

# The Devil's Advocate



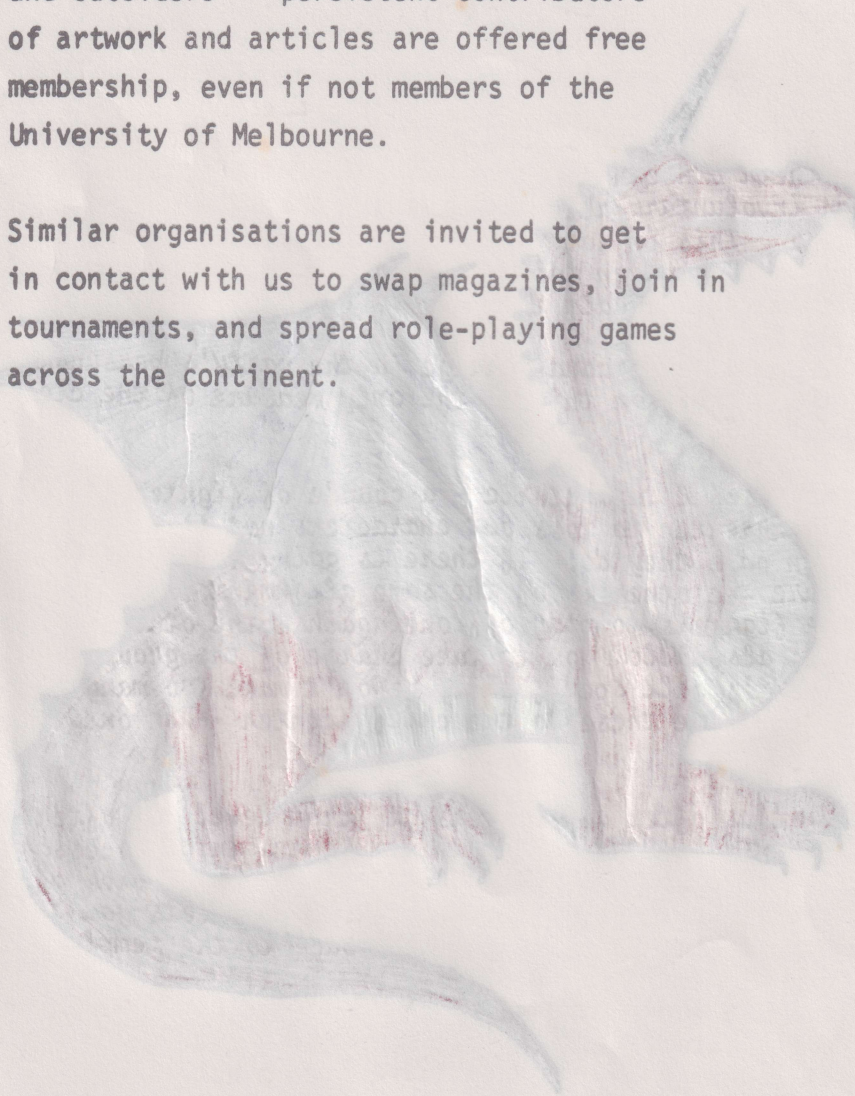
**ED. 2**  
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ED. S  
1983



## Looking at Clerics - Rhys Howitt

Who'd want to be a cleric? Nothing much to do except tag along after the party doling out cure spells. Of all the major classes, clerics are perhaps the least popular; there will be at least one in most parties, but how often are they selected on the basis of "someone's got to go it"? Frequently it is the newcomer to the game who is forced into the role so the party has a mobile cure factory, and the ensuing boredom may encourage them to leave the game.

Is this desirable? Is it necessary? If played properly, the cleric can be the most successful and influential player, rather than the D&D parish it is now. The key is subtlety, the use of the high wisdom that most clerics are supposed to have lots of.

The first rule is devious: never take enough cure spells. This is normally not a problem as most parties crawl out of dungeons looking pretty sick anyway. The idea is to get three or four damaged combatants and only two Cure Light Wounds Left. A clever cleric will make a show of deciding which of the pleading adventures gets the magical assistance - threats should negate any chance of cure spells (not that anybody is going to kill the cleric at the bottom of a dungeon anyway) to stop such nonsense from the start. If a player has said or done something which follows the cleric's alignment then this should be complemented and the spell bestowed as a reward. Before long, sensible players will keep at least their utterances in line with the cleric's alignment to assist their own survival; the problem with this is that the party may drift to the cleric's morals. If this does occur, the cleric should get plenty of experience because this surely is the aim of all religions, to get people to follow their own ethical code. Should the cleric force enough alignment drift to cause an involuntary alignment change, then the cleric's diety should be very pleased indeed. This is not so good for the cleric as any party members not so altered may go on a campaign to save their alignments but by gentle non-cooperation the cleric should be able to calm them.

A good DM will note the gradual change in the party's persuasion and let them drift as far as they will, for this is the only measure of the cleric's effectiveness within the party.

Allies are very useful to a cleric - a couple of fighters of one's own religion means that one can threaten to toss out characters not toeing the line. Don't do it too earnestly in case they do! If there is going to be more than one cleric in the group, make sure the other is of the same alignment, and preferably same religion. You don't want the fighters to play off one against the other, so make this rule number two. Allies also allow you to take charge of the group, so that you can follow your alignment's call specifically. Don't make too many decisions in case you make mistakes -- leave these to the chief fighter -- and only move when you have the advantage.

Clerics hit just as often as fighters at first level but after this they should not be in the front line. Stay behind to pump cures in as necessary, then at the end of the battle fill a gap and with a little luck you'll pick off the exhausted Blue Dragon that took out three of the fighters. This lets you go on for ages about rescuing the party and lets you cart its head back to the temple.

Clerical spells are much-maligned, and this is unfair. Remember that almost every cleric gets three spells of his choice at first level, whereas magicians often must take a single Burning Hands until they locate a better spell. Some of the spells are excellent -- the Silence spell can wreck an opposition spellcaster, and the Animate Dead spell is virtually an instant army (discounting the time spent pursuing peasants for their skeletons.)



Just a word about druids - generally I agree with the principle that True Neutral gods get druidical clergy, and that other alignments do not. Nevertheless, "Dieties & Demigods" is now official AD&D and for better or worse we must come to terms with it. I point you to Thoth, who is described as "Neutral". Surely the God of Knowledge should have studious clergymen? At present, he cannot have learned monks and abbots but must put up with nature-priests. Mielikki, a nature-goddess is Neutral Good and therefore cannot. I would suggest to DMs to ditch the book and scribe their own dieties, but if you are going to use it you must allow druids of other than True Neutral alignment or (better) change the given alignments to more sensible ones.

You'll have to add to them anyway - the explanations given are woefully inadequate. The easy way out is to ask the cleric player-character to flesh out the religion. Most players will be reasonable with a little guidance, and this will add a little of another person's imagination to your campaign. Of course, you'll have to go over the suggestions but give a fairly free hand. If the player worships Bast, it is fair enough for the cleric to have some powers over cat species. A cleric worshipping a thief god might get thieving abilities at one-third clerical level (round up) after first level. This won't unbalance the game, but should rather weld the character to his chosen ethos. Turning undead for lawful neutrals, true neutrals and chaotic neutrals is always tricky - I suggest allow or disallow depending on the diety concerned. Chaotic neutrals might be able to command chaotic undead only into service, might get turning ability at half their level, or might get something of similar power instead.

Experience is very difficult to calculate. Please don't give it for damage done to monsters - this is irrelevant to clericism. Elaborate formulae converting cure spells to XP are useless except for good padres. The only way is to estimate performance, compare this with the fighters, and work it out from there. Some players think that if they cement a holy symbol into a roadside boulder, then chisel a few runes of praise to their god, they should rake in the XP. On the contrary, this is the very minimum. There is plenty of opportunity for setting up secret societies, triads, and accruing worshippers. DMs, how about allowing villagers (not characters with levels) to worship as many gods as they like and can afford. This still occurs in much of the world today, perhaps weakened by the development of the monotheist Jewish religion and its offshoots including Christianity and Mohammedism. This gives clerics a lot more scope in the establishment of religion - evil guerilla groups can quite effectively frighten the populace into sacrificing once a month to a nasty god, and it will be clerics who organise this.

Maximum experience should only be gained when the cleric maintains his alignment perfectly, gets the party to follow these inclinations also, and spreads the word of his faith far.

Once they get to high levels, clerics get some fantastic advantages. The free men-at-arms and followers give a major advantage as they are FANATICAL which doubles or trebles their usefulness, particularly when using "Swords & Spells" large-scale combat rules. Most units, using those rules, rout soon after they take damage, and a group that will fight to the death is a very powerful card to play.

The fact that building costs are halved is also rather handy, even if only Monty Haul campaigns allow the construction of anything larger than a tower once even a few of the living and training costs are paid. The game is much more lively if characters of any level are allowed to build and if construction costs are halved (quartered for clerics) to take them a little closer to the prices in original D&D -- which are a fifth of those suggested today.



So if you're into a thinking approach rather than hack-slash on boom-boom techniques, why not go for clericism? They have more opportunity for individual development and excellence in role-playing than any other class. Amen.

