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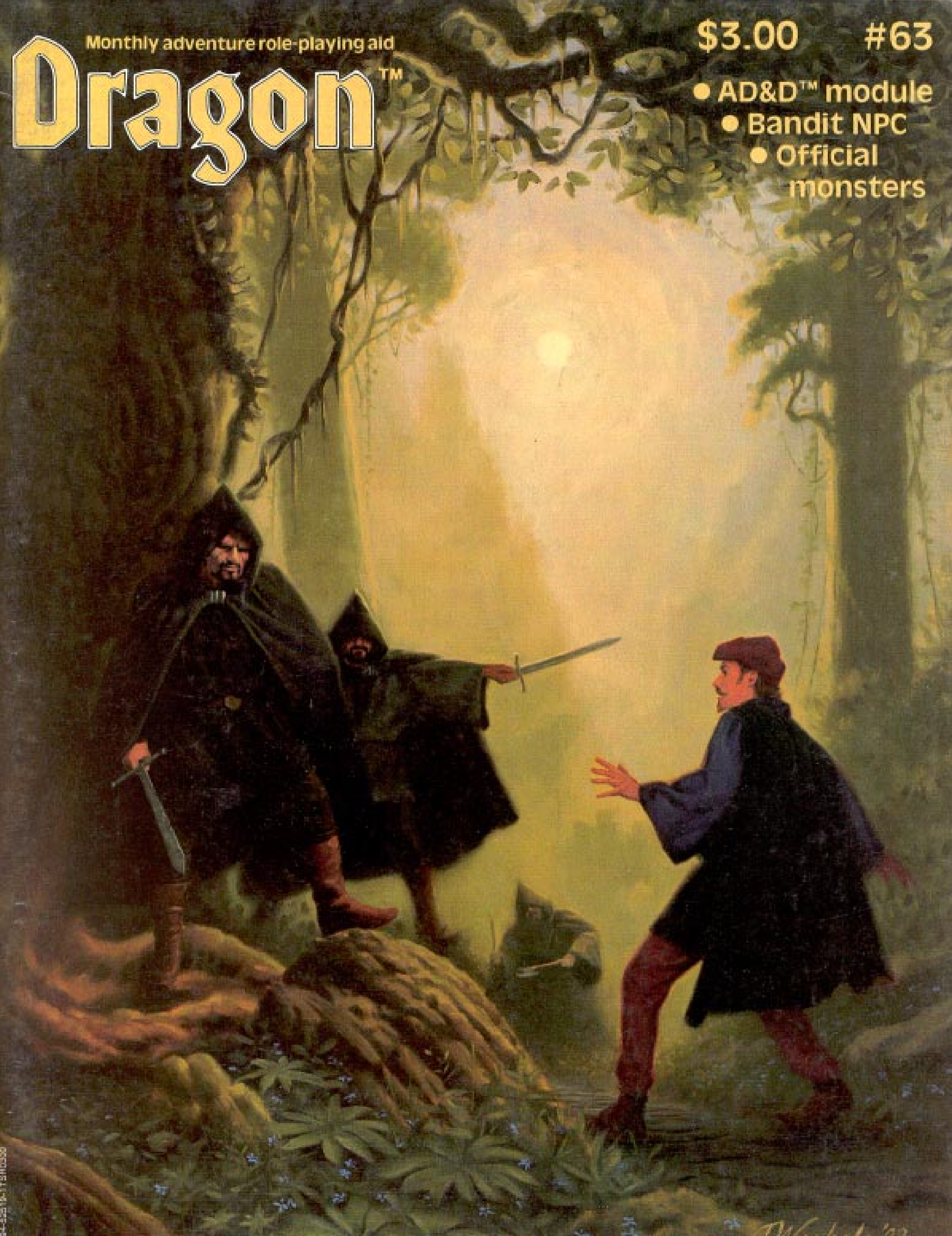

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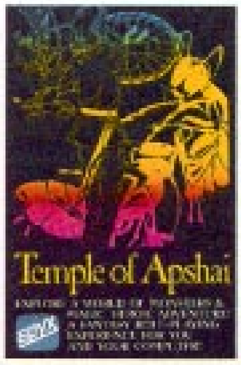

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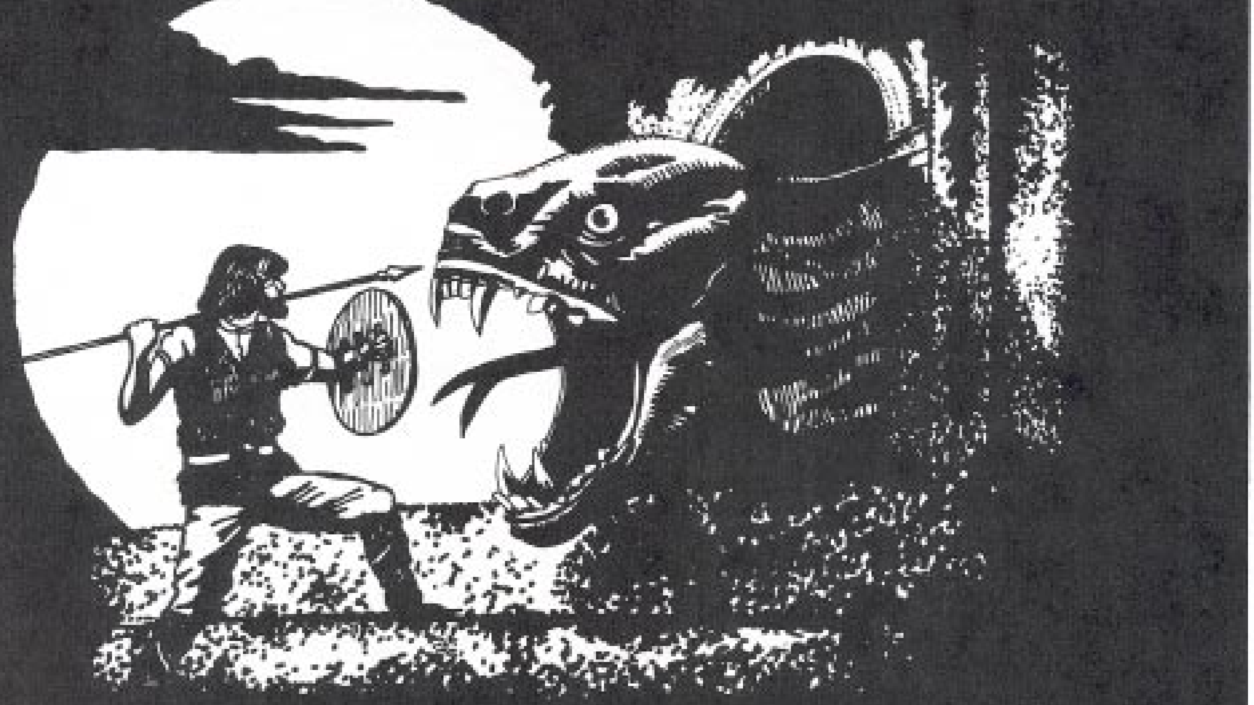

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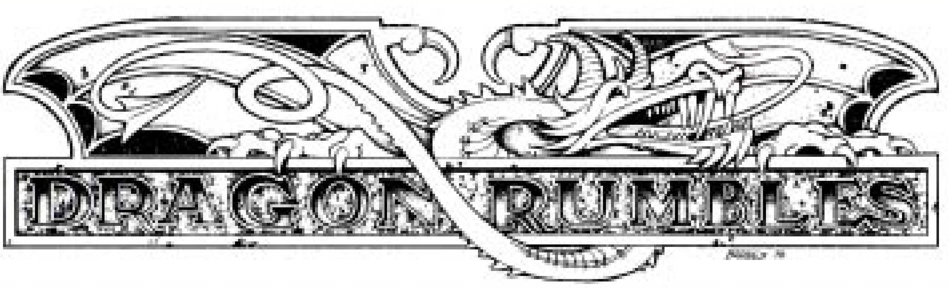

For those of you who wonder and/or complain about the "®" and "™" marks liberally sprinkled about the pages of DRAGON™ Magazine (see, there's another one), here's an explanation and an example of what can happen if a company's rights to the copyrights and trademarks it owns are not recognized and protected.

A press release from Game Designers' Workshop dated May 24 announces the settlement of GDW's lawsuit against Edu-Ware Services, Inc. The latter company had produced and marketed a pair of computer software games called *Space* and *Space II.*

"According to the complaint," the press release reads, "the defendants infringed Traveller copyrights by writing and selling the programs."

The court agreed with GDW, ruling that "...the defendants have . . . infringed GDW's copyrights and engaged in unfair trade practices; . . .the defendants are permanently enjoined from further publishing and selling Space and Space II."

Edu-Ware was also ordered to make a cash payment to GDW; to turn over to GDW all the copies of the games it still has; and "... make every reasonable effort to recall all copies of Space and Space II in the hands of their distributors."

The "®" and "™" marks you'll see in this magazine are notations of trademarks, which aren't the same as copyrights. But trademarks and copyrights are generally similar in the way they must be used and protected. The owner of a trademark proclaims that fact to the world by insisting that the proper symbol be used whenever the trademarked name appears in print. This tells other people that (a) the company does indeed own that trademark, and (b) the owner wants to protect its possession and insure for itself the continued exclusive ownership of the trademark.

The right to own a trademark isn't granted automatically; a company has to apply for permission to call something a trademark, and after that permission is granted the owning company is obliged to do everything in its power to *use* the trademark designation and discourage (by legal action, if necessary) any usage which violates the trademark laws and regulations.

The suit between GDW and Edu-Ware illustrates what can happen to a company that is judged to be in the wrong. The penalties are stiff, but they *have* to be in order to put some teeth into a company's attempts to protect what rightfully belongs to it. Dragon Publishing applauds the actions of GDW and the decision of the court — and we hope no one will ever again have reason to put out this sort of press release.

Jake Jaquet

—Contents—

SPECIAL ATTRACTION

CHAGMAT — *An AD&D™ adventure by Larry DiTillio* 33

OTHER FEATURES

Featured Creatures — *Official new monsters.* 5
Smile! You're on fantasy camera! — *figure photos* 12
Where the bandits are — *WORLD OF GREYHAWK™ aid* . . 14
A shifty character for your campaign — *The bandit NPC* . . 22
The humanoids — *Kobolds, goblins, hobgoblins, gnolls: What they're like and why they're like that* 26
Plan before you play — *Make maps that make sense.* 50
Jolly good gaming journals — *British fanzines* 58
Games Fair 82 — *A report from Gary Gygax* 59
One of these days... — *The future as seen by Foglio* 61
Computer games have a long way to go 62
For the sake of change — *Coins through the ages* 67
Two fantastic flops — *Cinema criticism.* 72

REGULAR OFFERINGS

Out on a Limb — *Letters from readers* 4
From the Sorceror's Scroll — *The barbarian class* 8
Greyhawk's World — *News from the east and south* 15
Leomund's Tiny Hut — *Make charisma count* 19
Convention schedule 60
The Electric Eye — *Program for TOP SECRET© agents* . . . 65
Dragon's Augury — *Simba Safari reviewed* 73
What's New 76
Wormy 78
Dragon Mirth 80

Rarely, if ever, has there been an issue of DRAGON™ Magazine that devoted this much space to the unsavory side of society. In this month's cover painting, artist James Warhola caught a band of bandits in the act. Inside, Roger Moore and Tom Armstrong have teamed up to capture the bandit in words, describing that profession for use as a non-player character class in the AD&D™ game. And, DMs using the WORLD OF GREYHAWK™ Fantasy Setting can now get the definitive word on who's where within the Bandit Kingdoms, thanks to the map on page 14.

So much for bandits. Speaking of unsavory characters, the bad guys in CHAGMAT would win a non-congeniality award hands down (and boy, have they got *hands!).* This AD&D adventure, created by Larry DiTillio, begins on page 33.

Are barbarians unsavory, too? Well, that sort of depends on *you.* In *From the Sorceror's Scroll,* Gary Gygax unveils the barbarian character class which is likely to be part of the upcoming AD&D expansion volume, and he invites all of you who've been waiting for such a character to give it a try.

Also inside is the last installment of Roger Moore's series on the major races in the AD&D universe, this one concerning kobolds, goblins, hobgoblins, and gnolls — the creatures we call "The Humanoids," for lack of a more accurate description that's nice enough to print. Maybe you'll understand why these guys are *so bad* when you see the... things they worship. (The first one to correctly pronounce "Khurgorbaeyag" gets to be an honorary goblin.)

How about some *good* news? Flip the page to see "Featured Creatures," a brand-new section wherein we'll be showcasing the best of Gary Gygax's menagerie of new monsters for AD&D play. This inaugural column is about the Devas — "the minions of Good," as Gary calls them. And it *is* the number one, "look-at-this-first" article in this issue — which, even with all the attention we're giving to bad guys, should show you where our loyalties really lie. — *KM*

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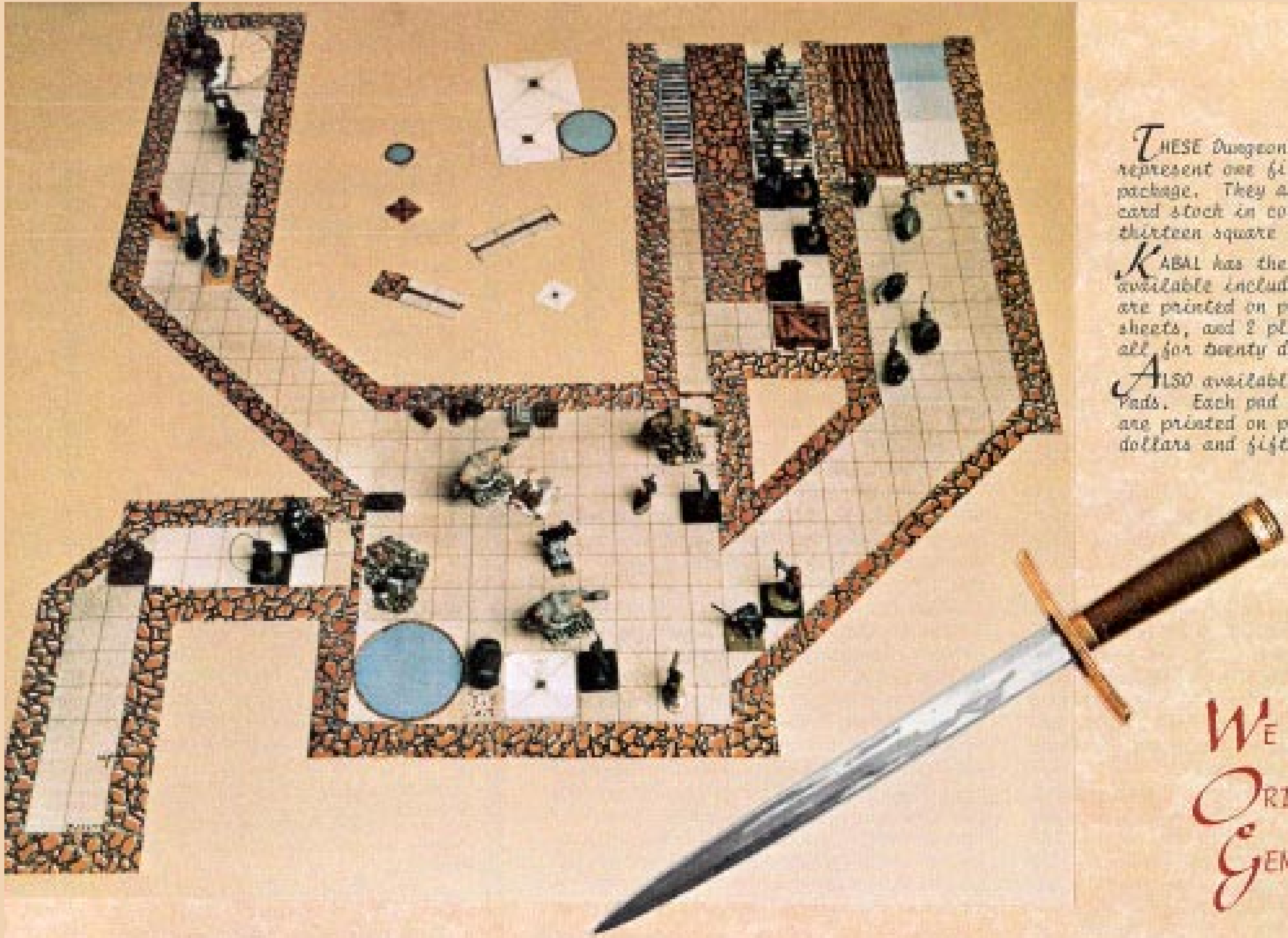

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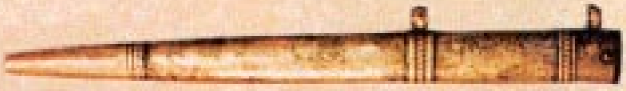

EXPERIENCE is awarded only in the particular area that it was earned. If a thief shoots a person with a bow it doesn't make him a better cutpurse. Opposition surmounted seasons and strengthens the abilities exercised.

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Out on a Limb

'What the heck?'

Dear Editor:

What the heck's going on?! Ed Greenwood's attempt ("Firearms," issue #60) to convince AD&D players and DMs to change this finely designed game into a "historical simulation" startled me.

Introducing firearms would dangerously disrupt the balance of the game. Limiting firearms, as Mr. Greenwood suggested, would be nearly impossible because of probable experimentation. There's bound to be at least one mad wizard in the crowd. AD&D might become AG&G, Advanced Gunpowder and Gunslingers. Why not just play BOOT HILL?

Keeping the true philosophy of the game will keep the game more interesting and challenging for both player and DM. What would be the product of a game with guns that do 5-50 points of damage in a world where the average person has 3 hit points?

Kwang Lee
Federal Way, Wash.

Boodle blunders

Dear Editor:

This concerns the *Flight of the Boodles* game. First of all, which valley is red and which is green? There is no different color as far as I can see. Perhaps you used special ink?

Next, about the Boodlewiz. The text says that his spell works on a roll of 1-4, but the two charts both say 1-3. What's the story, guys?

J. Hulick
Chesapeake, Va.

The story is this. The words "Flight of the Boodles" on both ends of the map were supposed to be printed in red and green, but they ended up black and black. I think the left-hand one was supposed to be the red one, but you can decide for yourself.

About the Boodlewiz: The original rules say that the wizard hits on 1-4, and since it appears that way in the text, we recommend you use it that way, changing each of the charts to conform. — KM

Cabot complaint

Dear Editor:

I have read Glenn Rahman's description of Tarl Cabot in Giants in the Earth (issue #61). Unfortunately, I feel that he may be wrongly used by those who haven't read of him.

Having read the series (John Norman's Gor books) from beginning to finish, I feel no one could classify Tarl Cabot as an evil character. "By begging for his life," Rahman writes, "he (Cabot) had lost his self-respect and felt unworthy of the Caste of Warriors. His alignment permanently altered to lawful evil, and he became a pirate captain in the wide-open delta city of Port Kar."

Did Rahman truly read these books, or did he just skim the one? In other books besides the one mentioned, Tarl Cabot is a good character, gaining back most of his lost respect through other deeds.

When Tarl Cabot was made a slave he was indeed demoralized, but this does not make him evil. Rahman tries to back up his theory by saying that Cabot seized ships and slaves. Two times during this particular book does Tarl gain ships. The first of these seizures was to save the group of people who enslaved him. After gaining possession of the ship he could have killed all of them, but instead he let them go. How can someone consider this evil? I would change his alignment from lawful good, but not to evil. I would suggest instead neutral good or lawful neutral, or better yet just get rid of the lawful and call him chaotic good or neutral.

Jeff Norton
Colorado Springs, Colo.

'Sixth sense'

Dear Editor:

Back in DRAGON #50 there was a letter suggesting that DMs exchange hints through your magazine. Here's my little addition:

Many times in fantasy books one reads about the hero having a sixth sense. ("Jaxen sensed something behind him. He whirled about...") Here is a flexible system for giving adventurers a sixth sense. When the DM feels that the character in question has a chance to use his "adventurer's sense," he secretly rolls to see if that character saves vs. breath weapon. If the save is made, the character senses something. Modifiers: Dwarves and gnomes get -1 in woods, +1 underground; elves get -1 underground, +1 in woods; rangers and druids get -1 underground, +1 outdoors; thieves get +1 when alone; magic-users get +1 when magic is nearby; clerics get +1 when the thing that may be sensed is of an opposing alignment.

Chris Meyer
Marigot, Dominica, West Indies

'Great value'

Dear Editor:

Current issues of DRAGON have been excellent, providing many various aids which have been of great value to my friends and I. Issue #61 is the latest of a steady stream of fine magazines. The articles on gnomes are the finishing touch to the demi-human races

Turn to page 75)

Dragon T.M.

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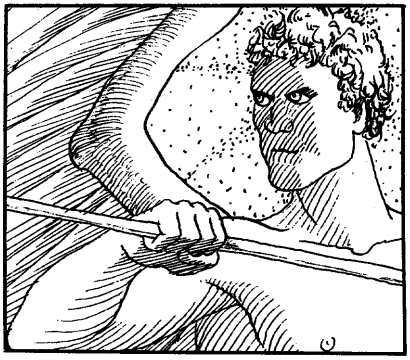
FEATURED CREATURES

OFFICIAL AD&D™ MONSTERS FOR YOUR CAMPAIGN



by Gary Gygax

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With one or two exceptions, new monsters published in DRAGON™ Magazine are not *official.* All that means is that they are not approved for use with either the AD&D™ game system or the D&D® game system. In fact, most will never see additional exposure— certainly not in the former game and unlikely in the latter. So such monsters are all right, but they are not as useful as official ones. For the past few years, the only new source of such monsters has been modules. The FIEND FOLIO™ Tome certainly expanded things when it was released, but thereafter there has again been a dearth of official new creatures. For a time, at least, this column will alleviate the problem.

As many of you Good Readers are aware, I am at work on a second volume of the AD&D Monster Manual. Of course, some of the creatures therein will be of the rather unextraordinary sort, monsters and creatures needed in play but not noteworthy otherwise. These sorts of monsters will not appear herein; instead, these will be the most interesting or useful ones. The statistics and descriptions given will be essentially the same as they will appear in Monster Manual Volume II. Without further ado, I introduce to you the minions of Good, the Devas!

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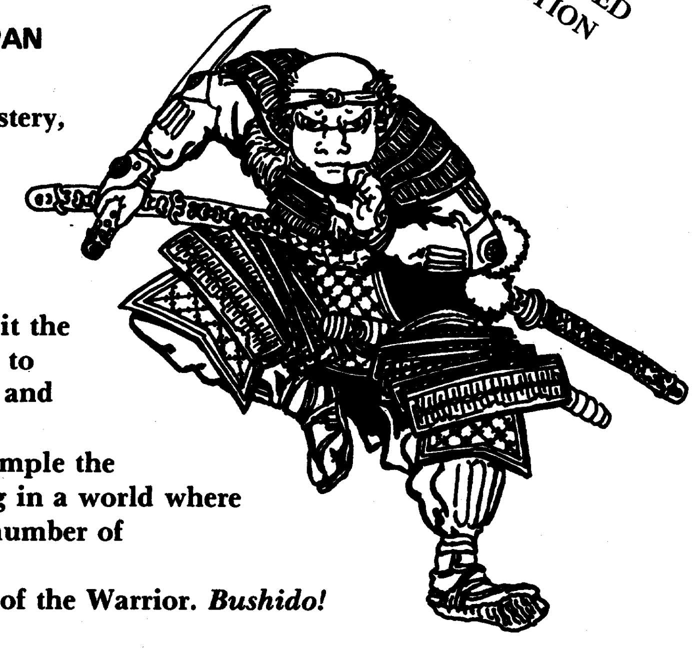

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DEVA

The race of devas inhabit the upper Outer Planes of Good. Devas are servants and messengers of the various deities of good alignment; i.e., some devas are lawful, some chaotic, some neutral, but all are good. Devas are by no means the most powerful creatures on the planes they inhabit, although there is no question that they are powerful minions of Good. (Cf. *Planetar, Solar).*

All devas are able to travel about the planes of good alignment, although those of lawful nature will be found doing so only when obeying some instruction from a deity, and even chaotic devas seldom journey from place to place except in service. All devas can become ethereal as well (although only one sort can travel astrally except when commanded by a deity). They generally operate equally well in any environment, including water.

When on the Prime Material plane or any Elemental plane, only the material body of a deva can be destroyed. The spirit of the deva is invulnerable and will return to its own plane instantly upon destruction of its fleshy form, there to remain for a decade, regaining the power necessary to again form a corporeal body. Note, however, that when on any other plane, all devas are subject to actual death.

No deva will ever negotiate with beings or creatures of evil nature, although non-lawful devas might strike a bargain with non-evil neutrals. A deva can usually evaluate opponents so as to determine which are most powerful and pose the greatest threat, and attack accordingly. Attacks can be divided between opponents during a round if the deva so desires.

General Characteristics

All devas can perform the following spell-like powers, one at a time, one per round:

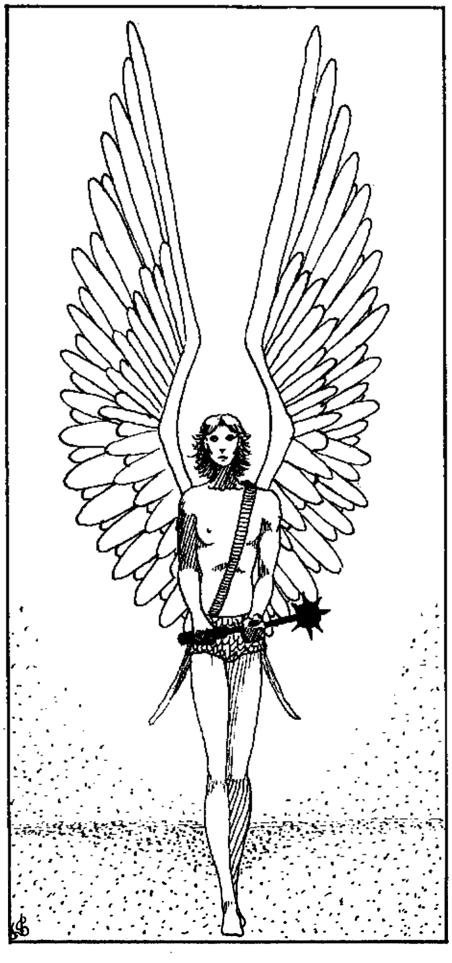
Cure disease (3/day)
Cure light wounds (7/day)
Cure serious wounds (3/day)
Detect evil
Detect illusion
Detect magic
Detect traps (7/day)
Dispel magic (7/day)
Etherealness
Heal (1/day)
Know alignment
Invisibility (individual or 10' radius)
Light (effect varies)
Polymorph self
Read magic
Remove curse
Remove fear
Teleport (no error)
Tongues
Ultravision

Devas are affected by the listed forms of attack as noted below:

Attack form	*Max. damage*
acid	full
cold	none
electricity	none
fire (normal)	none
fire (dragon, magical)	half*
gas (any)	none
iron weapon	none†
magic missile	none
petrification	none
poison	none
silver weapon	none†

*Exception: Monadic devas are not affected by fire of any sort.

†Unless the weapon is also magical, in which case damage will be full.



Astral deva

FREQUENCY: *Very rare*
NO. APPEARING: *1-3*
ARMOR CLASS: *-6*
MOVE: *18"/42"//15"*
HIT DICE: *9 + 36*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *4-15/4-15*
(+6 strength bonus)
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *65%*
INTELLIGENCE: *Genius; Wisdom 20*
ALIGNMENT: Good
SIZE: *M (7' tall)*
PSIONIC ABILITY: *210*
Attack/Defense Modes: *ABCE/FGH*
LEVEL/X.P. VALUE: *IX / 10,100+25/h.p.*

Astral devas are principally employed in the Astral Plane or on any of the outer Lower Planes. Alone or in groups, they move about in service to their sovereigns. They are very quick, whether afoot or using their mighty pinions in flight.

An astral deva normally carries a huge, mace-like weapon which it can wield nimbly. This weapon is of +3 value when employed by an astral deva. Any creature struck twice in the same melee round and suffering damage in excess of 20 hit points must save vs. magic or be knocked senseless for 1-4 rounds. The weapon also acts as a *Mace of Disruption* (q.v.) wielded by a 9th level cleric.

An astral deva can use all the spell-like powers given in the general description at will, one per round, to the applicable maximums. *Light* shed by an astral deva can extend as far as a 40-foot radius, or be limited to as small as a 4-foot radius, as the creature desires. The *protection from evil* is manifested in a 10-foot-radius sphere of +2 power. An astral deva can also *dispel illusion* or *invisibility* of any *sort, polymorph self,* or *remove curse,* all also one per round. Once per day an astral deva can create a *blade barrier* which will last for up to 7 turns.

Astral devas can never be surprised. It requires a +1 or better magic weapon to harm them. Total vacuum does no harm to astral devas. They are immune to life level loss from undead or magic. Their souls can not be trapped or imprisoned, and they are immune to death spells.

Description: Astral devas are tall, slender, and graceful. They have golden skin and hair, amber eyes, and large white wings tinted with gold. They otherwise resemble humans. Charisma effect is 20.

Movanic deva

FREQUENCY: *Uncommon*
NO. APPEARING: *1-6*
ARMOR CLASS: *-5*
MOVE: *12"/30"/21"*
HIT DICE: *7 + 28*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *3*
DAMAGE/ATTACK: *By weapon type (+5 strength bonus)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *55%*
INTELLIGENCE: *Exceptional; Wisdom 18*
ALIGNMENT: *Good*
SIZE: *M (6½' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *IX / 7,850 + 18/h.p.*

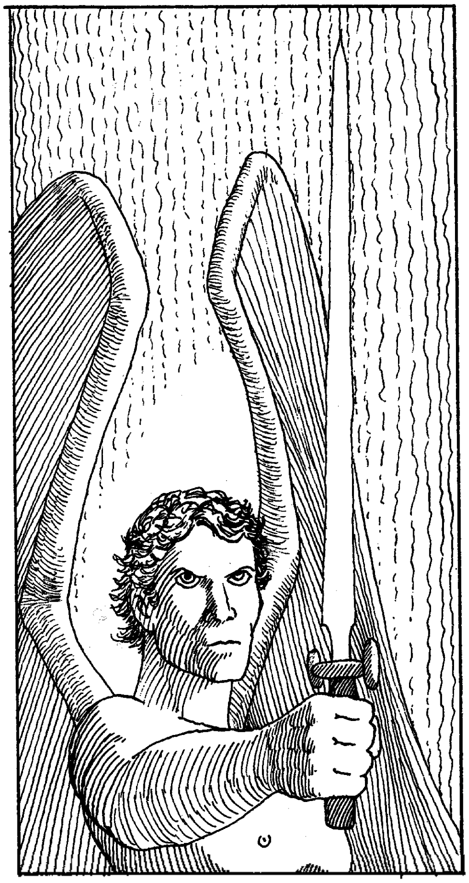
Movanic devas serve primarily on the Material Planes — Negative, Positive, and Prime. The negative energy or positive power is one to them.

A movanic deva typically is armed with a long, slender sword with which it strikes with great rapidity and skill. The weapon generally conforms to the characteristics of a +1 *Flame Tongue* sword with respect to efforts and special bonuses to hit and damage.

A movanic deva can use the race's spell-like powers at will, one per round, to the applicable maximums. *Light* shed by a movanic deva varies from 2 feet to 20 feet in radius, as desired. The *protection from evil* sphere is one of 10-foot radius and +1 power. A movanic deva can also, at will, one per round, *cause* (or *cure) blindness, detect traps,* and *neutralize poison* (3/day).

Movanic devas can be harmed only by weapons of +1 or better. Plant life of any sort will not (and cannot) harm them. Similarly, normal animals will not willingly attack them. (Reptiles and similar creatures, as well as "monsters," will do so). They are immune to death magic, life level loss, energy drain, and other energy effects of the Negative or Positive Material Planes.

Description: Movanic devas have skin of pale rose color. Their hair is coppery red and their eyes of a metallic coppery hue. Their wings are rosy white. They otherwise resemble humans of the most superior sort. Charisma effect is 18.



Monadic deva

FREQUENCY: *Rare*
NO. APPEARING: *1-4*
ARMOR CLASS: *-4*
MOVE: *15"/36"//18"*
HIT DICE: *8 + 32*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *3-12/3-12 (+4 strength bonus)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *60%*
INTELLIGENCE: *Genius; Wisdom 19*
ALIGNMENT: *Good*
SIZE: *M (6' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *IX / 8,100 + 20/h.p.*

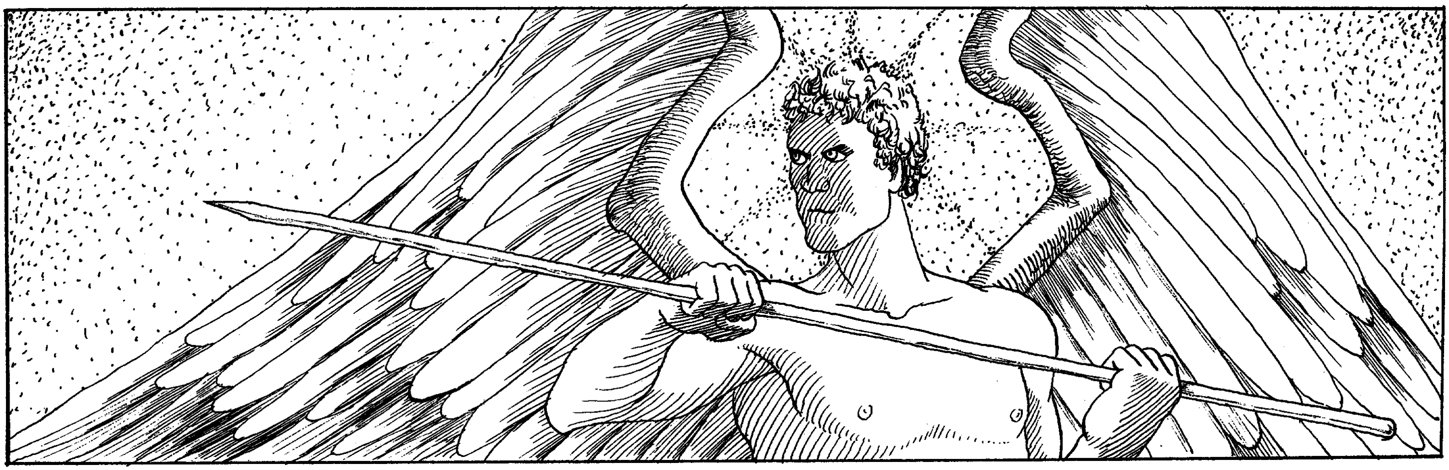
Monadic devas are usually employed in the Ethereal Plane and the Elemental Planes. Any environment is home to these creatures.

A monadic deva normally carries a metal rod equal to a +2 weapon which can be used either to pierce or smite at up to a 10-foot distance. Any very dense creature so struck, such as one of solid rock, or an armored opponent, will take double damage on any second hit during a single round of combat.

A monadic deva can use the race's spell-like powers at will, one per round, to the applicable maximums. *Light* shed by a monadic deva can extend from a 3-foot radius to a 30-foot radius, as desired. The *protection from evil* sphere is a +1 barrier of 15-foot radius. A monadic deva can, at will, one per round, *hold monster* (elementals only, 1 creature, 8 rounds, 3/day) or *project image* (1/day).

Monadic devas can be hit only by +1 or better weapons. They are immune to life level loss from magic or undead, or death magic from any source.

Description: Monadic devas are milky white, with silvery hair and colorless eyes. Their wings are white with a silvery sheen. They otherwise resemble very strong humans, with broad shoulders and heroic build. Charisma effect is 19.



The big, bad barbarian

by Gary Gygax

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As usual, I am working on too many projects at once, and each gets a bit of attention but seems to never get done. At some point quite a few should suddenly be completed, and my productivity will seem great indeed. Meanwhile, I have dusted off the barbarian character class which the testers have enjoyed the most of the new classes I have proposed for the expansion of the AD&D™ rules. While the other classes seem to need more work, barbarians were instantly used and enjoyed by those eager for a change. Now you, Gentle Readers, have a chance to test the class for yourselves and see if you agree.

