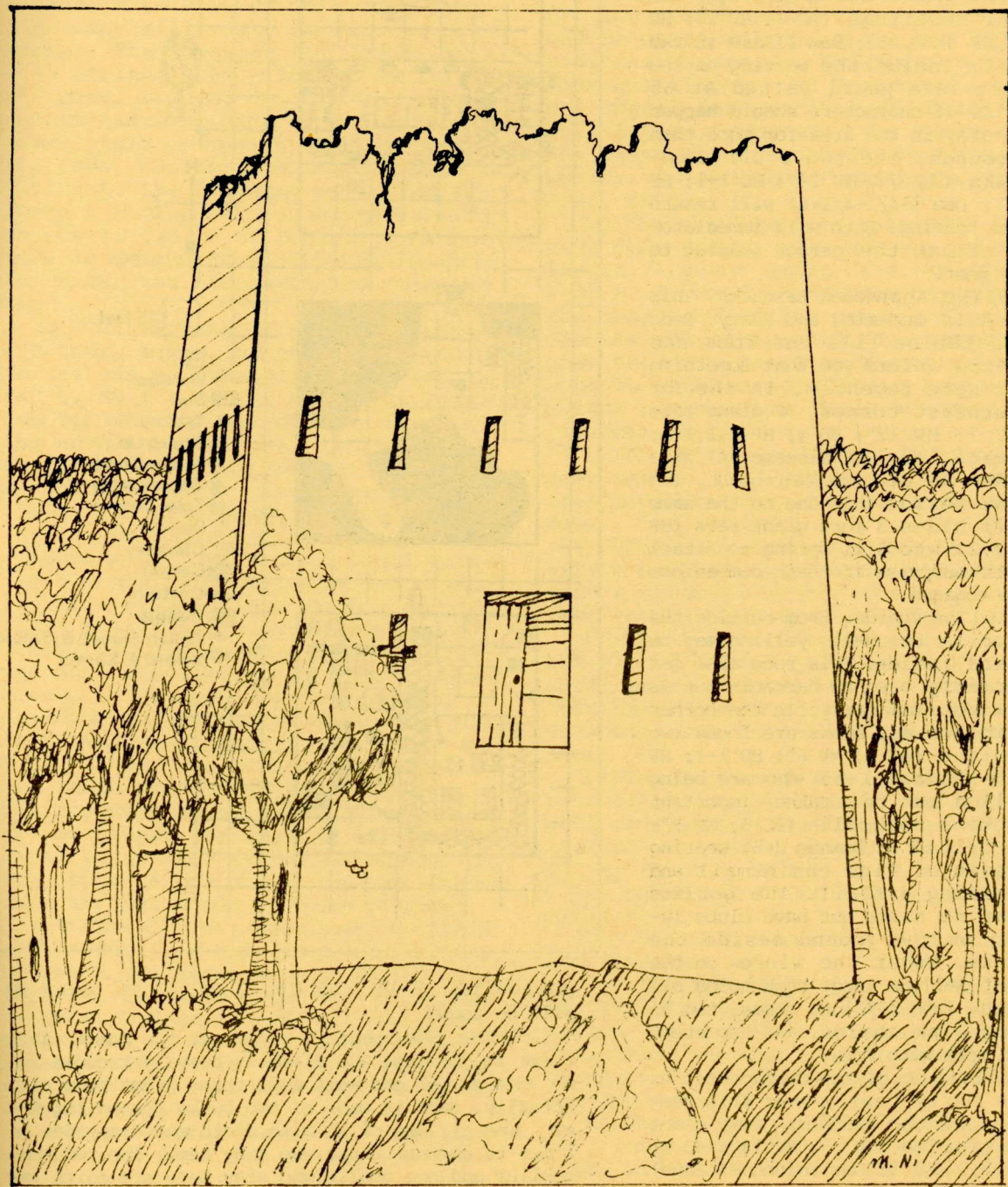
3)The Landing: This small entranceway ends in oaken double doors. The secret door on the south wall is very well hidden and has not been found by the goblins as of yet.

4)The Elven Court: As you enter this once glorious room, you begin to feel that you are in the elven court, and the elves are still in control. Their are various sets of a shield and two swords placed on the wall, some of which have fallen to the ground. A long, broken table and some chairs separate you from another set of double doors on the opposite wall. One set of swords and sheild conceal a safe implanted in the wall. The lock contains a needle anointed with a poison that causes dizziness if it enters the bloodstream. The dizziness will cause a loss of 8 points of dexterity and strength for 3 turns. Inside the safe are two ruby earrings worth 35gp each, and a diamond bracelet worth 80 gp.

5)The Stairs: These stairs are carpeted down the middle, as are the halls. The carpet is maroon in color and is fairly worn down.

6)Upstairs: This section of the tower has deteriorated and is now only partially walled rubble. The carpet has also been affected by the elements and is now faded and moldy.

7)The Chimney: The top of the chimney has a large gaping hole. Nearby, in the rubble, are 7 giant rats (AC 7; MV 12"; HD 1; HP 3,3,2,2,1,1,1; Damage 1-3; SA Disease 5%).