### ABOUT DWARVES

Awkward, gauche, rude, grubby.....many terms are used to describe the denizens of the dirt, the bearded miners of deep regions. For some inaccountable reason, they enjoy sitting in dark, damp tunnels digging out ores -- and get very upset when they are forced to leave. The elves maintain that no dwarf will wander from the mines unless starving or in +5 mithril mail; it is true that they are a defensive race, but allegations of their craveness are untrue-- dwarven armies have several times fought back a kobold invasion.

The swarves show virtually no sexual dimorphism -- the only differences are that the girls have breasts (not very big ones) somewhere beneath their beards, the fellas often go bald in old age, and the guys' beards go down to their toes or beyond in old age whereas the girls' only go down to their knees (and please readers, let's not go over that ground again!) The womenfolk do the fighting and mining too, perhaps better than the men because they don't trip over their beards as much.

As both sexes wear the knickbockers nobody does the housework -- dirt and germs accumulate, but over the centuries they have adapted to this, and get a +4 save versus almost anything dangerous. Their digestive systems, explained one sage, work like a waste disposal unit, and they have developed over the years a taste for the old and rotten fish and vegetables supplied to them by hobbit traders with surpluses -- even goblin food will be refused by some dwarves as being too "pure" although onc-foods and dwarf-foods are interchangeable.

Furthermore, the dwarves consider dragon-manure a great delicacy (like a chocolate milkshake only crunchy) and will go to great lengths to get it. The dragons, perhaps not surprisingly, get upset when they find dwarves waiting expectantly under their tails and normally do all they can to wipe out all dwarves within a hundred miles. The friction this has caused between genocide (Bahamut took a holiday on a parallel world only he had heard of and was thus unavailable for comment. Reports of a large platinum-coloured dragon stomping on dwarves have been discredited), but the dwarves went to the bottom of thier mines and stayed there.

The dwarves have two major weaknesses: grog and gold. Tales are told of dwarves imbibing masses of alcohol (even up to a barrel) then slipping under the table to sleep in their own sick for days on end -- unless the sea of vomit washes them out the door or, as more often occurs, they are given a hefty kick in the rump all the way outside. Yes, they can drink it, but they can't keep it.



Treasure, too, means a lot to dwarves -- so much so that gold fillings have been banned in some dwarvish communities -- it was found that a large number of grandmothers were coming for false teeth after being mugged, or turning up to the morgue toothless. Dwarven children think teddy bears silly and instead take nuggets or bars of bullion to cuddle at night. Underwear made of a very fine golden chainmail is known to be incredibly erotic to dwarves, though perhaps uncomfortable.

The dwarvish sense of humour is rather limited and very few things will evoke even a faint smile. Only one grin has ever been recorded from a dwarf and this, it is thought, was just a strange form of lockjaw. But dwarves are not prone to distraction unless there is treasure involved, and thus make useful (though expensive) assistants and henchmen. They are arrogant, boring, covetous and tend to have BO which makes oncs hold their noses, but they are kindly of heart (nearby gold notwithstanding), tough and strong.



## THE MUDDA MENAGERIE

### K O B L E T S

by Steve Clarke

Have kobolds been decimating your characters? Sumatran rats been munching your magicians? Here is a monster guaranteed to make dungeoneering gentler-- the new "no more tears" formula makes adventuring a breeze.

Koblets are a subspecies of kobold with an infusion of brownie blood and some rabbit genes. Essentially they look like "nice" kobolds but are a little smaller. In fact, they are ferocious but incompetent fighters (attack anything on sight) but will tell anybody that they are at least 10th level. They actually have 1-3 hit points, are AC 10, do 1-2 damage, and are worth 1 XP each. They are stupid but egotistical. Mortality is high but they breed at incredible rates, so in some areas they are actually spreading.

### G A S   G O A T S

by Rhys Howitt

Many years ago a group of adventurers brought a number of goats with them as food. They were forced to leave them behind to crawl through a particularly dangerous cylindrical tunnel and, needless to say, the goats survived but their owners didn't.

In the centuries since then, the goats have adapted to become essential clean-up crew. They have very much reduced normal sight, but now have infravision to 30'. In addition to the normal attacks for a Giant Goat they have a breath attack. This will vary depending on what they last ate; the lichens and mosses of the deeps are altered by the goats' digestive systems, and any of a number of effects might occur:

1. Sleep gas: 1-6 turns unless save.
2. Poison gas: ingestive a (70%) or ingestive b (30%).
3. Cure gas: 1-3 points once per day only.
4. Weakness gas: STR of 3 for 1-6 turns unless save.
5. Laughing gas: 1-3 turns unless save.
6. Bad breath.

The effects occur in a 10' diameter sphere from the goat's mouth.

The gas goats are quieter than ordinary goats, probably because natural selection weeded out those who would charge at dragons, and most will ignore parties unless attacked. Billygoats may (20% chance) be an exception. They are merely a variety of Giant Goat, so take statistics from the Monster Manual.

### D A L E K S

by Mark Robins

FREQUENCY: Very Rare

No. APPEARING: 1-12

HIT DICE: 150 hit points

ARMOUR CLASS: -10

Attacks: 1

DAMAGE/ATTACK: Special

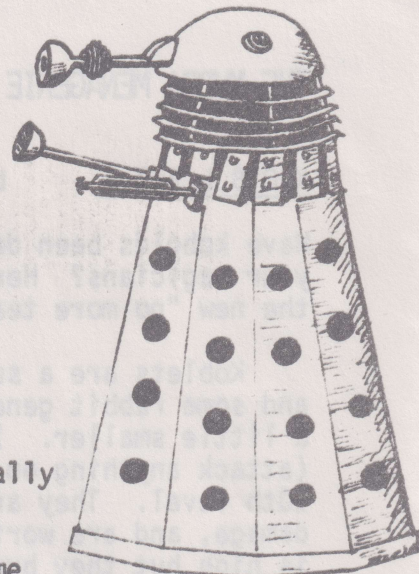
SPECIAL ATTACKS: Death Ray

SPECIAL DEFENSES: See below

Alignment: Lawful Evil



% IN LAIR: 25%  
 TREASURE TYPE: S, T, V  
 MAGICAL RESISTANCE: Special  
 INTELLIGENCE: Godlike  
 SIZE: M (6' tall)  
 MOVEMENT: 6"  
 Psionic Potential: Nil  
 Attack/Defense Modes: Nil



The Daleks were an attempt by the evil genius Davros to perfect the so-called Ultimate Race. They are totally logical (this can occasionally be exploited by a cleverly irrational action, though beware that the sheer irrationality of certain actions could be in some instances logical!) The Daleks were originally part machine with a mutated being within it (a mutated Kaled), but the Dalek has now advanced to the stage where the organic part of its makeup is totally insignificant if not non-existent. As such the Dalek relies totally on its sensors and is therefore unaffected by spells or magics which are connected with Charming, Holding, Sleeping, Illusions, Polymorph, Death spells, Symbols, Glyphs, Projected Images, Invisibility, etc. A fumble spell on a Dalek has a 33% chance of immobilising the Dalek for one round per level of the caster and will impair its firing accuracy by -20%. A Feeblemind spell will confuse the Dalek for 5 segments per level of the caster (acts as per normal confusion, but will not attack fellow Daleks), 50% of the time.

A Minor Globe of Invulnerability cast about a Dalek (a MU must actually touch the Dalek to transmit the spell) has a 35% chance of halting the Dalek and disarming it for 1-8 rounds. A full Globe of Invulnerability has a 50% chance of acting similarly but for 2-12 rounds, whilst an Antimagic Shell will affect the Dalek 75% of the time for 3-24 rounds (including Scrolls of Protection from Magic).

A Heat Metal spell will do one point of damage for each level of the caster. Magic Missiles affect Daleks, however each missile only inflicts one point. A Fireball/Flame Strike will do 1-2 points of damage per die normally inflicted whilst a Lightning Bolt will do 1-3 points per die and has a  $\frac{1}{2}$ /level of spell caster of "knocking out" the Dalek.

An Earthquake spell may be used to upend a Dalek; this works 65% of the time if the Dalek is in the area. A buffet by a blow of 18/00+ strength will knock a Dalek over on the roll of a natural 20 -- this includes a charging elephant and/or rhinoceros.

Apart from this all other spells fail and all weapons only inflict half damage (this includes bonuses for magic and/or strength). A Flaming Sword will however allow a full strength attack. Shocking grasp will inflict  $\frac{1}{2}$  a point of damage per level of caster, which is twice what a Burning Hands will inflict.

Daleks are however impaired by their vision. They may only see directly in front of them for 60° and if, say, a sack is thrown over this vision-projection the Dalek will go berserk trying to get it off (depending on the obstruction and the aid of other Daleks this may take up to 1-20 rounds. (NB: an overturned Dalek will spend 2-7 turns righting itself, though this time can be halved if another Dalek aids it or thirded if two Daleks help.) Thus their poor vision and their lack of agility and speed are the only real handicaps of a Dalek.