BARBARIANS

Barbarians are a sub-class of fighters. At first glance they might seem rather similar to plain fighters, but a thorough study of the sub-class will reveal that they are by far the most singular type in the whole fighting genre (also including fighters, rangers, and paladins).

Character abilities

Barbarians have no major characteristics and thus gain neither a penalty or bonus with respect to experience points. Barbarians never have psionic ability *per* se. To determine the characteristics of a barbarian character, use the following table:

Ability	**Dice to find point score**	**Special or bonus**
Strength	best 3 of 9d6	as per fighter
Intelligence	3d6	as per table in PH
Wisdom	4d4	as per table in PH
Dexterity	best 3 of 7d6	+2/point over 14 *
Constitution	best 3 of 8d6	+2 h.p./point over 14
Charisma	3d6	as per table in PH

*— Dexterity bonus to armor class applies only when armor worn is below the *fairly bulky* or *bulky* armor types. If at least *fairly bulky* armor is worn, reduce the bonus to +1 per point of dexterity in excess of 14.

Race of barbarian characters

Only humans can be barbarians.

CHARACTER CLASSES TABLE I (additional)

Class of character	**Hit die type**	**Max. number of hit dice**	**Spell ability**	**Class level limit**
Barbarian	d12	**8***	no**	none

*— The initial die roll for a barbarian character can never be less than 7, with scores of 1 to 6 being treated as 7, but all additional rolls are as shown by the die.

**— Some barbarian abilities resemble spells, but these innate *spell-like* abilities are not spell abilities.

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CHARACTER CLASSES TABLE II (additional)

Character	Armor	Shield	Weapons	Oil	Poison
Barbarian	any*	any	any	yes	?

* — Partial loss of dexterity bonus (see note under "Character abilities" above) will make wearing of *fairly bulky* or *bulky* armor unlikely.

Magic armor, shields, and weaponry

Barbarians detest magic and distrust those who use it. They will refuse to employ any sort of magic item if they recognize it as such. They will destroy magic items if they have their way. While a magic-user will be shunned by barbarians, clerical spells are not regarded as magic (except for the more powerful spells not typically usable by a tribal shaman or low-level cleric), so barbarians will associate with clerics on occasion.

The Barbarian: General description

Barbarians are a sub-class of fighters who are adept at many skills necessary for survival in a hostile environment. These skills include rapid movement, climbing, use of many weapons, certain "sixth senses," and many secondary and tertiary skills. They are likewise tough and able to recover from damage quickly.

Barbarians may be of any non-lawful alignment.

The base movement rate for a barbarian is 15".

Languages: A barbarian knows only how to speak his or her own tribal/national tongue and Common. A barbarian must learn to read and write if he or she so desires to have those skills. A barbarian can learn languages according to his or her intelligence. In any case, a barbarian does not use alignment language of any sort.

Special skills: A barbarian climbs trees and natural cliffs (or ledges, mountains, etc.) as a thief of the same level would climb walls. Barbarians may also climb walls of other kinds once they have had the opportunity to practice scaling a particular type of surface. Barbarians can hide in natural surroundings as a thief of three levels higher would *hide in shadows* if the terrain is familiar to them, otherwise, the hide as a thief of the same level.

Secondary skills: Every barbarian possesses all of the following secondary skills:

Survival: This skill includes hunting, small animal trapping, fishing, food gathering, shelter building, body covering, and fire making.

First Aid: This skill includes binding wounds, setting sprains or broken bones, concocting and/or applying natural poison antidotes (10% chance of success unless poison form is known; then chance rises to 50% plus victim's constitution), and knowing and applying natural cures for minor illnesses.

Outdoor Craft: This skill includes animal identification, plant identification, direction determination, and general weather prediction.

From the
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Monster Manual
Sorceror's Scroll

Tracking: This skill is equal to that of a ranger of the same level, but a barbarian may track only in the outdoors.

Secondary skills are generally not usable (certainly not to their fullest potential) in areas which are unfamiliar to the barbarian, although the skills can be applied to a new locale with differing flora, fauna, and climate after about one month of continual exposure to the new area.

Tertiary skills: Barbarians will have one or more of the following tertiary skills, depending on the locale and culture from which they originate.

Animal Handling: Usually dogs but possibly some other animals such as wolves, large birds, giant lynx, etc.

Horsemanship: This skill could also include the handling of draft teams.

Long Distance Signaling: Drums, smoke, mirror flashes, etc.

Running: This skill implies that the barbarian can move at double normal speed for no fewer than three days before having to "rest" by spending a day moving at normal speed. Similarly, endurance will be twice normal for movement situations.

Small Craft, Paddled: This skill includes the building and use of small canoes and hide boats.

Small Craft, Rowed: This skill includes the building of wooden boats and the rowing and/or sailing of them.

Sound Imitation: This skill includes the mimicking of bird and animal calls and sounds, either for luring those creatures or for signaling purposes.

Trap Building: This skill includes the ability to construct deadfalls, pits, and other traps for large or even very large animals and like creatures.

Special abilities and defenses

Barbarians have the following special characteristics:

Surprise: Barbarians surprise opponents at least 50% of the time, increasing to 4 in 6 (66 2/3%) when they are in familiar terrain. In turn they are surprised themselves only 10% of the time, 5% in familiar terrain.

Back Attack: Any attempt to attack a barbarian from behind, including such attacks by assassins and/or thieves, has a 5% chance per level of the barbarian of being detected and countered. That is, if a barbarian detects a back attack (with a 5%

chance of so doing if he or she is 1st level, 10% if 2nd, etc), the barbarian avoids the attack form. The former back attack becomes a normal attack. The barbarian is also then entitled to attack the former back attacker, even though the barbarian may already have engaged in what would otherwise have been his or her full normal combat for that round.

Leaping and Springing: Barbarians are able to leap up to a maximum distance of 10 feet forward, 3 feet backward, or 3 feet upward from a standing start. If able to move freely and get a running start, the forward leap can range from 16 to 21 feet, and the upward leap from 4½ to 6 feet (d6 and d4 respectively). *Springing* under similar conditions gives an upward distance of 4—7 feet, depending on the surface used as a step to gain height and "spring."

Detect Illusion: Barbarians have a 5% chance per level of determining that some sight, sound, or other sense is actually an *illusion/phantasm* spell of some type. Regardless of the barbarian's level, however, the chance to so detect such spells may never exceed 75%.

Detect Magic: Barbarians have a base 25% chance of detecting any sort of magic other than an *illusion/phantasm.* This applies to items or spells, but not to persons who are able to effect magic. For each level the barbarian gains beyond the 1st level, an additional 5% to the chance to *detect magic* is gained. The chance to so detect may never exceed 90%, regardless of the barbarian's level of experience. The type of magic is never revealed by this ability.

BARBARIANS (FIGHTERS) TABLE I.

Experience Points	Experience Level	I P-sided dice for accumulated Hit Points	Level Title
0—6,000	1	1*	Barbarian
6,001—12,000	2	2	Barbarian
12,001—24,000	3	3	Barbarian
24,001—48,000	4	4	Barbarian
48,001—80,000	5	5	Barbarian
80,001—150,000	6	6	Barbarian
150,001—275,000	7	7	Barbarian
275,001—500,000	8	8	Barbarian
500,001—1,000,000	9	8+4	Barbarian
1,000,001—1,500,000	10	8+8	Barbarian
1,500,001—-2,000,000	11	8+12	Barbarian

500,000 experience points for each additional level above the 11th.

*— Initial die roll for hit points must be at least 7; rolls of 1 to 6 are treated as the minimum result of 7 points.

BARBARIANS' ATTACKS PER MELEE ROUND TABLE

Level	Attacks per Melee Round
Barbarian 1-5	1/1 round
Barbarian 6-10	3/2 rounds
Barbarian 11 & up	2/1 round

WEAPON PROFICIENCY TABLE

Class of Character	Initial Number of Weapons	Non-proficiency Penalty	Added Proficiency in Weapons/Level
Barbarian	6	-1	1/2 levels

Next issue: New weapons to wield

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Notes Regarding Weapon Proficiency Table:
Initial number of weapons *must* include Axe (Hand), Knife, and Spear. One or more additional required weapons based on native area may optionally be decreed by the DM.

Charisma: When dealing with other barbarians, a given barbarian adds his or her level of experience to his or her charisma total to get an effective charisma effect upon other barbarians.

Combat: Barbarians use the table for normal fighters.

Saving Throws: All barbarians have the following bonuses to their saving throws:

vs.	poison	*+4*
	paralyzation	*+3*
	death magic	*+3*
	petrification	*+3*
	polymorph	*+2*
	rod, staff, wand	*+2*
	breath weapon	*+2*
	spell	+1

The above bonuses are in addition to any others which might be applicable.

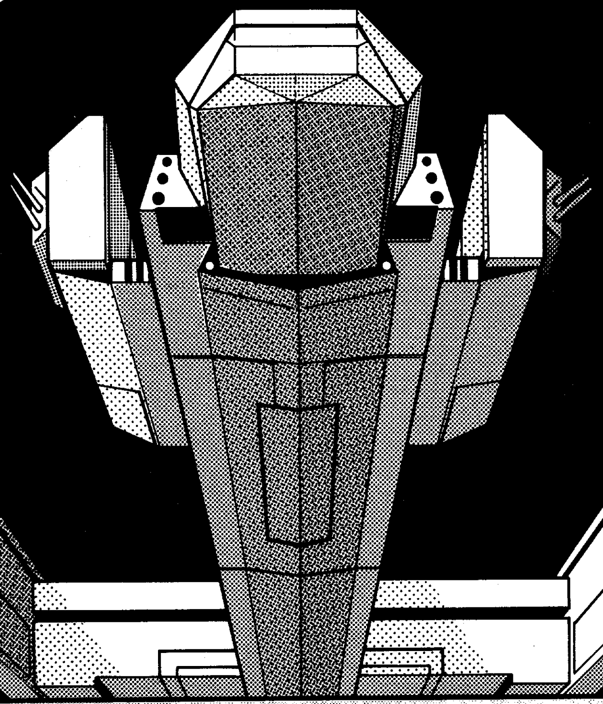
Native Territory: It is mandatory that barbarian characters come from some out-of-the-way, barbaric state or area. Typically they will come from wild tribes, nomads, or groups of savages. Such uncivilized areas are the only places that can generate the necessary surroundings to produce individuals of the stock from which barbarian fighters would be drawn.

Relating this to the WORLD OF GREYHAWK™ map, the lands of the Frost, Ice, and Snow Barbarians, as well as the Hold of Stonefist, would produce Scandinavian/Slavic-type barbarian fighters. These characters would employ broad swords and short bows as additional required initial weapons. Horsemanship would be nominal at best, but running would be normal, and in most cases the skill of making and manning rowed boats would exist.

Nomads from the Rovers of the Barrens, Tiger, and Wolf Nomads would be excellent horsemen, and the former group would also have running skill as well. The Rovers, being the most barbaric group, would also likely generate individuals with skills in animal handling, paddled small craft, sound imitation, and trap building. The other nomads would be most effective in long distance signaling. Rovers would be skilled in weapons such as the club, javelin, and lasso or short bow. Nomads would have such weapons as the lance, scimitar, and composite short bow.

Savages from the Amedio Jungle or Hepmonaland would have skills in long distance signaling, running, possibly paddled small craft, sound imitation, and trap building. Their required initial weapons would also include the blowgun or short bow, club, and dart or javelin in the Amedio. With respect to Hepmonaland, the atlatl and javelin, club, and short sword are typical weapons. *(Editor's note: Official statistics for the atlatl and the blowgun will appear as part of this column in next month's issue of DRAGON™* Magazine.)

From the foregoing, the DM can understand why it is important to give barbarian characters a native homeland. Not only does this help determine weapons initially known, but it also serves as a base for judgement as to the skills and abilities of the barbarian when he or she ventures into places outside native homelands. After a period of dwelling in a new area, a barbarian character does become as effective as he or she is in his or her native territory, but until then many of the abilities and skills of the character will be severely curtailed.



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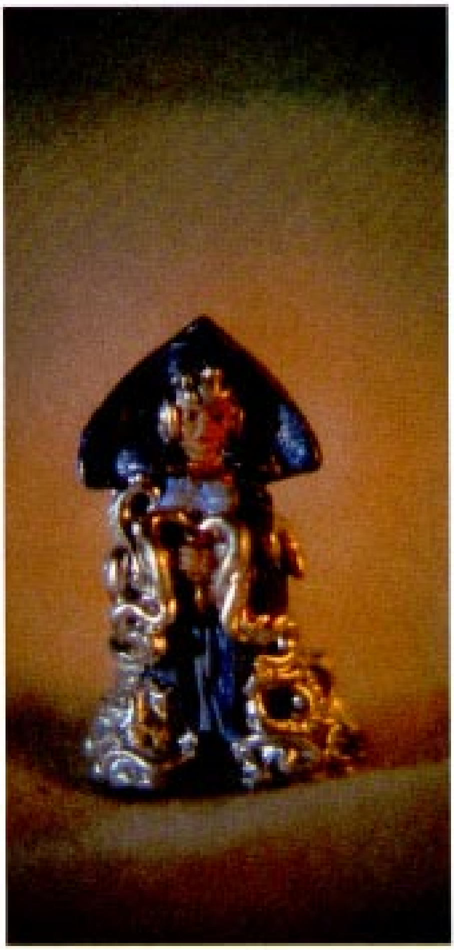
Smile! You're on

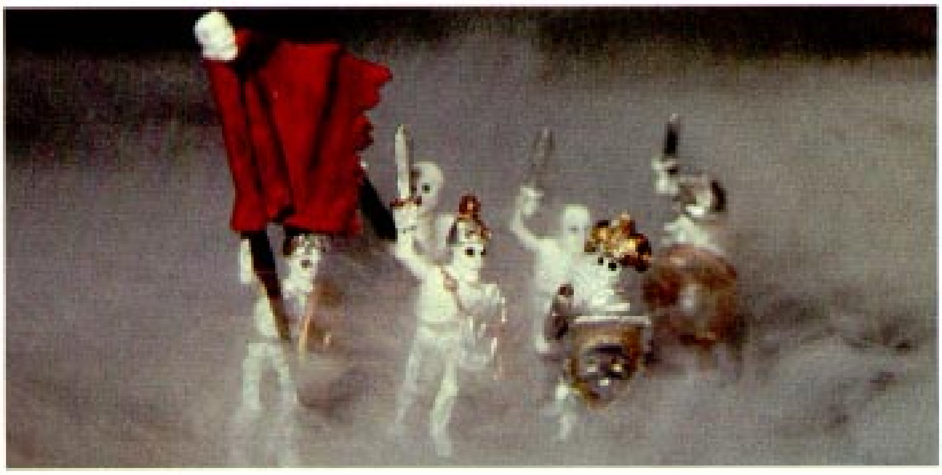
Darlene Blanchard takes pictures of demons and dragons —and her studio's in her dining room.

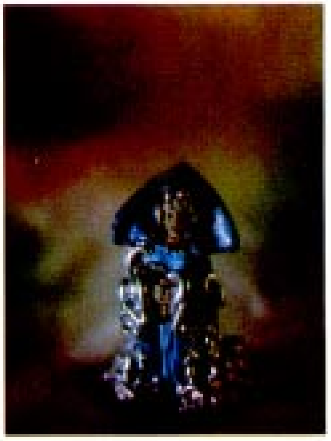
The Tampa, Florida, woman hasn't invented a new fantasy role-playing game, like *Sorcerers & Snapshots.* But the high-level shutterbug has combined photography with two other hobbies: fantasy gaming and miniatures painting.

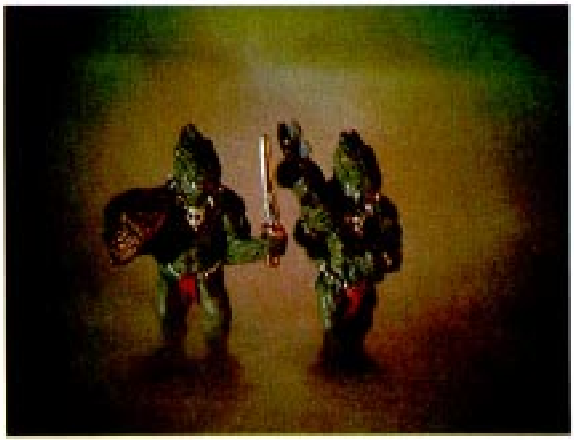
The results are on these pages — and anyone with a camera, some miniatures, and a little patience and imagination can duplicate these fantasy photos, according to Darlene.

"It took some trial-and-error until I was satisfied with my results, but it was a lot of fun," she said. "I learned a great deal of basic photography by experimenting with the lighting and various special effects, and I know there are still many other things









Photos

by Darlene

Kay Blanchard

No fancy studio is needed to take pictures of your miniatures, as Darlene Blanchard discovered. Her husband took this picture of her (top left above), taking a picture of one of her favorite subjects, a great dragon. The beast is the focal point of another picture, taken with the AD&D™ Players Handbook as a backdrop (opposite page, top right). The rest of the photographs on these pages illustrate other special effects techniques the Florida woman discovered. The female magic user show above, was captured in two shots, showing how cutting holes in inexpensive plastic can produce different effects. Dry ice is another way to make an ordinary picture more exciting: Above it is used with an army of skeletons (top) and in combination with the plastic diffusion filter that heightens a portrait of two lizardmen. On the opposite page, two more dragons are shown, one with a crinkle-cut piece of red plastic over the lens; the other with a Djinn and a cloud of dry ice mist (bottom). The other figures pictured on the page are a demon with a plain red filter (top left) and a Minataur with dry ice and aluminum foil in the background.

Story

by Bryce

Knorr

fantasy camera!

that can be done to produce more interesting photos."

Her interest in the *ADVANCED DUNGEONS & DRAGONS®* game came through her husband, Jim, who started her playing two and a half years ago. Miniatures painting followed, and it was natural to mix that with photography, which she's pursued as an "advanced amateur" for more than six years.

"The first roll I did was really terrible," she said. For her second attempt she "bracketed"— adjusting the camera to see what worked. "It's real easy once you get the settings."

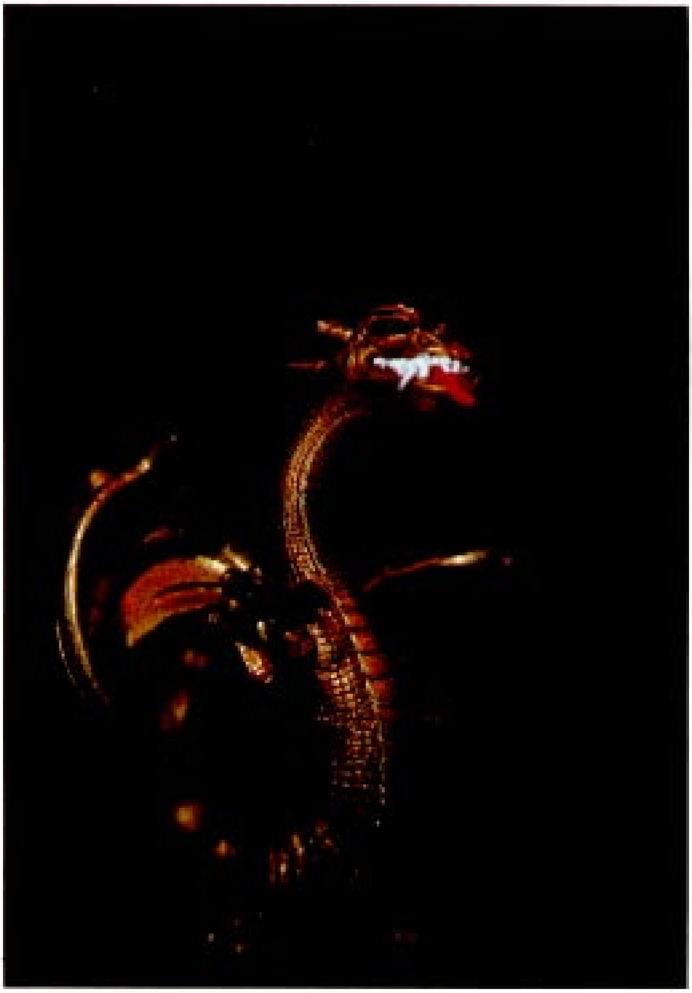
Using finer-grained, "slow" color slide film (ASA 64), she adds two light sources: an electronic flash angled from one side and a floodlight from the other. She prefers 1/60th of a second shutter speed, with an aperture opening of f4.5 or f5.6. As for cameras, Darlene uses a 35mm with a 85-210mm zoom with close-focus ability, coupled with close-up filters. A 50mm lens with the close-up filters will also work, she says, as will more exotic — and expensive — equipment. A tripod and cable release help avoid blurry pictures caused by camera motion.

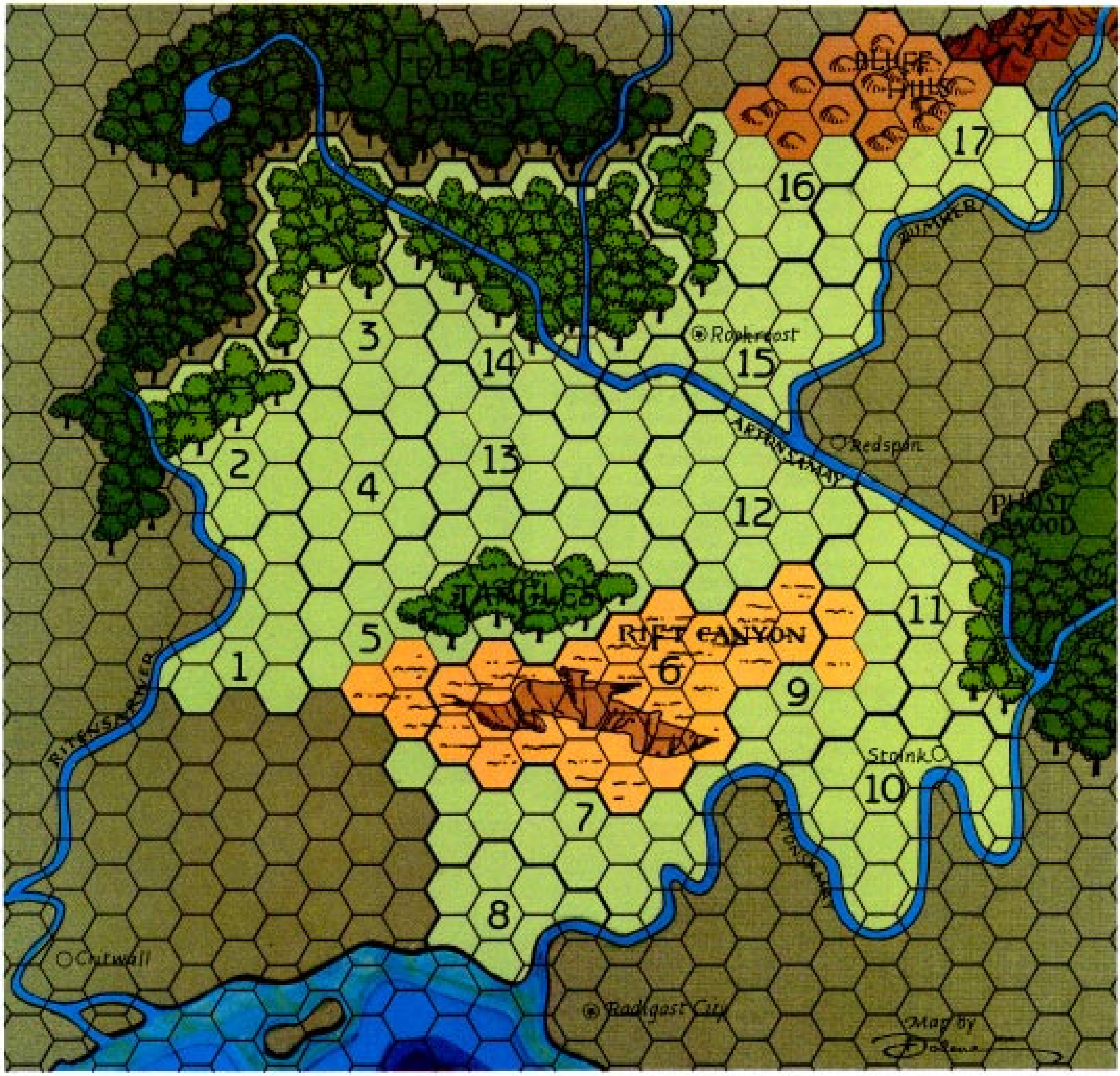
Using miniature figures means she doesn't have to rent a full-sized dungeon for her shoots. A pile of sand, crinkled aluminum foil or piece of felt draped over a dining room chair is sufficient. Darlene also improvised with special effects. Cutting nickel-sized holes in translucent plastic held up to the lens made good diffusion filters. "You can buy filters like that with color spots and screw them into the lens, but this was a whole lot cheaper," she said. "I think I paid 25 cents for the plastic."

She achieved one of the most interesting effects with dry ice she got from her job as a medical technician in a toxicology lab. She puts the dry ice in a bowl of water off to the side, and when the initial bubbling subsides, a nice mist is produced.

Darlene also develops her own film. Besides saving money, she says, "you can take a look at what you have right away."

In Darlene's case, the looks are interesting, to say the least.

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Bluff Hills
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Zumker
Rookroost
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Artonsamay
Redspan
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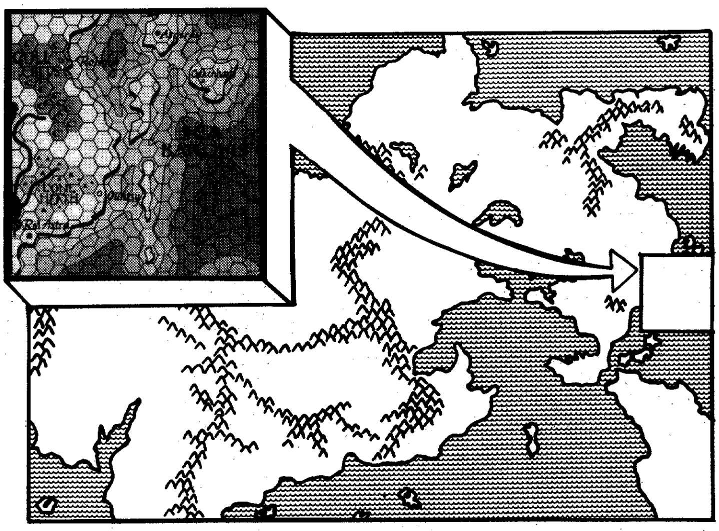
Phost Wood
Tangles
Rift Canyon
11
5
6
1
9
Ritensa River
Stoink
10
7
Artonsamay
8
Critwall
Radigast City
Map by

Where the bandits are

Campaigns using the WORLD OF GREYHAWK™ Fantasy Setting have, until now, suffered from a lack of detailed facts on the Bandit Kingdoms. This map defines the territorial borders within the Combination of Free Lords as of the spring of CY 579. The text at right gives the basic makeup of each force: Its number (keyed to the map), the name of its leader (and his class and level), and the quantities of different types of troops in that force, where Cav = cavalry, Inf = infantry, and H (plus a creature type) = humanoids. (For more information on recent activities in this area, see issue #56 of DRAGON™ Magazine.)

1. Warfields: Guardian General Hok (fighter, 11th); Cav 300, Inf 500.
2. Wormhall: Baron Oltagg (ftr/thief. 4th/9th); Cav 150, Inf 400, H (gnolls) 100.
3. Freehold: Master Eab Huldor (magic-user, 9th); Cav 350, Inf 800.
4. Kor: Rhelt Abbarra (assassin, 10th); Cav 400, Inf 600.
5. Tangles: Earl Reynard (bard, 8th; ftr/thief, 6th/7th); Cav 200, Inf 550.
6. Rift: Plar Lintoff (thief, 13th); Cav 150, Inf 350, H (gnolls) 200, (bugbears) 50, (ogres) 10.
7. Reyhu: Tyrant Celdro (fighter, 10th); Cav 300, Inf 700.
6. Redhand: Prince Zeech (cleric/ftr, 5th/8th); Cav 100, Inf 300.
9. Artonsamay: Duke Nebon Gellor (fighter, 9th); Cav 250, Inf 250.
10. Stoink: Boss Dhaelhy (ftr/thief, 8th/5th); Cav 200, Inf 650.
11. Dimre: Szek Winvid (cleric, 10th); Cav 300, Inf 550.
12. Johrase: King Selnon (fighter, 11th); Cav 350, Inf 550.
13. Midlands: Graf Venholtee (cleric/ftr, 3rd/7th); Cav 200, Inf 450.
14. Greenkeep: Lord Yanboli (half-elf ftr/m-u/thief, 5th/5th/5th); Cav 150, Inf 600.
15. Rookroost: Plar Teuod Fent (illusionist, 9th); Cav 250, Inf 450.
16. Fellands: Lord Avaerd (fighter, 10th); Cav 300, Inf 850, H (orc guards) 100.
17. Groskopf: Baron Skiven (fighter, 11th); Cav 150, Inf 300, H (ogrillons) 50.

Borders of these territories are shown by thick, black hexsides, except where a river forms part of a boundary.



GREYHAWK'S WORLD

NEWS, NOTES AND VIEWS
OF THE GREYHAWK CAMPAIGN

EVENTS OF THE EASTERN AND SOUTHERN FLANAESS

by Robert J. Kuntz

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Much has transpired concerning the Great Kingdom and its environs. Nyrond's troops still are mustering. The gathering forces might well see action before year's end. Almor's position as a buffer between Nyrond and the Great Kingdom is less palatable than ever for them. Although the fear and hatred of the Overking remains unabated, Almor does not wish to become the arena for a battle between the large powers on either hand. The current attempt to dismember the Iron League, with the counter-action in South Province, seems to place Almor in an unavoidable position where she can do little but call up all of her forces and hope to take the fighting to the Aerdi before they can march into Almor.

During the period of CY 577 to 578, the machinations of the See of Medegia seemed aimed at sapping the strength of the Malachite Throne as much as they chivvied the Great Kingdom's enemies south and east. Likewise, the prideful Sea Barons appeared bent only upon their own ends. The wheel turns...

THE SEA BARONS

As has been documented earlier, the Lord High Admiral reacted promptly to the summons of the Overking — this despite some severe raiding from the northern barbarians. Asperdi has recently dispatched a sizable contingent of ships and men to the North Province. In essence, this force represents a squadron of warships to control the sea, while a solid block of fighting men, most of them veterans of skirmishes with barbarian raiders, stiffens the forces of the Herzog.

Led by the Admiral's eldest son, Lord Captain Aldusc, known as a respectable commander and excellent strategist, the convoy reached Bellport about mid-year in CY 578. The warships are now reported to be operating along the coast. Included are no fewer than six large galleys and perhaps a score of other warships. The troops were divided after landing into main and reserve groups.

The main force, a contingent of 600 veteran heavy footmen, well armed and armored, and a similar-sized unit of veteran light infantry, with supporting light crossbowmen, javelineers, and elite light cavalry (120 in each contingent), has moved to join Herzog Grenell. In addition to providing a solid infantry block, the light units are reputed to be fine scouts and adept at raiding. This force is commanded directly by Lord Captain Aldusc, a doughty fighter (9th level). With the captain are his hand-picked bodyguards, a force of some 30 horsemen, all of them 1st-4th level fighters.

The reserve force has stayed in Bellport to assure that a secure base is maintained. This contingent is said to consist of 120 veteran heavy infantry, 120 regular crossbowmen, 240 light infantry (to patrol and do scouting in the north), and His Lordship's Own Company of Artillerists. This latter force is a body of some 120 artillerists and engineers who now man 4 heavy and 6 light catapults defending Bellport's landward approaches. This contingent is under the command of Sir Radolph Gerdio, Under-Admiral and current Second Captain of the Northern Fleet.

Traffic between the cruising squadrons and Bellport is continual, and information of any sort will be communicated rapidly. Should, for instance, the town be attacked from land, the fleet elements could not only supply it, but these ships could also land well over 1,000 marines and sailors to reinforce the garrison if need be. Likewise, if the ships are attacked, they can be assured of a safe port under the frowning parapets of the town.

NORTH PROVINCE

His forces battered, Herzog Grenell withdrew them to a position which masked both Edgefield and Eastfair — and no enemies pursued, they being bent on other matters. This left His Grace with the opportunity to rest his battle-worn array and seek reinforcements. Both Eastfair and Edgefield were stripped of all available men, adding a stiffening of cavalry and missile troops to the levied footmen. This exhausted all of the available manpower in the whole of the North Province, for the east had already been called upon to the full.

The time granted to Herzog Grenell was indeed fortunate for him, as it allowed the integration of the new units into his army and enabled them to be trained to some degree. With the addition of the contingent of troops from the Sea Barons, the Herzog's array again approaches a strength of 10,000, and attaining that size would likely prompt the Herzog into initiating a campaign of his own. If the humanoid bands do not immediately force the issue, Grenell might well turn the tide of affairs. If there are major moves from the north, then even the presence of the troops from the Sea Barons may not suffice to stem the tide of invading humanoids bent on sacking the whole land.

Meanwhile, patrols from Edgefield have been probing the Blemu Hills and otherwise keeping a constant watch on the enemy. Obviously, there is considerable concern that a major thrust into the flank of the province is being readied from somewhere around the Blemus, or possibly the northern Adri Forest. With Knurl as a supply base and rallying point, the invaders will be hard to defeat decisively.

Because of this thorn in his side, Herzog Grenell might do well to reconsider his strategy. His battle-ready units might best be loosed on a westward thrust, while the right conducts a holding action with Bellport as a hinge. This switching of fronts will not be difficult because of the Herzog's positioning near Eastfair and the reliable garrison at Bellport.

In fact, rumor has it that a new commander for the Western Approaches has been appointed. The new provincial troop arrivals are said to be under command of one General Hooglish. Though untried in any major action, Hooglish boasts of calming Knurl and sending the remainder of the orc clans (remnants of the Vile Rune and the ever-strengthening hordes of the Death Moon orcs) fleeing back to the Rakers. It is known to Herzog Grenell that his new general is not in favor of having any of the troops from the Sea Barons with the main body of the North Provincial array. Hooglish detests and distrusts the eastern islanders. Friction, including insults, is rife between the General's command and that of Lord Aldusc. Hooglish, with a mercenary contingent of about 500, nearly 200 regular heavy cavalry, and over 2,000 levied troops, believes he can handle any enemy force that comes against him.

The Herzog is in a quandary, for he must not only regain complete control of his own territory but also be ready to furnish troops to Overking Ivid when the confrontation between his master and Nyrond occurs soon. The forces of the Sea Barons were not only sent to him by the Overking, but they are excellent troops as well.

Dare he risk failure in a battle once again? Can he offend the Malachite Throne? Yet, if Hooglish alone can defeat the humanoids and win all, what glory for Grenell himself! What honor for North Province! Best of all, the Sea Barons contingent could be sent in lieu of provincial troops, thus allowing the Herzog to rebuild an effective force once again.

SOLNOR OCEAN

During the season of 577, much minor activity took place along the coast of North Province and off the northern end of the Island of Asperdi. Some raiders were met and actions were fought; some slipped through, some turned elsewhere. Reportedly a squadron of seven Schnai longships were set upon whilst sinking the hulks of two provincial merchants, the vessels *Marntig* and *Solos.* Guided by the smoke and flames, a flotilla of Baronial warships surprised the barbarians. Three of the Schnai were rammed and sunk. In hand-to-hand action, the flagship of the barbarians' fleet was captured, but the three remaining longships escaped after jettisoning all of their captured cargo.

The flagship was occupied with the help of prisoners who broke free during the confused fighting and set fire to the vessel's sail. Jarl Froztilth, leader of the Schnai, many of his men, and the captured ship were all taken to Asperdi. News of this success was said to have greatly heartened the Herzog.

This event notwithstanding, many of the vessels from the cold north did manage to avoid patrolling warships and successfully raid North Province and the Baronial Isles. Captured cargo and undesired weapons are said to find a ready market at Dekspoint (at the easternmost tip of Loftwood Peninsula) or at Marner in Ratik.

SEE OF MEDEGIA

After pursuing his own aims for most of 577, the Holy Censor decided obedience to the Malachite Throne would be a better course to follow. Severe losses in manpower due to the successes of his enemies, coupled with threats of a punitive invasion by the Overking's forces, brought about this change of attitude.