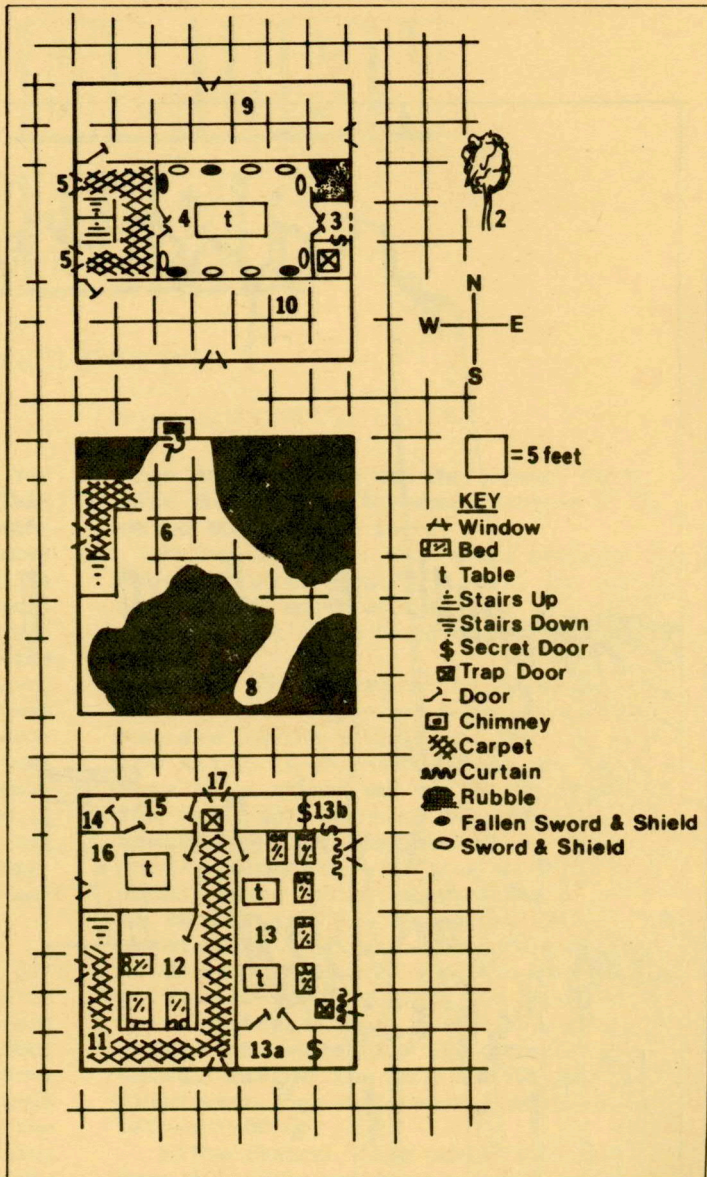


8) The Hawks Nest: Here, beyond the rubble, a nest can be seen. Three bloodhawk eggs and four nestlings (AC 7, MV 2"; HD 4; HP 1,1,2,2; Dam 1) are in the nest. Inside the weaving of the nest is a pearl valued at 65 GP's. If characters should happen to stay in the area for more than 5 rounds, the two adult blood-hawks (AC 7; MV 24"; HD 1+1; HP 9,7; Dam 1-4/1-4/1-6) will return from hunting. Both will immediately attack the person nearest to the nest.

9) The Abandoned Barracks: This room is deserted and dusty. Beds and tables fill the room and tracks inform you that something was here recently. In the far southeast corner, 4 giant rats (AC 7; MV 12"; HD 1; HP 2,2,1,1; Damage 1-3; SA Disease 5%) hide under an old broken bunk. The bunk beside this one on the same wall hides 3 more giant rats (HP 3,2,2) who will spring to attack with surprise if their companions are engaged.

10) The Guards: From outside the door in the hall, yelling may be heard inside. This room also was formerly used as barracks but is now worn and dirty. In the corner lying on old bunks are found two goblins (AC 6; MV 6"; HD 1-1; HP 5,3; Damage 1-6) who are being balled out by a rather important looking hobgoblin (AC 5; MV 9"; HD 1+1; HP 8; Damage 2-8) wearing a suit of fine chain mail and wielding a flail. The goblins wear no armor but have clubs lying on the ground beside the bunks. Under the window on the east wall, a large sack holds old rags, five 10' long ropes, two 5' long link chains, and two steel padlocks with keys.

11) Lair of the Centipedes: As the party passes over this section of the carpet, five giant centipedes (AC 9; MV 15"; HD 1; HP 2,2,2,1,1; Dam Poison +4 Save) will emerge from underneath the carpet and attack the last few party members. If the carpet is



pulled up, 2 PP, 10 CP, 3 GP, 13 SP, and 2 EP will be found.

12) The Seargents' Room: At the moment this room is vacant. The floor is heavily trodden and on the south and west wall three great beds sit. Actually, each is made of two bunks pushed together, and all are piled with cloth and draperies in order to comfort those who stay here. The two hobgoblins and one goblin who stay here are quite innovative. They have constructed an ornate trap to guard their treasure, a large oaken chest in the north containing 80 GP, a silver ring worth 35

GP, and three golden darts worth 7 GP each. The darts are quite heavy and are at -2 to hit if used in combat; however, because of their weight and uncanny sharpness they will cause an extra point of damage. The chest is not locked, but a thin string is held between the lid and the base. Opening the chest will release the thread which holds three floor boards immediately in front of the chest together; thus, causing the unwary person to fall into the storeroom below (Room #15, where a large spider will attack its fallen prey). One of the hobgoblins who live here is upstairs checking the guard, while the other two occupants are across the hall.

13) The Barracks: If someone listens at the door, voices and other miscellaneous noises can be heard. Inside four goblins (AC 6; MV 6"; HD 1-1; HP 5,4,4,3; Damage 1-6) sit around a table near the door playing an alien card game with their swords at their side. On the far side of the room a hobgoblin with a morning star (AC 5; MV 9"; HD 1+1; HP 8; Damage 1-8) and a goblin (HP 7), each wearing chainmail, sit with another goblin, (HP 5) chatting and drinking ale. The hobgoblin and the latter goblin will advance into the fray, but the first goblin will stay, overturn the table, and use his sling against the person most threatening to him. The table gives him 33% cover, lowering his AC by 3. Along the east and west walls are many pallets. Nothing of value is here, except for 4 GP, 17 SP, and 22 CP on the table with the cards. The trapdoor in the ceiling, in the southeast is very well disguised. It is set on hinges and when it swings down, three rungs of a ladder are exposed on the opposite side of the trap door. These rungs are just within the reach of an elf.