The major Dalek attack form is its Death Ray, which is effective up to up to 30". This ray will hit 25% of the time at long range (21"-30"), 50% at medium range (11"-20"), and 75% at close range (0-10"). This may be modified only by Dexterity Defense bonus (-5% per point of defense bonus) and -5% for a shield (a further -2% per magical bonus of the shield). No other bonuses or magical protections are effective -- even a Cloak of Displacement can be ignored by a Dalek. If this ray hits its target the victim must save versus Death (without any magical bonuses) or be killed, and even in the event of a save the target will suffer 4-48 points of damage from the blast. Daleks may sometimes exchange this weapon for a small automatic machine gun (10% chance that a Dalek will be so armed; if so the Dalek may move and fire regardless of Globes of Invulnerability or Anti-Magic shells. Such a machinegun will have an effective range of 24" and will shoot (accurately) 3-36 bullets/round each inflicting 3-9 points of damage if they hit (ignore all armour excepting shields, though magical armour will add to the chance of defending as if they were Cloaks of Protection).

If a Dalek halts for two full rounds it may effectively scan with a form of radar detection an area in which it may detect the size and basic type of all animal life in range, the strength and type of metals in range as well as any magic. This scanning is in a 2" radius sphere about the Dalek. Whilst scanning there is a 25% chance that they will halt to do this scanning near their quarry if it is foolish enough to stop and hide.

You may well ask technological creatures from science fiction doing in a magical universe (i.e. non-scientific). The answer lies in the question itself: the Daleks are desperately searching to discover the nature of magic as well as the means to utilise and develop this power in the cause of Dalek supremacy. Daleks are singleminded with regards to this object and will go out of their way to capture any powerful items of magic or powerful magicians themselves. The cunning and sinister Daleks have formed various alliances with other evil beings who are evil enough (or stupid enough) to succumb to the Daleks and aid them. The most powerful of these are the Mernlorrs, themselves a race of beings relying on technology -- their part in aiding the Daleks is another part of the Mernlorran vengeance on the world. Alliances with the Daleks are however very dangerous for the Daleks have an unpleasant habit of exterminating those who are no longer useful; the Daleks also use human captives as slave labour. Daleks in their lair will be either in a landed space craft or in a permanent base on the planet (or in the sea). It is rumoured that the very gods fear the Daleks, but as yet the Dalek intruders are few and far flung; as yet.....

NB. Daleks may be affected by Time Stops but not Wishes (unless very powerful ones).



Worshipped by assassins and brigands above ground but by many humanoid and non-humanoid races throughout the Underworld, MUSTARK is the ultimate representation of the vicious side of death and dying. The religion is totally set on promoting as much death and suffering as possible, and tends to concentrate on those in positions of power in an attempt to cast the globe into anarchy so that the Temple can most easily obliterate all life.

Maliciousness, cruelty, malevolence....many traits are required by clerics of Mustark, and all must be shown to the world or else the cleric will lose favour with the Destroyer of Souls, the Grand Obfuscator.

Entry to this most exclusive of clergies is normally obtained by exalted service in the secret Blodbroden commandos (see notes further on). Successful clerics will have obtained many high-ranking persons (to be sacrificed at the temple at midnight of a new moon) whilst traversing levels 1-4 which are gained in the normal way, and with normal clerical weapons. On reaching the requisite number of XP to obtain the fifth level, progress is not at all automatic. The would-be Initiate must bring to the temple a person of exceptionally high rank, perhaps a Lord or a Lawful Good bishop. If the proffered sacrifice is acceptable to the High Priest, the cleric may be presented with a blodkris (ceremonial dagger, slightly curved, doing damage as a short sword) and the cleric knows that, for the first time, he is worthy of drawing blood. The cleric is then allowed to slit the throat of the sacrifice, and to collect the blood and rub this over the face and into the eyes. From that time onwards, the cleric must only use the blodkris or bare hands in battle.

Clerics of Mustark get the normal ability to command undead, but they get a +2 chance and +10% reaction adjustment against chaotic undead and a -2 chance and -10% reaction when confronting lawful ones -- this is because of the Temple's extreme commitment to anarchy.

Poison may be used by Mustarki clerics, and at 5th level they get the ability to brew ingestive (a). At sixth level they learn insinuate (A), seventh level ingestive (b) and the alternation continues until ingestive (e) is produceable at 13th level. If the DM plays MUDDA alchemist rules (to be published later) one could allow Toxins talent at four levels less than the clerical level. This does not allow "poison factories" or anything similar; producing the venom will be expensive and time-consuming, and will thus occur only when needed for a particular assignment.

Priests of Mustark must always wear the god's colours of black and silver. To wear anything else (voluntarily) results in the automatic loss of one level, and even if it is done under a charm spell a lengthy quest will be required to get back into favour. Furthermore, the cleric must carry the god's holy symbol, a black scorpion with a silver sting -- going without one will result in a similar loss of status.

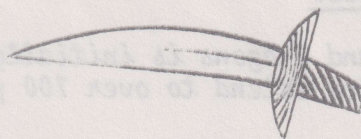
One major advantage is that at second level the clergy get first-level assassin abilities. Upon initiation (5th level) a second level is gained, gratis, and further free levels are gained for each new level of clerical expertise thereafter. This requires no training, being a consequence of the Temple's intense concern with assassination. There are many disadvantages in the worship of Mustark however; priests may only mate with assassins, and upon obtaining the 6th level they may not speak to any who are not chaotic evil, for if they are found out (which is quite likely) they will be in incredible disfavour and risk losing a level. This is to preserve the utmost dedication to the faith that the diety requires.



At 7th level the priests get the power of infravision (60'), a result of the continued rubbing of the sacrifice blood into the eyes. This is a short-lived advantage for at 8th level ordinary sight is reduced to 30' (although infravision is retained to 60') and the cleric is unable to stand light - even dungeon light is painful, and the cleric will prefer to work in complete darkness. Because of this, all temples of this god have entrances to the underworld and most are somehow connected.

At 9th level (High Priest) the clerics' chaotic profile becomes so great that they are unable to keep human form and each morning they may wake up in any of a number of different forms. This only affects appearance. Roll randomly 1D8:

1. human shape
2. goblin
3. hobgoblin
4. gnoll
5. bugbear
6. orc
7. kobold
8. drow.



There are temples throughout the underworld, for Mustark is worshipped by the chaotic evil element of many races. As a consequence of this, there are many shamans of various races supporting the Assassin God.

Half-oncs have a special place in the religion, probably as they can go multiclass cleric-assassins. Normally they would not be allowed to be initiated because of the fourth level racial maximum, but certain of these clerics are allowed by Mustark to gain a fifth level, which gives them new spells and all the advantages and disadvantages of an Initiate.

### The Blodbroden

The Temple of Mustark maintains a secret guerilla society throughout the lands where the god is worshipped. It consists of pirates, brigands, thieves, assassins and clerics.

When first and second level, clerics are likely to be put under the direction of a higher level (3-4th) cleric or a high-level assassin. At third level, the cleric may be put in charge of a squad of 1-6 underlings, this rising to 1-20 at fourth level. Clerics of fifth level leave the Brotherhood of Blood but still take part in the command structure, i.e. an order from a higher level cleric will probably be carried out, particularly if the priest is a member of the local temple. Sometimes a high-level cleric will accompany a Blodbroden party when seeking to assassinate a particular enemy of the church.



Part-time work in the Blodroden is quite acceptable to the church; dungeoneering is approved of as long as the cleric assists any worshippers he finds against enemies of the religion. When the cleric stays for some time in a Blodroden area he must seek them out and give what assistance he can. The pass required is the scorpion holy symbol and a brief test in religious doctrine.

The society concentrates its most virulent attacks on areas refusing to sacrifice babies by pouring live scorpions over them until they are stung to death. This must be done at least once per month (at the new moon). Clerics of any level who establish Blodroden groups in new areas gain considerable favour with the god.

All Blodroden members get taught an extended version of the alignment tongue and also learn a simple consonantal script, inscriptions in which may be found throughout the underworld.

### Notes for Novices

Dungeons and Dragons is initially a very complex game to understand; just the "official" rules extend to over 700 pages. To beginners, this is often daunting.

This is often forgotten by experienced players, perhaps because many of us started with the Original rules which were shorter and simpler. Since then we have only had to deal with one "advanced" book at a time, which is fairly easy.

If any confused beginners are wondering, the Original rules are still slightly available but not worth spending money on. The Basic Set and Expert Set which are now out in the allow a gentler entry to the game, but most dungeon masters (the referee who sets up and runs the dungeon) will find them too limiting. Certainly I know of no group regularly playing either set at the university, and many of us suspect that they were designed as a revenue-raiser by TSR. The basic set has a cute beginners' dungeon, but that is all it is useful for.

Sorry beginners, but so far you are pretty much doomed to start with the Advanced rules. This is no great problem, since many dungeon masters prefer the players to only have access to the Players' Handbook, which is well laid-out and easy to get to understand.

For your first character, it may be best to go a fighter unless you have somebody patient to explain all the details of the others. With fighters you only need to understand race (and it is best to be human initially), armour class and a few odds and ends. This will give you an intro to the game and understanding of the form of the thing, without a great deal of mind-bending complexity. You'll meet some monsters and see some of the spells cast by the other characters.