During the remainder of the year, and well into CY 578, the See has been a hive of frenzied activity. Spidensa, His Equitable Nemesis of Medegia, is now heavily into the councils of Ivid. Past transgressions evidently forgiven, the arch-cleric has been named Imperial Constable, with instructions to gather an army and send it deep into the heart of Sunndi. There are many tracks through the Hestmark Highlands, and at least one pass through the Glorioles, and by midyear the following troops were said to be marching towards these heights:

heavy cavalry	1,000
light cavalry	1,500
regular infantry	1,200
levied infantry	2,400
mercenary cavalry	300
mercenary infantry	2,100
humanoids (orcs, etc.)	4,000 +

Speculation has it that the Overking does not believe this army will actually be able to accomplish the penetration of Sunndi. But the mere attempt, however costly to the Holy Censor, will serve to bleed Sunndi and her allies as well. The threat will also occupy troops that could otherwise be used to confront Herzog Chelor's array led by General Reynard.

The Overking intends that, one way or another, the Iron League will be fatally crippled through thrusts against Sunndi and Idee. Spidensa is a willing tool, for he apparently can't lose either way. If the war goes in favor of the Great Kingdom, Medegia will have contributed substantially to the victory. If it fails, the Holy Censor can't be blamed, as he will (ostensibly) have committed his every available unit to the plan.

In actuality, it is believed that the cream of Medegia's troops are remaining with the Holy Censor. There are no fewer than 6,000 "guards" of various sorts at the capital city (which is Mentrey; the WORLD OF GREYHAWK™ Gazetteer erroneously labels Rel Astra, a semi-independent city, as the capital) and about 1,000 more at Pontylver. These troops can follow up a victorious foray into Sunndi, cover a retreat, or see to the arch-cleric's personal safety.

The Holy Censor would likely have given the Overking more wholehearted cooperation, had Ivid allowed his new Imperial Constable to conscript troops from Rel Astra, command a contingent of the Overking's own soldiers, and as-

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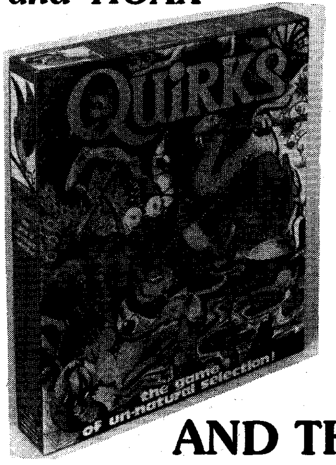

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sault Sunndi without interference from Herzog Chelor's forces. The Holy Censor disdains the Herzogal troops and wishes to conquer the south himself, to bring that area the "light" of his rule.

Chelor is reportedly not unaware of this double-dealing. He has, it is said, asked Ivid to send a Marshal (one of the strongest of the Demonic Knights of Doom) to inspect the See and report on its readiness to furnish more troops for the campaign, should the effort be protracted. Discovery in this manner would, of course, humiliate and possibly disgrace the Holy Censor. Already some of his eastern nobles have deserted, abandoning the arch-cleric for service with Reynard. Such an inspection would force Spidensa to yield up his reserves, and in all likelihood they would fall to the command of Herzog Chelor. Therefore, the Holy Censor is using all of his influence and wiles to avoid the Herzog's attempts to maneuver him into this highly vulnerable position.

Ivid, also reputedly aware of less than full cooperation on the Censor's part, does not wish a rebellious servant in yet another quarter, being pressed from three sides already. Therefore, it is most likely that the Holy Censor will be kept in line by the continued threat of an inspection and allowed to proceed in his own fashion, since the force he has volunteered is probably sufficient to meet the desired goals of the Overking.

The Holy Censor is himself troubled by news that the dwarves, gnomes, and hillmen of the Glorioles and Hestmarks are responding to his invasion in a most warlike manner and massing to smash any attempted movement through their territory.

And worse still is the news from the north. In Grandwood Forest, a raid by wood elves and foresters has dealt a severe blow to Medegian troops holding the west bank of the Mikar River. An estimated force of more than 3,000 sylvan elves and men lured a host of nearly 5,000 humanoids and somewhat fewer men (mostly levies but also some 300+ picked cavalry) away from their encampment and deep into the forest. Captain General Gahru, commander of the Censorial army, blundered into a carefully hidden trap laid about 4 leagues west of his camp. Thinking that he was pursuing marauding raiders who had come upon him unawares, the Captain General pushed ahead, engaging in light skirmishing against an enemy who was always just out of reach . . . until the trap was sprung.

The trap consisted of two elements: an area of nearly impassable terrain, and well-placed units of elves and men. When missiles from bow, sling, and crossbow began to rain upon Gahru's now closely bunched troops, it was too late. A panic ensued, and the army virtually disintegrated when it was attacked by a reserve of some 2,000 forester infantry. No humanoid prisoners were taken. Captain General Gahru is missing and presumed slain. Early reports said that less than 20% of the army survived, but later that month (Wealsun 578) stragglers brought the total of survivors to slightly over 30%. Most casualties were humanoid, since these troops were most ardent in pursuit of the "fleeing" wood elves.

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With the continued hostile activity in the Grandwood as a menace to the Censor's southern campaign plans, he has had to strike a pact with a fellow Constable, Drax, the Mayor of Rel Astra. In return for sworn support for Rel Astra's continued independence of direct control by the Malachite Throne, Drax has agreed to furnish support for the Censor's tattered forces guarding the forest's borders. The Rel Astran contingent is said to number some 2,000 men and 1,000 humanoids — although orcs and like troops are not currently eager to enter The Grandwood.

Overking Ivid is also reacting to the Captain General's defeat. Because the inhabitants of the forest have always hated the Malachite Throne and supported the Iron League, Ivid has decided to intrude upon the nest of rebels with an Imperial force led by General Banwald. This imperial intrusion into Grandwood Forest might indeed flush out the dissident inhabitants, but a new factor comes into play: Will the forces sent there jeopardize Ivid's main efforts against the Iron League and Nyrond?

General Banwald (8th level fighter) commands the following force:

guard light cavalry	240
guard crossbowmen	120
Imperial orcish foot guards	240
mercenary cavalry	150
mercenary infantry	750
humanoid reg. infantry	3,500
humanoid light irregulars	6,000
Imperial woodsmen	600

This force is to drive eastward through the forest for a planned conjunction with the Medegians by late autumn. It has been told that General Banwald would most enjoy confronting his foes on the site of the Censor's debacle, now called "Gahru's Folly" or "Grandwood's Grandest" depending on which side is speaking. In any event, the "scourging action" is certain to produce a result decisive to the area for years to come. If the weather holds, and the two pincers of the attacking force can meet, the rebels are doomed. Yet there are many "ifs" in a scheme so ambitious and difficult to coordinate.

In the next installment of these notes will be included reports of some strange events supposed to have taken place on the distant Spindrift Isles and on the waters of the spindrift Sound, a great sea in its own right. Also covered will be events in Almor and Nyrond — portentious happenings, indeed. . . .

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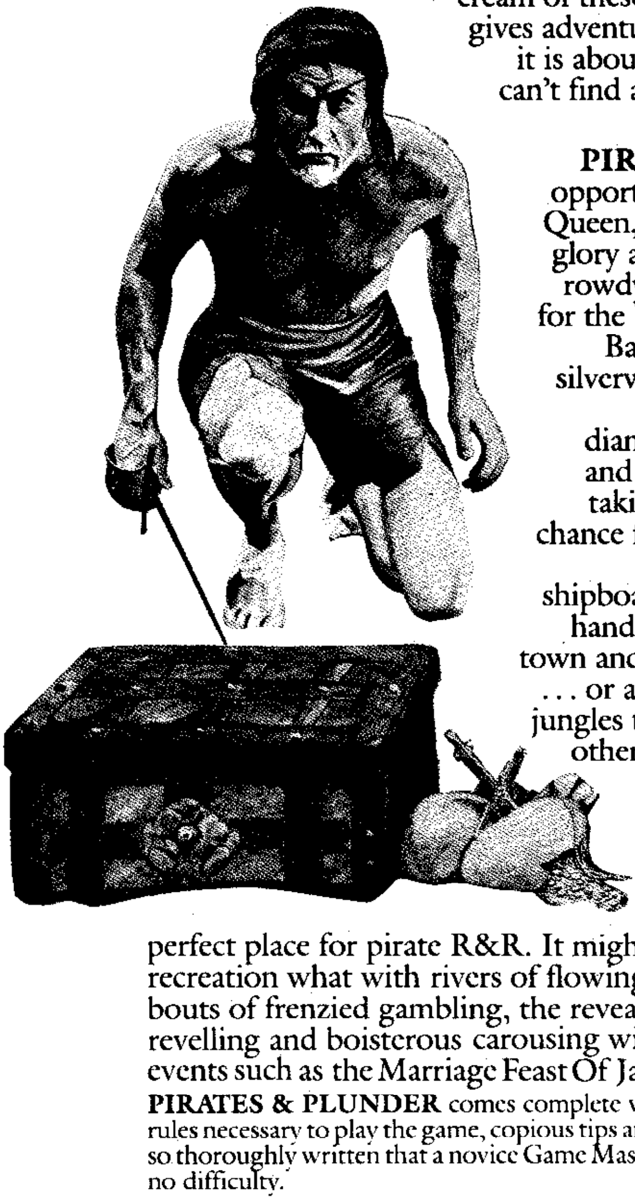

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Leomund's Tiny Hut

Make charisma count for more

by Lenard Lakofka

"I look good, but what good does that do me?"

"I have a lot of persuasiveness; so what?"

"I can have five henchmen; that's nice, but what does it matter?"

Statements like these are often made by players concerning charisma, the one basic ability in the AD&D™ system that is difficult to incorporate into a game situation. It is very common for a player, as he or she "molds" a new character, to put the character's lowest score into charisma unless he or she wants to play a paladin, ranger, or druid, for which a respectable charisma score is required. Why is this often the case?

Charisma will determine "loyalty base" and "number of henchmen" plus "reaction adjustment." I find that very few players and DMs actually use any of those traits as they apply to charisma. To have retainers run off at the drop of a hat, regardless of how they have been treated (just because there has been a bad die roll), is very unfair to the player(s). Thus, "loyalty base" might only be important if armies of characters are involved, or if the party (player) is in charge of a small fighting unit of some type. Loyalty base can be useful if a character is the commander of a score of men-at-arms, for example.

But in most normal dungeon or wilderness adventures, loyalty base is of almost no value whatsoever. Why? Because what hapless, low-level (0, 1st, or 2nd) character in his right mind would travel into danger with characters of fourth level and higher? Even though the leaders of the expedition might return to regale others with their tales, the lowly henchman would have a much poorer chance of survival even in a powerful party. As far as wilderness activity goes, taking a caravan across the desert is not often too exciting, and player characters will seldom if ever be roped into doing such a task. No matter what the adventuring environment. the poor low-level torch bearers, linkboys, men-at-arms, etc., will be blown away in virtually every melee that constitutes a serious threat for the player characters. To say that the party can obtain an endless supply of such low-level types for each new adventure is absurd. For these reasons, loyalty base does not offer a meaningful way to interpret characters' charisma in game terms.

"Number of henchmen" is also a rather unimportant designation. As pointed out above, unless the henchmen are close in level to the owning player character(s), they will be in immediate jeopardy in any situation designed to be a serious threat for those of higher level (the player characters). When they do employ henchmen, many player characters subvert the intent of the rules by using the poor henchmen as "cannon fodder" or as "armor" to protect their own precious hides when danger does threaten. And henchmen can be a headache to keep track of as the adventure moves along; trying to record and control the movement of 20, 30, or more party members through a dungeon is a thankless task for the DM.

I find "reaction adjustment" a factor seldom used with respect to charisma, and just as well. Negotiation with a "monster" should take whatever natural course the events dictate, and should not be subject to various die rolls to see how the NPC reacts to the player character. That's what the DM is there for, in part. He or she plays all the "monsters," and thus it is his or her natural reaction to a character's offer, predicated on the NPC's basic personality and alignment, that should influence how a negotiation goes.

In my years of playing, I have never used reaction adjustment or number of henchmen based on charisma. I use loyalty base only when men-at-arms or military operations are in progress in which a player character or two are part of the command structure of a military unit. What is charisma good for, then?

Physical aspects of charisma

Charisma is made up of three complicated, somewhat interrelated factors: physical attractiveness, vocal quality, and persuasiveness.

Physical attractiveness is more than a pretty or handsome face. That certainly is a major portion of it; however, physique and carriage also have a part. A person can have an attractive physique, but with poor posture or poor "moves" that negate some of that potential advantage. On the other hand, a person who moves well and carries himself or herself well can thereby compensate for the lack of a good figure or a well proportioned physique.

A character's vocal quality can affect how another person reacts to an offer made by that character. It is often the case that baritone and bass-voiced men can be more easily listened to than those whose voices are more high-pitched, squeaky, or generally cacophonous. A voice's "delivery" is often a function of training and intelligence, so that a lisp or mincing mannerism can be counteracted or other vocal imperfections compensated for. Naturally, a more resonant voice can be equally more appealing in women.

Persuasiveness is tied very closely to intelligence and/or wisdom. If a person looks good, moves well, and has a good voice, this can still all be for naught if what he or she says is stupid or foolish. One might look good, sound good, and still be charismatic while being basically an idiot or a fool. (We all know at least one person like this!)

For these reasons, I suggest that the physical qualities of charisma described above (face, physique, and voice) be generated individually. The non-physical aspect of charisma, reflected in persuasiveness (often known as magnetism), should also be generated separately for each character. This is the number considered (as for "regular" charisma) when a high score in the ability is needed to become a member of a certain class. This non-physical aspect of charisma can be justifiably used to directly affect some saving throws, and in conjunction with psionics. Those effects will be discussed later in this article. For now, here are charts to illustrate what a charisma score would mean in terms of the physical characteristics of a player or non-player character:

1. Facial appearance and attractiveness (roll 3d6):

3 = grotesque, scarred, unbalanced, large birthmarks, growths on face

4 = ugly, warts, moles, small scars, skin discoloration, small birthmarks

5 = awful, blemishes on face, poor shape of one or more features
6 = unappealing, poor blend of features, one feature especially unattractive
7 = mediocre, some facial characteristic too big or small
8-12 = plain, average, some single feature might be above average
13 = pretty or masculine, one strong feature is likely or a good overall blend
14 = good-looking, good skin quality, good blend of features
15 = attractive, very masculine or feminine, strong single feature
16 = beautiful, handsome, multiple strong features
17 = gorgeous, hallmark, fantastic appearance
18 = Adonis or Aphrodite would be envious

2. Body proportion and shape: Add strength and constitution and divide total by two, rounding up.

3. Vocal quality (roll 3d6):
3 = raspy, squeaky, unintelligible, flat, cacophonous
4 = difficult to understand, horrible sounding
5 = unpleasant, can be misunderstood, unclear, some poor quality or qualities
6 = unharmonious, irritating (required minimum for magic-users, but should be better)
7 = droning, unmelodious (minimum for cleric or druid, but should be better)
8 = uninspiring, insipid
9-12 = average quality (usual for illusionists, or above)
13 = attention-getting, pleasant
14 = harmonic (desirable for anyone who sings semi-professionally)
15 = dominant, persuasive (most actors will score here or above)
16 = vibrant (virtually a requirement for a bard)
17 = melodic
18 = bardic

High intelligence and/or wisdom can improve vocal quality (considered to be done either through formal training or a character's self-taught way of compensating for a speech deficiency). For every point of intelligence and/or wisdom above 14, add that number of points directly to the vocal quality score, up to the maximum of 18.

Charisma and saving throws

Wisdom does not have to be the only protection for a character against magical attacks involving the mind. I suggest that saving throws against such attacks be divided between wisdom and charisma to give charisma a more important role in each character's life:

Attack form	Wisdom will affect	Charisma will affect
beguiling	no	yes
charming	no	yes
fear	no	yes
hypnosis	yes	no
illusion	yes	no
magic jarring	(whichever is higher)	
mass charming	no	yes
phantasmal forces	yes	no
possession	(whichever is higher)	
rulership	no	yes
suggestion	no	yes
telepathic attack	yes	

Use the "magical attack adjustment" on Wisdom Table I in the Players Handbook for charisma and wisdom scores below 8 and above 14. The rule of thumb for assigning the "yes" and "no" values above is that if a figure can be persuasive or self-assured in some way through the possession and use of charisma, he or she will better be able to withstand certain attack forms.

Charisma and psionics

In this system, charisma has a greater effect on whether or not a character can be psionic and, if so, how strong the psionic ability is. However, the specifics are altered as follows:

> The chance for an eligible character to possess psionic ability is 1/2% for each point of intelligence and wisdom over 14, plus 1% for each point of charisma over 12.

Thus, a character with intelligence, wisdom and charisma of 18 would have a 2% + 2% + 6% = 10% chance to be psionic. This is the same chance such a character would have using the calculation in the Players Handbook (1% base + 5% + 3% + 1% = 10%); obviously, however, characters with lower ability scores would not have the same chance to be psionic with either method.

The calculation described will make more characters eligible to have psionic ability — and charisma, a little-used characteristic (in comparison with the other five), becomes far more important.

Psionic attack strength and defense strength (equal numbers whose sum is a character's Psionic Ability) are calculated as follows:

> For each point of intelligence above 12, roll one 12-sided die. For each point of wisdom above 12, roll one 10-sided die. And for each point of charisma above 12, roll one 8-sided die.

Thus, for a character with intelligence, wisdom and charisma of 18 the maximum score would be 180 [(6x12) + (6x10) + (6x8)], allowing for a maximum Psionic Ability of 360 (the official method tops out at 344). The average roll for this figure would be 99, or 198 points of Psionic Ability. (The official method would yield an average of 122.5, or 245 points of Psionic Ability.)

Although more characters qualify for the possibility of having psionic ability in this system, and the best of them can reach greater heights, the average psionic character will be relatively less powerful than under the rules in the Players Handbook.

Psionic combat is not possible for figures whose Psionic Ability is 40 or less, nor can they use any major discipline (science). A psionic cannot attack a non-psionic via *Psionic Blast* unless attack strength is 100 or more (i.e., Psionic Ability must be 200 or greater).

Instead of generating these results solely with dice rolls (as in the Players Handbook), the number of disciplines and the number of attack and defense modes are tied to a character's Psionic Ability (see accompanying chart), with a die roll then used to pick one number of a narrower range of possibilities.

Psionic Ability	Attack modes	Def. modes	Minor disc.	Major disc.
2—40	0	0	1	0
41—60	1	1	1—2	0
61—80	1—2	1—2	1—3	0
81—100	1—3	1—3	1—4	1[1]
101—120	1—4	1—4	1—4	1[2]
121—140	1—4	1—4	1—4	1[3]
141—160	1—5	1—5	1—5	1
161—180	2—5	2—5	2—5	1
181—200	2—5	2—5	2—5	1[4]
201—220	2—5	2—5	3—6	1[5]
221—240	2—5	3—5	3—6	2
241+	3—5	all	3—6	2

Notes:
[1] — only if 4 is rolled for minor disciplines
[2] — only if 3 or 4 is rolled for minor disciplines
[3] — only if 2, 3, or 4 is rolled for minor disciplines
[4] — 50% chance for 2
[5] — 75% chance for 2

If a person looks good, moves well, and has a good voice, this can still all be for naught if what he or she says is stupid or foolish. One might look good, sound good, and still be charismatic while being basically an idiot or a fool. (We all know at least one person like this!)

A character does not have to face the danger of attack by psionic creatures if his or her Psionic Ability score is very low (below 40). However, weak psionics will have one discipline only. Re-roll for a new discipline if the character does not have enough power to make use of the one generated. For instance, a character with a Psionic Ability score of less than 10 would never be able to use the discipline of *Clairaudience.* (The chart at the end of this article offers a way to determine which discipline(s) a character has, based on his or her ability scores instead of a totally random selection.)

It is important to remember that the Strength Point Cost of using a discipline is equal to double the number given in points of Psionic Ability, "the equivalent of 1 point each of attack and defense points," as the Players Handbook says. For example, a character has an original Psionic Ability of 55 attack and 55 defense points for a total of 110. He uses 40 attack points and 24 defense points in combat, so that he now has an effective Psionic Ability of (110—64) = 46. If he then uses a discipline that costs 2 Strength Points per round, it will consume 4 Psionic Ability points per round during its use. Let's say the character uses the discipline for 9 rounds, spending (4x9) = 36 Psionic Ability points. He had a current total of (55—40) = 15 attack points and (55—24) = 31 defense points remaining in his 46-point Psionic Ability total. Thus, he will use up all 15 attack points as well as 21 defense points, to be left with 10 defense points. Since his actual (at full potential) Psionic Ability is 110, he can be attacked by a psionic in this condition, but he cannot counterattack since he has no attack strength left.

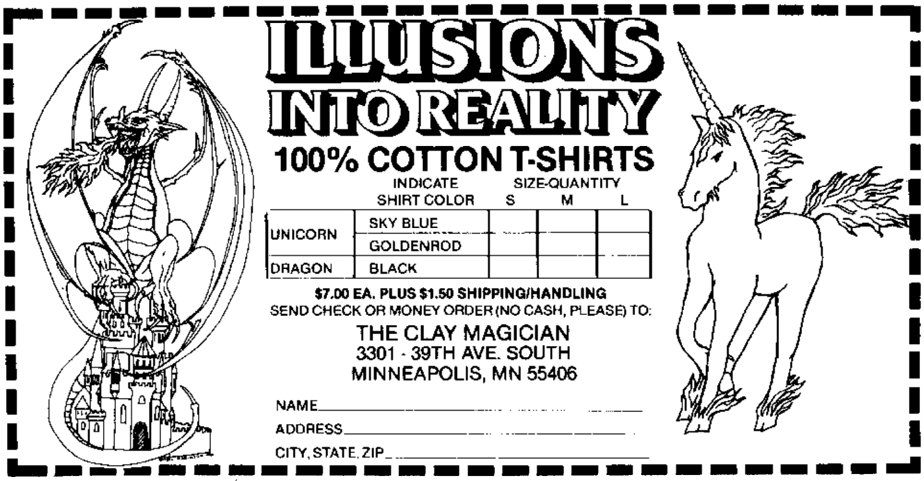
Determining psionic disciplines

The following chart is used to assign psionic disciplines to characters. The chance of having a certain discipline will vary depending on the character's scores in the three abilities which apply.

Use the "Int" column for a character whose only score over 16 is intelligence, the "Wis" column for characters with wisdom (and wisdom only) of more than 16, and the "Cha" column if the character's charisma is the only score higher than 16. If wisdom and charisma are both higher than 16, use the "Wis" chart. If intelligence and one other ability are higher than 16, use the "Int" column. The "None" column is for characters with none of the three ability scores above 16, and "All" is for those with intelligence, wisdom, and charisma all higher than 16.

MINOR DISCIPLINE	**INT**	**WIS**	**CHA**	**NONE**	**ALL**
Animal Telepathy	01—02	01—03	01—04	01	01—03
Body Equilibrium	03—07	04—05	05	02—03	04—05
Body Weaponry	08—11	06	06—07	04—08	06—07
Cell Adjustment	12—13	07—14	08—10	09—12	08—10
Clairaudience	14—17	15	11	13—14	11-14
Clairvoyance	18—20	16	12	15—16	15—17
Detection of Good or Evil	21—22	17—22	13—19	17—18	18—20
Detection of Magic	23—30	23—24	20	19	21—22
Domination	31	25—29	21—30	20—22	23—25
Empathy	32—33	30—32	31—34	23—24	26—28
ESP	34—39	33—35	35—37	25—26	29—32
Expansion	40—43	36—38	38—40	27—39	33—36
Hypnosis	44—45	39—45	41—55	40—42	37—40
Invisibility	46—54	46—52	56—58	43—50	41—45
Levitation	55—56	53—55	59—60	51—60	46—48
Mind Over Body	66—68	56—67	61—66	61—70	49—53
Molecular Agitation	69—77	68—69	67—68	71—74	54—57
Object Reading	78—83	70—76	69—73	75—76	58—67
Precognition	84—88	77—85	74—76	77—78	68—79
Reduction	89—90	86—88	77—81	79—84	80—83
Sensitivity to Psychic	91	89—95	82—86	85—86	84—88
Suspend Animation	92—98	96—98	87—94	87—99	89—92
(Select one)	99—00	99—00	95—00	00	93—00

MAJOR DISCIPLINE	**INT**	**WIS**	**CHA**	**NONE**	**ALL**
Astral Projection	01—04	01—03	01	01	01—05
Aura Alteration	05—07	04—08	02—06	02—03	06—08
Body Control	08—10	09—11	07—11	04—11	09—11
Dimension Door	11—18	12—14	12—13	12—14	12—17
Dimension Walk	19—23	15—16	14—15	15	18—21
Energy Control	24—25	17—20	16—21	16—25	22—24
Etherealness	26—28	21—22	22—24	26	25—28
Mass Domination	29—30	23—30	25—32	27	29—33
Mind Bar	31—50	31—44	33—37	28—29	34—40
Molecular Manipulation	51—55	45—50	38—44	30—46	41—45
Molecular Rearrangement	56—63	51—54	45—48	47—52	46—50
Probability Travel	64—72	55—64	49—52	53	51—55
Telekinesis	73—82	65—72	53—58	54—55	56—60
Telempathic Projection	83—87	73—88	59—72	56—60	61—67
Telepathy	88—92	89—93	73—82	61—62	68—74
Telepathic Projection	93—94	94—96	83—90	63—64	75—78
Shape Alteration	95—96	97	91—94	65—84	79—83
Teleportation	97—00	98—00	95—00	85—00	84—00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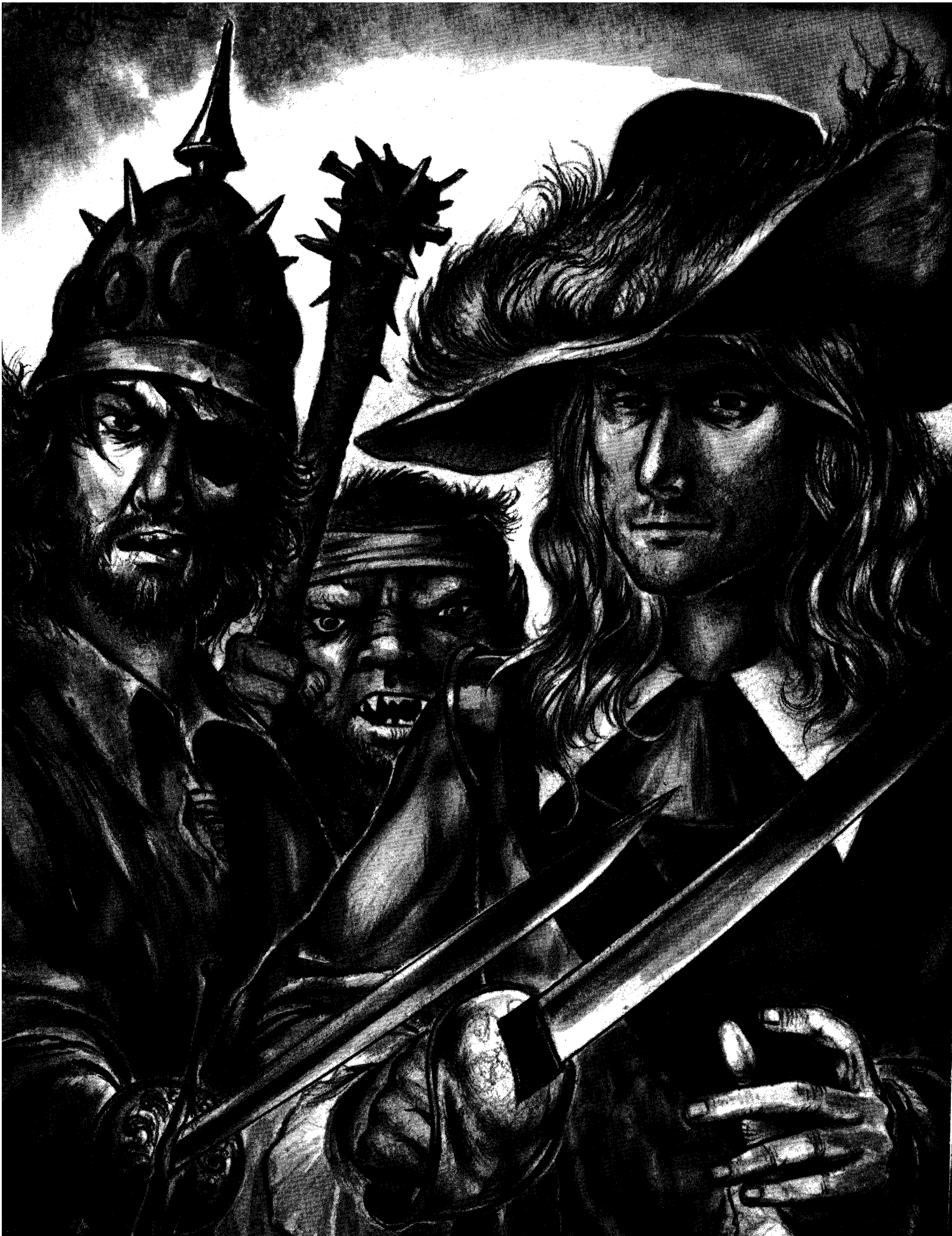


BANDITS!

A shifty character for your campaign

by Tom Armstrong and Roger E. Moore

The Bandit is a non-player-character class containing aspects of both the fighter and thief classes. Bandits practice their profession of thievery by force rather than by stealth, as do normal thieves. Bandits operate in the open countryside, making them similar in some ways to rangers. Bandits can (and successful ones do) develop wilderness survival skills and certain thief-like abilities to enable them to further their ends. Bandits are typically involved in highway robbery, raids on small villages or isolated habitations, kidnapping for ransom, and similar sorts of activities.

Humans, half-orcs, and half-elves may become bandits. Humans, naturally, are unlimited in level advancement. Half-orcs may advance to 8th level (Brigand). Half-elves may achieve 10th level (Bandit) if they have a strength of 18 or higher, 9th level (Robber) with a strength of 17, and 8th level with a strength of 16 or less.

A bandit must have minimum ability scores in four areas: strength 12, intelligence 10, dexterity 12, and constitution 12. Bandits with scores of 16 or higher in strength, intelligence, and dexterity gain a 10% bonus to all experience points earned.

Bandits may be of any neutral or evil alignment. On rare occasions and in special circumstances, neutral good bandits may be found (in the tradition of Robin Hood), either as individuals or in small groups.

Alignment is a major factor in determining how a particular bandit or group of bandits operates. Those of neutral alignment (with respect to good and evil) are most likely to allow their robbery or kidnap victims to live, preferring to collect their possessions (or a ransom) and then release them, avoiding a possible death penalty for murder and at the same time leaving open the possibility of victimizing the same people all over again.

Evil bandits have no such reservations about killing. Generally, they will take fewer captives than neutral bandits, unless they are sure that a victim is worth enough (in ransom) to make the trouble and risk of kidnapping worthwhile. In such cases, they will usually wait until after the ransom has been paid before killing their victim.

When neutral good bandits are found, this is frequently in the territories of evil kings or dictators, where the bandits attack evil persons and donate the "earnings" to the poor and needy of the area, or to charity (but never to a player character).

Lawful bandits tend to operate in large groups, chaotic ones in small bands or singly. No matter what the size of a group of bandits, the rule is "Leadership by the strongest."

Bandits roll different hit dice than fighters or thieves, reflecting the fact that, while not as good in close combat as regular fighters, they are better than thieves in such respects. They use an eight-sided die plus one point per level up to 9th level and add 2 hit points per level after the 9th. The hit-point average for a bandit is very close to that of a fighter of equal level, but a bandit's maximum number of hit points is lower than a fighter's.

Special abilities

Bandits have no spell abilities or spell-like powers, but they do have a combination of seven other sorts of special abilities:

1. Bandits can *climb walls* as a thief of equal level. Bonuses for high dexterity apply.

2. They can hide in natural terrain using camouflage techniques and concealment as well as a thief of the same level can *hide in* shadows. Bonuses for high dexterity and race also apply here. (For instance, a half-elf bandit with dexterity of 17 has a 20% chance of hiding in natural terrain at 1st level.) This ability is not usable indoors or in subterranean environments.

BANDIT EXPERIENCE LEVEL TABLE

Experience Points	Level	Hit Dice (d8)	Title	Cover Tracks
0—1,800	1	1 + 1	Looter	50%
1,801—3,600	2	2 + 2	Raider	53%
3,601—7,500	3	3 + 3	Marauder	56%
7,501—15,000	4	4+4	Highwayman	59%
15,001—30,000	5	5 + 5	Outlaw	62%
30,001—60,000	6	6 + 6	Desperado	65%
60,001—110,000	7	7 + 7	Reaver	68%
110,001—200,000	8	8+8	Brigand	71%
200,001—300,000	9	9+9	Robber	74%
300,001—450,000	10	9 + 11	Bandit	77%
450,001—650,000	11	9 + 13	Bandit Lord	80%
650,001—900,000	12	9 + 15	Bandit Lord (12th)	83%

250,000 experience points per level for each additional level above the 11th.

Bandits gain 2 h.p. per level after the 9th.

Cover tracks percentage increases 3% per level.

3. Pits, snares and other traps set outdoors may be detected and removed by bandits with the same chance for success as a thief of equal level has to *find and remove traps.* Again, racial and dexterity bonuses apply to this ability. A bandit may only attempt to find and remove any given trap once. This ability cannot be used indoors or underground, and does not apply to traps on chests, doors, etc.

4. Bandits are adept at covering their tracks when passing through the countryside. In some ways, this ability is similar to the druidic spell *Pass Without Trace;* however, the source of the bandits' ability is not magical. A first-level bandit has a 50% chance for success in covering tracks, and that base chance is increased 3% per level thereafter.

When this ability is used successfully, the bandit can pass through any sort of terrain (grass, snow, ash, dust, sand) without leaving any footprints or other visible evidence of the passage. To make the ability work, the bandit must first reduce his movement rate to one-half of his current normal rate. (He is presumed to be taking the time to conceal or obscure his tracks as he goes.) Then a successful dice roll (equal to or less than the required percentage) enables the bandit to keep covering his tracks in this manner for a maximum duration of 1 turn per level of experience per day. As many attempts as desired can be made each day, as long as the total elapsed time of all the successful attempts does not exceed the daily maximum. To discontinue the covering of his tracks, all a bandit needs to do is resume his full normal movement rate.

Each individual bandit can only employ this ability on his own behalf; in other words, one cannot cover the tracks of many, and one bandit may be betrayed by another one's failure to cover his own tracks if the two are traveling close together.

Although most or all of the visible evidence of his passage can be covered, the bandit will leave a scent that can be followed by such creatures as bloodhounds or minotaurs. Rangers, bounty hunters, or other bandits tracking a bandit who has successfully covered his trail must take a -50% penalty when rolling to see if they can accurately follow a covered trail.

A character or creature with no particular skill at tracking or with no acute olfactory sense has a 10% chance of correctly following a covered trail (thanks to blind luck) in the first round, and if that attempt succeeds, the same 10% chance must be rolled in each and every round during which the tracker is attempting to follow the trail; otherwise, the trail is lost and can only be relocated by remaining in the same spot (searching) for one round and then rolling the 10% chance all over again.

5. Bandits surprise others on a roll of 1-4 on a six-sided die, and are themselves surprised only on a roll of 1.

6. Bandits can track persons or creatures in the outdoors as a ranger can, but they have a base 75% chance to succeed. This percentage increases by 2% per creature in the group being followed, decreases by 10% for every 24-hour period since the trail was made, and decreases by 25% for each hour that precipitation (rain, snow, etc.) has fallen on the trail. Bandits cannot track characters or creatures indoors.

7. When a bandit is evading pursuit in an outdoor environment (see the AD&D™ Dungeon Masters Guide, page 69), 10% is added to the bandit's chance of escape. This does not apply to any and all non-bandits in the evading party, so it is possible for the Dungeon Master to determine that, while the party the bandit is with cannot avoid the posse, the bandit (who is assumed to have dodged into the underbrush at the last moment) has escaped. This ability applies only when the bandit is not already covering his trail.

Combat and other characteristics

Bandits attack and save as a fighter of equal level. They attack once per round until attaining 8th level, when they can attack three times in two rounds. They gain two attacks per round at 15th level and higher. When in combat with 0-level humanoids or with creatures of less than one hit die, a bandit can attack once per round for each level of experience he has attained.