13a) The Closet: The closet contains a few hangers and old, bloody, battle-torn clothing. The secret door, if found, has a keyhole. It can be opened with one of the hangers. Beyond is a pile of better garments such as robes, cloaks, jackets, gowns, pants, boots, and caps. Among them is a silver fringed cloak worth 55 GP and a pair of Elven Boots.

13b) The Broken Secret Door: This once secret door has been broken and is now easily noticed. Old pallets and five chairs have been jammed into this newly made storage area. The secret door is buried beneath the furniture. Behind it are

two coffers and one leather chest. The two coffers contain a total of 8 PP, 14 GP, 3 SP and a chipped tiger eye worth 18 GP. The chest is locked with a padlock. It may be opened with one of the keys in the padlocks in room #10. Enclosed within are three gold rings worth 5 GP each and a copper scroll case worth 35 GP. Inside the scroll case, there are a few papers with the casting instructions the following spells: Magic Missile, Pyrotechnics, Magic Mouth, and Fly.

14) The Pot Room: In this small room many dirty dishes, pots, and pans are collected. A giant ferret (AC 6; MV 15"; HD 1+2; HP 7; Dam 3-6/3-6) lives here behind the heap, eating the remnants of goblin dinners and stray rats. The ferret has just recently found this spot and will soon be found when the goblins have their dishes cleaned (most likely by a very unfortunate captive).

15) The Kitchen: This messy room is a poor excuse for a kitchen. It has slowly been deteriorated by the goblins carelessness.

16) The Dining Room: This room is literally a sty! The grotesque goblins have made a shambles of this once neat dining room. There is nothing of worth here.

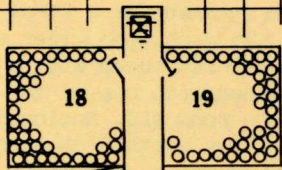
17) The Trapdoor: The carpet is cleanly cut around this very evident trapdoor. A small brass ring serves as a handle for this upward opening door. Below, a flight of wooden stairs descend into the darkness.

18) The Storeroom: This room holds barrels of water, ale, cheese, and meat as well as crates of dried fruits and grain. Lurking on the ceiling is a huge spider (AC 6; MV 18"; HD 2+2; HP 10; #AT 1; Dam 1-6 & poison, +1 ST) which will attack immediately.

19) The Storeroom: Same as above, except no spider.

20) The Make-Shift Door: The door here is little more than a few wooden planks nailed together in an unorganized manner. Characters who look carefully through the cracks will be able to see parts of the corridor beyond.

21) The Red Caverns: These corridors are very rough compared to the well carved halls on the other side of the door. Turning the corner, the cave walls have a reddish tint. Progressing southward the corridor becomes even redder. Soon the front and head of a ferocious red dragon appear.



t Table

d Desk



Bed



Door



Trap Door



Secret Door



Slope Up



Barrels & Crates



Rocks



Dragon Head



Mist



Curtain



Stairs Down



Stairs Up

$\square = 5 \text{ feet}$

Whisps of smoke arise from its snout, as fire spews forth from its mouth. Actually, most of the red coloring is blood and red dye, and the dragon is papier mâché over a wooden frame. The fire and smoke originate from bellows operated behind the dragon.

22) The Trap: The trapdoor is closed and will only be opened when two people are over it. When the door is released, victims will fall into a shallow pit below and take 1-3 points of damage. Next, a net will fall on those in the pit, while another will fall on the second row. The second row must save vs. Paralyzation to avoid the net; the ones in the pit have no save. To be released, characters must cut four strands of net. Daggers can cut 2 strands per round, while swords can cut 1 per round. Those in the pit will be stunned for one round before they can attempt to cut their way out.

During these events, two goblins (AC 6; MV 6"; HD 1-1; HP 3,4; #AT 1; Dam 1-4 or 1-6) will spring through the secret door on the far side of the pit with an 8' long hooked pole. Together, they use the hook to try to pull members of the second row into the pit, starting with those trapped in the net. Then they will go on to throw stones down on those within the pit with their slings. Each have 9 stones as well as a short sword. On the other side of the pit, 2 hobgoblins (AC 5; MV 9"; HD 1+1; HP 8,6; #AT 1; Dam 1-8), with maces and 2 goblins (AC 6; MV 6"; HD 1-1; HP 6,4; #AT 1; Dam 1-6) with short swords will spring from the other secret door. They will attack and try to drive intruders towards the pit. If characters come within 10' of the dragon, they will take 1-2 points of damage from fire.

If the battle is going bad, one of the goblins will retreat and alert the complex. If this goal is attained, reinforcements will come in this order: the goblins from room #28 and #29, the hobgoblins from #26, and the hobgoblins from #24, if they are not operating the bellows. Meanwhile, the meek goblin in room #24 will hide under the desk and the captives will yell and scream muffled screams. Also, the sub-chiefs and their lady companions will emerge from their room and either join the battle or warn the chief.

23) The Guard Room: One goblin sits on a chair looking through a peep-hole out into the corridor, while the others sit on the

floor with their weapons, doing as they please. Guards stay here at all times, never without a goblin on watch. The pit cover is released from here; otherwise, there is nothing of value.

24) The Bellow Room: Two Hobgoblins (AC 5; MV 9"; HD 1+1; HP 5,7; #AT 1; Dam 1-8), inhabitants of room #26 attend to the fire and bellows. At five minute intervals one of the two takes a tube with two pieces of glass on either end and looks through the dragon's eyes in order to detect any forthcoming danger. The tube is a crude telescope and allows 1½ times normal vision when used. Many kegs of oil lie around as well as a keg of security water, but nothing else of worth may be found.

25) The Jailer: Only a desk sits in this room with a bored, cowardish goblin (AC 6; MV 6"; HD 1-1; HP 4; #AT 1; Dam 1-6) behind it. In the north is a heavy iron reinforced wooden door. A small barred window is inset in it through which prisoners can be heard and seen.