After this, do try to get hold of a Players' Handbook, and spend some time scanning through it. Don't touch the spell charts (half the book) except maybe the first level clerical and magicuser spells. Pester experienced players if you have any questions.

If your brave fighter gets chewed by a manticone, don't get too upset -- it gives you a chance to go another class, preferably a cleric because these are the next easiest to understand. Few people play clerics well anyway, so newcomers can easily put in a creditable performance.



Later characters can be other classes, other races, and with experience the Players' Handbook will become familiar. Knowledge of the monsters and the miscellaneous rules will come without much effort, and after this common sense becomes more important than how long you've played. Try to work under different DMs because few use all of the rules and variety will give you a greater depth of understanding. You'll meet different monsters too.

In fact after the initial threshold of confusion is crossed, it is quite easy to pick up the rules and grasp anecdotes like everybody else. So next time some initiate looks down his nose at you and sneers "encumbrance" shout "18/00" and punch his face in.

## The Games Parlour

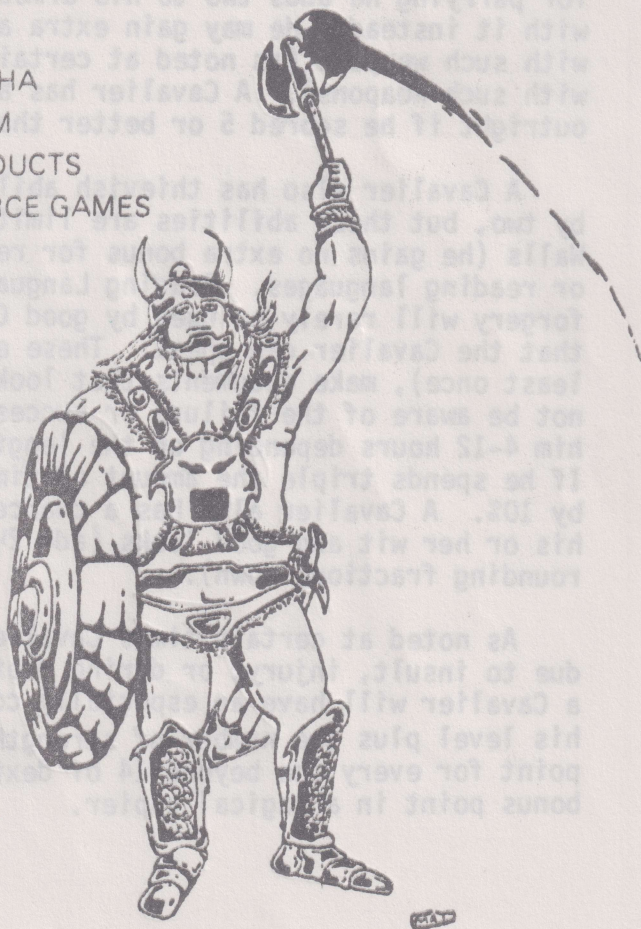
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## CAVALIERS

by Mark Robins

Cavaliers are a subclass of fighter; they only use 8-sided dice, but they can have up to eleven such dice. They attack as fighters and have the same saving-throws. Cavaliers may use all weapons but at the first level two of their 3 weapon skills must be spent on Long Sword (rapier) and dagger. To become a cavalier, a character must have at least Gentlemanly birth (unless otherwise catered for, allow 20% for such a probability). They tend to be lawful, but may be of Good, Neutral, or Evil persuasion. They must have at least 15 strength, a 12 intelligence, a 10 wisdom, a 16 dexterity and a 15 charisma.

The aim of a Cavalier in search of adventure is the pursuit of wealth and women; eventually a cavalier intends to become the leader of his own company, but the way is fraught with danger. If a Cavalier meets a Cavalier from another company, there is a 33% chance that there is a feud between the two companies and they will come to blows as per Cavalier vs. Cavalier Combat. A Cavalier is unswervingly loyal to his own company until such time as he starts his own -- and even then he will be on friendly terms with his old company!

A Cavalier may never wear any armour (other than magical helmets); instead he will attempt to parry blows with his dagger or his rapier. He has a basic armour class which is his ability to parry blows with his rapier, though creatures of giant strength subtract two from his armour class, +2. If he decides to use his dagger for parrying he adds two to his armour class, though of course he may decide to attack with it instead. He may gain extra attacks with his rapier which reflects his ability with such weapons (as noted at certain levels he gains a bonus to hitting and damaging with such weapons). A Cavalier has a 1% chance per level of killing his opponent outright if he scored 5 or better than he needed to hit (25% greater).

A Cavalier also has thievish abilities which are equal to his own level divided by two, but these abilities are limited to: Move Silently, Hide in Shadows and Climb Walls (he gains no extra bonus for rear attacks). He also has a chance of forging or reading languages. Reading Languages is similar to the thievish ability, but forgery will rarely be used by good Cavaliers and can only be used for languages that the Cavalier can speak. These enable to forge signatures (that he has seen at least once), make documents that look older than they are, forge maps, etc. He will not be aware of the failure or success until he uses the forged document. It takes him 4-12 hours depending on the length and complexity of the document he is forging. If he spends triple the amount of time and 20-200 gp he may up the chance of success by 10%. A Cavalier also has a chance of charming members of the opposite sex with his or her wit and good looks (add  $2\frac{1}{2}$  % per charisma point above 15 to this base chance, rounding fractions down).

As noted at certain times Cavaliers will come to blows with other Cavaliers due to insult, injury, or during meetings between enemy companies. For such combats a Cavalier will have an especially computed expertise. His expertise is double his level plus the number of strength points more than 15 that he has, and a further point for every one beyond 14 of dexterity. A Cavalier also gains one for every bonus point in a magical rapier.



LEVEL	TITLE	EXPERIENCE	ATTACKS	CHARM	AC	FORGE/READ	HD
1	Soldier of Fortune	0	1/1	5%	10	1%	1
2	Adventurer	2,500	1/1	7%	9	2%	2
3	Fencer	5,000	1/1	10%	8	4%	3
4*	Gallant	10,000	5/4	12%	8	6%	4
5*	Valiant	20,000	5/4	15%	7	8%	5
6*	Chevalier	50,000	5/4	17%	7	10%	6
7*	Master Fencer	100,000	3/2	20%	6	12%	7
8**	Protector	200,000	3/2	22%	6	14%	8
9**	Guardian	300,000	3/2	25%	5	16%	9
10**	Cavalier	400,000	2	27%	5	18%	10
11**	Cavalier Sergeant	500,000	2	30%	4	20%	11
12**	Cavalier Lieutenant	600,000	2	32%	4	22%	11+2
13***	Cavalier Captain	750,000	5/2	33%	3	23%	11+4
14***	Cavalier Colonel	950,000	5/2	34%	3	24%	11+6
15***	Cavalier Colonel	1,200,000	5/2	35%	2	25%	11+8
16***	Cavalier Colonel	1,500,000	3	35%	2	25%	11+10
17***	Cavalier Colonel	1,800,000	3	35%	1	25%	11+12
18***	Cavalier Colonel	2,100,000	3	35%	1	25%	11+14
19***	Cavalier Colonel	2,400,000	3	35%	0	25%	11+16
20***	Cavalier Colonel	2,700,000	3	35%	0	25%	11+18
		+300,000	max	max	max	max	+2/lev

\*= +1 damage \*\*= +2 damage, +1 hit \*\*\*= +3 damage, +2 hit.

NOTE: The Armour Class may not go below -2 due to parrying.

A Cavalier may never hire any henchmen until the 13th level when he is permitted to construct a fortress and hire henchmen, mercenaries, etc. At the 14th level a Cavalier gains 6-60 1st level Cavalier Followers of +4 loyalty. They form his company, and every time a member of his company defeats a member from another company he will gain another 1st level Cavalier.

#### CAVALIER VS. CAVALIER COMBAT

Once the expertise of the various combatants has been determined they are compared. The expertises are then added to the initiative dice when determining who gains the first strike each round. The combatants then determine what they are doing this combat round (i.e. they write it down!) then the defender (originally the person that lost the initiative due to expertise or dice, or in the weaker opponent's return strike). They must choose one of the following: (S) = surrender, (R) = retreat, (A)= advance, (B)=block, (P)= parry, (T)= thrust, (C)=cut, (PR)= parry riposte, (BR) = block return, (F)= feint-attack. The attacker then cross-indexes his routine versus his opponent's. The resulting percentage is the chance of hitting (for the superior opponent add his advantage in expertise points to the percentage. An asterisk means that there is a 10% chance that the rapier breaks (-1½% per magical bonus on his rapier)). If a Cavalier breaks his rapier he may honourably withdraw from combat. If he surrenders then he must pay a ransom equal to 500 GP/level of experience or fulfill a mission of comparable value. When a Cavalier breaks his rapier he must make a date within a month to continue the bout or he may surrender. A successful hit does 2-5 points off a Cavalier's Endurance (Level x 2½ + Constitution/5). Once endurance reaches 0 a character is dead (a superior fencer adds 1pt of damage per 3 point advantage).