Bandits will use all sorts of missile weapons (bows, slings, darts, crossbows), but will only use hand-held weapons under 5 feet in length that will not encumber them or be awkward to use in combat. This excludes all polearms as well as such weapons as two-handed swords and great axes. Permissible hand-to-hand weapons include: the hand and battle axes, club, dagger, hammer, mace, morning star, military pick, scimitar, and long, short, and broad swords. Bandits will use magical forms of the weapons permitted to them. They can employ oil as a weapon, but their use of poison is up to the Dungeon Master and the character's alignment.

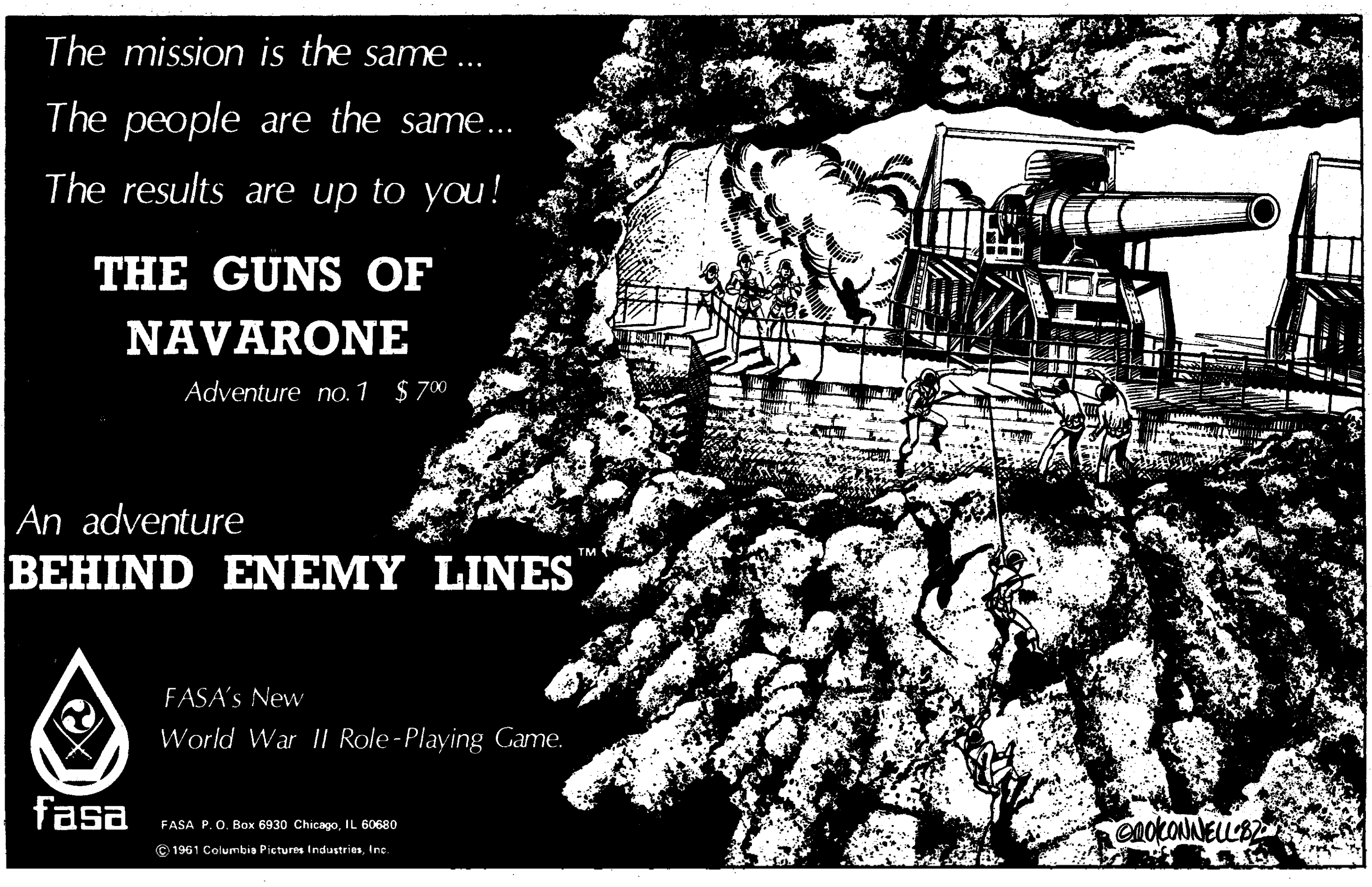
Because bandits must be able to move quickly, they will avoid wearing any armor heavier than chain mail. Acceptable armor types are: padded, leather, studded leather, ring, and chain mail. Magical armors of these sorts may be used as well, but bandits will not wear other types. The minimum movement rate a bandit will accept is 9", and his armor should weigh 30 pounds or less. Bandits will not wear great helms or use large shields, preferring skullcaps or no helm with small shields. Some have been known to use medium-sized shields.

Any magic item not prohibited to fighters may be used by bandits, within the restrictions on armor and weapons noted above. However, much as a ranger limits his personal belongings to those his steed can carry, so will a bandit limit his goods to those he and his horse can carry with them. Excess treasure and/or goods must be gotten rid of as soon as possible so as not to slow him down. Bandits will never load their mounts over the unencumbered load limit (3,000 gp weight for a light warhorse, the favorite mount of bandits).

A bandit will not build a castle, but may establish a stronghold in an isolated area. In such a case, the bandit may retain sufficient treasure to finance construction and upkeep. He/she will still restrict the number of personal items retained.

A bandit may gain hirelings and/or henchmen at any level. These will never be of good alignment, except for an occasional neutral good found in the camp of a non-evil leader. Bandits who establish a stronghold will not automatically attract a body of men-at-arms as do normal fighters, but they are free to hire men-at-arms on their own as desired. Bandits do not receive a revenue from the inhabitants surrounding their stronghold, either, though this does not preclude the possibility of raiding or extorting the locals. Henchmen and hirelings of a bandit who are also bandits add +5% to all morale checks.

Bandits tend to worship deities who are involved with the outdoors, thieves, luck, or the weather.



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. . . but not least:

The humanoids

Goals and gods of the kobolds, goblins, hobgoblins, & gnolls

Last of a series

by
Roger Moore

The organized religions of the five major humanoid races in the AD&D™ game system are different from each other in ways that do not always come to light during a campaign. Each of these humanoid types — kobolds, goblins, hobgoblins, gnolls, and orcs — has a particular way of expressing that race's world-view and its relations with the others and the human/demi-human races they all compete against.

Even though most on-the-spot confrontations with shamans and witch doctors of humanoid deities will not involve role-playing so much as outright combat (unless for some reason the adventuring party and shaman's party agree to parley), a more detailed description of the humanoid religions and their deities might prove valuable for constructing detailed campaign backgrounds and in helping the Dungeon Master gain insight into the motives of humanoid clerics used as NPC's. Orcs were discussed in the previous issue (#62) of DRAGON™ Magazine; this article deals with the other four races.

DMs should keep in mind that player characters reincarnated as any of these races are not obligated to worship the deities of these races, and in no case should such characters be allowed to become shamans of these gods. Characters reincarnated as one of these humanoid types could be of great usefulness as spies or infiltrators into the humanoids' camp; in such instances they might uncover many of the details of humanoid cult worship and possibly capitalize on this knowledge, for the benefit of themselves and other adventurers.

Kobolds

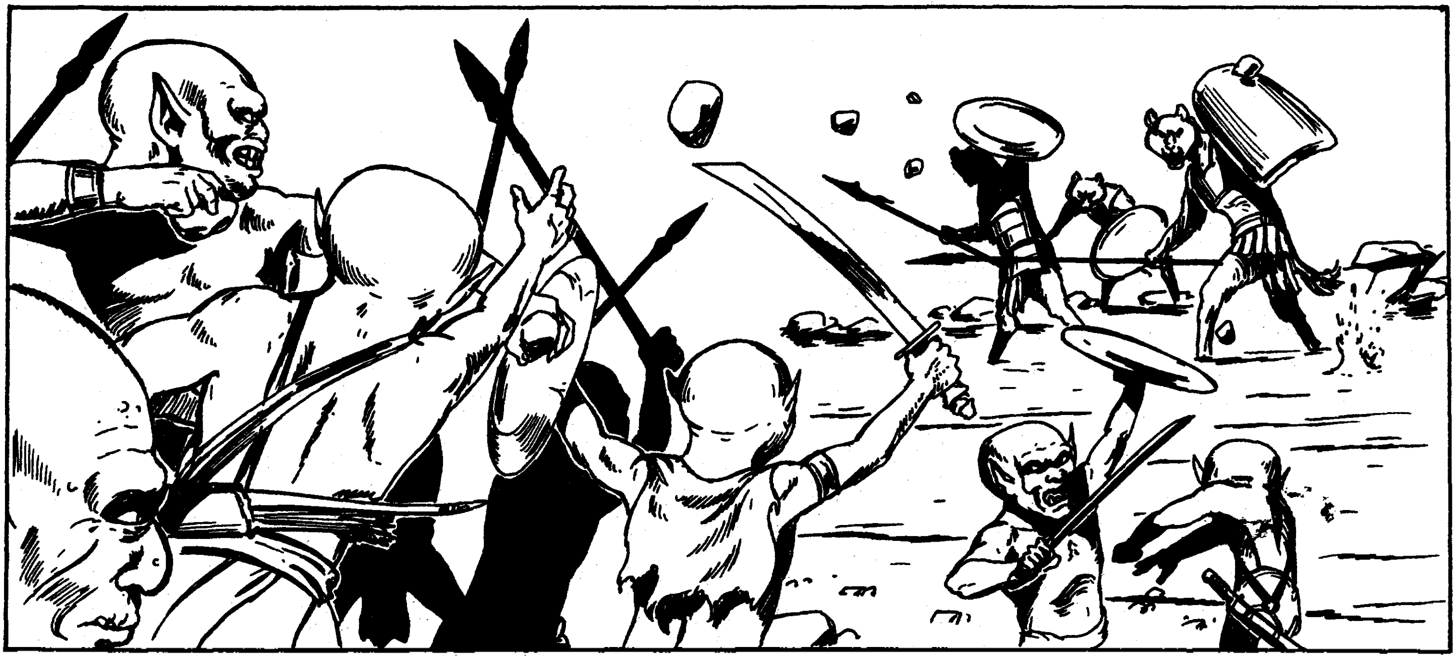
The kobolds' major deity, Kurtulmak, is said to have given the kobold race life and taught them personally the important arts of living off other creatures (by theft, looting, pillaging, and the like).

Kurtulmak intended his race to live in the deep reaches of unfriendly forests and shallow caves because of their value as hideouts and shelters, and was enraged when his subjects were forced to compete with the gnomes, who wanted the same living space. Militarily, gnomes are considerably stronger, more organized, and thereby better off than kobolds, and most battles between members of the two races result in defeat for the kobolds. Only their preference for hit-and-run assaults and their relatively high rate of reproduction give kobolds even a reasonable chance to avoid eventual extinction.

As with the other humanoid races, kobolds are prone to pick on creatures smaller than themselves, and seem to take crude delight in inflicting pain and misery upon their captives. Though they generally are aware (and resentful) of their physical disadvantages when compared to the larger humanoids, humans, and demi-humans, they are also very respectful of authority and will do as they are ordered if ruled by an obviously more powerful (and lawful evil) creature or being. However, kobolds automatically dislike anyone much larger than themselves on the basis of size alone, and though they will carry out their leader's will in such cases, they will likely also seek to pervert the intent of their orders in some minor ways to show their resentment.

Kobold religion is centered around the tenets of survival, safety in numbers, destruction of all other (larger) races through attrition, and obedience. Kurtulmak is supposedly served by a variety of minor demigods, the deified heroes (chieftains or priests) of their race.

A kobold "hero" does not necessarily have the courage and fighting ability that one normally associates with the one so called; kobold "heroes" are renowned for their skill at "indirect combat" (such skills as attacking the defenseless, ambushing, trap-setting, and torturing). Though they try to disavow the image, a few kobold heroes appear more like master scavengers than fighters. Heroes usually avoid personal combat unless backed up (supported) by "regular" kobolds, and tend whenever possible to assume roles of leadership from the rear and command from afar:



Goblins

The goblins are the only humanoid race that seems to make any effort to get along with all the other humanoids. These beings emphasize the value of cooperation within their own race, avoiding the establishment of specialized tribal doctrines or cults, though they do maintain a firmly structured hierarchy in their government. Goblins regard humans and demi-humans as their worst enemies — dwarves and gnomes particularly so, because they tend to inhabit the same regions as goblins do — and are sometimes angered that the other humanoid races, who might better be aiding or abetting the goblins' cause by battling humans and demi-humans, are instead so occupied with inter-tribal squabbling and power struggles.

Goblins try not to portray themselves as a threat to other humanoids, so as to avoid direct confrontations with them. They are, at the least, generally successful in winning the grudging good will of kobolds and bugbears, and are tolerated by other races.

Goblins, like kobolds, are respectful of authority figures. Though they may be more accepting of non-goblin leaders than kobolds are of non-kobolds, they also see less need to knuckle under to such rulers, too, and are more likely to draw a line defining what their leaders may expect of them.

For all their tendencies to shy away from the limelight, goblins do desire power over humans and demi-humans, and generally prefer them (over kobolds or other small humanoids) as slaves and servants. They see torture and other public diversions like it to be instructive to their slaves in pushing home the slave's proper place in the world.

Goblin chiefs and shamans are usually preoccupied with conquests of non-humanoid territory, and often perform or advocate robbery and theft as a way of gaining those things that goblins (and other humanoids) should have. In some senses, goblins have a slight inclination toward lawful neutral alignment, though they nearly always retain the part of their evil nature that reflects in their desire to loot and to rule others.

Goblin shamans of Maglubiyet (described in the DEITIES & DEMIGODS™ Cyclopedia) often serve as intermediaries between hobgoblin and goblin folk, and try to ensure that the former group doesn't take extreme advantage of the latter. Shamans of the deities governing goblins more exclusively (like those of. Khurgorbaeyag, described later in this text) devote their attention to the specific problems and needs of goblins in general, and reinforce the oppression of humans and demi-humans as the best course of action in the long run to ensure the well-being and security of goblinkind.

Hobgoblins

The hobgoblins, unlike their close kin the goblins, make little pretense of trying to get along well with other humanoids, even with other hobgoblin tribes. Intertribal rivalry is intense, only marginally less so than between orcish tribes. Hobgoblin tribal factions are strictly organized along political lines, however, as opposed to the orcish tribes' religious divisions.

Hobgoblins value status and power, and settle easily into a domineering role as warriors, conquerors, and rulers. Moreso than kobolds, orcs, or goblins, they resent being ruled by beings not of their own race, but they will still show a fair degree of obedience and organization in such situations.

Hobgoblins perceive life as a constant testing ground, one's personal worth being measured by the amount of pain one can tolerate and mete out to other creatures. Their deity Nomog-Geaya (see text following) is sometimes referred to as The Torturer, a master in the art of inflicting pain and a deity who never shows the slightest expression even when wounded himself. Hobgoblin chieftains and shamans must undergo ritual torture to determine if they are worthy of their posts; trials by torture (to determine which party can withstand the most pain, thus proving the rightness of that one's case) are quite common in the hobgoblin judicial system.

Hobgoblin culture generally encourages a lifelong rejection of emotional displays, in keeping with the proper attitude of a warrior race. But on a personal level, the average non-leader hobgoblin will sometimes show his or her feelings, though usually only when alone or when it is believed no one else is looking. The only socially acceptable circumstances for a show of feelings are those times when two or more rival tribes of hobgoblins catch sight of each other and engage in jeering, insults, and catcalls in an attempt to provoke each other into a more violent confrontation. Encounters with non-hobgoblin races are also marked at times by hobgoblins' remarks and gestures of disgust, anger, or derision. However, hobgoblins are careful to show no other sort of emotion in the sight of humans and demi-humans — except for complete disdain, and a desire to kill or enslave the enemies as soon as possible.

Shamans and witch doctors of the hobgoblins only rarely use curative spells, preferring the harmful (reverse) versions of those incantations. Within their communities these priests serve as judicial authorities, administering torture when required by their laws, and also work as advisors to colony chieftains. They are the enforcers of public ritual and ceremony, ensuring that their tribe maintains the proper degree of lawfulness and obedience to authority, and of course they conduct all the appropriate religious ceremonies. Shamans devoted to Maglubiyet help coordinate dealings with goblins, which hobgoblins dislike as weaklings but grudgingly recognize as allies, and also take charge of joint goblin-hobgoblin ceremonies.

It seems that much of the dislike hobgoblins have for elves comes from the latter's "heretical" emotional displays as well as the elves' diametrically opposed alignment. Hobgoblin shamans emphasize the revolting, un-warriorlike aspects of elven life as often as they can, and preach about what a shame it is that elves should be allowed to run loose like they do.

Dwarves and (to a lesser degree) gnomes, despised as they are because of their innate goodness, manage to retain at least a glimmer of the hobgoblins' version of respect: At least, they demonstrate the proper attitude of a warrior (thanks to their lawful nature), the dour dwarves especially so.

Gnolls

As a race, gnolls are quite hardy and can adapt to almost any climate (like humans), unless the climate is too hot or cold, or the gnolls have to work too hard to make themselves comfortable. Work is a four-letter word to gnolls; though they are strong, they consider it beneath their dignity to perform manual labor, which is better left up to their slaves and the females in the tribe.

Of all the humanoid races, gnolls and hobgoblins have the lowest opinions of the female sex. Goblins and kobolds tend to see their females as important, though not in leadership or military roles; their women help manufacture weapons and armor to support the military, and help maintain the cohesiveness of the tribes. Hobgoblins have no respect for their females because they don't make good warriors; the males keep them out of public sight and busy with those things they feel their women are good for — keeping house and having little hobgoblins. Gnolls regard their females as slaves, pure and simple, and dump as much work on them as possible (which usually means all of it).

Gnolls are individualists, acting only on personal initiative and tending to disregard or ignore the desires of other gnolls or creatures. Gnolls inherently resent and refuse to respect authority (spitting at and cursing a leader or ruler is a common minor offense), though they are also innately bound to each other by a sense of racial identity and cooperativeness. They lack the intertribal rivalry of the other humanoid races, since they regard tribal identity as unimportant, and tribes may band together for short times to undertake raids or other profitable ventures.

Gnolls' governmental systems are very loose in structure, with various agreements between individuals being constantly made and broken, or conveniently forgotten; only the threat of violence (a standard and expected tactic) seems to have any lasting effect on keeping agreements in force.

Gnoll shamans worship only Yeenoghu (see the AD&D Monster Manual), the demon prince who gave them life. Because of the close relationship their deity has with the undead, ghouls are accepted into gnolls' society as guards for their shamans. (All other humanoid races hate and fear any sort of undead.) Other undead might also be found in gnoll communities, but only those which can be controlled by their shamans (in the way that evil clerics can command undead into service).

The gnoll's resemblance to the hyena is more than skin (fur?) deep. Gnolls are hunters and scavengers; they are able to digest rotting meat without discomfort, though they prefer freshly killed food. They frequently use "hand-me-downs" from victims of other races to equip themselves with weapons and armor, choosing not to go to great lengths to make their slaves manufacture such equipment, since it is usually too much trouble to supervise the manufacturing process.

Gnolls' lairs are usually found in abandoned mines, caverns, and villages, because occupying such an area saves them the trouble of building any necessary facilities. Culturally, they see themselves as the masters of the world, ruled by no one, taking whatever they want without excessive sweat and labor, and commanding all lesser races (humans, demi-humans, and humanoids smaller than orcs) through fear. Each gnoll sees himself (whenever any gnoll talks about gnolls, he means only the male gnolls) as his own king, in short.

Gnolls do not mind working with those who are approximately as physically powerful as themselves, so long as they get adequate and satisfactory benefits from the cooperation. Though orcs are less powerful than hobgoblins, gnolls get along better with the former race because orcs are more easily dominated, and because hobgoblins resent the gnolls' hatred of authority and their lack of stoicism.

Dakarnok

Kobold Demigod
ARMOR CLASS: *4*
MOVE: *9"*
HIT POINTS: *65*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *3-9 (+2)*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *+1 or better weapon to hit; 95% hide in shadows*
MAGIC RESISTANCE: *15%*
SIZE: *S (3½' tall)*
ALIGNMENT: *Lawful evil*
WORSHIPER'S ALIGN: *Lawful evil (kobolds), in particular raiders and bandits*
SYMBOL: *Black spiked club over broken skull*
PLANE: *Nine Hells*
CLERIC/DRUID: *5th level cleric*
FIGHTER: *As 10 HD monster*
MAGIC-USER/ILLUSIONIST: *Nil*
THIEF/ASSASSIN: *6th level assassin*
MONK/BARD: *Nil*
PSIONIC ABILITY: *Nil*
S: 18 (+1, +2) I: 16 W: 10 D: 17
C: 18 CH: 8 (18 to kobolds)

The chief kobold deity is Kurtulmak (see the DEITIES & DEMIGODS Cyclopedia), who lives in the twisted spectral forests and caves of his home in the Nine Hells. His chief servants are the deified heroes of the kobold folk, who best demonstrated the most revered qualities of their people when they were alive. The heroes that become demigod helpers of Kurtulmak upon their deaths are those who also caused the greatest destruction and havoc among demi-humans and humans (especially gnomes), and increased the wealth and might of their home gens. There are a number of these minor deities, none of them of exceptional power compared to most deities, and it would appear that they are continually engaged in power conflicts with one another in their drive to become Kurtulmak's most favored aide. Typical of these lesser demi-godlings is the hero Dakarnok.

In life, Dakarnok was a shaman/chieftain who conquered all the other kobold gens near his own tribe, and then moved against human and gnome settlements scattered along his frontier. He enjoyed considerable military success against the poorly organized opposition, and specialized in fast, light raids against the smaller villages, driving the populace toward the distant major cities.

It is said that Dakarnok gained godhood through the use of certain magical devices; whatever the means, upon his death his people continued to revere him, and shamans found they were able to cast spells after prayer and ceremony dedicated to his memory. His worship has spread, though not evenly, to a number of other gens, since his people scattered when his home gen-empire was conquered after his death by more powerful human, dwarven, and gnome armies.

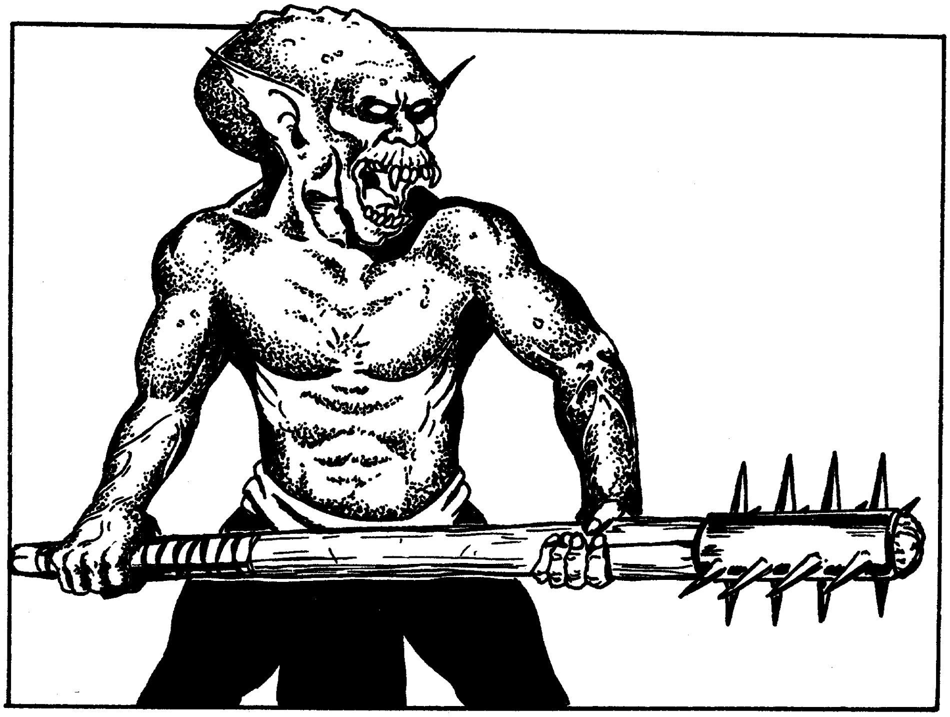
Shamans of Dakarnok may be found in kobold gens also having shamans or witch doctors devoted to Kurtulmak; the clerical level of Dakarnok's priests will never equal or exceed that of Kurtulmak's shamans, and the former are generally subservient to the latter.

Dakarnok's shamans frequently lead raiding parties, and gain respect and more followers after especially successful (or lucky) acts of thievery, looting, and destruction. These shamans are typically armed with a black, spiked club (2-7 points damage, treat otherwise as a normal club) that doubles as their holy symbol. These shamans are quite aggressive in the spread of their form of religion, and though they accept Kurtulmak's clerics as their superiors, they have been known to attack the shamans and witch doctors of other kobold demigodlings on sight.

Dakarnok is usually depicted as an unusually muscular kobold with silver-black scales and tiny red eyes. He uses (two-handed) a +1 spiked club made of dark oak. His shamans cannot attain higher than 3rd level in clerical ability. The particulars of his worship are the same as for Kurtulmak, save that there is no holy animal and the holy color in his worship is black.

Kobold religion is centered around survival, safety in numbers, destruction of all other races, and obedience....

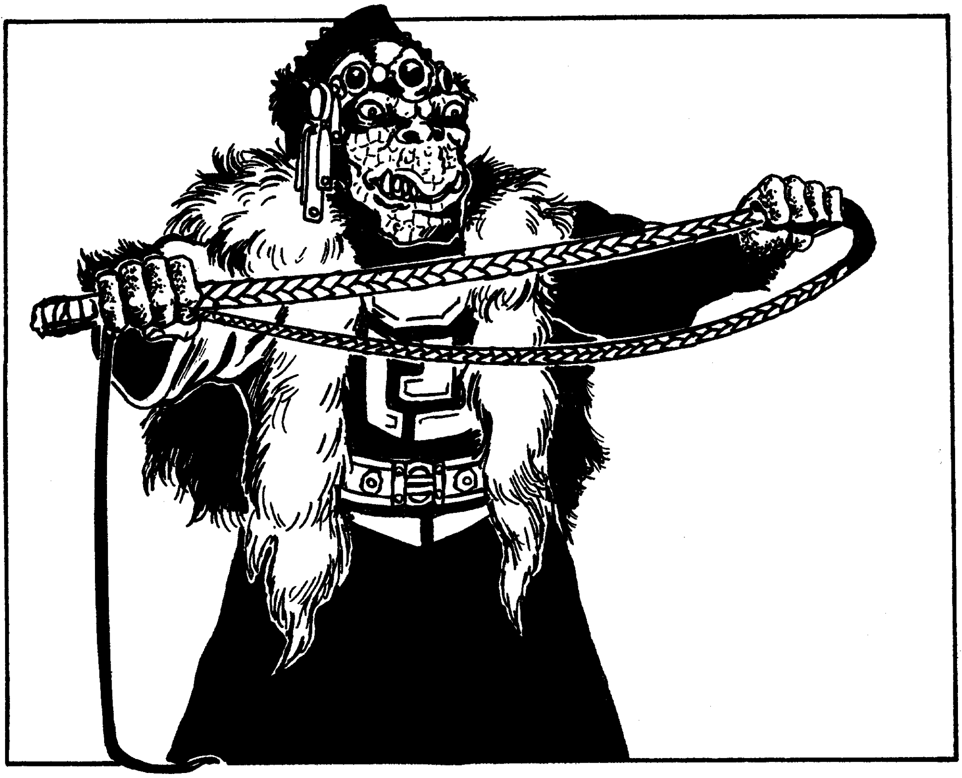
. . . Dakarnok's shamans frequently lead raiding parties, and gain respect and more followers after especially successful (or lucky) acts of thievery, looting, and destruction.



Khurgorbaeyag

(Goblins) see torture and other public diversions like it to be instrutive to their slaves in pushing home the slave's proper place in the world....

The clerics of Khurgorbaeyag . . . encourage the taking of captives to be brought back to the tribal lair for slave labor or "instruction."



Goblin Lesser God
ARMOR CLASS: *2*
MOVE: *12"*
HIT POINTS: *255*
NO. OF ATTACKS: *2 or 1*
DAMAGE/ATTACK: *2-16 (+6) or special*
SPECIAL ATTACKS: *Entanglement and hopelessness*
SPECIAL DEFENSES: *+2 or better weapon to hit*
MAGIC RESISTANCE: *45%*
SIZE: *L (9' tall)*
ALIGNMENT: *Lawful evil*
WORSHIPER'S ALIGN: *Lawful evil (goblins)*
SYMBOL: *Red and yellow striped whip*
PLANE: *Nine Hells*
CLERIC/DRUID: *8th level cleric*
FIGHTER: *As 13 HD monster*
MAGIC-USER/ILLUSIONIST: *8th level magic-user/7th level illusionist*
THIEF/ASSASSIN: *9th level assassin*
MONK/BARD: *Nil*
PSIONIC ABILITY: *VI*
S: 18/00 (+3, +6) I: 16 W: 9 D: 19
C: 19 CH: 2

Khurgorbaeyag is one of the chief lieutenants of the deity Maglubiyet (see the DEITIES & DEMIGODS book) on the home plane of the goblinoid deities in the Nine Hells, and is the patron god of the goblins in particular. His chief rival for power is said to be Nomog-Geaya, the hobgoblin patron deity (see this text), and there are stories told by goblin shamans of how Khurgorbaeyag deals with his rival's subtle treachery. The goblin spirits that Kurgorbaeyag commands are forced to fight all the harder against their enemies, the orc spirits, because they must take up the slack from the laziness of their clumsy hobgoblin-spirit allies.

The goblins' love for slave-taking and aggressive lawfulness is well represented in their deity's powers and personality. Khurgorbaeyag has flame-red skin, speckled with orange and yellow scales. His only weapon is a great whip, with which he drives his followers on to their duties and into war. He may either attack twice with the lash, injuring foes with its supersonic snap, or may make a single attack against more dangerous foes. This single attack is designed to render enemies immobile; the whip unerringly wraps around the opponent's feet or wings (out to the 30-foot range of the weapon) and acts as a *Rope of Entanglement* with three times normal hit points. In addition, anyone touched by the whip in either attack mode must save vs. magic at -4 or be affected as if by a *Symbol of Hopelessness,* immediately surrendering to the wielder. Victims of this effect of the whip will remain in despair for a number of weeks equal to 20 minus the victim's wisdom score.

Khurgorbaeyag's shamans appear to work in fair harmony with bugbear shamans, though no one has conclusively figured out why. Joint ceremonies involving the two races are not uncommon, and temples to the goblin deity frequently have bugbear guards. The clerics of Khurgorbaeyag participate in warfare with the rest of their tribe, though only in advisory positions and not as troop leaders. They tend to encourage the taking of live (not necessarily uninjured) captives to be brought back to the tribal lair for use as slave labor or for "instruction" (ritual public torture). The shamans have their assistants carry supplies of ropes and chains on military ventures to bind prisoners. Their favorite captives for slaves are humans; dwarves and gnomes are usually marked for death after capture. Goblin priests usually use maces or clubs to subdue prisoners and in actual combat. They carry a whip as a holy symbol, but it is only used against captives and not in combat.

Shamans of Khurgorbaeyag wear red scale mail and war helms, with vestments of gray wolf fur. Their holy animal is the wolf, and such pets are often found with the shamans or leaders of a goblin tribe. (These are not for use as mounts, like dire wolves and worgs are.) In all other respects their worship is like that of the shamans of Maglubiyet.

Nomog-Geaya

Hobgoblin Lesser God
ARMOR CLASS: *1*
MOVE: *12"*
HIT POINTS: *283*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *2-20 (+7) and 3-12 (+7)*
SPECIAL ATTACKS: *Wounding, pain*
SPECIAL DEFENSES: *+2 or better weapon to hit*
MAGIC RESISTANCE: *35%*
SIZE: *L (10' tall)*
ALIGNMENT: *Lawful evil*
WORSHIPER'S ALIGN: *Lawful evil (hobgoblins)*
SYMBOL: Crossed broadsword and hand axe
PLANE: *Nine Hells*
CLERIC/DRUID: *9th level cleric (destructive spells only)*
FIGHTER: *As 15 HD monster*
MAGIC-USER/ILLUSIONIST: *Nil*
THIEF/ASSASSIN: *6th level assassin*
MONK/BARD: *Nil*
PSIONIC ABILITY: *VI*
S: 19(+3,+7) I: 17 W: 12 D: 16
C: 20 CH: -1

Feared and respected as a great military commander and a merciless warrior, Nomog-Geaya is one of the toughest of the goblinoid deities, probably second only to Maglubiyet himself in terms of personal power. He is the major patron deity of the hobgoblins, and exemplifies their traits of brutality, courage, stoicism, and cold-bloodedness. Nomog-Geaya is said to have no other expression than a look of grim, tight-lipped, tyrannical authority.

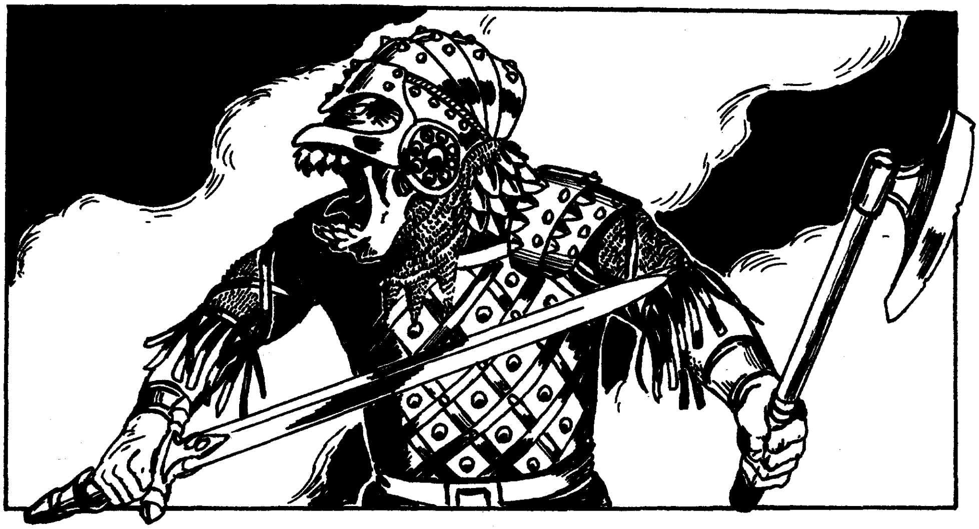
He has ash-gray rough skin, cold orange eyes, and shark-like teeth. In battle he uses two weapons, one per hand: a broadsword which acts as a +3 *Sword of Wounding,* and a +2 axe which, upon a successful hit, immediately affects the victim as a *Symbol of Pain.*

Shamans of Nomog-Geaya tend to make thinly veiled references to the barely controlled disgust their deity has for his rival Khurgorbaeyag, the patron deity of goblins. Hobgoblin spirits in the Nine Hells must learn to exert themselves in their eternal war with orcish spirits, to cover for the weakness of their untrustworthy goblin-spirit allies.

Shamans and witch doctors who worship Nomog-Geaya also practice their deity's habit of eating the cooked flesh of their enemies after battle. They encourage slavery and torture, much as goblin shamans do, but are prone to use orcs, goblins, and kobolds victims as slaves, as well as human and demi-humans, to emphasize the worthlessness of these obviously inferior humanoid creatures. Humans and those demi-humans with souls make the best candidates for ritual torture; elves are usually killed without ceremony or waste of time, since they are considered at best to be useless in the scheme of things (and, at worst, dangerous if allowed to run loose).

Nomog-Geaya's shamans are expected to display the personal qualities of their deity. (Some of them have been executed for laughing in public, even during the torture of captives.) This rigid discipline gives the shamans and deities of this god a +2 save vs. all enchantment or charm spells, and they may be considered immune to and unaffected by normal attempts at humor or displays of emotion.