26) The Hobgoblin Quarters: Four bunks are placed in this room, two occupied. These hobgoblins (AC 5; MV 9"; HD 1+1; HP 6,9; #AT 1; Dam 1-6 or 1-8) are not sleeping, but resting. They have t is a goblin (AC 6; MV 6"; HD 1; HP 8; #AT 1; Dam 2-7) armed with a morning star which he wields at +1 to hit due to his strength. the bottom drawer of his desk is locked. Within is an iron box containing 15 GP and 5 EP. The drawer has a false bottom which hides a platinum necklace worth 15 GP.

30) The Sub-chiefs' Room: This room has two largish beds. Each is being shared by a sub-chief and a lady friend. The sub-chiefs (AC 6; MV 6"; HD 1-1; HP 6,7; #AT 1; Dam 1-8) have cutlasses, while their ladies are non-combatant. Under each bed there is a locked, wooden chest. The first holds a 75 GP ruby and 7 SP. The second holds a silver ring, inset with an emerald worth 80 GP and 80 CP. The top drawer of the desk holds a key hanging on a nail. The key opens the door in room #31.

31) The Door: A large, locked, iron door guards unauthorized entry into this area. It will take at least two rounds to break through the door, alerting the occupants beyond. While the players are attempting to break in, the guards at room #32 will be alerted.

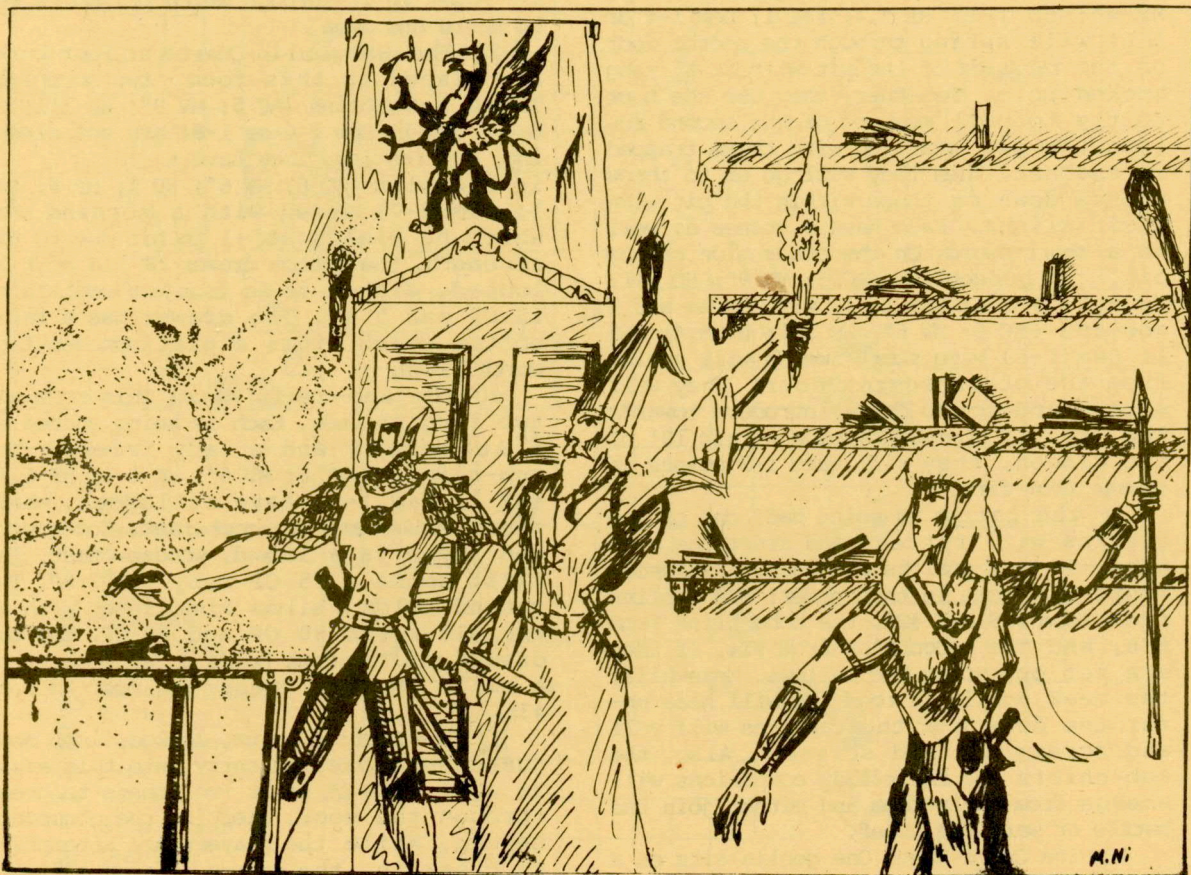
32)The Guard: If the characters are breaking through the doors at room #31, the two goblin guards (AC 6; MV 6"; HD 1-1; HP 5,6; #AT 1; Dam 1-6) at the top of the slope will toss two bags of small beads and pebbles down towards the on-coming characters. These obstructions are intended to make the characters fall as they progress. Each character must roll below there dexterity or less on 1d20 in order to stay standing. One of the pebbles is a luck stone. From the top of the slope the guards will each throw three javelins at the party then rush into melee. Behind them, the chief and shaman, from room #33, will follow, as well as the two sub-chiefs if they are here. None of them will risk going on the beads.

33)The Cheif's Room: A large bed of straw and feathers rests in the middle of this room. This room is the abode of the raiding party's leaders, the chief (AC 5; HD 2; HP 13 #AT 1; Dam 3-9) and the female shaman (AC 6; HD 1st lvl Mage/2nd lvl cleric; HP 6; #AT 1; Dam 1-4; SA Spells). The chief wears chainmail and wields a flail at +1 due to his strength. The shaman wields a dagger and has the following spells:

Magic-User: Burning hands

Cleric: Sanctuary, Protection from Good, Cure Light Wounds, Cause Light Wounds

She also carries a scroll with the magic-user spell Jump, and the clerical spells Bless and Resist Fire. A chest in



the corner holds 79 GP, 15 PP, 107 SP, 49 CP, and a tiny diamond worth 30 GP.