ATTACK	DEFENSE: C	T	B	P	R	A	PR	BR	S
C	50*	70	25*	50*	10	80*	60*	35*	-
T	70	50*	50*	25*	10	80*	35*	60*	-
B	5*	15*	0*	0*	5	20*	10*	5*	-
P	15*	5*	0*	0*	5	20*	5*	10*	-
R	0	0	0	0	0	20*	0	0	-
A	10*	5*	5	5	50*	70*	5	0	-
PR	50	30*	30*	10*	5	50*	30*	50*	-
BR	30*	50	10*	30*	5	50*	50*	30*	-

### INSANE SWORDS

by Graeme Williams

The concept of insane swords is at once fascinating and terrifying; they can be used to balance a campaign which is being dominated by the sword-wielder, or it can be used to increase the difficulty of the game. (Ed: as if that's normally a problem!)

Swords claim that they are at least as intelligent as most humans, and many of them are right. An intelligence of sorts is certainly present, and presumably this could be usurped or affected in such a way as to cause mental illness and insanity; perhaps a lawful good Holy Sword was once used to smash a golden dragon, and it has never been the same since. Maybe its last wielder was killed a thousand years ago and it has spent the time since talking to dung beetles, until it ultimately went mad with its boredom. Perhaps certain spells can affect magical swords unfavourably.

The forms of insanity that affect swords are some of those listed in the DMs Guide:

#### 1. Schizoid

This form can be fun. Imagine a sword which behaves like a character; if it thinks it is a magicuser it will try to stay out of combat, and if it thinks it is a thief it will only consent to do backstabs. It will offer to buy drinks, but will demand at least an equal share in the treasure.

#### 2. Pathological Liar

The sword is incapable of telling the truth: it will detect precious metals from the floor and deep in solid rock, it will actually ignore good/evil if this is detected for, and it will claim precise knowledge of the dungeon it is found in -- "but I'm not going to tell you unless you put a 5000 GP ruby in my hilt."

#### 3. Monomania

This could be interesting: if a character mentions something (say goblins) the sword may take this idea and go on a campaign of genocide; all goblins found must immediately be slain, and the weapon will take its wielder off to conquer any goblin tribes it has heard about. It will refuse to kill anything but goblins until all in the world are slain, then it will mope for a couple of months until it decides another race has to go.



#### 4. Dementia Praecox

The sword will not be interested in using special abilities and will have no pluses in combat. It can talk, but does so in quiet, depressed tones, indicating that it feels the environment around it matters little. If the sword can control the player, the player will also suffer the symptoms.

#### 5. Melancholia

The afflicted sword will be moody, often depressed and at times deliberately uncooperative. It will be 50% likely to ignore any given situation (which means no special abilities or bonuses to hit and damage).

#### 6. Megalomania

It has been suggested that swords already suffer from this.

#### 7. Delusional Insanity

This one offers the widest scope. A sword which thinks it's a bow? A lowly +1 sword which thinks it is a +5 Holy Avenger? Why can't a Flametongue believe it is in fact a wombat, or the deposed emperor of the country trapped in sword form. If any doubts are raised about the sword, its ego increases by five for an hour and doubters will be maimed if at all possible.

#### 8. Schizophrenia

Up to four separate personalities can exist for a sword, and when in a mood the sword will try its hardest to be like its adopted character. Thus a +3 sword can act just like a +1 sword, but when it believes itself to be a +5 Holy Avenger it will still only +3 and will not have the special powers unless it has them anyway. Alignment of the sword may be different in each personality, as may intelligence and ego. There is a 1 in 6 chance per day of a change in the personality being assumed, and this increases to 1 in 6 per round while in combat.

#### 9. Mania

There is one chance in six per turn that the sword will become maniacal; this lasts for 2-12 rounds and then the sword will return to normal. Extent of affliction is determined by rolling 1d6:

- 1-2 Sword is hysterical, extra +1
- 3-4 Sword is enraged, extra +2
- 5-6 Sword is berserk, extra +3

The sword will attempt to take over its wielder and slay the party, run away at high speed, or charge into the lair of the Red Dragon. Note that while maniacal the sword actually hits more often and does extra damage, due to the fervour of its mania.



#### 10. Paranoia

The sword becomes convinced that the other members of the party are out to slay it and/or its wielder. Initially, the sword will whisper to its fighter "what I overheard while you were sleeping", and will try to convince its owner that the rest of the party must go. In extreme forms the sword will try to lead its master into hopeless combat because it fears that the owner will use it for scrap metal.

#### 11. Manic-Depressive

This disease of swords causes an afflicted weapon to swing from Mania (see 9 above) to Melancholia (see 5 above). Every 1 to 7 days the change will come, and there is a 90% chance that a melancholic sword will go maniacal in combat. Once kept without fighting for a week, there is a 90% chance of melancholia setting in.

#### 12. Hallucinatory Insanity

An easy illusion is of imaginary enemies, which might lead to several interesting situations. The sword might see an empty corridor as filled with traps, or lead its owner over obvious pits.

#### 13. Homocidal Mania

These swords are particularly bloodthirsty and if ever they go without fighting and killing for more than a week they will seek to slay anybody they can get to in the 1-10 rounds of berserk rage they suffer. A sword will attack twice per round while enraged, and after thus slaying the sword will go into a state of melancholia for 1-6 days.

#### 14. Hebephrenia

The sword will want to play childish games like Hide and Seek and Mothers and Fathers. If prevented from doing so it will become petulant and fly into tantrums. A sword in a tantrum will be totally uncooperative and any bonuses will actually be subtracted from rolls. Hebephrenic swords sometimes believe that it is naughty to use sharp weapons and will see to it that they only hit with the flat of the blade ( $\frac{1}{2}$  damage) so as not to spoil the game.

#### 15. Suicidal Mania

Allow 1 in 6 chance per day for the sword to become suicidal, and if this occurs add eight points to the sword's ego. It will try to get characters to break it, will hurl itself down in front of rust monsters, etc. If frustrated in this aim the sword will become maniacal for 2-8 turns, then melancholic for 2-12 days, after which it may become suicidal again as before.

#### 16. Catatonia

Effectively the sword is no longer intelligent, although Identify and similar means will show its true powers.

For the purposes of saving throws against psionic blasts, treat the combined intelligence/ego as the combined intelligence/wisdom. This does not apply to insane swords (which like insane characters cannot



An interesting option is to double sword ego when the sword's insanity is operating: when maniacal, homicidal or hebephrenic this could have dire consequences.

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Deep Delving Development, 27 Sadism St.



# ARCANA ADVOCATUS

## The Maske of Herugurth

by Martin Dick

Herugurth Kinslayer was one of the greatest assassins of the last few centuries, credited with the slaying of the archmage Syrax the Golden and many others including Kkolash, High Priest of Set. However his mask which was responsible for much of his success survived his death at the claws of Orodlhach of the Waste, Father of Dragons; Herugurth would have succeeded in his task but for the fumbling of his hapling thief associate who went to take one diamond too many and woke the dragon. In the last thirty years, rumours have been told of its appearance in the Westerlands although Orodlhach's treasure remains untouched.

The Maske itself appears as the hideous face of a humanoid with birdlike features and is made of beaten platinum and red diamonds which are set as eyes. The value of its gems and platinum alone is 50,000 GP, but its greatest value resides in its powers rather than its gems.

Rumoured to be the gift of a god to the High Priest of a long forgotten prehuman race the Maske has the following powers:

1. The wearer has invisibility as the ring as often as is wished.
2. The wearer will be treated as wearing a pair of elven boots at all times.
3. The user can cast a Limited Veil spell at the 18th level of magicuse three times a day. The spell is restricted to the wearer and will not affect his surroundings. The wearer will get a saving throw versus a True Sight spell.
4. The wearer may use a Mind blank spell three times per week.
5. The wearer may use a Pass Without Trace spell at 14th level ability once per day.

The third power is its major power, the other four being minor powers. Its prime power is a Time Stop spell of twice normal duration once per week at 18th level of magicuse.

The effects are threefold:

1. The wearer will instantly change alignment to Neutral Evil when the Maske is placed on the face.



2. When the major power is activated for the first time the player will lose a point of charisma and each subsequent time a saving throw must be made or another point of charisma will be permanently lost.

3. When the prime is activated the Maske will mould itself to the wearer's face and will be impossible to remove, except with death (permanent). This will have several effects: all 0 level characters will have -20% on reaction rolls; and the wearer will have 60' infravision. Also, each time the prime power is activated there is a 3% cumulative chance that the Maske will take over the mind for 2-8 weeks and proceed on a bout of senseless slaying of every living thing the wearer meets.

ਧੰਨ ਕ੍ਰਿਸ਼ਨ ਮੁਖਿ.

·H·D·Y·H·P·M·K·D·I·C·F·B·I·M·

457. 1H. Pst + PNR + H.





## Mordenkainen's Magical Miscellany.

### POTION OF SHADOW CONTROL by Andrew South.

Causes the shadow of the imbiber to come to life as an exact duplicate of the character, with the same hit points, armour class, etc. It can fight, cast any spells that the imbiber has remembered, but if the shadow is slain the user no longer casts a shadow and can never use the potion again. The shadow last 5-8 turns unless slain, then returns to the body.