Nomog-Geaya's shamans wear armor of iron or steel, and use great helmets that cover their faces completely except for the eyes; banded mail is most commonly used. The carnivorous ape is their favored animal, since its personal habits appear to mirror their own to some extent; it is a compliment to be told that one fought like an ape, meaning with great savagery. The holy color in Nomog-Geaya's worship is a bright, glossy red, obviously representing blood. Worship ceremonies involving torture of non-hobgoblin creatures (humans, demi-humans, or other humanoids) *en masse* take place once per year, at mid-winter, in underground temples.



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Shoosuva

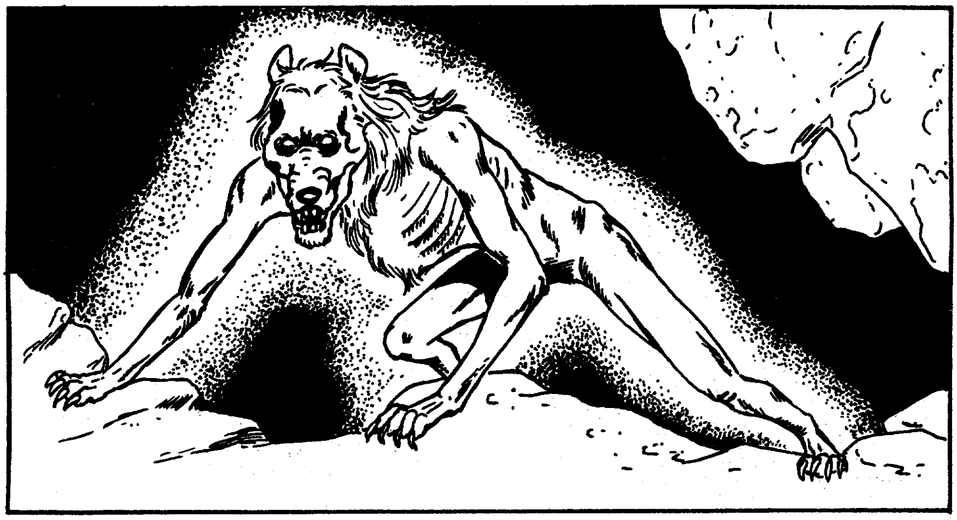
Gnoll undead guardian
FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *3*
MOVE: *15"*
HIT DICE: *6*
% IN LAIR: *Nil*
TREASURE TYPE: *See below*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *6-15 (+2)*
SPECIAL ATTACKS: *Creeping paralysis*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *30% (see below)*
INTELLIGENCE: *Very*
ALIGNMENT: *Chaotic evil*
SIZE: *L (6' high at shoulder)*
PSIONIC ABILITY: *Nil*

The only deity that gnolls worship (save for a few renegades who follow other demon princes) is Yeenoghu, the demon prince of gnolls. Yeenoghu long ago developed a specialized form of demonic undead for use as an intermediary between him and his shaman and witch doctors, and as a guardian for himself and those followers of exceptional merit. The creatures are called shoosuvas; their name means "returners" in the gnoll tongue, a reference to the belief that shoosuvas are the incarnations of the spirits of the greatest of Yeenoghu's shamans. Shoosuvas are feared greatly (for good reason) by gnolls, who will obey their every command, even over the orders of other gnoll leaders or shamans.

A shoosuva is only encountered singly, and usually in only one of two ways on the Prime Material plane (they are less rare in frequency on Yeenoghu's home plane in the Abyss). Exceptionally powerful gnoll shamans or witch doctors, those attaining the 5th level of clerical ability and having more than 20 hit points, are often given instructions for creating a special talisman that will summon a shoosuva when the talisman is cast to the ground and Yeenoghu's name is pronounced. Such a talisman is a miniature carving of a hyena's skull, made from the bones of a gnoll shaman or witch doctor. The shoosuva will be gated in by Yeenoghu after a one-round delay, and will immediately attack all enemies of the summoning gnoll priest. The shoosuva will remain until it is slain (whereupon its spirit is sent back to the Abyss) or after one hour, at which time it will fade away (to the Abyss).

During the time it is present on the Prime Material plane, the shoosuva is able to call upon any gnoll within hearing distance (120 feet), and such "summoned" gnolls will obey the shoosuva's every command to the death.

A shoosuva appears as a huge, emaciated hyenodon, glowing with a phosphorescent yellow light, similar in intensity to the clerical *Light* spell. It attacks by biting, and those bitten must save vs. paralyzation or else be inflicted with *creeping paralysis.* Victims so affected will suffer a -1 penalty "to hit" and a 1" reduction in movement rate per round — cumulative — as the result of a slow-acting paralysis. Only living creatures are affected by the paralysis, and not other undead, demons, and the like; however, these latter creatures can be damaged by the bite itself. A victim's base movement rate (from which the reduction is taken) is always considered to be that which applied when the character was bitten; in other words, a character cannot increase mobility by divesting oneself of encumbrance and/or armor after the paralysis has set in.



When the movement rate of a paralyzed victim falls to 0", the character cannot hit anything, speak, cast spells, or perform any other physical activity. Only the most basic life functions (respiration and heartbeat, primarily) will continue. If the victim survives that long, the paralysis will wear off 3-6 turns after the victim is immobilized. Shoosuvas usually try to paralyze as many persons as they can in melee, and then kill their victims after they are unable to move.

Since a shoosuva must be fed carrion as a reward for its services (or else one will never return to help the summoning shaman again), Yeenoghu's priests who are able to summon a shoosuva will nearly always have the first-level cleric spell *Putrefy Food and Drink* on hand and will cast it on one of the shoosuva's dead victims, with predictable results.

Aside from encountering such specially summoned shoosuvas, any gnoll shaman or witch doctor may call upon Yeenoghu for assistance or advice, and thereby summon a shoosuva intermediary, at a base chance for success of 2% per level of clerical ability. The shoosuva will only remain for a short time (1 round per level of clerical ability of the shaman) and will require a "free lunch" the same as one summoned by a talisman. It will provide the caller with whatever advice Yeenoghu is able and willing to provide. If the summoning shaman is attacked while speaking with the shoosuva intermediary, the creature will immediately seek to attack and slay all of the summoner's opponents.

A shoosuva is immune to all psionic attacks or psionic-like effects, and likewise immune to all will-force magics (including enchantment and charm spells). The creatures have a specialized magic resistance, being 30% resistant to all cold, heat, electrical, and poison-gas spells. If they fail their resistance throws against such magical attacks, they will take only half damage if they fail the subsequent saving throw, and one-fourth damage if the saving throw against the particular attack mode is made. Death spells, of course, will not affect them at all, and they cannot be hit by any weapons except silvered or magical ones. Clerics may turn them (or command them into service) at the same chance for success as for special creatures like minor demons. Holy water damages these monsters for 2-8 points per vial used.

Shoosuvas are feared by gnolls, who obey their every command. . .

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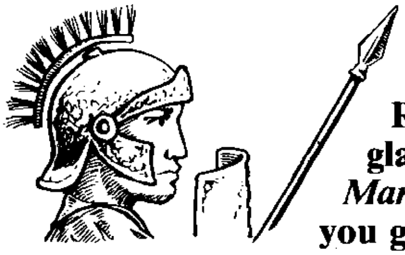

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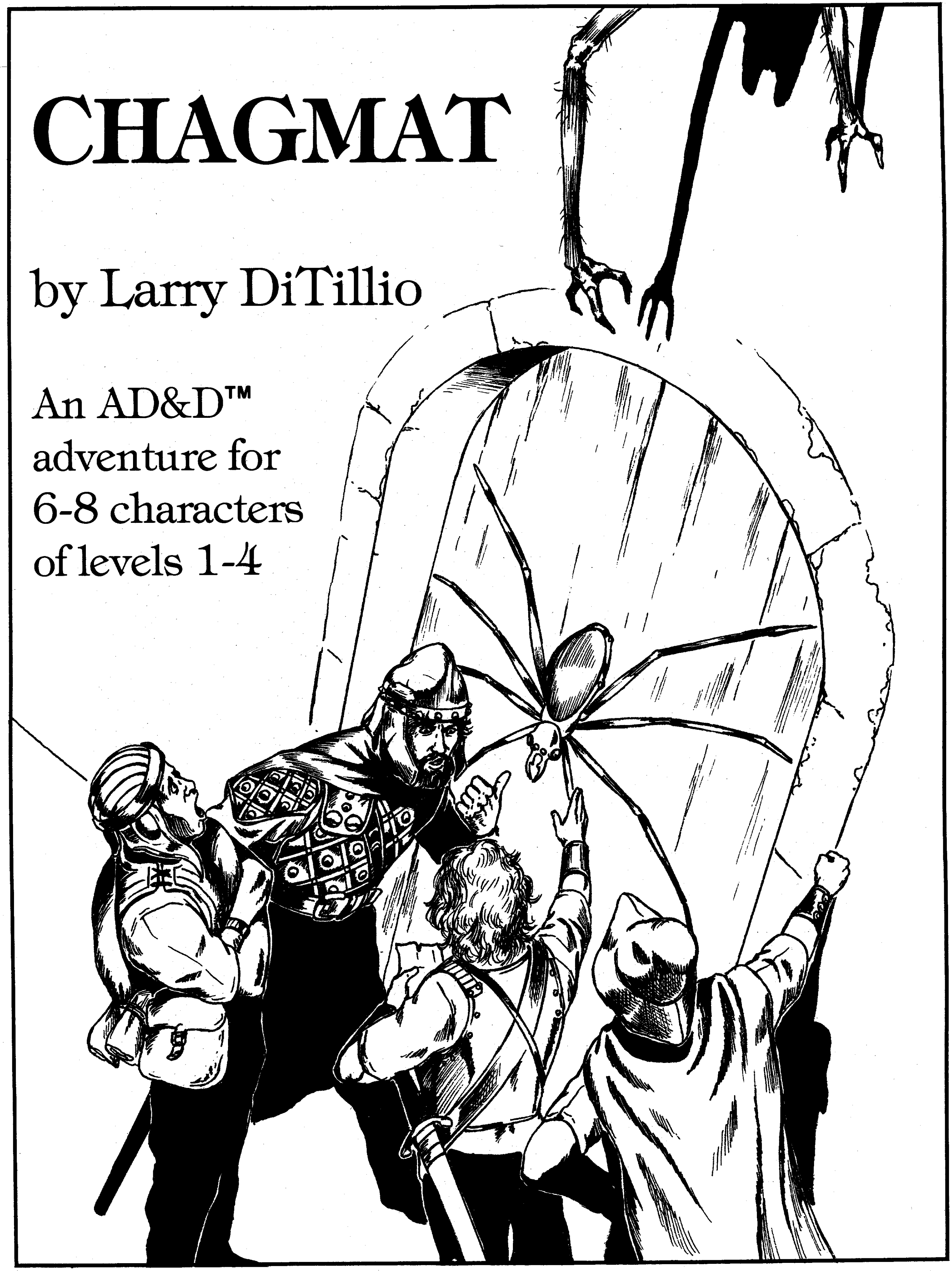


For the players

The party is traveling the land and has stopped in the small, pleasant farming town of Byr. While sitting in the town's only tavern, The Broken Web, the characters overhear an argument among the mayor of Byr and several of its citizens. The argument concerns what to do about the disappearance of five maidens from the town. These five women have all vanished within the last two weeks. Search parties have been sent out, but have found no trace of them. The most recent of these parties, made up of five of the town's hardiest souls, has apparently also disappeared, somewhere in the vicinity of Little Boy Mountain.

By listening further to, the arguing townsfolk, the party gets the following information: Most of the townsfolk blame the disappearances on a party of hobgoblin brigands rumored to be raiding in the area. Scattered reports of hobgoblins have been circulating in the area for the past month. However, a few of the townsmen, particularly one grizzled old fighter-type with a missing left arm, believe the disappearances are the work of the dread spider-folk, the chagmat.

The reports of hobgoblins will be confirmed by various townsfolk who have sighted one or more of the nasty creatures in the area. However, no large concentration of hobgoblins has been spotted; no hobgoblin has actually been seen in the town itself, and as far as anyone knows all the maidens were in town when last seen.

The player characters will learn about the chagmat mainly from Akron Oheeyo, the grizzled old fighter, who will be prompted by the crowd to relate what he recalls from his younger days: Chagmat are spider-people, six-armed horrors who are an intelligent race serving the dire ends of Chag, the Spider-Spirit. The land around Byr was once beset by chagmat, and one of their major temples was rumored to be somewhere around Little Boy Mountain. Most townspeople avoid Little Boy Mountain because of this, and also because of other nasties that have been encountered around it.

The last of the chagmat was said to be driven from the land more than 50 years ago. The name of The Broken Web tavern comes down from this time. Akron Oheeyo was one of the people involved in driving the chagmat from the land, but now he is sure they are back. However, his point of view doesn't attract as many townspeople as it might, because Akron has a tendency to get agitated easily and many of the other citizens regard him as senile. One or two other townsmen also feel the chagmat may be to blame, but no one has an idea what the purpose of the evil spider-folk might be. Belying the chagmat theory is the fact that there has been no preponderance of spiders noted in the land, traditionally known as a sure sign that chagmat are in the vicinity.

For the DM

Note: Players should read no further. All the following information is knowledge which only the Dungeon Master should have at the start of the adventure.

The player-character party (assuming the group is not predominantly aligned toward evil) should have sufficient interest in the goings-on to volunteer as a rescue party. If they do so, the mayor will heartily accept their offer and promise a reward of 5,000 gold pieces if the adventurers can return all five missing maidens alive.

If player characters are reluctant about volunteering, the mayor will approach them and implore them to help, saying that the town cannot afford to risk any more of its able-bodied men, and a band of adventurers is bound to succeed where a group of simple farmers could not. And he will offer a slightly higher reward in this case, amounting to 1,000 gold pieces for each member of the party.

The player characters may ask, but won't receive any information about the rumored chagmat temple, since none of the townspeople have actually been there. Little Boy Mountain is about 13 miles east of Byr. If the party befriends Akron Oheeyo, he may accompany them as a guide. Because of his age, his one-armed condition, and his suspected senility, none of the townspeople has been willing to allow him to go on a search party — but, by the same token, Akron Oheeyo is at present the only citizen of Byr who does not shudder at the prospect of going on a rescue mission to Little Boy Mountain.

Akron Oheeyo

Akron Oheeyo is a 5th-level fighter: AC 5 (chain mail), HP 32, Str 10, Int 9, Wis 10, Dex 9, Con 10, Cha 9. He has a longsword and a dagger.

Akron Oheeyo is 73 years old and has been without his left arm since the time when (as he tells it) he helped beat back the last chagmat invasion of the land. (He was a 4th-level fighter at the time, and because of the forced inactivity brought about by his injury he has only attained one more level of experience in the intervening years.) While he can still swing a sword, he is not capable of much physical activity and will be useful to the party mainly as an information source. What Akron may or may not "know" as the adventure progresses is up to the DM; as the mission goes on, Akron's memory may be stimulated by his reintroduction to some of the sights and sounds he recalls experiencing as a youth. (Basic information about the chagmat is the logical thing to divulge.) Do not force this NPC on the adventurers; let them take him only if they want to.

If the party has volunteered to help, townsfolk will provide them with horses, a wagon, rope, torches, and other gear they may not possess. If they had to be "hired" for the mission, such considerations may not be given for free, and some items may not be offered at all.

The town of Byr

This adventure does not include a detailed description of the town of Byr. If the DM wishes to add more substance to this preliminary part of the mission, any village of the DM's devising or any small town or village from another adventure module may be used as a framework. The town and its plight provide a justification for the trip to Little Boy Mountain, and the town also serves as a place where the adventurers can stock up on supplies and other necessities. No matter what else the town contains, there should be a magic supply shop that deals primarily in spell components and may have a scroll or two for sale; a money-lender, who may be useful if the adventurers don't have too much of a grubstake; and a cartographer who can, if approached and properly reimbursed, provide the party with a map that clearly shows the safest route to Little Boy Mountain.

Chagmat

FREQUENCY: *Rare*
No. APPEARING: *1-20*
ARMOR CLASS: *5*
MOVE: *6"*12"*
HIT DICE: *1 or 2 or special (see below)*
% IN LAIR: *50%*
TREASURE TYPE: *G*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *1-3/1-3 or by weapon type*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average to very*
ALIGNMENT: *Chaotic evil*
SIZE: M (up *to 6')*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Chagmat look like humanoid spiders. They have six arms branching off a human-like torso, two legs supporting the body, and eight eyes clustered where a man's eyes would be located on a human head. Their eyes give the chagmat the ability to see in a 270-degree arc centered on the direction they are facing. This peripheral vision and their acute senses of smell and hearing make it possible to surprise them only on a roll of I.

Chagmat fighters are always brown, and chagmat clerics are always white. The two types do not interbreed, and chagmats are either fighters or clerics.

Normal (non-extraordinary) chagmat clerics all have one hit die, while normal chagmat fighters have two hit dice. More powerful clerics or fighters, such as the High Priest Byaculuse, will have hit dice commensurate with their effective level of experience. Fighters are armed with short swords and clerics are armed with clubs. A chagmat fighter can wield two weapons at once, gaining two attacks per round if this is the case. If a chagmat is unarmed, it can use its natural attacks, consisting of two claw attacks per round for 1-3 points of damage each.

Chagmat can employ two shields at the same time, generally holding one in each hand of their centermost arms. Shields (not figured in the armor class given above) provide a bonus of 1 to a chagmat's armor class for each shield used. All chagmat can scuttle vertically up walls when not engaged in melee, using their legs and two of their arms, with the same chance of success as a second-level thief. They can walk upright on level surfaces, but must use two arms and two legs to travel at their prescribed movement rate in a web.

Chagmat can spin webs in the same way a giant spider accomplishes this, but cannot "shoot" a web in the manner of a *Web* spell.

Chagmat clerics can use two first-level cleric spells once per day. Non-extraordinary chagmat clerics generally disdain the "good" forms of spells and will usually opt for the reverse form of such spells as *Cure Light Wounds, Purify Food & Drink, Remove Fear,* etc.

Chagmat clerics will be able to speak (but not read or write) the Common tongue in addition to their racial language. Chagmat may use any magic items permitted by class. Their bite does no damage and is not poisonous.

The mountain

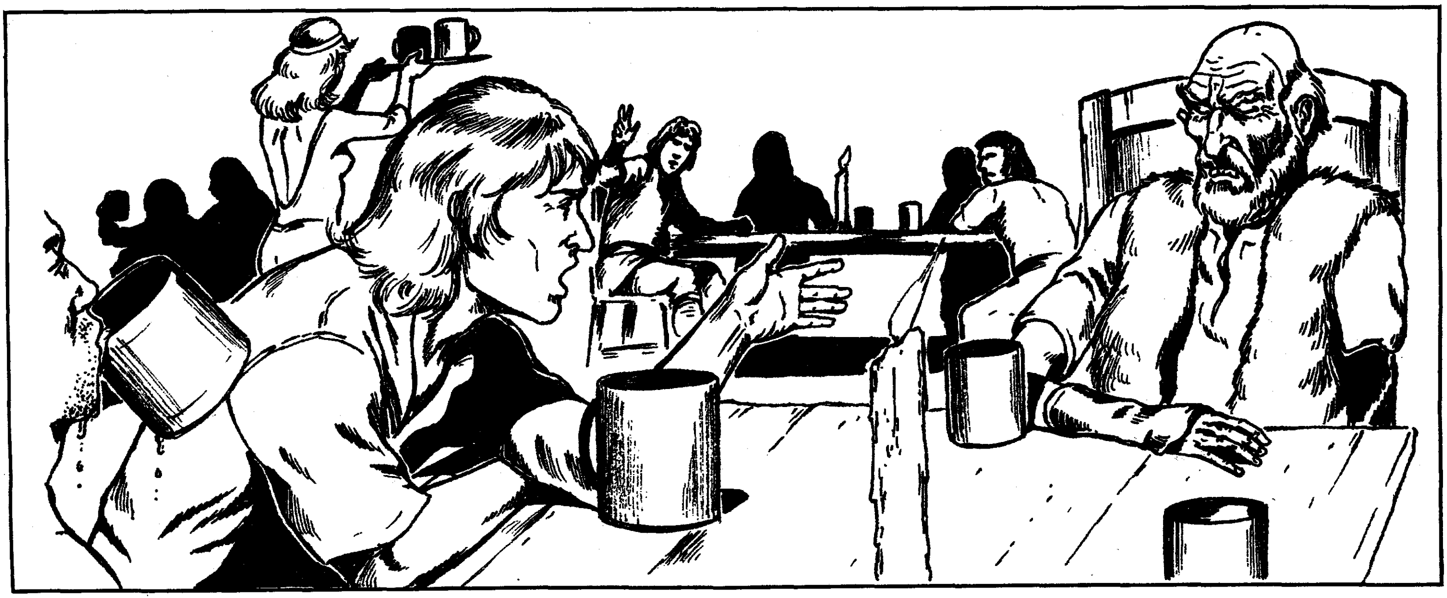
Little Boy Mountain gets its name from its shape, which reminds viewers of a small boy seated on the ground, arms locked around his knees. It is surrounded by hills, and all its faces except the south face are treacherous to climb. The south face of Little Boy Mountain is dotted with eight cavern-like openings, some of them (Caverns 1, 3, 4, 6, and 8) visible from the base of the mountain and the others (2, 5, and 7) only able to be seen from a few feet away. Three of the cavern openings (3, 5, and 8) are occupied (see area descriptions), and another one (7) is the entrance to the chagmat temple; the other four are normally unoccupied, though a party might encounter something within them. There is a 75% chance (1-3 on d4) of an encounter occurring within a supposedly unoccupied area. This chance is rolled when a cavern is entered for the first time, and if an encounter is indicated, roll d4 and consult the following list to determine the type of encounter. Note: The first three numbered encounters will only occur once each, if at all; only the fire beetles (encounter #4) may be met more than once, and in that case a new roll must be made each time for the number appearing.

1: 5-10 (d6+4) Troglodytes; AC 5, MV 12", HD 2, HP 4, 11, 9, 8, 4, 6, 7, 9, 4, 2. #AT 1, D by weapon; revulsion odor when aroused. These troglodytes are seeking to establish a base in the mountain. They are armed with stone battle axes and vaned javelins.

2: 7-12 (d6 + 6) Piercers; AC 3, MV 1", HD 1, HP 7,5,8,6,4,6,3,2,5,4,4,4. #AT 1, D 1-6. These will be spread out in the cavern where they are encountered, such that no area within the cavern is safe from their attack.

3: Brown mold, one patch, covering the floor, walls, and ceiling of the designated area.

4: 1-4 Fire Beetles; AC 4, MV 12", HD 1+2, HP 6, 5, 7, 8. #AT 1, D 2-8. Note: These beetles, unlike the first three encounters described, can appear in more than one cavern.



The caverns

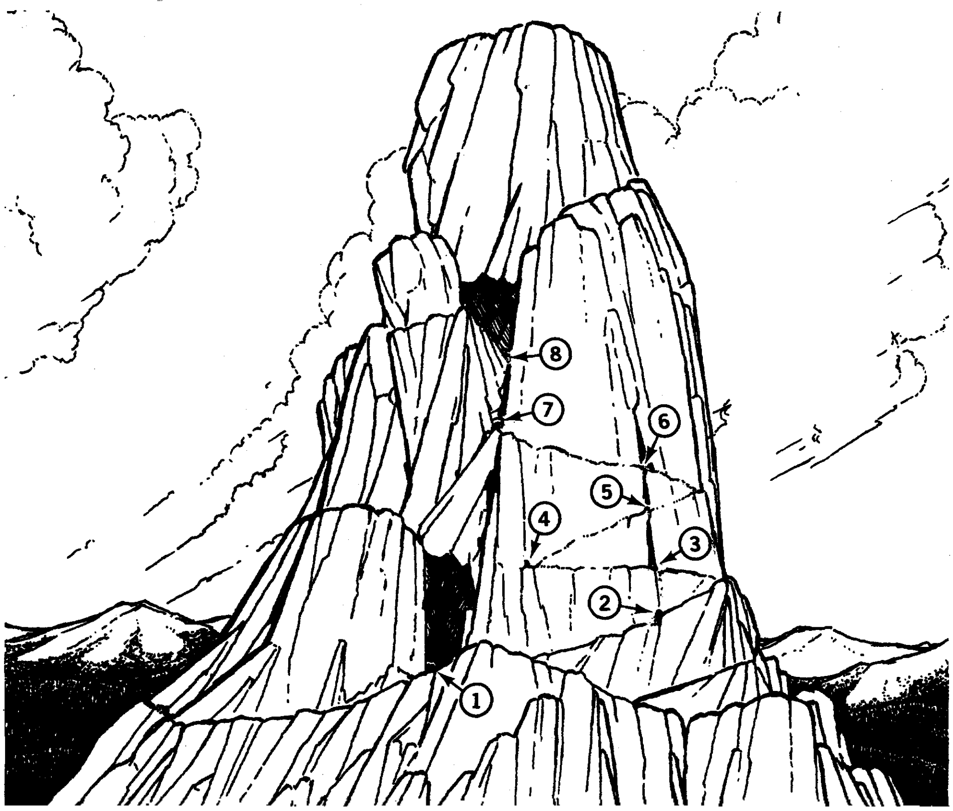
After reaching the mountain and determining that the south face is the only area of interest, adventurers will have to make an ascent as far as Cavern 1, getting there by means of mountaineering techniques or magic. From that point on, a rough but usable path connects the caverns to one another, in the order in which they are numbered (see map). It is about 225 feet up to Cavern 1, and the DM should only allow the climb to be made without incident if the party has at least one experienced climber or mountaineer (thief, mountain dwarf, or the like) who can lead the way, locating or manufacturing handholds and footholds for the other characters. If the party does not contain an experienced climber, every member of the party must check after each 75 feet of climbing to see if he or she makes a saving throw against falling. This save is rolled on d20; the save is successful if the resulting number is less than or equal to the character's dexterity.

The trail connecting the remaining seven caverns is only wide enough for one person at a time. If a ranger should look for tracks on the trail, he or she has a 75% chance of finding the following tracks in the appropriate area: bonesnapper tracks around Cavern 3; ogre tracks around Cavern 5; and chagmat tracks around Caverns 5,6,7, and 8 (the ranger would not necessarily know these are chagmat tracks). Strong emanations of evil are detectable in and around Caverns 5, 7, and 8.

Cavern 1

inside an entranceway which is 20 feet wide lies the main chamber of this cavern, roughly 200 feet in diameter with a 15-foot ceiling. Four passages, all 8 feet tall and ranging in width from 3-5 feet, branch off from it similar to fingers from a hand. Passage #1 goes 400 feet further into the mountain and dead-ends. Passage #2 goes 200 feet into the mountain and dead-ends. Passage #3 goes 300 feet into the mountain and has numerous side passages which branch off for 10 to 50 feet before dead-ending. The first such branch on the west side of the passage loops around and joins Passage #4. This is a small side cavern with a branch in the northeast corner that joins with Passage #3 and a branch in the northwest corner that goes about 400 feet into the mountain and dead-ends.

Maps on pages 46-48



Little Boy Mountain

Cavern 2

A 10-foot-wide entranceway tapers down to a roughly straight 3-foot-wide passage leading some 40 feet into the cavern proper, which is about 50 feet in diameter with a 20-foot ceiling. Passage #1 goes southeast for about 50 feet and then opens up into a small dead-end cavern. It is 6 feet wide. Passage #2 goes northeast for about 20 feet and opens into three small dead-end caverns. This passage is about 4 feet wide. Passage #3 goes northwest for about 75 feet, then bends to the south, going another 60 feet to a fork where two spurs go about 15 feet southeast and southwest before dead-ending. Where the passage forks is a human skeleton partially protruding from a pile of rocks. On the skeleton's left hand (not visible unless characters move the rocks) is a finely crafted gold ring with a translucent green stone in it. The ring is worth about 200 gp simply for the gold, but it is also a *Ring of Etherealness* with two charges left in it. Inside the ring the word "Darandara" is inscribed in Common script. If the ring is put on and this word pronounced, the wearer becomes ethereal. To reverse the process, the word must be pronounced backwards ("Aradnarad"). If the two charges are expended, the green stone will darken and the ring will be non-magical. It will still be worth 200 gp, however. The skeleton is the remains of a bold adventurer who got caught in a cave-in.

Cavern 3

This chamber is reached through a narrow entranceway as in Cavern 2. This cavern, shaped in an oval 75 feet by 50 feet wide with an 8-foot ceiling, is the lair of a bonesnapper (see description in the FIEND FOLIO™ Tome); AC 4, MV 6", HD 4, HP 18, #AT 2, D 1-8/1-4. When the adventurers enter the cavern, they will see a number of human jawbones and other bits and pieces of skeletons scattered on the chamber floor. Predominant among them is a more or less intact human skeleton visible along one wall, with a metal helmet still adorning the skull. This is a *Helm of Comprehending Languages and Reading Magic.*

Roll d4+1 when the party enters the cavern, to generate a number from 2-5. This result indicates the distance, in tens of feet, between the entrance to the main chamber and the current position of the bonesnapper.

This chamber, unlike Caverns 1 and 2, does not have passages branching off from it. Bunched in an inconspicuous hollow at the base of the eastern wall is a 50-foot rope (actually a *Rope of Climbing),* which will be discovered if the party kills the bonesnapper and then searches the cavern thoroughly. The rope will "spring to life" as soon as the command word "Spider" is spoken, shaping itself into a tight coil with one end rising until it hovers 5 feet off the ground, awaiting a further command. If no other direction is given to the rope within one round, it will fall "lifeless" to the cavern floor again.

Cavern 4

A five-foot-wide entranceway opens into an irregularly shaped chamber 80 feet across at its widest point with a ceiling at least 15 feet high in all locations. Passage #1 goes straight into the mountain about 350 feet, with a constant width for of 6 feet and a ceiling height of 5-9 feet, and dead-ends. Passage #2 goes about 50 feet into the mountain and is only 2 feet in diameter. The passage is more or less straight and ends in a small dead-end cavern.

Cavern 5

This is the lair of Muddah Rateater, an ogre. The main chamber is an almost circular cavern some 30 feet in diameter with a ceiling varying from 12 to 18 feet in height. It is reached by entering through a 7-foot-wide, 10-foot-high corridor from the south. Two passages lead from the main chamber to the ogre's sleeping quarters (#1) and the treasure room (#2). Passage #1 is 15 feet long and 7 feet wide with a 10-foot ceiling. Passage #2 is blocked off by a large boulder across the exit from the main chamber. Behind the boulder the passage bends to the northwest, then curves to the east, a total distance of 50 feet.

The main chamber is lit by a torch stuck in a carved-out hole in the north wall. A crude table, made of a large flat stone balanced on another rock, is in the center of the room with another large rock set beside it as a chair. Piles of rat bones are everywhere within this area.

The sleeping area is a circular chamber 25 feet in diameter. It is dark but can be illuminated by lighting a candle stub in a carved-out niche on the south wall. A bed made of old blankets and dirt is against the north wall, and more piles of rat bones are evident. Muddah the ogre is asleep in his bed, under a heap of blankets. Characters will be immediately aware of the presence of an occupant in the chamber when they reach the end of the passage. Muddah will not awaken when characters enter his sleeping chamber unless the candle is lit or unless the party approaches the bed and disturbs the blankets covering the ogre. Muddah is AC 5, MV 9", HD 4+1, HP 24, #AT 1, D 1-10 (no weapon immediately at hand).

Under a large pile of refuse near the southeast portion of the sleeping quarters is a decrepit-looking war hammer. This is actually a *Hammer +3, Dwarven Thrower,* with its full powers usable by any dwarven fighter who wields it and utters the command word "Glanya," which is inscribed in dwarvish on the shaft. In the hands of any other type of character, the hammer will perform as an ordinary weapon.

The entrance to the passageway leading to the ogre's treasure room is blocked by a large boulder that requires a combined strength of 20 to roll aside. The noise caused by the moving of the boulder will awaken Muddah, and he will emerge from his bedchamber one round later to investigate the disturbance.

If the party gets the boulder out of the passageway to the treasure room and avoids or vanquishes the ogre, they will find in the room a small locked chest, around which are scattered various valuables: 9 gem-studded silver goblets, worth 10 gp each; 5 gold-plated dishes, worth 5 gp each; and three small leather pouches, each containing 200 copper pieces.

In the chest itself (the lock can be picked, or the chest can be simply smashed open by inflicting 10 hit points of damage on it) are the following items:

A vial containing 3 ounces of *Oil of Transparency.* When an ounce is spread on a solid surface (covers about 25 square feet), it makes the surface transparent for 11-20 (d10 + 10) rounds. Up to a 2-foot thickness of any material will be rendered transparent. The oil smells like burnt leather and tastes awful but has no adverse effect on an imbiber if drunk. The oil is worth 100 gp per ounce.

A leather belt with a buckle of finely wrought platinum in which are etched a set of undecipherable symbols (the initials of the chagmat who originally owned it). The buckle is worth 100 gp.

A gold locket with the symbol of Chag, the Spider-Spirit, on it. The locket has a catch which can be opened to reveal an octagonal purple gemstone inside. The locket was at one time in the possession of a follower of Chag.

A square metal cylinder with each side a different color (red, blue, yellow, green reading clockwise) and a small striker bar attached to the edge of the cylinder by a thin cord. This is a special *Chime of Opening* (worth 5,000 gp) attuned only to the chagmat temple. This device will open the secret door leading to the temple from Cavern 7, and can be used to manipulate any of the doors in the "Stomach of Chag" area of the temple.

Cavern 6

This is a large, irregularly shaped cave with a ceiling varying from 15 to 20 feet in height. Two small alcove-type caverns extend to the northwest and northeast. Nothing of interest is to be found here. The northwest passage goes deep into the mountain, some 600 feet, before coming to a dead end. After an initial straight stretch of 25 feet it becomes very twisty. The passage varies in width from 3 feet to 10 feet (the straight stretch is 10 feet wide) and the ceiling height varies from 5 to 8 feet.

Cavern 7

This cavern contains, among other things, the entrance to the chagmat temple. Adventurers will note that this cavern, unlike the previous six, has apparently been worked on by someone other than Mother Nature. It has been sculpted in the shape of a rough octagon. The cavern proper is reached via a 10-foot-wide passage which leads into it from the south. The cavern has a uniform 10-foot-high ceiling. Passage #1, leading off to the southeast, runs deep into the mountain and originally ran all the way through to the north face. Now it goes about 1,000 feet before ending in a mass of several tons of stone. Passage #1 varies from 3 to 8 feet in width and the ceiling varies from 6 to 12 feet high. Passage #2 is a perfectly straight corridor 6 feet wide that runs 100 feet to an apparent dead end. This is actually the site of the temple entrance, disguised to look like impassable terrain. Passage #3 extends to the northwest about 50 feet until reaching a dead end. It is about 4 feet wide all the way along, and there is a short side spur about 20 feet inside the passage entrance that runs east for 10 feet. At the most secluded spot inside this side spur is the body of one of the members of the missing search party. The man apparently suffered injuries from some cause and staggered this far before dying There are no signs of a struggle in the immediate area.

The lair of a huge (trapdoor) spider is located 15 feet before the dead end in Passage #2. This spider is AC 6, MV 18", HD 2+2, HP 14, #AT 1, D 1-6 plus poison (+1 to s.t.). It surprises on a roll of 1-5 and will attack any non-chagmat who dares to venture this close to the temple. It leaps out at lightning speed from beneath the floor where its lair is. If it hits, it will drag its victim back into its lair, which is 6 feet wide, 8 feet long and about 7 feet deep. In the spider's lair are two half-eaten bodies, other members of the missing search party. There is also a quiver of 10 arrows for a longbow (three of them +1 arrows) and a broken longbow. There is also a usable shield, a two-handed sword, two daggers, and a heavy mace, none of them magical but all usable as normal weapons.

Passage #2 ends in a seemingly solid rock wall which is actually a secret door made of a six-foot thickness of stone. *Detect Magic* will reveal the existence of the secret door. The door can be opened from the outside by using the special *Chime of Opening* found in the ogre's lair (Cavern 5). The chime must be sounded while the holder is standing within 5 feet of the door. If properly activated, the door will slide to the west very silently and remain open for 1-6 rounds before sliding shut automatically. A *Knock* spell will not work on this door, and the 6-foot thickness of stone will resist any attempt to move it forcibly or blast it out of the way. On the interior side of the door, set into the wall adjacent to the portal, is a lever which moves the door when pulled up (to open) or down (to close).