34)The Weapons Room: Many javelins, spears, clubs, short swords, and daggers are stored here, as well as some reserve rations and water.

35)The Prison: Shackles driven into the wall bond one dwarf, two gnomes, a human, a half-orc, and five elves. All are weak and if freed, will most likely seek protection in the party. A wooden sign hangs on the heavily boarded up door in the south. "Dangerous Prisoner" is scribbled on the sign in both goblin and hobgoblin.

36)Dangerous Prisoner: This prisoner has been trapped in this cave, for he really is a "dangerous prisoner." The elf here has been inflicted with lycanthropy. The wererat (AC 6; MV 12"; HD 3+1; HP 17; #AT 1; Dam 1-8) will turn into rat form if his cave is intruded by many, noisy people or he is frightened in any other way. Frightening him will be very hard to avoid, for he has a case of paranoia. An assortment of various different sized rocks lie around the cave; one large one conceals an opening to a natural staircase leading down. This opening has been used by the wererat in order to search for food.

37)The Rats: The smoothness of the walls and their virtually faultless alignment is uncanny for a natural cavern, yet they do not seem man-made. In the southeast corner, seven giant rats (AC 7; MV 12"; HD 1; HP 4,3,3,3,2,2,1; #AT 1; Dam 1-3; SA Disease 5%) feed on a dead lizard carcass. If a great amount of noise is made, they will rush to attack the party, hoping to increase their dinner to a gala feast. At the same time (after a substantial amount of noise) the three zombies from room #39 will silently approach. They will gain surprise if attacking the back of the party because of their silence.

37a)Two dead rats are heaped in a pile here.

38)The Ape: The only notable things in this 25' high cave are a dead orc in the east and a small one foot ledge on the northeast wall about five feet high. This ledge gets higher and wider as it runs northwest towards the opening to the corridor. Above the opening lurks a cave ape (AC 6; MV 12"; HD 2+2; HP 14; #AT 1; Dam 1-4/1-4/1-8) on the ledge, ready to pounce upon any unwary victim. The orc body in the east has a pouchbelt containing 12 GP and 2 PP.

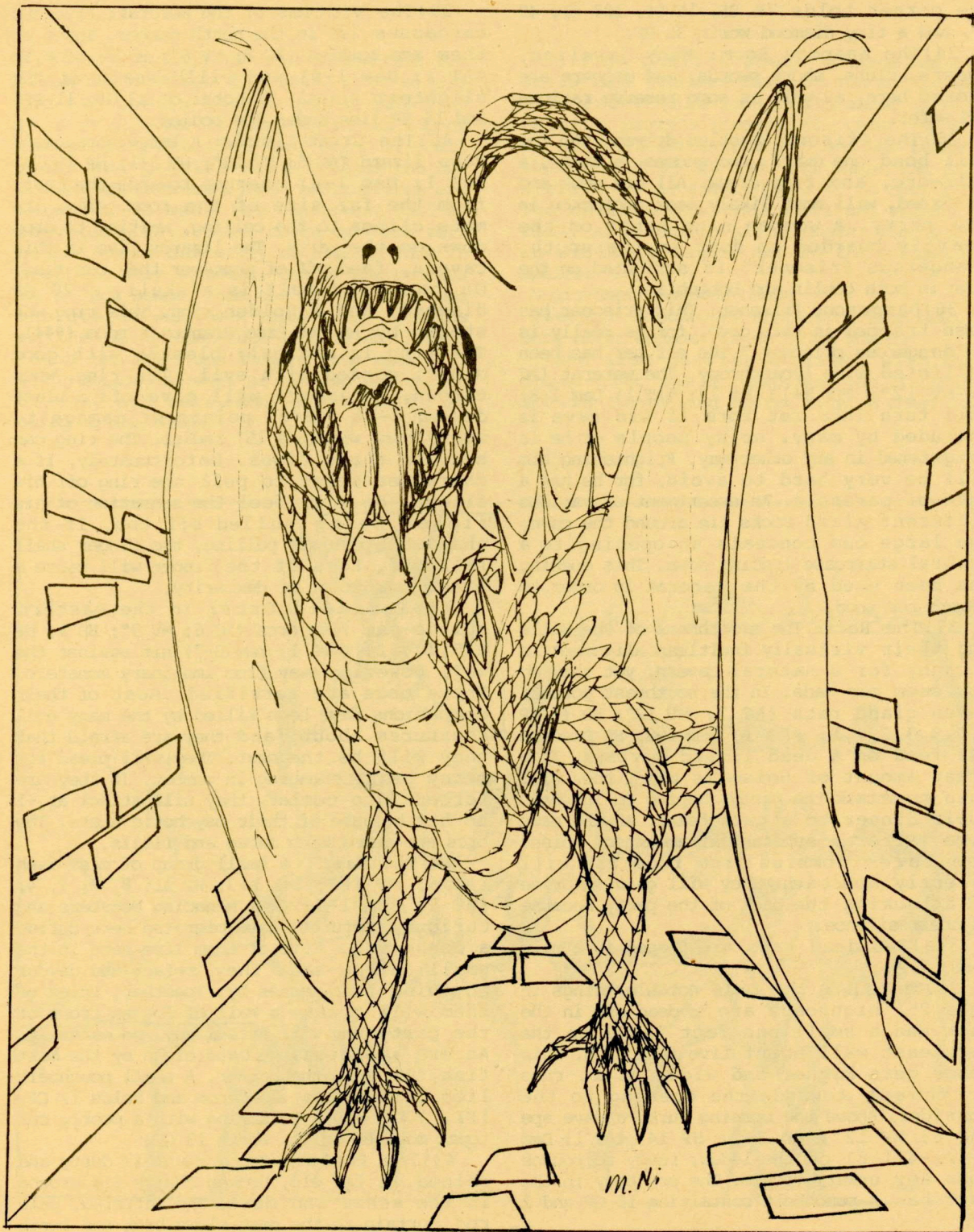
39)The Victims of the Wererat: Five orc carcasses lie in the north corner. Three of them are zombies (AC 8; MV 6"; HD 2; HP 8,9; #AT 1; Dam 1-8) and will awaken at the slightest sound. A total of 23 GP, 11 PP, and 14 SP lies under the bodies.