### CHIME OF CYNICISM by Martin Dick

This golden chime when rung in the presence of an illusion has a 65% chance of dispelling it. The item has a range of 50 feet and will last for 8-32 ringings before it shatters into dust. The chime is worth 15 000 GP and 2500 XP.

### HELM OF CRUSHING by N.J. Cowell, Esq.

Sometimes the production of magical armour goes awry and the results can be extreme. Such is the case for the Helm of Crushing, a cursed item which fits so tightly over the head that a Remove Curse must be cast, Oil of Slipperiness must be applied, or decapitation must occur within five rounds, or else the head of the victim will be mashed to a pulp.

### BOOTS OF OGRE STEALTH by John Haward

When the party is not in danger, these boots function as they appear -- ordinary elven boots. If in a dangerous situation, however, they make a great deal of sound (Crunch, bash, thump.....) and negate any chance of surprise. In the new form they give the wearer 18/00 strength in the legs, which allows easy kicking-down of doors and a kicking attack for 7-10 points of damage. The user will tend to crash through thin floors when the "ogre power" is operating, but on the whole these boots must be considered a useful item.

### RINGS OF FAITHFULNESS by Andrew South

A character with one of these rings can designate his mate (with whom he must be having an involved relationship) to become absolutely faithful; they have been found much more reliable and comfortable than chastity belts. They give +5% reaction to the same sex, +10% reaction for the opposite sex, and +15% loyalty for the same sex, +25% for the other.





The Players' Handbook did more to wipe out monasteries than Henry VIII or the Cultural Revolution of China; certainly they were interesting characters but being always AC 10 at first level they were mercilessly polished off by any kobolds that came near them -- once they were about 6th level they were made, but getting to that point became incredibly difficult.

A recent article in The Dragon recognised the problem and tried to solve it, but with typical American enthusiasm they took it so far that Monks became walking armies, and were unplayable still. These notes are designed to give DMs the option of a "middle of the road" Monk class that is going to survive but will not unbalance the campaign.

A monk must have a score of 15 or better in constitution, and scores of 16 or better in dexterity and wisdom, as well as a strength of at least 12. Monks do not receive experience bonuses for high abilities. Only humans may be monks. A monk's alignment must be lawful, but may be good, neutral or evil as desired. They attack as clerics and save on their own table (shown below):

### Monks' Saving Throws.

EXPERIENCE LEVEL	PARALYSATION POISON OR DEATH MAGIC	PETRIFICATION OR POLYMORPH	ROD STAFF OR WAND	BREATH WEAPON	SPELL
1-3	10	12	11	15	12
4-6	9	11	10	14	11
7-8	8	10	9	13	10
9-10	7	9	8	12	9
11-12	6	8	7	11	8
13-14	5	7	6	10	7
15	4	6	5	9	6
16	3	5	4	8	5
17	2	4	3	7	4

### Monks Table I:

EXPERIENCE POINTS	EXPERIENCE LEVEL	D8 for hit pts (accumulated)	LEVEL TITLE
0-2250	1	1	Novice
2251-4750	2	2	Initiate
4751-10000	3	3	Brother
10001-22500	4	4	Discipline
22501-47500	5	5	Immaculate
47501-98000	6	6	Master
98001-200000	7	7	Superior Master
200001-350000	8	8	Master of Dragons
350001-500000	9	9	Master of the North Wind
500001-700000	10	10	Master of the West Wind
700001-950001	11	11	Master of the South Wind
950001-1250000	12	11+2	Master of the East Wind
1250001-1750000	13	11+4	Master of Winter
1750001-2250000	14	11+6	Master of Autumn
2250001-2750000	15	11+8	Master of Summer
2750001-3250000	16	11+10	Master of Spring
3250001 +	17	11+12	Grand Master.



## Monks Table 2:

LEVEL	ARMOUR CLASS BONUS	ATTACKS/ROUND	OPEN HAND DAMAGE	MOVEMENT	SPECIAL ABILITIES
1	*1	1	1d3	12"	-
2	+1	1	1d3	12"	-
3	+1	1	1d4	12"	A
4	+2	1	1d4	13"	B
5	+2	1	1d6	13"	C
6	+2	1	1d6	13"	D
7	+3	3/2	1d6+1	14"	E
8	+3	3/2	2d4	14"	F
9	+4	3/2	2d4+1	15"	G
10	+4	3/2	2d6	15"	H
11	+5	2	3d4	16"	I
12	+5	2	2d6+1	16"	J
13	+6	2	3d4+1	17"	K
14	+6	5/2	4d4	17"	-
15	+7	5/2	4d4+1	18"	-
16	+8	5/2	5d4	19"	-
17	+9	3	6d4	20"	-

Armour class bonus adds to the armour class of the Monk, and functions in an identical manner to dexterity bonus (i.e. it is negated if the monk is attacked from behind or is prone). Dexterity bonuses still apply to saving throws and armour class, as well as this ability. Note that the adjustment is applied only to armour class, not to the monk's saves.

Attacks/round are the number of attacks the Monk is allowed, whether attacking with a weapon or with open hands.

Open hand damage can only be used against humanoid-type creatures. To this damage must be added one half of the Monk's strength bonus (if any), rounding up. Note that when attacking with weapons, Monks receive their full strength bonus.

Movement increases with increase in levels. It reflects both the Monk's increased sprinting ability, as well as his ability to move at a quick run over very long distances.

### Explanation of special abilities.

- A. Tracking as a ranger.
- B. Disguise as an assassin.
- C. After this level the monk will only suffer one half normal falling damage due to knowledge of how to break his/her fall.
- D. Surprised only on a 1 in 6
- E. The ability to mask the mind from ESP. Has a base 70% chance of success, +2% per level over 7th.
- F. Telepathic and mind blast attacks are made as if the Monk has 18 intelligence, due to the Monk's mental discipline.
- G. The ability to use self-induced catalepsy to appear dead. The Monk is able to maintain this state for twice his level in turns.
- H. The ability to heal damage on the Monk's own body. The damage which can be healed is 1d4+1, and this amount increases by 1 per level above 10th.
- I. Immunity to all normal diseases.
- J. Body equilibrium (as the psionic discipline) at will.
- K. Body control (as the psionic discipline) at will. When first gained this ability can be performed at 1st level of mastery, add 1 level of mastery per 2 levels above 13th.



## Monks Table 3:

ARMOUR	SHIELD	WEAPONS*	OIL	POISON
leather only	none	bo sticks, club, crossbows, dagger, hand axe, javelin, scimitar, sling, spear, staff, sword**	yes	?

\* includes any magical weapons of the named type.

\*\* broad, long, or short.

All the restrictions for Monks listed in the Players' Handbook still apply, with the following changes:

1. Leather armour can be worn but not studded leather. The weapons useable by monks are listed above.
2. No change.
3. A Monk can never use more than one magic item which adds to armour class. There are no other changes with regard to the magic items useable.
4. Monks do receive strength bonuses "to hit" and "to damage".
5. No change.
6. There can be any number of monks at a given level.

A monk can move silently, hide in shadows, hear noise and climb walls as a thief of identical level.

Monks begin with proficiency in 3 weapons, and gain 1 weapon every 3 levels thereafter. They fight at -3 with weapons that they are unfamiliar with.



THE BATTLE AXE

The Battle Axe, so TSR would have us believe, is a fairly poor weapon.... **WRONG!** The Battle Axe was one of the most effective weapons in a medieval armoury, having the impact and cutting power to crack open the lobster shells of knights, but also a lighter and more flexible weapon than the two-handed sword. To compensate for the dislike manifested by Gary Gygax certain revisions should be made to it. As most Battle Axes were double-headed, they were often able to compensate for an initial miss with a return swing. So when using a Battle Axe, if your first strike in the melee round missed, you may make a return swing at the end of the round at -1 to hit, inflicting 2-5 points of damage if successful. Exceptionally strong characters (16+ strength) may wield the battle axe in one hand, but this does not allow a return swing.

THE GREAT AXE

The Great Axe is a heavier version of the medium-weight AD&D Battle Axe. It was never double headed and was used almost exclusively against heavily-armoured knights. Basically it cost 12 GP, has a weight of 200 GP (20 lb), a length of 5½ feet. Space required is 6', speed factor 9, inflicts damage S/M: 2-9, L: 4-16. Its armour modifiers are:

10 9 8 7 6 5 4 3 2  
-1 0 +1 +2 +2 +2 +2 +1

THE GAROTTE

This weapon is one exclusively used by assassins; only they have the sufficient lack of a sense of fair play necessary to utilise this weapon. It consists of a noose of silken cord or even wire which is slipped over the head of the target, who should generally be unsuspecting or surprised. The noose will then be pulled taut in order to crush the victim's windpipe and strangle him. The initial to-hit roll is generally made against AC10 though should the target have sufficiently protective neck armour the attack will be made against the following ACs:

Stiff, high collar/ Long thick hair	AC 7
Chain coif/ low necked helm	AC 5
Throat gorget	AC 2

The attack is made with attendant bonuses for position and strength. On a successful hit an amount of damage equal to 1d6 plus half the assassin's strength (rounded up) will be immediately inflicted. Should the victim survive this there is a base chance of 10% +1% for every point of strength in which he exceeds the garotting assassin, that he will break free. Should he fail to escape, then the assassin will roll his % chance of assassinating his victim at the end of each round including the first one, subtracting one from the level of his victim for each full round of garotting. An assassin must roll his chance of moving silently each round to avoid making any noticeable noise. An assassin gains the usual assassination points of experience awarded for a garotte. Note an assassin may knot the garotte. To do this he must make a dexterity savingthrow (roll less than his dexterity on a D20), or the victim will escape; if successful, the knot will be of a strength equal to his level (when computing the chance of breaking free).