Cavern 8

This was once a meeting hall for the chagmat living in the mountain. It shows signs of handiwork, as in Cavern 7. There are a number of stone benches in the cavern proper, some in ruins and others still intact. The ceiling of the cavern is about 12 feet high, and walls and ceiling are covered with spider webs. The entrances to the three passageways are all covered by these webs. Scuttling around in the webs are several dozen large spiders; AC 8, MV 6”*15”, HD 1+1, HP 4 each, #AT 1, D 1 point plus poison (save at +2). From 1-6 of these spiders will leap on any non-chagmat character who enters this area.

Passage #1 goes back about 200 feet into the mountain and is about 3 feet wide most of the way. The ceiling is about 5 feet high, and the walls of the passage have been purposely weakened so that there is a 20% chance of a cave-in for every 50 feet traveled. A cave-in will clog the passageway, depositing a pile of rocks and earth from 1-3 feet thick between the victim(s) and the rest of the chamber. Comrades can dig through the debris at the rate of 1 foot per turn until the barrier is broken through.

Passage #2 is a short spur 6 feet wide, 35 feet long, and basically straight, culminating in a dead end.

Passage #3 is another spur, this one 25 feet long, 6 feet wide, and straight. It dead-ends at a rock wall. However, this wall glows slightly because of its magical nature. This area is the receiving end of the *Mirror of Teleportation* in Byaculuse’s quarters (see “The Stomach of Chag”). *Detect Magic* will show this wall as magical, but it has no use other than to teleport people out of the temple.

The temple

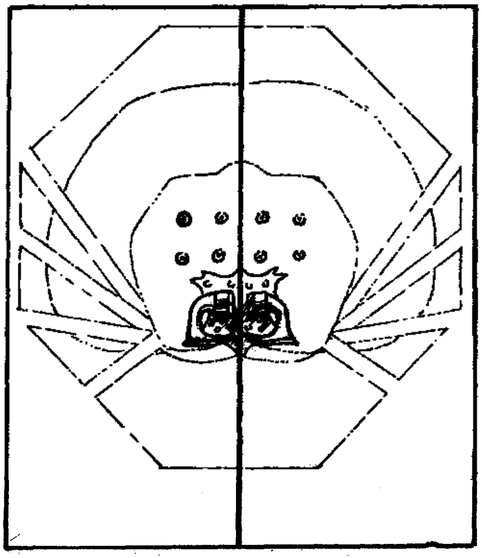
There were at one time a total of eight Temples of Chag throughout the land, one for each color of spider found in the world. The temple located inside Little Boy Mountain is dedicated to the gold spider. Temples have a standard form, consisting of eight rooms, each octagonal in shape (though of varying sizes) and of a different color, plus an “entry room,” also octagonal. All rooms are joined by long, gently sloping corridors. These rooms constitute the first (upper) level. The second (lower) level of a chagmat temple is primarily made up of a huge chamber with the quarters of the High Priest and various spider dens adjoining it. This huge chamber, reached only by traveling through treacherous corridors and shafts, is known as The Stomach of Chag.

One room of each temple is located at the center of the web-like configuration and always represents the color of spider to which the temple is devoted. In this case the center area is the Gold Room, also known as The Heart of Chag.

The floors and ceilings of the Gold Temple (in all rooms, including those named for other colors) are all made of stone colored by gold dye, with a web-like tracery of fine black lines running across the surface. Ceilings are always 10 feet high on the first level, unless otherwise specified.

The walls of each room are stone, stained a certain color, denoting the color of spider the room represents, and (on walls that do not contain doors) adorned with a hideous bas-relief depiction of Chag, the Spider-Spirit.

On the first level all doors (except secret doors) are double doors of half-inch-thick iron, gold plated and etched with a depiction of Chag. The eye sockets of these depictions are raised “holders,” each containing a tiny gem or semi-precious stone the same color as the room the door is in. These gems are so small as to be virtually worthless as treasure; their purpose is decorative only. Each door has two semi-circular handles of carved metal (see accompanying diagram), by which the door is pushed or pulled. Doors are usually locked; on all doors, a keyhole will be found behind one of the eight eyes (which is simply slid to the right to reveal the keyhole). The DM may generate a number from 1-8 at random to determine which eye the keyhole is behind, or may simply designate a particular eye as the location of the keyhole. A lock on one of these doors can be picked as long as the keyhole is located. Because the doors are thick metal, it is difficult to hear noise through them; a roll of 1 on d6 indicates success in such an attempt. Doors are 8 feet high and 6 feet wide (each of the two sections is 3 feet across).



Secret doors are opened by using a “combination” of numbers and sliding to the left those “eyes” corresponding to that combination in the depiction of Chag on the wall containing the door. In any Particular room, the combination for any secret door is the number(s) of the wall(s) on which all the secret doors in the room are located. For instance, the combination for secret doors on walls 3 and 5 of a room would be “3-5.” Only one secret door can be opened at one time; the combination will not open all doors at once. Eye sockets on secret doors do not contain gems but are otherwise identical to sockets on regular doors. All secret doors are single panels 3 feet wide and 5½ feet high. When activated, they swing open for 1-4 minutes (roll for each door each time it is opened) and then swing shut. Some of the secret doors are trapped.

Corridors in the temple are 10 feet wide with 8-foot ceilings. Floors and ceilings of corridors are gold with black “webbing,” the same as for rooms. Corridor walls are smooth, natural stone with no carvings or other decorations.

Rooms are sometimes lit by octagonal “glow” lanterns, made of iron and holding glands from fire beetles which produce a constant but fairly dim light. Lanterns are hung from the ceiling and can be easily removed and transported.

The Gold Temple is being restored by the powerful chagmat cleric Byaculuse; though long out of operation, areas of it have been cleaned and restored in recent weeks. In the restored areas, doors and other movable surfaces have been lubricated, cracks in the walls have been patched, and so forth. This renovation will be apparent to characters, where it is present, as the temple is explored.

The High Priest Byaculuse is determined to restore the reign of Chag to prominence and dominance in the land. He is responsible for the disappearance of the five women from the town of Byr. He intends eventually to take three more women, making a total of eight, and use the group of them as part of a ritual which he hopes will summon Chag to the Prime Material Plane. He has ordered the kidnappings to take place intermittently, to guard against the discovery or capture of any of the members of his rather small band of followers. This force consists of 10 chagmat fighters and 4 other chagmat clerics. Also at the high priest's service are some spiders, including Pagoyak, a giant gold spider which is Byaculuse's personal pet. The priest is also in the midst of a plan to hatch hordes of normal spiders to infest the surrounding terrain, and intends to release his "spider plague" upon the surrounding countryside.

In addition to the women, Byaculuse is holding another prisoner, a human druid named Cosmo. The priest had Cosmo kidnapped several days ago, when the druid traveled too close to Little Boy Mountain for his own good. Byaculuse intends to force the druid to divulge some of his spell-casting knowledge to help the chagmat priest devise a way of magically reproducing mass quantities of spiders for the "plague." More details about Cosmo will be found in the description of Room 7A.

Byaculuse also employs the services of a small group of hobgoblins who guard the outer reaches of the temple. These hobgoblins are the same creatures who have been spotted by townspeople from time to time in the area. They know nothing about the operation of the temple and have gone nowhere inside it, except for Rooms A, 1, and 4.

Encounters

The DM should roll for a random encounter (on d6, a result of 1 indicating a positive result) once every three turns after the party enters the temple area. If an encounter occurs, roll d4. If the result is 1-3, use the creature type indicated on the following list. If the first result is 4, roll again and use the second result as the indicator of the creature type. The encounter will not take place at the spot where the party is located when the rolls are made, but will occur the next time the party passes through a door or turns a corner in a corridor. Any of these creature types may be encountered more than once.

1: 2-12 Giant Ants; AC3, MV 18", HD 2, HP9,12,12,6,5,8,9,6,11,4,14,5.#AT1, D 1-6 plus poison for warriors.

2: Black Pudding; AC 6, MV 6", HD 10, HP 25 + 2d6 (roll for each separate encounter), #AT 1, D 3-24, dissolve wood and metal.

3: 11-20 Giant Centipedes; AC 9, MV 15", HD 1/4, HP 1 apiece, #AT 1, D nil. Characters save at +4 against the centipede's poisonous bite; failing one of these saving throws causes the victim to be weakened (movement halved, no attack or defense possible) for 1-3 turns.

4: 1-4 chagmat fighters, chosen at random from the chagmat fighter list given below. If 3 or 4 fighters are encountered, there is a 25% chance for one chagmat cleric (again chosen at random) to be with them. There can be no more than the 10 fighters or 4 clerics available; the DM must keep track of any that are slain. Chagmat who encounter intruders are 50% likely to try to get back to the "Stomach" and warn their comrades. If they attempt this and succeed, Byaculuse and his minions will be on full alert.

Chagmat force

All chagmat have the same general characteristics, as spelled out in the statistical information given earlier. Chagmat fighters and clerics that might be encountered differ from one another only with regard to hit points, weaponry (fighters use short swords, clerics use clubs), whether or not they use a shield or shields (indicated by an armor class of 5, 4, or 3, whichever applies), and spell-casting ability (if any).

Chagmat fighter list
F1: AC 3, HP 4.
F2: AC 3, HP 10.
F3: AC 5, HP 6.
F4: AC 5, HP 7.
F5: AC 4, HP 12.
F6: AC 4, HP 13.
F7: AC 3, HP 10.
F8: AC 5, HP 10.
F9: AC 5, HP 12.
F10: AC 4, HP 6.

Chagmat cleric list

C1: Yellow Acolyte; AC 4, HP 5. Spells: *Protection From Good, Cause Light Wounds.*

C2: Orange Acolyte; AC 3, HP 8. Spells: *Cause Fear, Darkness.*

C3: Black Acolyte: AC 5, HP 4. Spells: *Cause Light Wounds, Sanctuary.*

C4: Red Acolyte: AC 4, HP 5. Spells: *Putrefy Food & Drink, Protection From Good.*

The entrance

If and when the party breaches the entrance to the temple in Cavern 7, they will see a set of stone stairs descending to meet an arching, 100-foot-long stone bridge that spans a virtually bottomless abyss and leads to the Temple Face, a grotesque and hideous sculpture of a ferocious giant spider that extends like a canopy over the double doors that lead to Room A. Crossing this bridge (or otherwise spanning the abyss) is the only way to reach the temple area.

There is a 65% chance that the double doors presided over by the Temple Face will be ajar; otherwise they will be locked. If the doors are ajar, there is a 35% chance that the hobgoblin guards in Room A will hear a party coming and either ambush them when they enter Room A or try to head them off on the bridge (50% chance of either). Picking the lock on the double doors will always alert the guards.

The party should not be able to actually see the Temple Face until they have reached at least the midpoint of the bridge, since this area is dark. If a fight breaks out on the bridge, any combatant hit by a roll of natural 20 must roll his or her dexterity or less on d20 to avoid falling off the bridge to death below. (For this purpose only, consider all hobgoblins to have 13 dexterity.)

Room details

Room A: The "entry room," lit by four hanging glow lanterns. Each of the walls of this room is colored differently, representing the eight colors of the chagmat worship (green, red, gold, black, orange, purple, yellow, and blue, in no particular order). Walls are numbered in a clockwise order, with the north wall being number 1. The doors leading from the stone bridge are on wall 3. Wall 8 has a set of double doors, unlocked. Secret doors are located in walls 2 and 7, so the combination for each one is "2-7."

This room is where the hobgoblin guards are on duty. There are 8 hobgoblins in the service of Byaculuse, and from 3-6 of them will be present in this room at all times. All hobgoblins are AC5, MV9", HD 1 + 1, #AT 1, D 1-8 or by weapon. Each of them differs from the others with regard to hit points and weaponry, as follows — #1: HP 6, broadsword; #2: HP 6, spear; #3: HP 5, broadsword; #4: HP 7, spear; #5: HP 9, morning star; #6: HP 7, long sword; #7: HP 9, +1 morning star plus the key to the chest in Room 4; #8: HP3, spear. Any hobgoblins not on duty in Room A will be in Room 4. If the party members outnumber the hobgoblins on duty in Room A, the guards will attempt to exit through the secret door in wall 7 to Room 4 and get reinforcements.

Any captured hobgoblins can tell adventurers (if in a language known by both speakers) only that two women were brought here by their chagmat bosses. They have no idea where the women were taken or why. They do not know the combination to the secret door in wall 2 (that is, they do not know it is the same as the combination for the door in wall 7). Each hobgoblin carries 50-100 (d6 + 4) silver pieces.

Next issue:

PLANET BUSTERS

by Tom Wham and Jim Ward

Room 1

This area is not lit by glow lanterns. There are five normal doors, all locked, on walls 1,2,3,4, and 8. Walls 5,6, and 7 contain secret doors, so the combination for each of them is 5-6-7. The floor on either side of each secret door is a 5-foot-square trap door that will open onto a 10-foot-deep pit if the wrong combination of eye sockets is pushed.

Room 1 is the "Heart" of the temple, and all its walls are gold-colored. In the center of the room is a 3-foot-high stone pedestal in which is embedded a gold-hued, octagonal stone giving off a pulsating light. The stone has four T-shaped handles inside depressions which are spaced evenly around its visible surface. If all four handles are grasped in the space of one round or less, all characters or creatures involved will be affected as though *Cure Light Wounds* had been cast on each of them. If less than all four of the handles are grasped within a round's time, the character(s) or creature(s) holding the handle(s) will suffer as though *Cause Light Wounds* had been cast on each one.

Caught in the door on wall 8 is a piece of homespun green cloth. This is a scrap from the scarf of one of the captured women. Any player character has a 50% chance of catching sight of it if that character comes within 5 feet of the door; the cloth will always be spotted if the door is examined.

Room 2

The walls of this large room are green. The room is not lit by glow lanterns. There are double doors, both locked, in walls 1 and 8 and a secret door in wall 6. In the center of the room is a blood-stained, octagonal altar, 15 feet in diameter, made of green stone. If any *Detect* spell *(Detect Magic, Detect Evil/Good,* etc.) is cast on the altar, it will pivot to one side, revealing a 10-foot-deep, 6-foot-diameter hole beneath it. Characters will immediately see the contents of the hole: three small brass coffers, closed with sturdy latches but not locked, and what appears to them to be a huge spider but is actually a phase spider: AC 7, MV 6", HD 5 + 5, HP 20, #AT 1, D 1-6 plus poison (save at -2), SA phase shift. The spider will go out of phase within a few seconds after being seen, having been alerted to possible danger by the moving of the altar. It will not leave the treasure hole or attack unless one or more party members descend into the pit.

The first brass coffer the characters examine (if they overcome the phase spider or are able to get the coffer out of the pit without defeating the spider) will contain a choker of 10 matched emeralds, worth 5,000 gp altogether. It acts similar to a *Necklace of Strangulation;* if donned, it will begin strangling its wearer to death after 1-4 more rounds have passed. It does 1 point of damage per round and can only be removed by a character other than the wearer, at a chance equal to that character's bend bars/lift gates percentage. One such removal attempt may be made per round. The necklace will register positively to *Detect Magic* and/or *Detect Evil.*

The second coffer characters will open contains a leather belt with a metal buckle. There are two words in the chagmat language engraved on the buckle. The one on the front is pronounced "Graa," and the one on the back is pronounced "Yegraa." If the words can be translated (via *Comprehend Languages* or similar means), the belt can be used by any character. When the wearer says the word "Graa," he or she "phases out," exactly like a phase spider. The command word "Yegraa" reverses the process. The belt has a sale value of 3,000 gp.

The third coffer contains a bandolier with eight identical daggers (1,000 gp value each) in its sleeves. These weapons will act non-magical if used as hand-held weapons, but will be +2 weapons if thrown at a target.

Room 3

The walls of this room are black, and the room is not illuminated. Sets of double doors, both locked, are on walls 3 and 7. This room was employed in the past as an arena and auditorium, but is not currently in use.

Sets of bleacher-style seats fill the north and south walls and adjacent areas (see map), with open passageways leading east and west to the doors and a 20-foot-diameter open area in the center of the chamber. On the north wall, at the highest vantage point of any location in the room, is a large, ornate throne.

The throne is made primarily of rich, dark hardwood. Eight gems ("eyes") of 100 gp value each are imbedded in the backrest, and the arms and sides of the throne contain dozens of other less valuable (10-60 gp maximum) gems and semi-precious stones. Protruding from the backrest are eight "arms," actually thin metal rods meant to simulate the legs of a spider. Each of the "arms" can be manipulated up and down to a small degree. One of them has a special property which this movement will activate.

Moving the lowest arm on the left side (as seen from in front of the throne) will open a hatch in the ceiling above the open area at the center of the room and cause a *Web of Entanglement* to fall onto that area, trapping all characters or creatures in that location. This magic item is similar to a *Rope of Entanglement* in its effect on victims, except that the web-rope cannot be rendered harmless by cutting it. It is susceptible to fire, but any character in contact with a part of it when it is set aflame will suffer 2-8 points of damage from burns before the fire dies out.

Room 4

This blue-walled chamber is the guard room, where the hobgoblin guards can go when off duty. Any hobgoblins not already encountered as a result of the party's entrance into Room A will be found here. The room is lit by a single glow lantern. There are locked double doors on walls 6 and 8. On wall 3 is a secret door.

In the center of the room is a makeshift table with four chairs around it. The table consists of an overturned crate which supports a slab of wood. There is a small, locked iron chest under the crate. The key to the chest is (or was) in the possession of the most powerful hobgoblin (the one with 9 hit points and the magic weapon). In the chest are the following items: a gaudy-looking gold-plated necklace with large imitation diamonds, worth a total of 20 gp; four jade bracelets, worth 500 gp each; a tiara of silver with a large sapphire set in it (silver worth 50 gp, sapphire 1,000); and a small pouch containing 20 small spheres of red, green, and blue glass-like substance (these are marbles, and they are worthless, but the hobgoblins don't know that).

On the table, amidst scraps of food and a scattering of hobgoblin playing cards, is a two-handled earthenware jug with three triangular symbols on it, written in the chagmat script. The jug looks worthless and is presently filled with horrible-tasting wine. The symbols stand for "Heal," "Slay," and "Protect." If one character grips the handles of the jug and speaks one of those words, one of these things will happen:

Heal: Any liquid in the jug will become one dose of a healing potion that will cure 1-12 points of damage, either from wounds or poison. This can be done up to three times a day, and the command word must be repeated each time.

Slay: Any liquid in the jug will become one dose of a deadly ingestive poison doing an immediate 4-32 points of damage to anyone who drinks it. This function can be performed twice a day.

Protect: Any liquid in the jug will become one dose of a potion of invulnerability — usable by fighters only — with a duration of 2-20 rounds. This function can be used once a day.

In all cases, the jug must contain a liquid to begin with, and the subsequent potion or poison must be drunk directly from the jug (it cannot be poured out and kept). The jug is worth 3,000 gp, and the hobgoblins have no idea it is magical.

Room 5

The walls of this room are red, the symbolic color of magic in the chagmat culture. The area is lit by four glow lanterns.

When the chagmat were a more powerful race many years ago, this room was a very powerful chamber. Three sets of double doors lead through walls 1,3, and 7. Embedded in all the other walls are irregularly shaped pieces of translucent, smoky glass, one large piece to a wall. These served as magical "cells" in the old days, holding captured demons the chagmat priests could summon forth and command into their service. The cells do not serve this purpose now; many years of disuse have caused them to malfunction. But byaculuse has turned this into a convenience, employing the room as a sort of security system to keep an eye on his captives from this remote location.

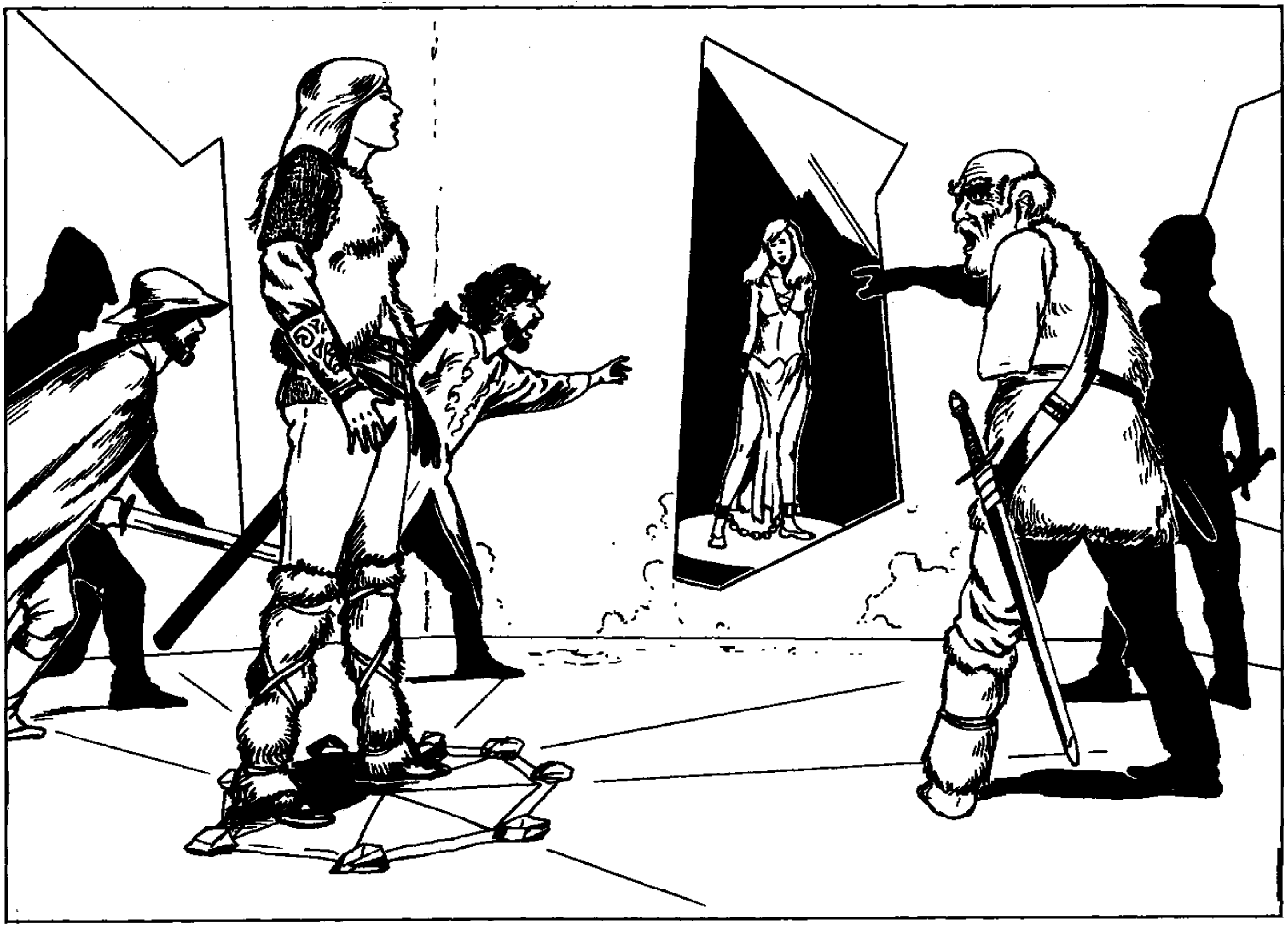
When characters enter the room, nothing will be visible in ("behind") the cells, but it will be apparent that the smoky glass is translucent. Appearing on each cell, written across the top in chagmat script, is a single word. Starting with the cell on wall 2 and reading clockwise, the words are "Yastorah," "Burkesha," "Colozag," "Mendar," and "Lofath." (These are the names of five of the most revered chagmat priests from the old days. Calling on their spirits is part of the process which was used to summon forth the imprisoned demons.)

Each cell has a perfectly smooth surface, and feels like normal glass to the touch but is practically invulnerable. The cells can only be damaged by blows from magic weapons or spell attacks, and one cell will absorb 50 hit points of damage before cracking. It takes an additional 50 points of damage to cause a cell to shatter — and when it does, the pieces will fall to the floor, revealing a solid, blank wall beneath. The pieces are worthless.

In the center of the room is a small octagon formed by colored stones set into the floor. Each side of the octagon is a different color, corresponding to the eight colors of the chagmat temple (as in Room A).

The cells presently function in this manner: If a single character or creature (chagmat) steps into the small octagon in the center of the room (there is only space for one man-sized character at a time, comfortably), faces one of the cells, and pronounces the name labeling that cell, the glass will shimmer and show an image of a woman (one of the missing maidens), seeming to come from inside the glass. If the speaker faces a different cell, the current image will fade and another woman will appear in the new cell when the proper name is uttered. If the speaker steps out of the small octagon, the cell which was "on" at the time goes blank. The cells will not function if two or more figures try to occupy the space inside the octagon at the same time.

If Akron Oheeyo is with the party, he will recognize any and all of the women as the kidnap victims and be able to identify them by name. Again reading clockwise from wall 2, the images will be those of Lurati, Wilaine, Cerasa, Henna, and Myrella. Each of them is shown in leg irons, chained to the side of a structure or large piece of furniture which cannot be identified. Their dress and physical appearance are each distinctive, so that even if Akron Oheeyo isn't around, the adventurers will know them to be the images of five different women, and they may safely make the logical assumptions that (a) these are the kidnapped women and (b) they are all still alive somewhere in this complex.



Room 6

The walls of this room are purple. Sets of doors, both locked, lead through walls 3 and 7. The room is not lit by glow lanterns.

This room was formerly used as a judicial chamber where chagmat priests would hear "cases" and pass sentence on the accused. A 6-foot-high stone bench with eight empty seats behind it curves across the northern half of the chamber. On the bench in front of each seat is a gold headband with a single jewel set in it. Facing the front of the judges' bench and reading from left to right, the jewels are colored yellow, orange, purple, gold, green, black, blue, and red.

At each end of the judges' bench is an 8-foot-tall metal statue of a chagmat warrior, its six arms outstretched. The three arms of each statue nearest the chamber walls are imbedded in those walls. The topmost arm on the side away from the wall on each statue is imbedded in the 10-foot-high ceiling. The other two arms of each statue are extended in what looks like a natural position, so that opposing arms of each statue are lined up across from each other.

Anyone who walks upright between the two statues will trigger a discharge of electricity, arcing between the two pairs of opposing arms, which will do 2-8 points of electrical damage (save vs. wands for half) to any and all in the path of the arcs. The damage can be avoided by those who crouch down or crawl across the space, since the lower of the two arcs goes straight across between the lower pair of opposing arms 3 feet above the floor. Crouching or crawling will still set off the electricity, and anyone in its path who is in an upright position will take damage as usual. Non-living matter will not trigger the electricity.

If a character or creature advances to the judges' bench and puts on or picks up a headband, then moves back toward the south half of the chamber, the statues will give off electricity as usual. Anyone holding or wearing a headband will not be harmed. Instead, the bearer will be transported instantaneously to the lower level of the temple area, reappearing in the doorway of the spider den (see lower level map) corresponding to the color of the jewel in the headband.

What a transported character sees and experiences after appearing in the doorway depends on whether the chagmat force is on full alert or is not yet aware of the intruders. (See "The Stomach of Chag" for details.) If the character remains in the doorway or proceeds into the spider den adjoining the doorway, he or she will be transported back to the judicial chamber after one round. If the character advances into the chamber containing all the altars, he or she will hot be transported back unless and until the character goes through a doorway (any doorway will do). If the character loses or discards the headband after being transported once, he or she will not be able to return to the judicial chamber in this manner unless the headband is somehow reacquired.

Room 7

The walls of this room are orange. It is not lit. If characters have their own light source, one of the first things they will notice is the poor condition of all the room surfaces; floor, walls, and ceiling have all developed cracks, some of them actually gaping holes. There are unlocked double doors on walls 1,3, and 8, and the doors on the north wall are open. A secret door is located on wall 7, and is trapped (as in Room 1) with a pit on either side of the portal.

Positioned along walls 4, 5, and 6 are massive wooden cabinets with glass doors. The doors are closed and latched but not locked. Inside the cabinets is a wide variety of what appear to be edible foodstuffs (roots, tubers, leaves and greenery), plus several sets of crude dishes, pots, and eating utensils. If adventurers open and thoroughly investigate each cabinet, they will discover in the third cabinet examined a small pouch containing seven sprigs of mistletoe.

Against wall 1, partially obstructing the open doorway leading through that wall, is the carcass of a fire beetle being feasted upon by 6 giant ants. These ants will pay no heed to anyone or anything else in the room unless their feeding is disturbed. Above and behind the carcass, characters will notice that there is a corridor leading directly north which is illuminated by glow lanterns.

There is a 1-foot-wide crack running through the south wall which serves as the ants' lair. If the ants feasting on the fire-beetle carcass are disturbed by the party's attempt to pass through the north doorway, another 11-20 ants will emerge from the crack and attempt to attack the group. None of the ants will pursue the adventurers down the corridor leading to Room 7A (instinctively choosing to remain close to their queen, who always stays in the lair), but the party will certainly have to engage the ants a second time when they return from Room 7A to the larger chamber. All the ants encountered here are workers: AC 3, MV 18", HD 2, HP 7 each, #AT 1, D 1-6 (workers have no poison).

Room 7A

This is a small octagonal room with walls of natural stone, lit by a single glow lantern. The door at the north end of the corridor is a 3-foot-wide, 6-foot-high barrier of oak and banded iron. It is barred on the side facing the corridor, but is not otherwise latched or locked. The corridor, 30 feet long, is made of featureless natural stone and is not remarkable in any way.

The room is a prison cell. Its present occupant is Cosmo, the human druid referred to earlier in the text. Cosmo is a 6th-level druid, AC 9 (due to dexterity bonus), HP 19, Str7, Int 12, Wis 16, Dex 15, Con 9, Cha 17. When he was abducted and taken prisoner by the chagmat, Cosmo carried the following spells, which he will be able to employ if and when he is reunited with his mistletoe: *Detect Magic (x2), Predict Weather, Purify Water, Create Water, Cure Light Wounds (x2), Neutralize Poison,* and *Repel Insects.* (Cosmo did have a full complement of spells when captured, but has since cast a *Summon Insects* spell under duress during one of the interrogations he has undergone.)

Cosmo is attired in a simple, thin robe and has no belongings on his person or anywhere in the room. He will say he is proficient with the dagger, staff, and hammer, should the party see fit to give him the use of a weapon. He knows virtually nothing of his whereabouts (almost certainly less than the party would have already learned), but he does have an idea about the purpose the chagmat intend to employ him for, and he will briefly describe this purpose to the party if questioned. If he is released from captivity, he will try to persuade the party to accompany him out of the complex by the most direct route possible — although he will have no idea what the best route is. Adventurers will be able to convince him to change his mind by one of two methods: promising him a share of the reward for rescuing the women, or by impressing on him the importance of helping to vanquish the chagmat before the "spider plague" is brought down on the countryside.

Room 8

The walls of this room are yellow. The area is lit by four glow lanterns hanging from the ceiling. Sets of double doors, both locked, are on walls 3 and 5. Wall 1 contains a secret door. Walls 6 and 8 have features on them that appear to be other secret doors, but are actually hinged panels, behind which are sets of bookshelves. (The "combination" for each bookshelf panel is simply the number of the wall on which the panel is located, either 6 or 8.) If one of these panels is activated, a 3-by-6-foot section of the wall will swing outward, revealing five shelves liberally packed with important-looking (but meaningless and virtually worthless) books and documents. This room was formerly used as a conference room and library. None of the information in any of the literature will be of any use to adventurers even if it can be deciphered. The books might be worth

10-50 gp each to a collector if someone takes the trouble to carry one or more of them out of the temple.

In the center of the room is a 20-foot-diameter octagonal table with eight chairs around it. Both table and chairs are made of stone and are ordinary.

The shafts

Three vertical shafts are located in the vicinity of Room 8, one in each corridor connecting that room with other parts of the temple. Each of the shafts is 10 feet wide and 60 feet long (just like the corridors) and sheer, although not literally smooth (having been hewn from the rock). Chagmat can negotiate the shafts without the aid of other equipment; characters will need rope, climbing equipment, or magical means to ascend and/or descend safely.

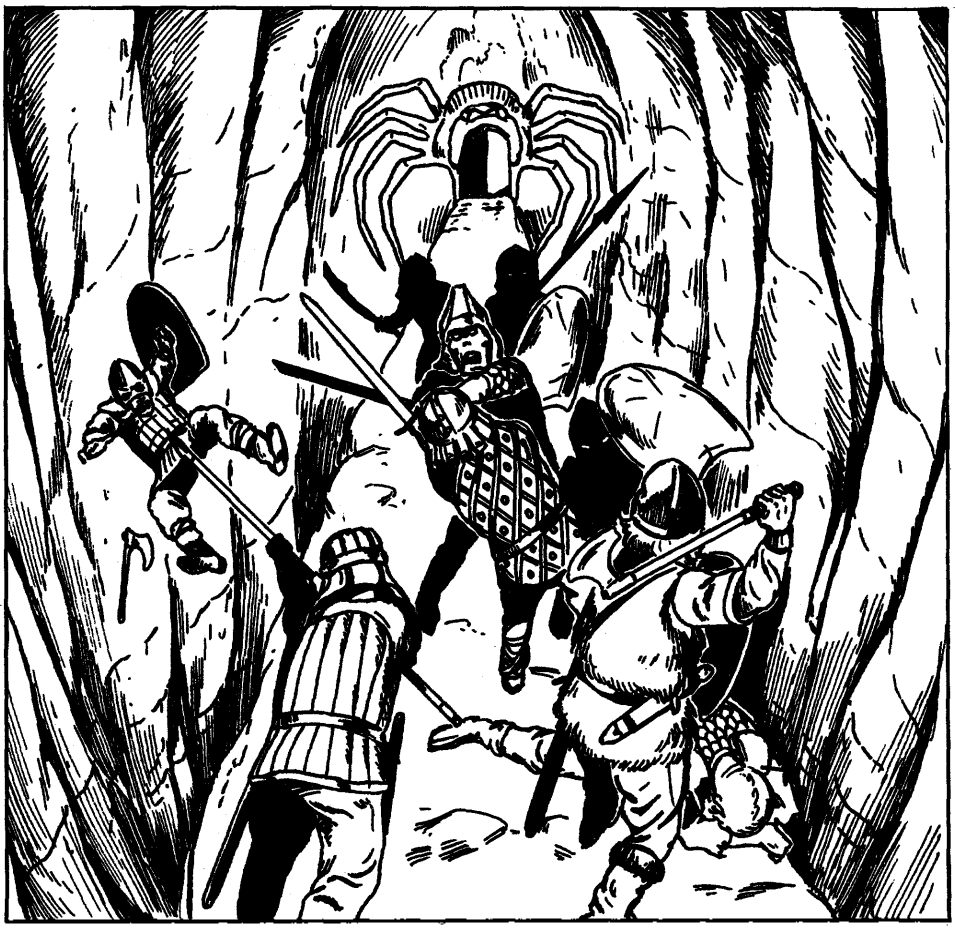
The temple, lower level

The predominant feature of the lower level of the chagmat temple is a 150-foot-diameter octagonal chamber used for worship services and sacrifice. The area also includes eight smaller chambers, roughly octagonal and each about 20 feet across, employed as dens for the various colors of spiders. In the vicinity of the spider dens are other small hollows that serve as living quarters for the chagmat clerics. Twisting their way under the mountain are dozens of narrow tunnels, some of them opening onto larger areas that have been (and may again be) used as hatcheries for great quantities of spider eggs.

The Stomach

This chamber has a 50-foot ceiling. The Great Altar, a 20-foot-diameter octagon of gold-colored stone 8 feet high, is in the center of the room. Seven smaller stone altars (10 feet across, 4 feet high), one for each of the other colors of spiders, are spaced evenly around the perimeter of the chamber, each one 10 feet away from the nearest wall. Starting with the one nearest wall 2 and reading clockwise, these altars are colored green, black, blue, red, purple, orange, and yellow.

On each wall is a 15-foot-high, 10-foot-wide doorway leading to a spider den for the same color of spider as the altar nearest it. The doorway on wall 1 leads to the gold spider den, which is larger than any of the other dens. Each doorway has a set of double doors opening into the dens, made of metal and appropriately colored, which can be used to seal off the spider dens from the main chamber. At present, all of these doors are "jammed" wide open because the only way to operate them is with the special Chime of Opening from the ogre's treasure hoard in Cavern 5. Any set of doors can be made to open and close by striking the chime within 10 feet of the doorway (on either side). It takes 5 segments for the doors to swing completely shut (from the wide-open position) or to reopen.