40)The Great Lizards: A large, orangish, cave lizard (AC 5; MV 12"; HD 3+1; HP 19,14; #AT 1; Dam 1-8) charges towards the party from the far side of the room. Also, its mate clings to the ceiling, waiting to drop down on the party. The lizards live in this cavern, feed off of whatever they can find. On the east wall is a skull, a 20 GP diamond, and a golden ring. This ring was stolen by an orc from Branton's room (#44). The ring is magical; blessed with good magic, cursed with evil. The ring, when thrown, on impact will give off a blast doing 7-12 (d6+6) points of damage to everything within a 15' radius. The ring can be used three times. Unfortunately, if a character tries to pull the ring off his finger, he will feel the sensation of his finger being pulled off too. If the character persists pulling, the finger shall fall off. Loss of the finger will cause a loss of one point of dexterity.

41)Paranoid Orcs: In the eastern cul-de-sac five orcs (AC 6; MV 9"; HD 1; HP 6,5,4,4,2; #AT 1; Dam 2-7) sit against the wall cowering away from imaginary monsters. These orcs are terrified. Most of their companions have been killed by the many evil creatures about, and they are afraid that they will be the next. They will plead for mercy before engaging in combat. If they are forced into combat, they will attack at +1 to hit because of their psychotic state. The orcs are armed with maces and flails.

42)The Mist: A small group of mist fish (AC 6; MV 15"; HD 1+3; HP 11, 8, 8, 7, 4; #AT 1; Dam 1-3; See Menacing Monsters and Curious Creatures) have migrated here during a dense fog. Five of them live here in the small cul-de-sac. They attack and devour anything that passes by. Together, three of them will create a Wall of Fog in front of the party and will attack any who enter it. An orc skeleton, picked clean by the mist fish, lies in the corner. A small pouchbelt lies beside the skeleton and holds 11 GP, 1 PP, 7 CP, and a gold ring with a poorly cut topaz mounted on it, worth 13 GP.

43)The Parlor: This room is dusty and ruined. A few old, broken chairs lie around in the ashes and dust. The tattered, pale red curtain in the east blows back and forth



--in and out--revealing an opening behind. The current from this area is not is not too powerful, but very noisy.

44)The Bedroom: A huge, brass, feather bed in the southwest corner is the only notable thing in the room. It is worth 150 GP in just about any town, if it can be transported. This room was once the resting place of Branton the Dark. He was a powerful mage who travelled about the lands. He hid here for a year from a group of hired assassins. He left in a hurry one night when he heard, from an elf friend that assassins were in Teldora. As a result of his haste and need for stealth, he was forced to leave behind his firedrake familiar and a large quantity of gold. Under the bed, a chest containing this gold sits hidden. A Leomund's Trap has been cast upon the chest's padlock. Inside 800 GP, 15 PP, a wand, a vial, and 2 silver daggers may be found. 600 pieces of the gold are actually Fool's Gold. The wand and the two daggers have had Nystul's Magic Aura cast upon them permanently, while the vial contains nothing but water.

45)The Library: Shelves and tapestries line the walls. Many books fill the shelves, among them a spell book containing the following spells: Magic Missile, Mend, Nystul's Magic Aura, Web, Audible Glamer, Flame Arrow, and Telekinesis. On a large desk cover-

ed in dust lies an ivory scroll case worth 20 GP. Within rests a potion of healing. Some of the dust on the desk is actually a dormant duster (AC 3; MV 6"; HD 3+2; HP 17; #AT 4; Dam 1-4; see Menacing Monsters and Curious Creatures), and if the scroll case is picked up or the dust is disturbed in any way, the duster will arise. A round afterward it will attack the nearest life form.

46)The Dragon: The short corridor here has a reddish tint. The corridor narrows as it proceeds. The noise of the wind is louder. Turning the corner, a snoring firedrake fills the corridor. The firedrake (AC 5; MV 6"/18"; HD 4; HP 16; Dam 2-8) was the familiar of Branton and has now made his lair here. Only one person can attack the firedrake at a time. The characters will get one free attack on the drake, and will automatically win initiative on the second round. His horde is made up of 380 GP, 17 PP, 530 SP, 197 CP, a pearl necklace worth 120 GP, a 65 GP opal, and 4 +1 crossbow bolts. The cave opens out onto the the side of a hill on the edge of the woods.

An interesting end to this could have the party lost in the wilderness carrying all of their treasure, or just a wilderness adventure on the way back to Teldora. Goblin reinforcements could be coming! Weak parties can rest in the caves if desired.

NETHERWORLD CONTINUUM...