MOUNTED ATTACKS

Mounted combat is woefully ignored by the AD&D combat system, which though purporting to reflect (to a remote extent) medieval combat, ignores possibly



the most important the most important facet of it: the clash of mounted men. A character may take mounted combat as a weapon skill, but this will only be for either light, medium, or heavy warhorses, though more than one horse skill may be learned. A paladin immediately gains a heavy warhorse skill in addition to his other weapon skills, whilst a ranger gains a light warhorse skill. Regardless of skill, any blow successfully landed by a mounted character on a footman will inflict +1 damage due to the height advantage. Should a character be fighting whilst mounted, and lacking in that horse skill, he suffers the normal unskilled weapon penalty. Horsed attacks give certain bonuses to the skilled when hitting and certain minuses for all attackers as well:

DEFENDER:

ATTACKER	FOOT	RIDING HORSE	LIGHT WARHORSE	MEDIUM HORSE	HEAVY HORSE
Foot	0	0	-1	-2	-3
Riding Horse	-1	-1	-1	-2	-4
Light Horse	+1	+1	0	-1	-2
Medium Horse	+2	+2	+1	0	-1
Heavy Horse	+3	+2	+2	+1	0

\*\*\*\*\*

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## EDITORIAL

'Twas brillig and the slithy toves did gire and gimble in the wabe. All mimsy were the borogroves, and the mome raths outgrabe. Fantasy gaming is not something which lends itself to a simple description, and throughout O'Week we were deluged with enquiries -- "what is Dungeons and Dragons?"

By forgetting Traveller, Bushido and Gamma World for the week, and describing what happens in the simplest D&D games, we were able to shut up most of the inquisitive freshers. Even so, many wandered away with incredulous looks. "Is it something like monopoly?", "Why don't you throw hand-grenades at the dragons?" -- the questions seemed fatuous but really were quite valid. D&D is so far from ordinary "snakes and ladders" games that it is intensely difficult to explain conceptually. Some thought of it as a wargame, and others thought we dressed up as knights and dragons and attacked each other.

We must have succeeded to a reasonable extent, because we are a bigger club than last year. We are now amongst the biggest clubs of all -- we have no power despite this, but we'll be pressing this year for more of a say and some more money to finance the upgrading of our facilities.

Our major priority is the establishment of a gaming library. More on this later, as we work out what we can manage. We shall have a few tournaments during the year, and perhaps some social functions. At present we intend to produce eight magazines this year, and already we have obtained some advertising to assist us (thanks Games Parlour).

No Editorial from me would be complete without a plea for magazine articles and artwork; at present we particularly need magic items and monsters: even beginners' efforts are welcome, as we can always reformat them to AD&D standards. Artifacts and Dieties are also required, though not in such great numbers. Our major desire is to get different names in the 'zine. We chortled in our glee when we realised that we could have put a couple of editions out without any articles by Nicholas Cowell (Esq!), who has until now monopolised the pages. We resisted the temptation, and Nick is once again represented, but he is one amongst a multitude, and this is an achievement in itself. Calloo! Callay!

Rhys Howitt (Club President).



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# PHANTASTACON 82

13th-15th August '82. Melbourne Town House.

## ANNOUNCING AUSTRALIA'S LARGEST GAMES CONVENTION EVER!

The weekend of 13th - 15th August 1982 will see the largest assembly of games and games enthusiasts this country has ever seen, and we invite you to be part of this event. All forms of simulation games will be featured at PHANTASTACON'82 including roleplaying, board, minatures and computer games. In addition other activities will include films, discussions, masquerade, demonstrations, Convention banquet and lots more.

## THE TOURNAMENTS

Of course the highlight of any games convention is the competition play. At PHANTASTACON'82 the major competitions will be a DUNGEONS & DRAGONS TOURNAMENT, a BOARD GAMES TOURNAMENT and a MINATURES TOURNAMENT.

## THE TOTAL PRIZE POOL FOR ALL TOURNAMENTS AND COMPETITIONS WILL EXCEED \$2000

### 1. DUNGEONS & DRAGONS TOURNAMENT.

We are offering \$1000 in prizes with the ultimate winner of this tournament taking out \$300.

Initially all players will compete so as to determine the winning team. The individual members of this team will play on a solo basis in our "special" dungeon to find our ultimate D & D winner.

**BE WARNED!!** Though we have increased the total numbers which can compete in this tournament, over those playing at PHANTASTACON'81, early entry is most advisable to ensure a place.

You may enter individually or as a team not greater than eight (8) players. Each application must be accompanied by the correct membership fee plus D&D entry fee or we cannot guarantee a place.

### 2. BOARD GAMES TOURNAMENT

The total prize pool for the Board Game Tournament is \$300.

This tournament will be divided into two sections - historical and sf/fantasy. Entry entitles you to play in both sections, although you need only play in one section if you so choose. You must choose four (4) games from each section you enter and you may play the same game twice, from both sides, if you so choose. Prizes will be awarded for each section.

Proposed games are:

#### HISTORICAL

BISMARCK  
PANZER LEADER  
SQUAD LEADER  
WAR AT SEA  
WAR & PEACE  
AIRFORCE

#### SF/FANTASY

G.E.V  
THE CREATURE THAT ATE SHEP.  
TIME TRIPPER  
FREEDOM IN THE GALAXY  
KUNG FU 2100  
BARBARIAN KINGS

#### STARFORCE



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# PHANTASTACON 82

13th-15th August '82. Melbourne Town House.

## BOARD GAMES (CONT.)

Entry to this competition must be accompanied by correct membership fee plus board game entry fee.

### 3. MINIATURES TOURNAMENT.

The total prize pool for the miniatures competition is \$250.

This tournament will be using Ancients 15mm with WRG 6th edition rules. Please contact us for further details if required.

Entry to this competition must be accompanied by correct membership fee plus miniatures tournament entry fee.

## OTHER COMPETITIONS

We believe that it will not be possible to enter more than one of the above three tournaments. Because of this we will be running a number of mini competitions so designed that they will be playable when not playing the major tournament games. These will be free to all convention members and carry nice prizes. All convention members will be advised of these games prior to commencement of PHANTASTACON'82.

## COMPUTERS/ELECTRONIC GAMES

We will have available to all a number of computers with which you can play as well see various computer applications. The computers are APPLE computers and have been loaned to PHANTASTACON'82 by Computerland, Lonsdale St Melbourne.

## OTHER ACTIVITIES

You are invited to bring any games you wish to PHANTASTACON'82 as provision has been made to provide adequate room for general play. Also featured will be discussions and demonstrations, films, Convention Banquet and masquerade as well as a few surprises.

## ADMISSION COSTS

### CONVENTION MEMBERSHIP:

to 12th August 1982	\$12 (Students \$10)	(i.e. paid in advance)
From 13th August 1982	\$15 (Students \$12)	
Daily	\$6 (Students \$5)	

### D&D ENTRY FEE

\$ 2

### Board Games Entry Fee

\$ 1

### Miniatures Entry Fee

\$ 1

Make all cheques/postal notes etc payable to PHANTASTACON'82. Mailing address:  
PO BOX MITCHAM VIC 3132. Any enquiries can be made to this address or telephoning:  
848 7623 (Moris) or 874 7475 (Joe)



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# SWASHBUCKLER ..... a review.

For simplicity, speed of play, and downright good fun, I could not recommend and game more highly than Vaquinto's "Swashbuckler". Based upon the world of Errol Flynn, Douglas Fairbanks and the Three Musketeers, this is an amalgam of the outright role-playing game and the small-scale board combat game. Each player controls the actions of one or two characters in one of two situations:

- \* a ship boarding, with the intent being to steal the opposition's treasure chest from the hold of the ship without losing yours.
- \* a tavern brawl; the object being the elimination of all the other characters before the arrival of the King's troops.

The tavern brawl takes place on a board whose characteristics (furniture, placement of carpets and chandeliers, positioning of shelves and beer mugs) are set up by the players before the beginning of the game. The special attraction of this scenariolies in the fact that more than two sides can take part -- we have played with six with uproarious results. All the obvious manoeuvres can take place -- movement, swordplay, swinging from chandeliers -- as well as less obvious ones such as throwing furniture and beer mugs, toppling shelves, yanking carpets, flipping tables and shoving chairs, and some totally obscure manoeuvres such as the enigmatic "wave hat" command, and the "step forward and kick" which we have only seen used once -- when Russell Jones' character lost the use of both arms! The fact that the orders are secretly plotted six seconds ahead and then executed simultaneously means that much that is unforeseen occurs -- such as walking into the path of a flying chair, jumping onto tables that have just been moved out of the way, or standing up under a table that shouldn't be there.