The main chamber is illuminated by a three concentric rings of hanging lanterns upon which have been cast soft, golden-tinged *Continual Light* spells.

Each altar has a bas relief of Chag sculpted on each of its sides, with the usual sets of sockets containing "eyes." Each of the gems or semi-precious "eye stones" is worth 5-50 gp.

The only entrance to the main chamber (other than through the use of the headbands from Room 6) is down a sloping corridor leading from Room 8 through the yellow spider den.

If the adventurers get to the main chamber before the chagmat have been alerted to their presence in the temple, the chagmat force can be surprised. All four of the chagmat Acolytes will be present in the chamber, along with 1-6 fighters. Byaculuse will be in his quarters, in the cavern to the northeast of the gold spider den. The remainder of the fighters (those not initially present) will arrive at the chamber 1-20 rounds after the first party member appears on the scene. Pagoyak, the giant gold spider, will arrive in the Chamber 11-20 rounds after the party gets there, or in 7-14 (d8+6) rounds if Byaculuse is able to summon the creature.

If word of the adventurers' presence has reached the chagmat, the force will be on full alert, the conditions of which are as follows:

The *Continual Light* spells will be selectively toned down, leaving only soft pools of light (equal to a *Light* spell's brightness) shining down on each of the lesser altars. Any surviving chagmat Acolytes will be hidden behind the altars of their respective colors, crouched down along the side closest to the nearest doorway.

All the chagmat fighters who are left to defend the temple will be clinging to the walls in pairs. The first two will always be stationed on either side of the doorway by the yellow altar, and any others will be in positions where they can support and defend the clerics if necessary.

If the chagmat force is on alert, Byaculuse will have summoned Pagoyak, and the spider will be lurking in Byaculuse's quarters, waiting for a signal from his master to attack. Byaculuse will be hiding atop the gold altar in the form of a small gold spider. All members of the chagmat force will initiate an attack simultaneously at the first good (for them) opportunity.

Byaculuse

The reigning High Priest of this chagmat temple is a 5th-level cleric, AC 3 (counting dexterity bonus and benefit from *Amulet* of *Chag),* HP 21, Str 13, Int 16, Wis 16, Dex 16, Con 14, Cha7 (16 to chagmat). He carries the following spells: *Dispel Magic, Silence 15' Radius, Hold Person (x2), Cause Light Wounds (x2),* and *Sanctuary.*

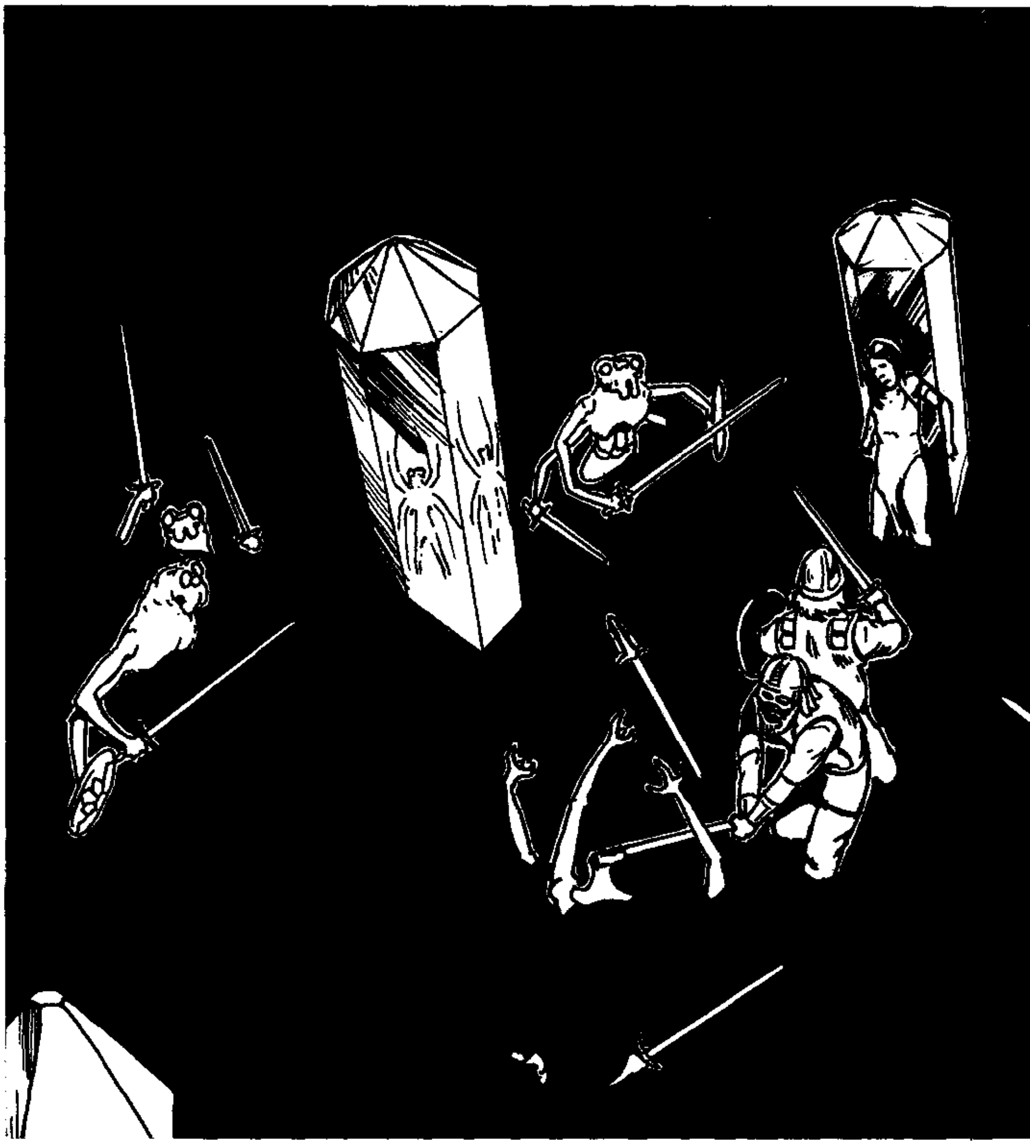
Byaculuse, like other chagmat clerics, wields a club (when in his humanoid form). He wears on his person two magic items: a *Ring of Regeneration* and an *Amulet of Chag.* This device functions as an *Amulet of Protection +1* and also allows the holder or wearer to polymorph into a small gold spider while retaining normal intellect (spell-casting ability). The holder, if a chagmat, can assume spider form as often as once per turn (the process takes 1 segment), and can revert to humanoid form at will. A non-chagmat using the amulet can polymorph into a small gold spider once per day and can resume normal form whenever desired, but each time a transformation occurs the holder must make a system shock roll at -15% to survive. The polymorphing power is activated by uttering the command word "Shobaya," which is engraved on the amulet in the chagmat language and must be spoken in the chagmat tongue.

Pagoyak

This giant gold spider is the pet, protector, and servant of Byaculuse: AC 4, MV9"*18", HD4+4 (hits as a 6 HD monster), HP 32, #AT 1, D 2-8. Pagoyak's bite, in addition to the damage it does, injects a poison into its victims which causes dizziness (-4 to hit, +4 to be hit) for 1-6 rounds, followed by unconsciousness for 1-3 turns thereafter. A save vs. poison at -2 will negate this effect. Pagoyak will be wandering through the tunnels if the chagmat have not been alerted to the party's presence. If the chagmat force is on alert, Pagoyak will be in Byaculuse's quarters awaiting further instructions from its master. The High Priest (and only he) can summon the spider by sounding a gold-colored, octagonal gong hanging on the wall of den gold spider den.

The yellow den

This chamber, unlike the other seven dens, is strategically important to the defense of the main chamber and is always occupied by a guardian spider. If the adventurers enter the den by way of the corridor leading from Room 8, they must pass through a set of lo-foot-high, 6-foot-wide double doors (each door is 3 feet across). These doors are unlocked and will swing open easily.



This den, instead of a floor, is covered by a web anchored at several points outside the perimeter of a 20-foot-deep pit that is virtually as large in diameter as the den itself. The webbing is somewhat sticky and difficult for any characters or creatures other than chagmat or spiders to negotiate; the movement rate of an encumbered character is cut to one-third of normal when crossing the web, and characters not so encumbered travel at one-half their normal rate. The yellow spider den is illuminated by a single glow lantern, hanging in the center of the chamber, so that the edges of the webbed area are in deep shadow.

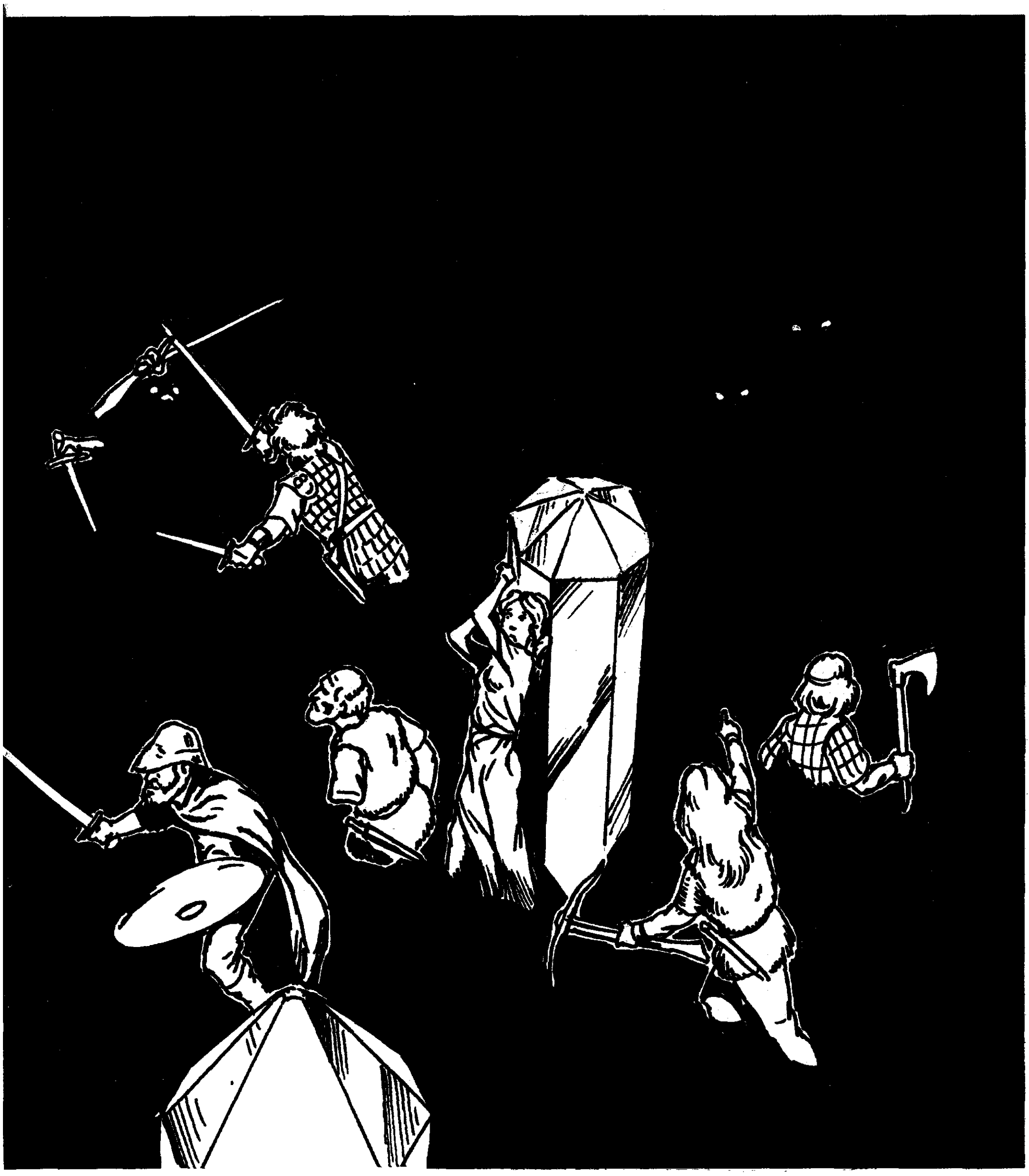
Lurking along the southwest edge of the room is a giant yellow spider that will advance and attack when anyone enters the den from either direction. The doorway leading to the corridor is too narrow for the spider to pass through comfortably, and it will not pursue characters or creatures that try to escape in that direction. It will follow an adversary through the doorway leading into the main chamber. The spider is AC 4, MV 3"*12", HD 4+4, HP 15, #AT 1, D 2-8. The yellow spider's bite is poisonous, causing an extra 1-6 points of damage if a save vs. poison (at +2) is not made.

Living quarters

The only chamber used for living quarters that contains anything of note is the residence of Byaculuse. The only ordinary furnishings in the High Priest's quarters are a crude bed and a simple chair. A single glow lantern provides dim illumination. Under the bed is an iron box, measuring 2 feet on a side, that at first appears to be solid metal. It has a hidden seam and lock (same chance to find as for a secret door) which must be found before it can be picked. Byaculuse has the key to the box in the pocket of his robe. In the box are two items:

A *Wand of Darkness* (acts as a spell of the same name) with 6 charges left. Its command word is "Nyagoa," which is written on the wand in chagmat script and must be spoken in the chagmat language.

A book describing the spider-plague



Byaculuse is planning to cause. Since the High Priest has not succeeded in gathering all the information, materials, and assistance needed to carry out the plans, the information in the book is not important to the adventurers.

On the east wall of Byaculuse's quarters is a 6-foot-high, 3-foot-wide mirror of gold-tinted glass, its frame etched with chagmat runes. It is embedded in the wall and cannot be removed without shattering it. This is a *Mirror of Teleportation* linked to the receiving chamber in Cavern 8.

The runes are pronounced "Agak fur Agaa." If they are spoken by a character or creature standing within 2 feet of the mirror, the glass will shimmer. That character or creature may then step through the mirror and will emerge in Cavern 8. This teleportation works in only the one direction (to the cavern, but not back), and can be performed by only one character *or* creature at a time.

Spider tunnels

These relatively narrow passages (all roughly 5 feet wide and 6-7 feet high) zig and zag throughout the interior of the mountain. Occasionally a tunnel will open onto a chamber or alcove designed to serve as either a priest's quarters (chambers marked "Q" on the map) or as hatcheries for spider eggs (marked "H"). Unless one or more of the chagmat clerics chooses to head for home and go into hiding after the adventurers arrive in the main chamber, none of the living quarters or hatchery areas will be occupied. Each of the living quarters is illuminated by one glow lantern, but contains no other items or objects. Otherwise, the tunnel areas and hatcheries are not lit.

The tunnel network is self-contained and entirely interconnected; that is, there are no exits out of the mountain to be found by traveling through the tunnels, and there are no dead ends within the network. The system is actually on two levels; the numbered passages around the edge of the lower-level map represent places where the tunnels slope gradually downward and turn inward, forming an even lower level composed entirely of twisting, maze-like passages with no chambers or alcoves.

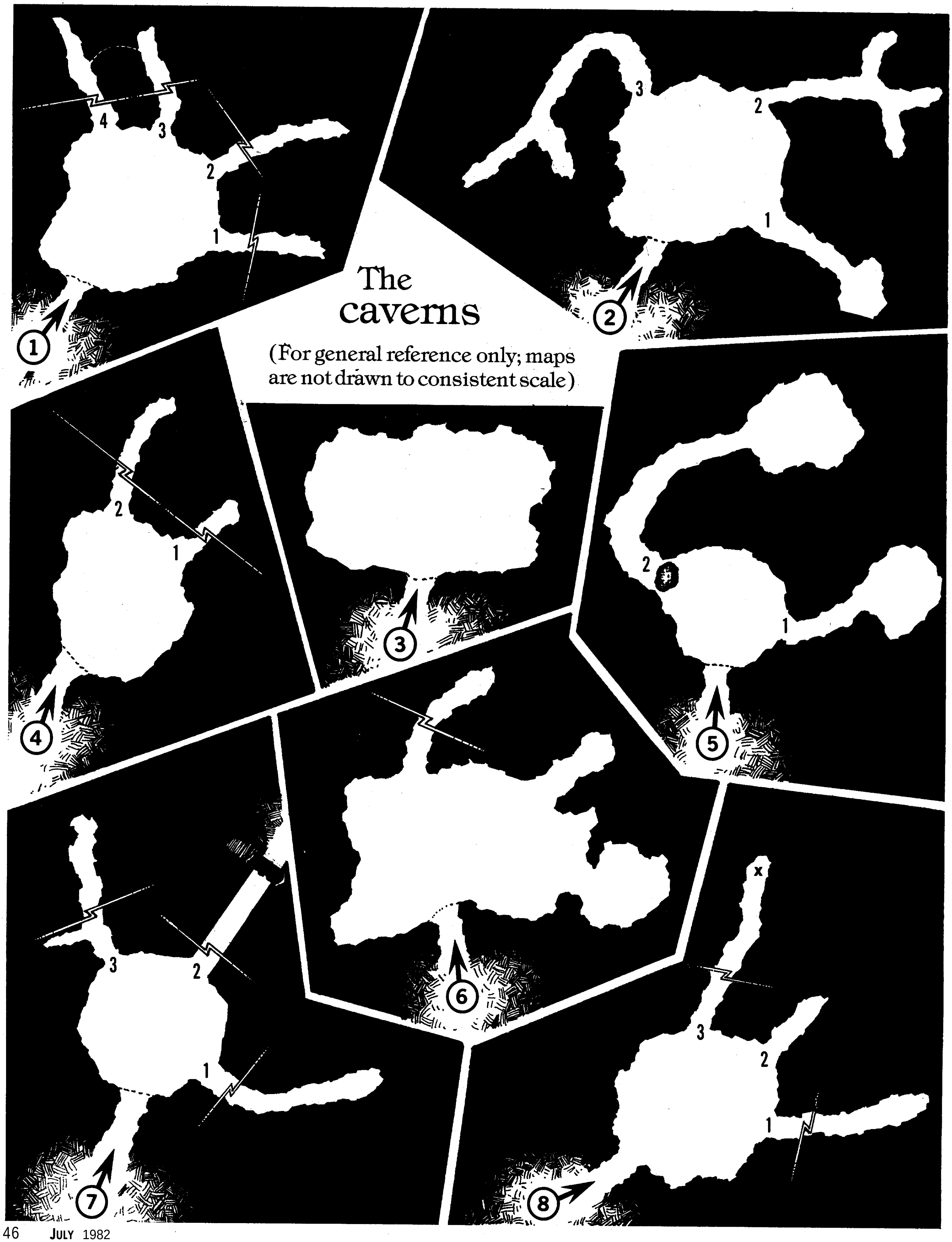
If one of the characters in a group traveling through the tunnels is able to detect sloping passages and succeeds in an attempt to do so, the party will be aware that it is on a descending route and may decide to turn around, going back the way they came and returning to the area on the lower-level map at the numbered location where they left the area. If the downward slope is not detected and the group descends for longer than one turn before reversing its route, the group is lost on the next lower level of tunnels. It will take 7-12 turns of aimless wandering before the lost group will accidentally discover a passage that slopes upward. If the group continues along that course, they will "reappear" on the map at one of the 12 numbered locations, determined at random.

Note: The chagmat, knowing the configuration of the tunnels prevents anyone or anything in them from escaping, will not pursue intruders into the tunnel network any further than the areas of the living quarters. Sooner or later, any characters who seek refuge or escape in the tunnels must re-emerge in the main chamber (where the surviving chagmat will be ready and waiting) or eventually die of thirst and starvation.

The prisoners

The five kidnapped women are being held prisoner in the "Stomach," each of them bound by a single chain and leg iron to the side of one of the lesser altars. Lurati is chained to the side of the black altar, Wilaine to the red, Cerasa to the purple, Henna to the orange, and Myrella to the green. If the chagmat force is on full alert, the women will have been knocked unconscious. Freeing a prisoner requires a key to the altar chains (both Byaculuse and the Red Acolyte have one), or the chains can be broken open by repeated blows (at least 25 points worth of damage) from edged weapons.

The women have no knowledge of the temple and cannot provide any useful information. They are, of course, happy that rescuers have come onto the scene, and they will cooperate fully in any attempt to escape the temple area. However, they will not willingly put their own lives in jeopardy and will resist any attempt by another character to do so. They are not proficient in the use of any weapon, but can manipulate any weapon weighing less than 100 gp and will not hesitate to fight back in self-defense. But more than anything else, they simply want to get out. And, by this time, the adventurers should feel the same way...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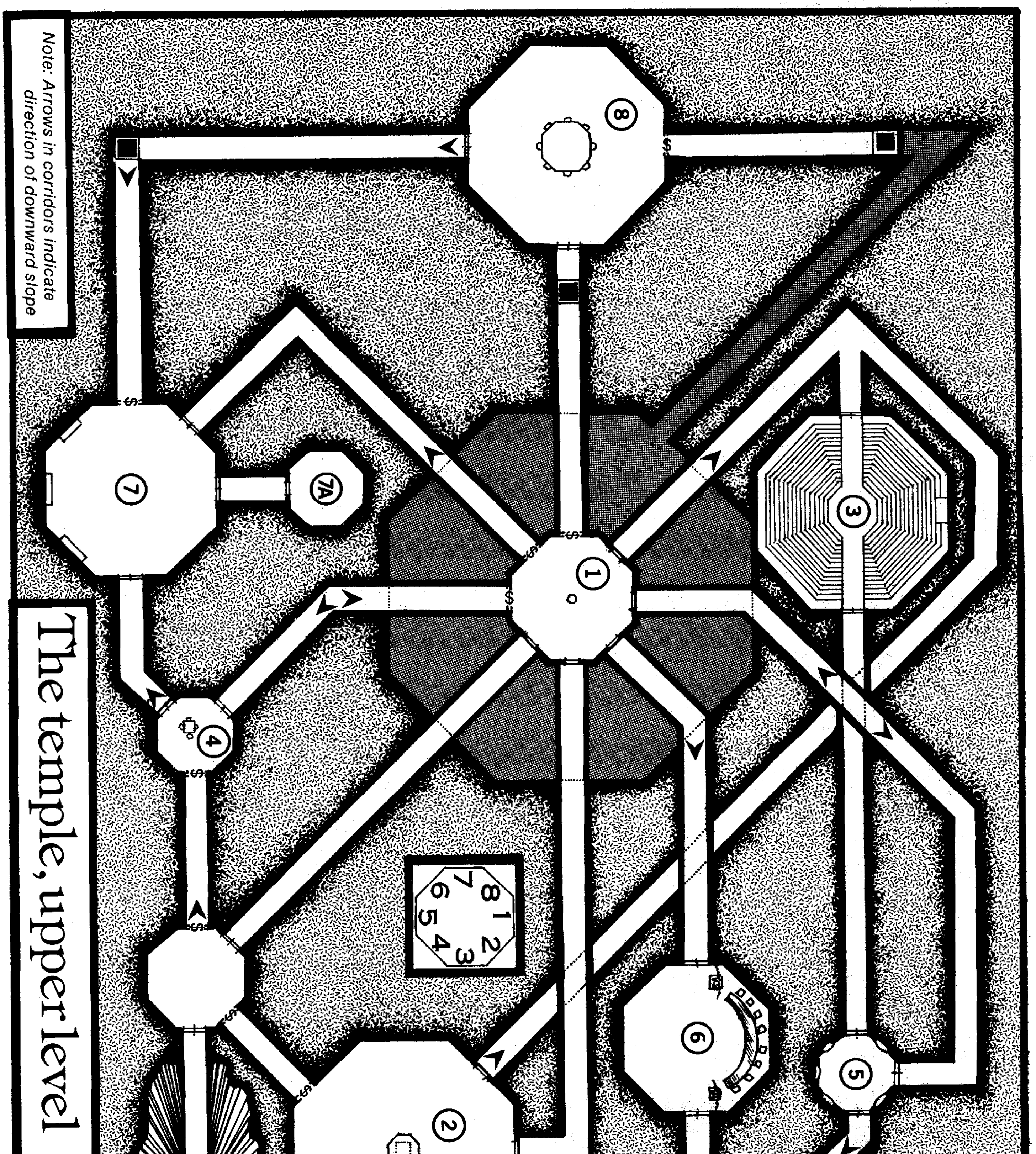
The caverns

(For general reference only; maps are not drawn to consistent scale)



The temple, upper level

Scale: 1 inch = 50 feet

Note: Arrows in corridors indicate direction of downward slope

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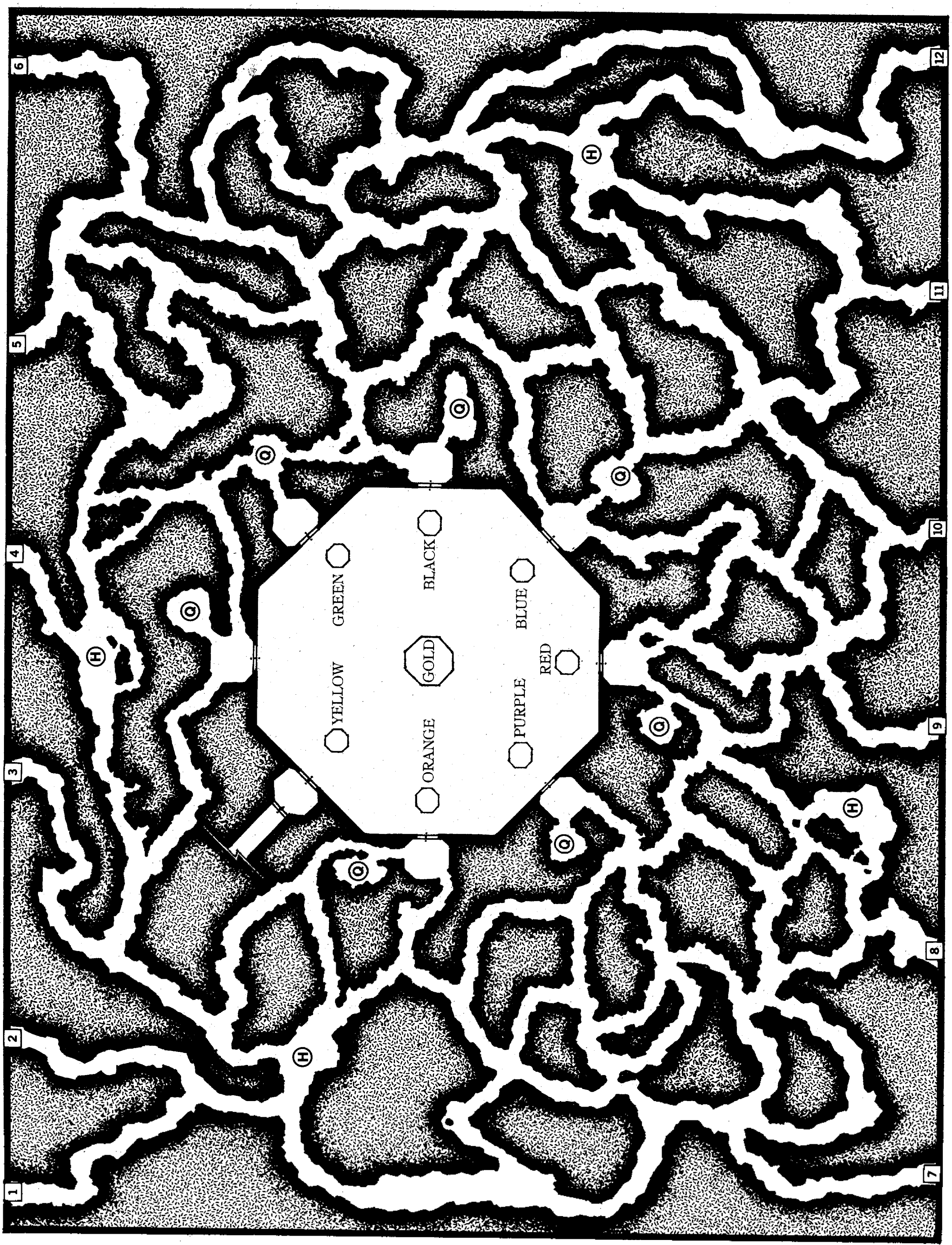
The temple, lower level

Scale: 1 inch = 50 feet
Note: Widths of tunnels not drawn to scale.



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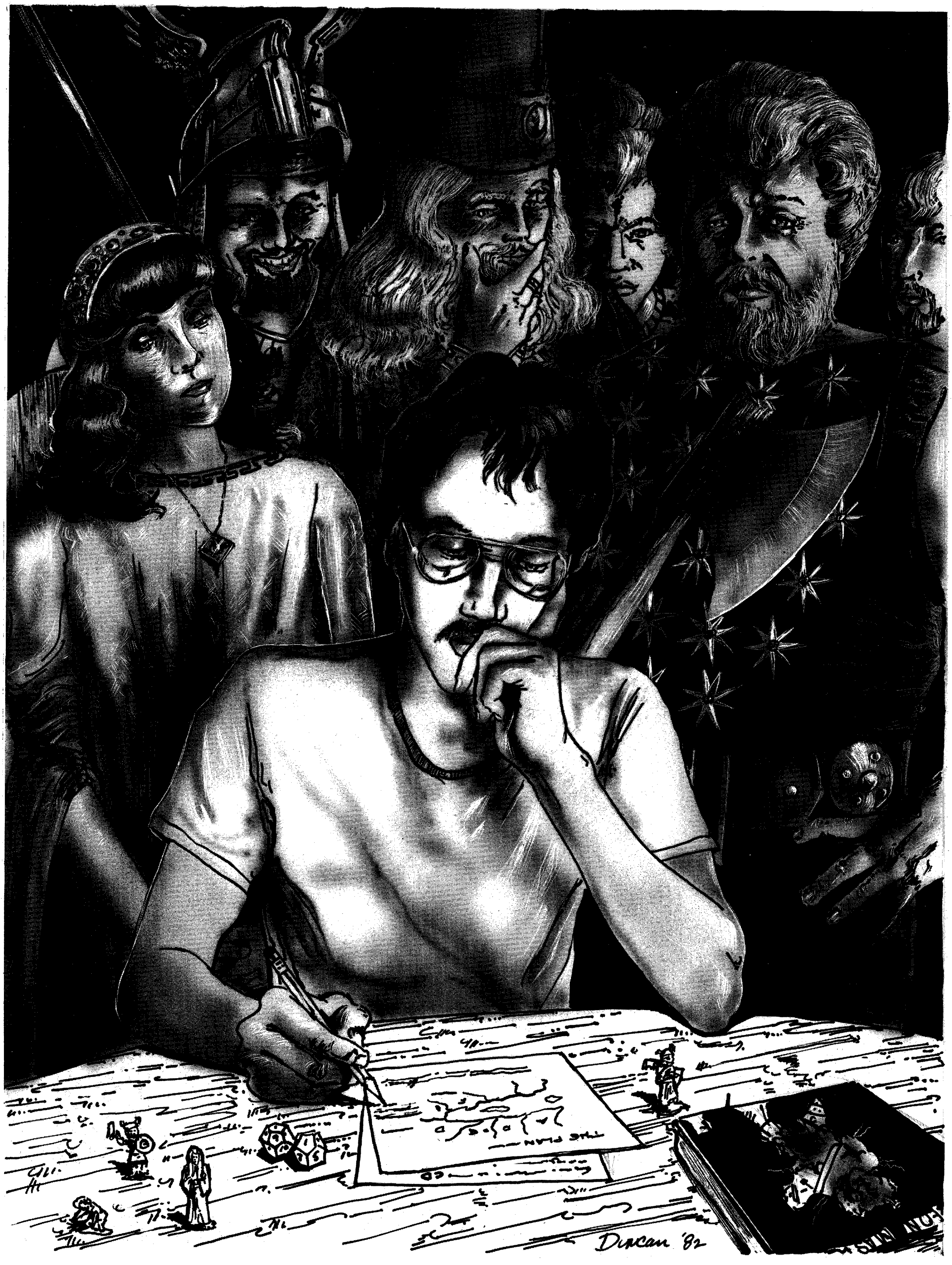

Duncan '82

Plan before you play

Think it over, then map it out

by Ed Greenwood

All too often in AD&D™ campaigns run by novice DMs, the world outside the dungeon is neglected or ignored altogether, serving only as a universal trading post and safe resting place. Most of the scope that the AD&D game offers is thus lost; many such campaigns grow dull (despite the DM's frantic attempts to introduce more terrible monsters and more enticing treasures) and die.

The traditional advice handed to a novice DM who realizes what is happening (or fated to happen) to his game, is: pick up the WORLD OF GREYHAWK™ Fantasy World Setting or *The City State of the World Emperor* by Judges Guild, or a similar product, and "do it that way."

This approach can mean failure for the poor DM if one of the players has access to the same material, or if the party begins to go off on a tangent into an area or topic not covered by the role-playing aid — and in any case the use of such products limits the variety of play, landing the DM back in the same situation once the players "use up" or grow bored with the module. None of these products tell the DM how to set play in motion, or how to build in contacts and activities to give the party a variety of things to do.

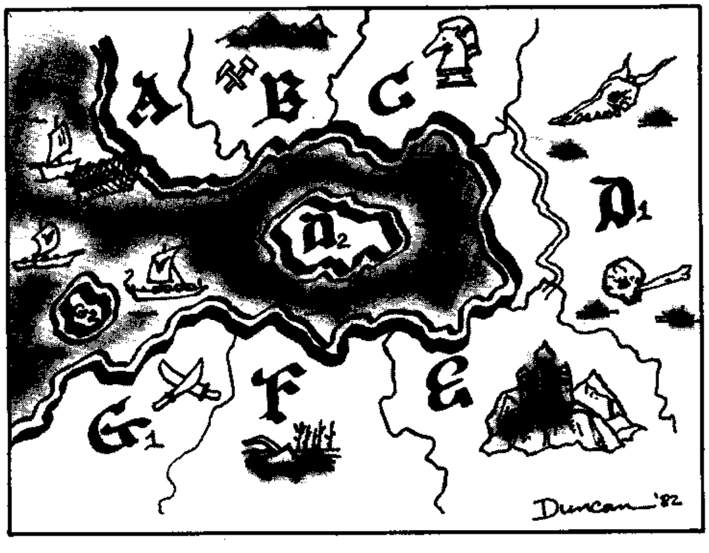
Len Lakofka, in his columns in issues #39 and #48 of DRAGON™ Magazine, has taken the traditional route of advising how much and what type of treasure and monsters should be thrown at the fledgling party, and doing this correctly is indeed essential to the creation of a long-lived, balanced campaign. But many DMs give their players a feeling of being lockstepped through a sequence of contrived events, a single carrot held ever before their noses, with blank emptiness on either side. That is, the players have only one course to take in all circumstances, either because the DM is forcing the players into certain actions by having his world act upon them (i.e., "ten assassins suddenly ambush you," or "there's an umber hulk between you and the exit, and it's advancing," or "the king sends for you and orders you to go forth and slay the bandit lord — bring his head back in ten days or be hunted and slain by the royal soldiers") rather than allowing them — the exceptional heroes, remember? — to act upon the world.

Such "you must do this" tactics are a necessary part of any DM's bag of tricks, true— but if the DM uses them constantly, players tend to get fed up, and the campaign proves short-lived. Many DMs have no problem adding depth to their games, but this is written for those who like a guiding hand or are looking for new ideas. One DM I know runs a "role-playing first and foremost" campaign set in a desert city. We've had great fun playing on nights when no character drew a sword and no dice were rolled; we merely bargained and dealt with others in the city, following up many mysteries and intrigues. When violence does occur in such a game environment, it is memorable and not humdrum hacking, the way campaign play should be.

Setting up such a campaign is simple — but it is a long task. Take the time; it (or the lack of it) will show. First, list the settings, characters, and situations you want to include in play. Then put them on a map. Consult geography texts if you're unsure about the positioning of geographical features. The simple rules of thumb to remember are: rivers run from mountains to sea, the largest cities are found where navigable rivers and sea meet, and fortresses or cities are also constructed at other strategic locations (mountain passes, bridges or fords of wide or deep rivers on important travel and trade routes, and good harbors along the seacoast not adjacent to a river). Good agricultural land is necessary to support large cities and a high standard of living. The supply of raw goods, particularly metals, also governs the standard of living and the prices of everything the characters must buy.