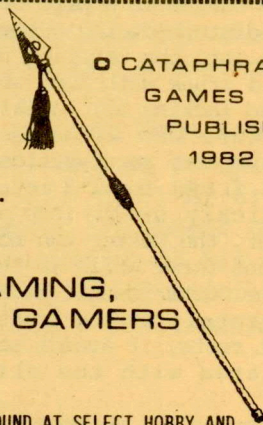
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MENACING MONSTERS & CURIOUS CREATURES

All of the creatures below are included in The Elven Tower, and are by Stephen Breerer

The Duster

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 3
MOVE: 6"
HIT DICE: 3+2
% IN LAIR: 90%
TREASURE TYPE: S or T
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-4/1-4/1-4/1-4
SPECIAL ATTACKS: Fear
SPECIAL DEFENSES: See Below
MAGIC RESISTANCE: 5%
INTELLIGENCE: Very
ALIGNMENT: Chaotic Evil
SIZE: S (4" Tall)
Level/X.P. Value: II-III/500+5/hp

The Duster is a strange monster. For all but two or three hours of the day, it lies dormant in its lair. During this dormant period the Duster is a pile of dust. If the dust is disturbed, the Duster will awake and swirl into the wavering form of a semi-humanoid trunk with four arms, no legs, and a head lacking all facial features. Any creature who witnesses these change must save vs. paralyzation or be paralyzed with fright for 1-3 rounds. If the dust is quickly swept into a small closed container, the Duster can not rise to its non-dormant form. While in the dormant stage, the Duster cannot be harmed. Since any moderately strong draft could disturb it as it rests, it avoids settling down into any area with the slightest breeze.

The Duster senses air movement and can attack in all directions with its four arms if necessary. The creature has no mind and, thus, can not be affected by any spells or magic that deals with the mind such as Charm or ESP. A Sleep spell will cause it to fall back into its dormant

stage. Also, it can only be hit by magical weapons. Though it appears to be an undead, it is not and will not be affected by any clerical turning attempts. A Duster is actually a mutated form of a Sandman that originated in a mysterious gas filled cavern which a Sandman passed through.

Mist Fish

FREQUENCY: Rare
NO. APPEARING: 3-30
ARMOR CLASS: 6
MOVE: 15"
HIT DICE: 1+3
% IN LAIR: 95%
TREASURE TYPE: L
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-3
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Wall of Fog
MAGIC RESISTANCE: Normal
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S (1"-2")
Level/X.P. Value: I-II/25+2/hp

Mist Fish originate from high mountainous, volcanic regions near the equator. Here, the atmosphere is so thin and the temperature is so warm that that liquid water can only exist in the form of mist. Over the centuries, nearby tropical fish have been forced up the mountains by overpopulation and have adapted to the mist. They have become very lightweight and aerodynamic and can now swim and breath in the mist. Unfortunately, they have lost their original water abilities. They can only travel from one environment to another be mist or dense fogs.

Mist Fish have a small claw attached to their underside below their neck which they attack larger creatures with. Before attacking, a group of three Mist Fish can create a Wall of Fog as many times as they wish. They will wait for victims to enter the fog and fight at a disadvantage. The wall of Fog is like that of the first

APOLLO-GIES

Readers, Please excuse us. Due to computer problems parts of rooms 26-29 were omitted from The Elven Tower. Please ignore the listing of room 26 presented in The Elven Tower and use this listing. The listing in Olympus is incomplete. Also, another point I would like to note, room 30 is directly south of 31.

26) The Hobgoblin Quarters: Four bunks are placed in this room, two occupied. These hobgoblins (AC 5; MV 9"; HD 1+1; HP 6,9; #AT 1; Dam 1-6 or 1-8) are not sleeping, but resting. They have two spears and longswords at their sides. There is no treasure here.

27) The Treasure Room: In the northeast corner is a locked iron coffer. Sitting in front of it is a dingy grey dome about 2' in diameter. It is an amoeba turtle (AC 3(8); MV 3"; HD 2; HP 11; #AT 1,2,3; Dam 4-9/1-4/1-2; see Menacing Monsters and Curious Creatures) and has been placed here to guard the hobgoblin treasure. It will defend itself and the treasure.

28) The Goblin Quarters: All eight bunks here are occupied by goblins (AC 6; MV 6"; HD 1-1; HP 7,6,5,5,4,4,2,2; #AT 1; Dam 1-6), two of which are presently asleep. Under each bed are three javelins, a short sword, and a leather chest with a total of 32 GP, 4 PP, 18 SP, and a chipped moonstone worth 12 GP in all.

29) The Sergeant's Room: This private room has only a desk, a purple and black wall hanging, and an occupied bed. The sergeant is a goblin (AC 6; MV 6"; HD 1; HP 8; #AT 1; Dam 2-7) armed with a morning star which he wields at +1 to hit due to his strength. the bottom drawer of his desk is locked. Within is an iron box containing 15 GP and 5 EP. The drawer has a false bottom which hides a platinum necklace worth 15 GP.

Sorry for the inconvenience.

level illusionist spell. Often, a group will maraude one large victim and split it between them selves, though they would prefer to attack small victims that propose no risk. They collect no treasure, but there may be treasure with nearby victims. Sometimes, Mist Fish will eat small gems and coins by mistake, thinking that they are food.

Amoeba Turtle

FREQUENCY: Rare
NO. APPEARING: 1-5
ARMOR CLASS: 3(8)
MOVE: 3"
HIT DICE: 2
% IN LAIR: 75%
TREASURE TYPE: J,K,L,M
NO. OF ATTACKS: 1, 2, or 3
DAMAGE/ATTACK: 4-9/1-4/1-2
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal

ALIGNMENT: N
SIZE: S (1-2" in diameter)
Level/X.P. Value: II/30+3hp

The Amoeba Turtle arose from questionable origins. The Amoeba Turtle is just that—an amoeba inside a turtle shell (Rumor has it that it originated from an amoeba that had a Grow spell cast upon it and then lurked around to find some food; a turtle. The amoeba then stayed in the shell for protection). Amoeba Turtles both move and attack via their pseudo-pods. They may divide their attacks into one, two, or three smaller attacks, and can attack from all directions. Because of their slow speed, Amoeba Turtles usually sit motionless, awaiting for some curious creature to come within two feet of it. Then the Amoeba Turtle will spring on it, attacking with one powerful blow. An Amoeba Turtles shell has an armor class of 3, but the amoeba itself has an armor class of 8. Players must specify that they are swinging at the amoeboid part in order to take advantage of this weakness.