These features, plus the simplicity of the system and its ease of play mean that the brawl is much like the "real thing" (as portrayed in the movies) -- fast, unpredictable, and tremendous fun.

Physically, the game is a mixture of qualities. The board and pieces are of consummate quality -- large, clean and superbly executed. However the rules booklet and, to a certain extent, the rules themselves, and the other charts leave much to be desired.

Although the game contains rules for character development (and even two classes), we simply use the game as an entertaining way to fill an hour or so. We have found that even D&Dophobes will join in.

At the price at which it is offered, this game is a steal, and should grace every gamer's library. For filling in an idle hour, nothing (I repeat nothing) can beat a "Swashbuckler tavern brawl between 4-6 players each controlling two characters.

P.S. The science-fiction version "Adventurer" is now out, with alien races, laser swords, blasters, and randomly behaving android barman. I am assured that it is just as good as the original -- perhaps more on that later.

"Swashbuckler" by Thomas O'Neill (Vaquinto Publications)

by Nicholas J ("The Marquis") Cowell



For simplicity, speed of play, and downright good fun, I could not recommend and game more highly than Vassal's "Zwashbuckler". Based upon the world of Errol Flynn, Douglas Fairbanks and the Three Musketeers, this is an amalgam of the swiftest role-playing game and the small-scale board combat game. Each player controls the actions of one or two characters in one of two factions:

\* a ship boarding, with the intent being to steal the opposition's treasure chest from the hold of the ship without losing yours.

\* a tavern brawl, the object being the elimination of all the other characters before the arrival of the King's troops.

The tavern brawl takes place on a board whose characteristics (placement of objects and characters, positioning of shelves and beer mugs) are set up by the players before the beginning of the game. The special attraction of this scenario is the fact that more than one side can take part -- we have played with six with numerous results. All the obvious resources can take place -- movement, attacking, defending from characters -- as well as less obvious ones such as drinking furniture and beer mugs, copying shelves, pushing objects, flipping tables and shoving chairs, and some directly obvious resources such as the engine "move and" command, and the "step forward and back" which we have only seen used once -- when Russell Jones' character lost the use of both arms! The fact that the orders are sequentially placed 4-6 seconds ahead and then executed simultaneously means that much is forgotten occurs -- such as waiting until the party of a fighting character, jumping onto tables that have just been moved out of the way, or standing up under a table that shouldn't be there.

These features, plus the simplicity of the system and its ease of play mean that the game is much like the "real thing" (as portrayed in the movies) -- fast, unpredictable, and extremely fun.

Physically, the game is a mixture of puzzles. The board and pieces are of convenient quality -- large, clean and superbly executed. However the rules provided and, to a certain extent, the rules themselves, and the other things leave much to be desired.

Although the game contains rules for character development (and even new classes), we simply use the game as an interesting way to kill an hour or so. We have found that even experienced players will join in.

As the game is played it is obvious that it is a game in a sense, and should give every player a victory. For playing on an 8x8 board, nothing is repeated nothing) and that a "Zwashbuckler" game board 4-6 players each controlling two characters.

P.S. The "Zwashbuckler" version "Zwashbuckler" is now out, with other names, rules, and scenarios, and something resembling a board game. I am assured that it is just as good as the original -- perhaps more so than later.

"Zwashbuckler" by Thomas O'Neill (Penguin Publications)

by Nicholas J. ("The Harpist") Connors



they are baffled as to why such a weak creature as a human could rule the stars.

Their hard life on Caledonia has resulted in a tough and cruel race. Personal disputes are mainly settled by duels to the death, one of the reasons for their low population. The society of the Nye is highly stratified with world authority resting in one family, the Riidi. While position in society is largely determined by birth any Nye who does not maintain the level of his behavior and honour that his caste demands will soon lose his position. Position in society depends to a large degree on maintaining levels of personal honour and accomplishment and this does make limited advancement possible for especially valiant Nye though this is difficult. The Naan of Riidi is an Imperial marquis.

To the individual Nye the overriding factor in his life is his honour and this is based on his material success in life and his accomplishment as rated against his peers. Thus many Nye have left Caledonia to challenge Imperial society. This has led to the Nye being scattered throughout the Spinward Marches mainly in military positions. Nye make excellent soldiers and the Imperium maintains several divisions of Nye as shock troops. Nye however make terrible merchants and scouts as they have the shocking habit of attacking and eating those who block or delay them, though contact with the Imperium has cured them of this to a large extent (especially when they could be caught).

#### PLAYING THE NYE

The basic theme of the Nye is their belief in their superiority (which is to an extent supported by their greater strength and endurance) to other races, and their need to maintain honour at all times. A Nye will at no time commit an act of cowardice and thus will never retreat if there is any chance of victory; they will also suffer extreme hardships and go to extreme lengths to avenge themselves on those who have wronged them. Other races dislike Nye for this attitude. Nye are also incredibly tough and cannot be broken by torture; Nye often have a cavalier attitude to death, taking risks which would seem close to suicidal for a human if they think the gain to their honour is great enough.

#### REFEREEING THE NYE

Nye are created as humans with the following modifications: Strength +2, endurance +3, dexterity +0, intelligence -1, education -3, social standing -1. Racial maximums: strength 17, dexterity 15, endurance 18, intelligence 15, education 12, social standing 12. Enlistment into services has the following DMs: navy -2, army +2, marines +1, merchant -4, scouts -4, other -2, scientist -2, rogue -2, belter -4, IBIS -4. Nye may receive all skills save for Carousing, Liason and Steward. Nye may attack using their claws and teeth and if Blade Combat is received it must be taken in claws and teeth. Nye are treated as wearing Jack Armour due to their naturally tough skin.

#### FURTHER INFORMATION

More information on the attitude of this race to life can be found in the Allan Dean Foster series of books on Flinx of the Commonwealth; The Tar Aiyem Krang, Orphan Star, The End of the Matter, and Bloodhype.



## CONTACT -- WOOKIE

The Wookies of Aramis are a large omnivorous humanoid race averaging 2.2 metres high and about 150 kg. Covered in thick fur, its colour varies from a golden hue to a dark chocolate brown. While considerably stronger than humans they do have slower reflexes and are generally less intelligent than humans. Their warm jungle planet now holds a large population of wookies as Imperial technology has resulted in a much lower mortality rate amongst their young. Wookies do not have the vocal chords to be able to speak Anglic except for a few rudimentary words, thus whenever Wookies are encountered off planet a human interpreter is usually present.

Aramis/ Trin's Vale UPPB659772 6 NonIndustrial G  
Starport: 8  
Size: 6000 miles  
Atmosphere: thin  
Hydrographic %: 90%  
Population: 36.63  
Government Type: Balkanisation -- mainly Participatory Democracy  
Law Level: 2  
Tech level: 6  
Gravity: 0.9 G

### SOCIETY AND GOVERNMENT

The society of the Wookies is split into many small enclaves of individuals with the largest about 10000 individuals in size; some of these groups are semi-nomadic but the majority of them remain with about a 100 mile radius of their tribal home. These groups function internally by consensus amongst their members with disputes settled by neutral neighbours. Externally the groups function with very little friction as on the whole Wookies are a very peaceful race and intertribal contact is a vital part of their society with many festivals being celebrated each year as tribes contact each other.

Apart from the enclaves Wookie society is very individualistic and there is very little organisation in their life save for those cooperative ventures needed to maintain the limited industry and essential services. The basic family unit is a small group consisting of one dominant male, several older males (greater than 30 years old) who are loosely tied to the group by bonds to the females, and children equal to about twice the number of females. There are no Wookies aged between 16-30 Imperial years, as from this age young wookies leave home and wander Aramis visiting from tribe to tribe. Since Aramis was contacted by the Imperium, many young wookies have visited other planets.

Contact with the Imperium is maintained by a council which consists of representatives of the tribes surrounding the starport. This is known as the Hastelgrourtkarch and is responsible for all trade and interaction with the Imperium.

### PLAYING THE WOOKIE

The major characteristic is their independence and their contempt for authority though this is generally moderated when they are off planet. Several ugly incidents have however occurred. Loyal and generous to their friends, they have a peaceful nature in most cases -- but when aroused by a threat to themselves or their friends or frustrated by authority they are a ruthless and vicious race. This contempt for authority has led many Wookies who are off planet into crimes such as smuggling, theft, etc.



## REFEREEING THE WOOKIE

Wookies which are encountered off planet will be either young Wookies or those who have decided to live off planet (these Wookies are fairly rare). Player characters will be of the latter type. They are generated as humans except for the following modifications: strength +4, dexterity -1, endurance +3, intelligence -2, education -2, social standing -1; racial maximums: strength 19, dexterity 14, endurance 18, intelligence 13, education 10, social standing 11.

DMs to enlistment: navy -3, army or marines -2, merchants -3, scouts -2, other +0, rogue +1, scientist -3, belter +0, IBIS -4.

## FURTHER INFORMATION

In case you didn't realise, these are straight from Star Wars so characters may find it useful to model their characters on Chewbacca if this race is used for player characters.