Feedback #3

Fleeting Thoughts	_____	The Elven Tower	_____	Mist Fish	_____
Phase VII	_____	Out of Thin Air	_____	Artwork:	_____
Out of The Dark	_____	The Duster	_____	Michael Ni	_____
Mercury	_____	Amoeba Turtle	_____	Bruce Davis	_____
Overall	_____	Headlines, Type	_____	Maps	_____

Name: _____
Address: _____
City: _____ State: _____

----- Cut Here -----

Feedback #2 Results

1)Cover Artwork	90	6)Hot Spot	80	10)Purify Air	76
2)Headlines, Type	86	6)In Our Infinite Wisdom	80	10)Caleb's Mystical Dust	76
3)Cartoon Pg. 20	83	7)Familiars	79	11)Arrows Rustmonster Runes	75
4)Fleeting Thoughts	82	7)Altrendar's Dancing Sword	79	11)Plantorta	75
5)Suspension	82	7)Illustration Pg. 16	79	11)Illustration Pg. 12	75
5)Map	82	8)The Terror of Black Pass	78	12)The Time Traveller	34
6)Illustration Pg. 24	80	9)Branton's Magic Bow	77	Overall	82

ACADEMY OF ADVENTURE GAMING ARTS & DESIGN

OFFICIAL ORIGINS AWARDS NOMINATION BALLOT

for the year 1982, to be presented at ORIGINS '83, July 14-17, 1983, in Detroit, Michigan
(for information about Origins '83, write P.O. Box 787, Troy, Michigan 48099)

The Origins Awards, presented at Origins each year, are an international, popular series of awards aimed at recognizing outstanding achievements in Adventure Gaming. They comprise the Charles Roberts Awards for Boardgaming, and the H.G. Wells Awards for Miniatures and Role-Playing Games. An international Awards Committee of 25 hobbyists (some professionals, but primarily independents) directs and administers the awards system. The nomination ballot is open to all interested gamers. YOUR VOTE can make a real difference! A final ballot is prepared by the committee and voted on by members of the Academy of Adventure Gaming Arts & Design. Academy membership, \$2/year, is open to active, accomplished hobbyists, both pro and amateur. Membership guidelines are available for a SASE from the addresses given below. Correspondence should be sent to the USA address. Present members may renew by sending their check with this ballot. Canadians may send \$2 Canadian, payable to Mike Girard. UK and European members may send 1 pound sterling payable to Ian Livingstone. US and all others may send US \$2 payable to Bill Somers.

The Academy and the Awards Committee as well as the Origins convention itself, function under the overall direction of GAMA, the Game Manufacturers Association. Direct correspondence to Paul R. Banner, % GDW, Box 1646, Bloomington, IL 61701.

THE H.G. WELLS AWARDS FOR OUTSTANDING ACHIEVEMENT IN MINIATURES AND ROLE-PLAYING GAMES

1. Best Historical Figure Series, 1982: _____

2. Best Fantasy/SF Series, 1982: _____

3. Best Vehicular Series, 1982:
(includes any man-made conveyance,
chariots, wagons, cars, trucks, tanks,
ships, aircraft, spacecraft, etc.) _____

4. Best Miniatures Rules, 1982: _____

5. Best Role-Playing Rules, 1982: _____

6. Best Role-Playing Adventure, 1982:
(dungeons, campaign modules,
scenarios, etc.) _____

7. Best Professional Miniatures
Magazine, 1982: _____

8. Best Professional Role-playing
Magazine, 1982: _____

9. All Time Best Miniatures Rules for
American Civil War Land Battles _____

Instructions. Read Carefully: Print legibly or type your nominations. Ballots that are messy, not filled out correctly, or show attempts at stuffing will not be counted. You may list three nominees per category. It does not matter in what order you list them. To keep the voting as meaningful as possible, do not make selections in unfamiliar categories. YOU MUST SIGN THE BALLOT! And include your address. You may vote only once.

Nominations should be for products produced during the calendar year 1982. Exceptions are permitted for older products which gain significant exposure and acclaim during 1982. Miniature figure series nominations should be for product lines which are either new or have been substantially expanded in 1982. All Time Best nominations are not restricted to 1982, of course.

This ballot may be reproduced and circulated by any means available, provided its contents are faithfully copied. Magazine editors and publishers should plan to include the ballot in an issue of their publications due to come out during the interval from late 1982 to mid-March 1983. Clubs and other organizations should circulate copies among their members shortly after the first of the year.

All Adventure Gamers are encouraged to vote!

Deadline--March 31, 1983

THE CHARLES ROBERTS AWARDS FOR OUTSTANDING ACHIEVEMENT IN BOARDGAMING

10. All Time Best Miniatures Rules for
Science Fiction Battles: _____

11. Best Pre-20th Century
Boardgame, 1982: _____

12. Best 20th Century Boardgame 1982: _____

13. Best Science-Fiction
Boardgame, 1982: _____

14. Best Fantasy Boardgame, 1982: _____

15. Best Professional Boardgaming
Magazine, 1982: _____

- The following categories recognize
outstanding achievement in adventure
Gaming in general.
16. Best Adventure Game for Home
Computer, 1982: _____

17. Best Amateur Adventure Gaming
Magazine, 1982: _____

18. Adventure Gaming Hall of Fame:
(Previous winners of the Hall of Fame are
Don Turnbull, James F. Dunnigan, Tom
Shaw, Redmond Simonsen, John Hill,
Dave Isby, Gary Gygax, Empire,
Dungeons & Dragons, and Marc Miller.) _____

Name: _____

Address: _____

City/State or Province/Zip or Postal Code: _____

Send in your ballot by March 31, 1983 to only one of the following addresses:

Canada:
Awards, % Mike Girard
RR 1
South Woodalee, ONT
Canada. NOR 1V0

UK and Europe
Awards, % Ian Livingstone
London NW10
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USA and all else
Awards % Bill Somers
PO Box 656
Wyandotte, MI 48192

Australia & New Zealand
Awards % Adrian Pett
Breakout Magazine
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