Once you have a map, trade routes (and from them, political forces) are immediately apparent, and the character of your world is thereby established. Then a host of modifying factors (such as traditions and past political history, racial distribution, and religious beliefs) must be added. The easiest way to illustrate this is with a sample; see the map accompanying this text.

Crude, eh? It can be prettied up later, as Gollum would say. The letters stand for regions (kingdoms, if you prefer) governed from large coastal (port) cities (the triangles). Each can be described simply:



A (which we'll call Alut; pronounced *aloot)* is a country of fishermen and artisans; old, superior, and with visions of building an empire, but low on resources.

B (Barsheba) has rich mines in the mountains far to its north.

C (Cluf), the "caravan city," raises good horses (or equivalent beasts of burden) in its provinces.

D-1 is desert; harsh, vast, and unable to support life. The nomads sometimes encountered here use ruined desert cities as bases, but live in the steppes far to the north of Cluf.

D-2 is Darshin, a rocky island with little agriculture of its own, but a strategic location.

E (Emmersea) is a relatively new land built on the ruins of an earlier civilization; the scene of much old magic and odd events.

F (Famairal) is a land of successful farmers; rich in produce, poor in lumber and metals.

G-1 (Geldorn) is a wild, rocky country of fishermen, necessarily a naval power. Its interior is a savage country, but many enter to seek the gems found in the mountains far to the south.

G-2 (Ghed) is an island currently held by Geldorn.

From these few threadbare descriptions, we can build in forces of activity; the tensions, trade, and interests which are the life of any world. The sea and the desert are the two natural obstacles to trade, and so there is an important overland caravan route between Cluf and Emmersea — imperiled by the nomads, of course. There is also naval trade: Darshin, because of its location, is the foremost sea power, but it is weak in resources and needs goods from the other cities to survive. Alut is also hungry for resources, has a good port, and desires to expand over "the barbarian kingdoms." Said kingdoms (D, E, F, and G) aren't too pleased at the idea; Geldorn, in fact, fears both Alut and Darshin, and heavily guards the isle of Ghed to preserve its naval power and independence. Geldorn is at the very end of the horseshoe-shaped caravan route, is valued for its gems, and is not a country suited for overland travel.

Politics (social mores) and codes of conduct are matters best dealt with in detail at another time, but at a glance one can see that the government of Alut would be a matter of pompous trappings and hallowed traditions, that of Barsheba would be close-armed force to guard the mineral wealth of the country, that of Famairal would be the most easy-going by virtue of a widely accepted code of behavior (to wit, the necessary tasks and customs of farming the land), and those of Cluf and Emmersea would be the most open and tolerant due to their "crossroads" aspect, perhaps having only a "Trader's Code" of some sort.

Darshin and Geldorn will probably be armed camps; the strategic importance of Darshin means its independence would last only as long as its navy was the most formidable on the seas. This warlike stance is balanced against the fact that the isle requires goods from the other countries to survive, and by the fact that the pirates and the navies of all the other countries could in combination defeat it, if Geldorn attempted any conquests. As it is, there is strife between the Darshin trading vessels (who charge trade rates to the other countries of sufficient amount to maintain the existence of overland trade) and those of Alut, who are trying for a share of cargo-carrying fees — and between both of these and the pirates of the isle of Ghed, who are preying on both navies and keeping them both too weak to defeat the other. (If one did achieve supremacy, it would of course then turn and crush Ghed.)

A lively situation for adventuring, and two countries in particular seem ideal sites for a party of adventurers: Geldorn, with a government whose reach and attention is turned outward and not into the wild (monster-populated) interior, and with gems to be found which lure adventurers, merchants, and even official agents from all countries; and Emmersea, a land of small villages or dales lightly governed by merchant lords. Of necessity (so as to not discourage trade), government and law enforcement in Emmersea will be light. Emmersea's terrain of small valleys makes for a choice of trade routes within the country, adventurers'-type terrain, which can support small settlements easily handled by a DM. The fact that the country is marked with the ruins of earlier civilizations provides a setting for (and a market for the rewards of) adventuring. If agriculture is crowded into the valleys and the slopes around the valleys are heavily wooded, Emmersea has an exportable good: lumber for the wagonmakers of Cluf and the shipyards of Darshin, and a need for textiles and other goods possible only when agricultural land is plentiful and good.

Aside from the acknowledged authority of the governments, there will be many other power groups in this world. The merchants not governing Emmersea and Cluf are one such group — or, more probably, they comprise many groups. Others will be rebels, opponents of the governments of all types — perhaps giants or the goblin races in the mines and mountains of Barsheba, having been pushed out by men and angry about it. Religious groups — some allied to the local government, some opposed — are other sources of power; so are the intellectuals, philosophers and inventors, particularly when technology and progress is not sponsored or favored by the state.

Technology, religion, and accepted authority (laws, customs, and tradition) will provide much of the impetus, directions, and limitations on adventure for the players; the DM must take care with the development of these things and concepts. The restrictive tenets of a religion, for example, can affect trade. If Geldorn embraces the druidic faith, it will not be the scene of legal logging operations, nor will its borders likely be open to those carrying lumber or caged wild animals being transported over land or sea.

Much of the activity of the campaign will come from the ongoing struggles between various power groups; for example, the G and D series AD&D modules put out by TSR Games depict a world of various groups (ogre magi, the hill giants, frost giants, fire giants, kuo-toa, illithids, Lolth-worshipping and elemental god-worshipping drow nobles) all cooperating to a degree, and at the same time vying for supremacy. A party will unavoidably make allies and enemies as they take action in the midst of such conflict, and members of the party may even join (opposing?) groups and find themselves directly involved.

The DM should also determine the prevalence and nature of the ruins of previous civilizations. Not only are these necessary for the location of artifacts (many of which, the DMG tells us, are of construction and origin now unknown) and as a justification for the existence of "dungeons," but they can possess a fascinating aura of grand mystery. As players of the GAMMA WORLD™ game know, exploring the leavings of the past is dangerously alluring —and players in more medieval-style AD&D settings usually enjoy burial sites, stone circles, and the like. Secret (evil, or opposed to the accepted — state? — religion) cults can worship at such places, and treasure can be hidden there; both are often hinted at

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by local legends of magic, apparitions, and otherwise strange doings.

In our sample world, Emmersea is the chief locale for such ruins and old landscapes, although ruins can be placed in any wild areas (such as Geldorn's interior, the desert, and the mountains in all countries), and such areas would logically be populated by various non-human races and creatures. Alut might have artifacts preserved in its great towers and tombs, but these would be rare in Barsheba, Cluf, and Famairal, where magic items would long since have been found and destroyed or carried off.

Yet another factor can be added to a world: that of "other-world connections." Connections with other planes and other "worlds" (parallel Prime Material planes) allow a DM to use many monsters and characters (such as those found in this magazine's *Giants In the Earth* column), and limited experiments, such as characters from futuristic and modern settings, that otherwise could not be justified. The presence of an "other world" gives the DM ample justification to end, or retract, elements that don't add fun to play, or that threaten the balance and/or cohesiveness of the campaign.

In my own "Forgotten Realms" campaign, similarities between the world we all live in and the AD&D fantasy world (such as chronology, fighting tactics, and legends of beasts such as dragons and vampires) are all accounted for by the existence of connections between the two worlds. These connections were once well and often used, but are now largely forgotten (hence, "Forgotten Realms") by those on our side (uh, that is, *this* side, the modern one, with the progress and pollution and such...). But some few quietly walk our earth who know the Realms well. . . .

Control of the means of interplanar travel (see the AD&D Players Handbook, Dungeon Masters Guide, and my article on gates from issue #37 of DRAGON Magazine, reprinted in the BEST OF DRAGON™ Vol. II collection, for details) will be of immense strategic importance, and all who know of them will join in, or at least take sides in, the struggle to control the "gates" and gate mechanisms at some point. One idea for a long-lasting campaign is that of a powerful mage or group of beings opening up, re-opening, destroying and creating a group of gates between various alternate Prime Material planes and the Outer Planes, using these as bridgeheads for invasions of creatures from these other planes, in the same manner as Lolth is expanding into the mountainous, icy world in AD&D module Q1, *Queen of the Demonweb* Pits. A party could find such a group to be a numerous, widespread, and powerful foe which could work behind many day-to-day events and adventures.

Such gates could be placed in our sample world in hidden valleys in the north of Cluf, for example, with quiet interplanar caravan trade taking place; or an invading force of monsters from some other plane could be issuing from a gate in a ruined city deep in the desert, under the guidance of lamia. Strange ships could be encountered, arriving at Alut and Darshin, or washed up piece by piece on the remote western shore of Geldorn — perhaps coming from another plane through a seaborne gate, perhaps hailing from a hitherto unknown western continent, or the fabled Far Isles — if a DM works at it, the possible directions he offers the players for play to proceed in are almost endless.

A contact with another continent, for example, offers enterprising characters a chance to found a trading company operating between the known kingdoms (A-G) and the new continent, with all the attendant headaches and rewards. This leads us to another topic: employment. In law-abiding areas (Alut, Barsheba, Darshin, and Famairal), few free-booting adventurers are going to be tolerated. A visible means of income is necessary; at least some of the party members must have honest jobs. Too few DM's explore this facet of the game, preferring instead freewheeling, fiercely independent player characters who live off the work of others (the lot of a privileged few, mostly hereditary nobles, in the medieval-technology societies found in most AD&D campaigns).

If a DM lacks the time or the confidence to work out a detailed social situation, or wishes to utilize commercial modules when placing them in his existing world would disrupt affairs greatly, the "Anchorome campaign" is a solution.

This campaign, named for a legendary island far over the sea to the west, further from the mainland than most sailors ever dare to go, is simplicity itself. The party is provided with — hired, conscripted, ordered, or bequeathed — a ship. This vessel (if properly maintained) is adequate for them to live on, and to carry a respectable amount of trade cargo. Due to the menace of pirates or warships, or because of a storm, or because rumors of treasure are eagerly followed by the party, the ship is sent off the normal trade routes into the unknown.

Play can include a single voyage, like that of C. S. Lewis's *Dawn Treader,* or (like the owners of a *Traveller* free trader) the party can carry on voyages for many years, concerned with trade, continually provisioning and maintaining the ship, avoiding seizure and shipwreck, and so on.

The setting (an unknown sea dotted with islands) allows use of all marine AD&D monsters and many published role-playing aids, from Judges Guild's Island Books through D&D® Module Xl, the perfectly suitable *Isle of Dread,* to AD&D modules like C1, S1, and S3. The island in the A series modules, modified somewhat, could also be used. The DM merely charts the immediate vicinity of the party's ship, determines aquatic monster and ship encounters, and locates whatever is desired (from modules, magazines, current reading, and creative thought) on islands — or upon the vast backs of sleeping whales, for that matter! When DM or players tire of the setting, the DM creates a nearby continent or an interplanar gate upon an island, and the campaign setting can shift overnight.

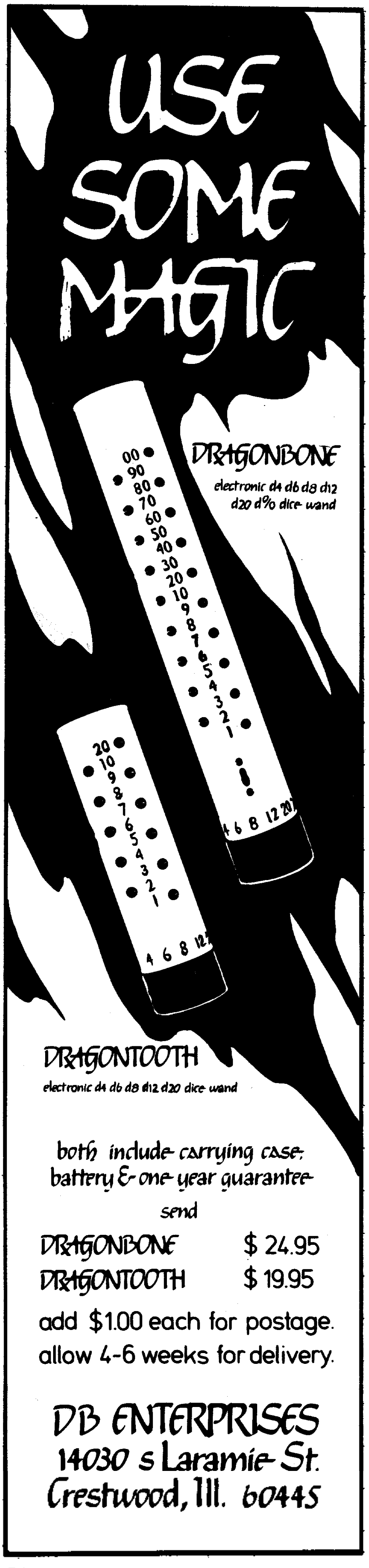
Whatever the precise campaign setting, the success of play depends upon the players and the skill of the DM — in particular, the care and extent of the DM's work outside of actual play. A sterling example of the depth displayed by a well crafted, detailed world — and the "life" such a world seems to take on — is in Tolkien's *Unfinished Tales.* A few areas of special importance and concern in world-making will be discussed below and in future articles.

The Dungeon Masters Guide warns the DM that time records must be kept in any meaningful campaign; too few DMs realize this (or bother to undertake the work to make it so), or that this timekeeping should be extended to the movements and activities of all rulers and other important NPCs, the locations of all active and potential warriors (particularly mercenaries), valuable trade goods, and the ongoing enactment of political policies, orders, encounters and the spread of information — not just to the training times and monetary expenditures of the player characters.

The lure of the lost and forgotten is an interest-producing facet of play well known to most DMs, at least on the level of the hunt for buried treasure. But few see the potential of ancient records, histories, and tomes of lore as a source of hints to treasure location, clues to the identity and present whereabouts of now-dead (or undead) kings, magic-users, and other important individuals, partial spell or artifact knowledge, and background lore.

The DM can have great fun composing such works, the players will gain much from them, and play should improve. Too many players find (and survive the opening of) books in dungeons only to find that they hold yet another illegible diary or accountant's ledger — or worse yet, expect from experience that every book found will be a spell book or magic item *(Book, Codex, Grimoire, Libram, Manual,* or *Tome)* from the DMG.

Many DMs miss a great chance to spice up play by slighting an entire character class: thieves. Too many thieves are played as door-openers and lock-pickers for those rare occasions when the swashbuckling blast-and-hackers who make up the party feel an attack of caution — and their thievery tends to be either pocket-picking and corpse-strip-



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ping, or of the snatch-and-run variety.

The DM should ensure that such performance carries much risk, but enjoys only limited success — a thief who seeks wealth (and advancement in levels) should keep such risky, bandit-like activities to a minimum, preferring instead careful planning of thefts. The target must be watched, specific tactics devised to overcome defenses and obstacles, escape routes and a location or means for the quick disposal of loot to avoid discovery be settled upon — a stupid or reckless thief who does not keep on the move should be a short-lived creature, and player characters are, after all, supposed to be a cut above the norm.

Only one more topic is essential in a DM's primer — politics. Aside from personal feuds and rivalries, there is always a struggle for power surrounding the government of any kingdom worth having. The legitimate king is dead, perhaps, or senile —and his three known sons (plus another two claimants who may be illegitimate sons of the king or only, however unwittingly, impostors) all battle for the throne; in the political arena of councils and by wooing various nobles or power groups as patrons, and then increasingly by means of daggers in dark corridors and bared swords on the high roads.

The players, as all others in the land, must choose sides in this struggle, and if their choice is ill they may fare accordingly. Such a war of succession (as illustrated in Roger Zelazny's *Amber* series, for example) may go on for years, as rival claimants go into hiding, emerge to win the throne in a bloody ambush or midnight murder, and fall in their turn to the next usurper . . . and of course, a kingdom so weakened will be inviting to neighboring states wishing to expand, or the nonhuman tribes who have bided their time in the mountains, forests, and swampy valleys of the north, waiting to reclaim the land that was once theirs. Many local officials and minor nobility will seize this chance to gain wealth and power in the face of uncaring chaos at the capital, and these small-scale governors will rule the affairs of various small areas of the kingdom by the weight of their swordsworn (men pledged to service).

A royal struggle need not be so widespread, however; some such struggles will never actively pass beyond the walls of the palace, such as the nasty situation which arises when the monarch's eldest child is female, and a younger brother (as the eldest male descendant) believes he should have the throne.

If the DM does not favor large monsters or wilderness adventuring, a vast, complex castle with forgotten passages and dungeons (like the fictional Gormenghast or Amber) and old, many-layered intrigue may prove an ideal dungeon setting — the players need never even see the light of day. If one thinks a castle setting limiting, consider the action in Howard's *Red Nails* or Goldman's *The Lion In Winter,* or the possibilities, offered by the half-ruined, labyrinthine citadel in Wolfe's *Shadow of the Torturer.*

Understanding why one kingdom is stronger than or opposed to another, and why one mountain pass is strategically important and another not, is essential to the DM, if players are to affect the status quo without always coming into direct contact with (or becoming) rulers. An endless diet of kings and princesses and wicked nobles reduces the excitement and interest of the trappings and traditions of power and, if the DM can't come up with alternatives, dooms a campaign to increasingly dull and bland play.

A good guide for the novice DM to judge the depth and interest of his or her campaign is to consider its elements and events without the players (and their characters and deeds). Is the setting, bereft of player involvement, still interesting enough to be the stuff of which tales are made?

If not, something must be done. And yet the action of the world must not be entirely divorced from the actions and interests of player characters — the play of the campaign must be concerned with them, and the overall tapestry of events in the world should be affected by them, moreso as the characters grow in experience levels and the players in playing experience. On the other hand, the DM must avoid any tendency of events to halt in mid-action when adventuring stops, coming to life only when player characters walk onstage to do battle. (I always thought it odd that enemies would lay low at the same time as player characters trained or recovered from wounds, and that no one fell upon the unprotected treasure of player characters while they were off training.)

Note that players need not be made aware of all the DM's work in creating nearby characters, groups, and activities. They can learn what they will as play proceeds; indeed, a degree of mystery builds interest more than any other quality of a campaign. Too much will frustrate players, however; the DM must find the proper amount, while bearing in mind that several small, simultaneous mysteries are better than one Grand Mystery after another. Mysteries also leave a DM room to modify his campaign to respond to player desires and achievements, and to avoid or explain a way around apparent contradictions.

And every long-running campaign will have such "gray areas," no matter how intricately developed it is before the onset of play; for six days a DM labors mightily to create a world and breathe life into it, but the world he creates is (alas) not perfect, and by the seventh day that DM has certainly earned a rest....

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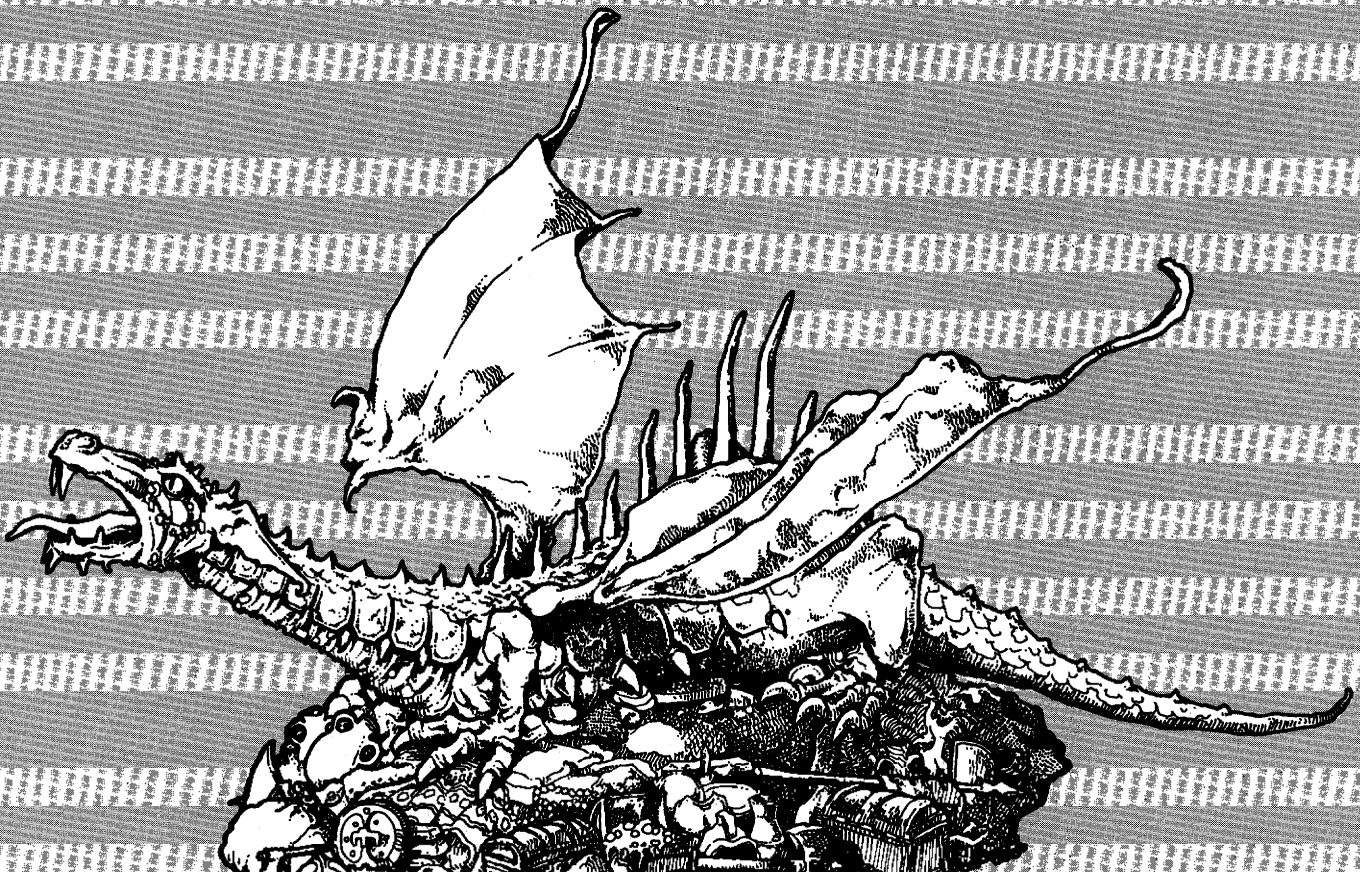

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BULLETIN

With excerpts from The POLYHEDRON
The RPGA Bi-monthly Newsletter

Greetings, from the TSR™ ROLE PLAYING GAME ASSOCIATION™ Network! In the last issue of DRAGON™ Magazine, we teased you a bit with a sampler of various articles from The POLYHEDRON, the RPGA™ newsletter. Here again, are samples of what we deal with therein, but on a popular topic: the DUNGEONS & DRAGONS® game.

By the way — did you know that the RPGA Network is the ONLY official D&D™ club? That there are over 4,000 members worldwide, registered either at RPGA Headquarters or through the D&D™ Players Association, our affiliate in Great Britain?

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DISPEL CONFUSION

Q: If a character using a weapon requiring 3' (or more) of space is standing next to other characters using weapons requiring the same amount of space, how many may occupy a 10' wide hallway and still attack at no penalty?
A: Only two. Remember that human-sized characters occupy about 3' of space themselves, plus the given amounts of space for using the weapons.

Q: Would an Amulet of Life Protection guard against "The Void" in a Deck of Many Things?
A: NO. The power of the Deck far exceeds that of the Amulet. The Void would do two things: place the psyche into the Amulet normally, and then place the Amulet on "a far planet or plane" (as per DMG).

from SPELLING BEE

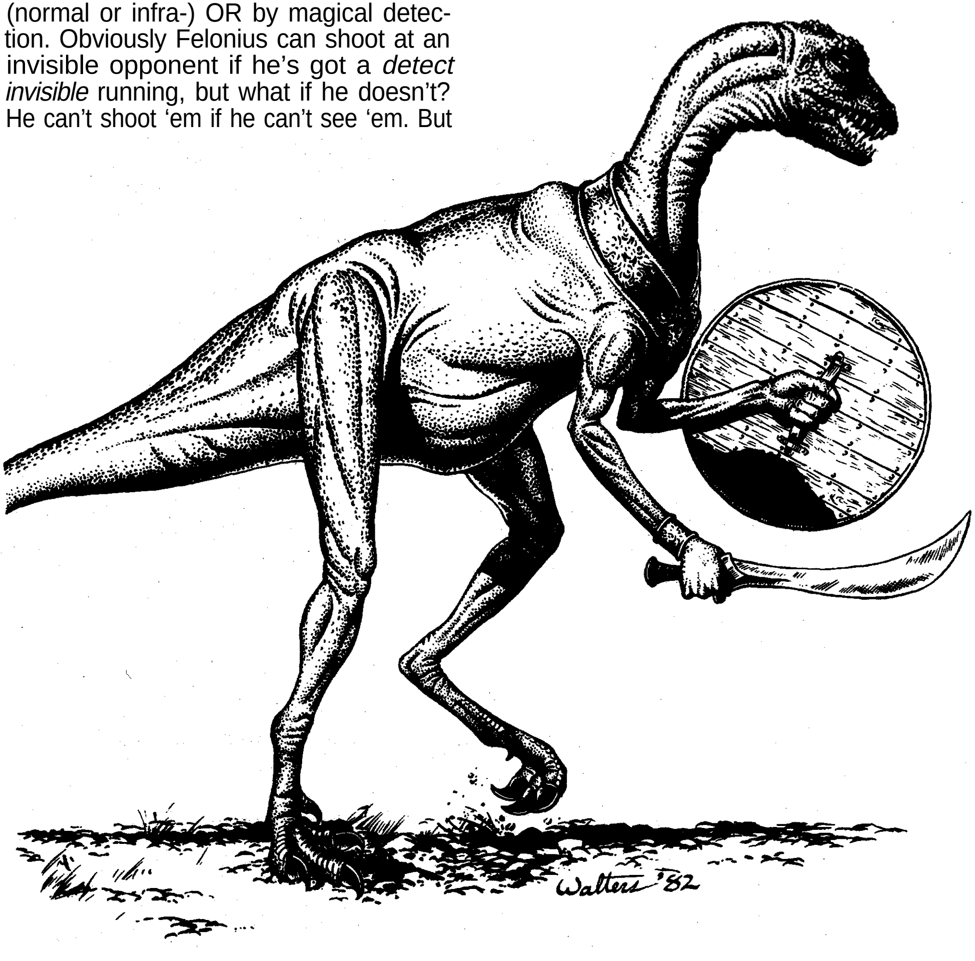
The wizard Felonius and his friend Athelstan, a ranger lord, are here to help with the spell demonstrations.

Magic Missile

There are several ways the *magic missile* spell is misused. Note that it only hits creatures. The targets *must* all be within a 10 square foot area; this could be an area 5' long and 2' wide. Not much, so it's almost always one creature. And all the missiles go out at once; at the end of the casting time, *all* the damage is delivered to the targets. No delays, no one-missile-per-segment variants, and no misses as long as the target is detectable.

Detectable, you say? Sure... by vision (normal or infra-) OR by magical detection. Obviously Felonius can shoot at an invisible opponent if he's got a *detect invisible* running, but what if he doesn't? He can't shoot 'em if he can't see 'em. But he can see 'em in a variety of ways — such as *detect magic,* if the invisibility is magical. This detection gives him something to target on, and the missiles will hit. Similarly, if he can see the location precisely without actually seeing the enemy, he can still shoot. For example: Athelstan had that detect *magic* spell up, picked up a magical invisible enemy, and cast a *faerie fire* on it. Felonius could see the outline from the magic, even though he couldn't see the actual creature.

Suppose the enemy peeks around a corner, and Felonius starts casting the *magic missile.* The baddie sees him casting and ducks back out of sight. Felonius' missiles won't zip around the corner at him; sorry, but he misses. He couldn't see the target at the instant the spell was completed — the crucial determining factor.



Watch for our next Bulletin for a detailed discussion of our very own RPGA Network modules: R-l, *To The Aid of Falx,* and R-2, *The Investigation of Hydell.*

Discount for subscription to DRAGON™ magazine is a one-time offer to **new** RPGA Network members.

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The POLYHEDRON
PO BOX 509 Lake Geneva, WI 53147

Two UK fanzines are jolly good gaming journals

Dragon Lords
Issue Eight
50p

by Gary Gygax

While in England to attend Games Fair 82, I spent a great deal of time talking with British gamers about our hobby, various games, and the relative levels of participation in the "hard core" activities associated with gaming, such as conventions and amateur publishing.

At the current time the United Kingdom differs from America in the relative number of hard-core enthusiasts per capita and their involvement with publishing. There are quite a number of British amateur press publications, and two of the publishers dared to give me review copies. I say "dare," because the story of my attack on the amateur press and APAs (sneer) here in the U. S. has made the rounds in Britain. There was considerable reassurance evident in their attitudes when I said that I was in favor of amateur efforts which rose above the level of vehicles for self-aggrandizement and petty foolishness. After looking over several copies of the two publications, it seems the Good Publishers weren't so rash as they thought.

DRAGON LORDS, Yet Another Fantasy & Sci-Fi Roleplaying Magazine, is published under the auspices of three irreverent gamers — Marc Gascoigne, Mike Lewis, and Ian Marsh. The digest-size magazine is filled with material of a fairly high value, and is surprisingly even, too. The latest (at the time) issue, No. 9, selling there at 50p, has 24 pages plus cover. Most of it is devoted to useful material which includes highly humorous "awards" and a TRAVELLER™ scenario, and a serious article on "Sexism in FRPGs." If the editorial triumvirate stopped contributing, *DRAGON LORDS* would become quite thin, but this is symptomatic of the best of fanzines. The publisher/editor and a handful of regulars typically form the majority of contributors, with some occasional help from a few of the more ambitious readers.

What is worthwhile about *DRAGON* LORDS is its obvious attempt to make meaningful contributions to adventure gaming. Of course there are the usual attacks on the "establishment"— games, packaging, prices, and personalities — some of which is in the near-libelous or semi-slanderous category. That adds a bit of zest to the whole effort, just as the humor does. DRAGON LORDS is a well done amateur effort which seems bent on improving itself and the hobby. Interested readers should contact Marc Gascoigne, 23 Upper Dane Road, Margate, Kent CT9 2NA, England.

THUNDERSTRUCK Fantasy & Science Fiction Games Magazine is another digest-size offering. Evidently its first two issues were full-sized (equivalent to our 8½-by-11 size). And from the looks of No. 2, the magazine was moving toward being semi-professional.

Tim Kalvis, the publisher/editor, states in issue No. 3 that a change in size and format was necessary due to a cutback in staff and available funds. Understanding that sort of thing all too well, I examined the two issues to see how seriously the change would affect quality. The newest issue (No. 3) is smaller in size and page count than the previous one. It has 22 pages (plus cover) and includes a generic FRPG module, "Inn of the Hangman's Noose" (quite suitable for adaptation to the AD&D™ game system) as its main feature. A piece for TRAVELLER campaigns and several other short features are inside as well.

In comparison to the other magazine I saw, this one is less "chatty," less fannish, and solidly aimed at providing material to aid in running campaigns. Thus, *THUNDERSTRUCK* nicely complements the efforts of the staff of *DRAGON LORDS.* The larger format seemed superior in every way to the digest edition, and I hope that *THUNDERSTRUCK* will receive enough support from enthusiastic gamers to enable it to return to its former state.

THUNDERSTRUCK is offered to UK subscribers at 70p per issue — a low price for so much usable material. Interested readers can contact its publisher and editor, Tim Kalvis, at 53 Wick Lane, Wick, Southbourne, Bournemouth BH6 4JY, England, for additional information.

My thanks to both of these publications for their efforts to improve our hobby by making it more fun and interesting. Likewise, they should be thanked for making a strong effort to keep up a high standard of editorial requirements. This helps enthusiasts in many ways, including training them for more professional efforts. One day the leaders of the adventure gaming industry may well come from the ranks of active fandom such as that demonstrated in *DRAGON LORDS,* THUNDERSTRUCK, and many of the other British amateur magazines.

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Games Fair 82: Everything convention-goers could ask

by Gary Gygax

It takes a lot to make me brave the horrors of Chicago's O'Hare Airport; a trip to England is the minimum offer — and Don Turnbull had made just such an offer, on behalf of TSR Hobbies (UK). I was to be Guest of Honor at Games Fair 82, so late one March afternoon I found myself aboard a 747 heading for London. Long flights being what they are, I went to sleep as soon as possible, and in no time at all we were landing at Heathrow Airport. So far, so good. . . .

About an hour later, my baggage finally found me. I loaded it aboard one of the handy carts, and marched through Customs to the awaiting Mr. Turnbull, the Managing Director of TSR (UK). Off we went through the suburbs of London and the English countryside at high speed.

After a couple of days in Cambridge (a beautiful and interesting place, by the by) seeing the headquarters and meeting the ever-growing staff of the TSR operation there, it was back into the auto for a quick trip to Reading and the game convention.

When we arrived there on Friday afternoon (April 2), things were already in full swing, although the convention had just begun and had two more days to run. From what I heard about the dormitory accommodations at Reading University (the site of the event), this could well have been an American college. Likewise, the Student Union building in which events took place was quite familiar to me. Then I got a look at the gamers, and I truly felt at home. Were it not for the British and Scots accents, Games Fair 82 could well have been taking place anywhere in the United States — at least, at first glance.

After a few formal introductions and a brief tour of the facilities, I was allowed to roam where I chose. Due to the unique pub laws in England, I couldn't spend all my free time sitting near the draught beer, so I made the rounds of the gaming rooms frequently. I was impressed! The crowd numbered about 400 or so at its peak, but I seldom saw groups of people standing around wondering what to do next. If no events were open at a time when several gamers wished to play, they simply organized themselves. One room held a large blackboard where spur-of-the-moment games were posted, and an address system was used to notify everyone of such games. At Games Fair the conventioneers came to play games, and play they did! Similarly, despite many groups playing in large rooms, the noise levels were generally low. It seems that our British cousins have more respect for the other gamers around them than is usually evidenced in this country. (Lest anyone think I am casting aspersions, I readily admit to playing PIT in a room full of groups of D&D® game players and thinking it amusing at the time.)

Because I spent most of my time talking with gamers, I had only two opportunities to actually DM. From these two experiences, I must say that FRP play is very much the same in both countries. Given that, it shouldn't be too long before TSR will be able to offer AD&D™ game tournament winners a prize trip to Games Fair (or the GEN CON® convention with respect to UK gamers), to allow them to see what happens at a British (or American) convention.

It was my duty and privilege to DM the final round of the Games Fair 82 AD&D tournament. The scenario was good, and the DMing was easy. At the end, however, when it came to selecting the best three out of a group of eight fine players, things got harder. I did my best, but adjudication of such tournaments requires quite a bit of subjectivity, and I'd appreciate hearing from the players as to their opinions of my decisions. In any event, it is worth noting that there was a female among the eight finalists, and I placed her second. Don Turnbull later informed me that she had been in the finals the year before, but had not ended in the top three — so perhaps in 1983 there will be a female AD&D champion in the United Kingdom!

Another point of interest about Games Fair 82 was the lack of emphasis on exhibits and sales. Ever since the GEN CON III event or thereabouts, American gaming conventions have made a point of featuring large exhibit areas and dozens of commercial firms selling products. While some British game conventions evidently do the same, Games Fair does not, emphasizing play rather than products. Exactly two exhibitors were at Games Fair 82: Games Workshop and TSR Hobbies. It took a bit of searching to find where they were located, in small rooms on the second floor. Neither the exhibitors nor the conventioneers seemed to dislike the arrangement. I would like to hear from American gamers about whether they favor commercial exhibits as a major feature of conventions.

There is no question that Games Fair 82 was small in comparison to the major American gaming conventions. This in no way detracted from the event or made it inferior. Games Fair was a huge success, measured by any standards save sheer size. If conventions are for gaming, tournaments, fellowship, and fun, then Games Fair 82 succeeded. If conventions need to be well attended, well organized, diverse, and offer good tournaments and prizes, then Games Fair likewise did well. If conventions must have suitable facilities and good housing accommodations, again Games Fair succeeded. When all of the attendees have a splendid time at a convention, what else can be asked of it? They did — and I did! With luck I'll be at Games Fair 83 or 84, and I'll see you there, too.

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Convention schedule

ARCHON 6, July 23-25 — Stephen King (Guest of Honor) and Robert Bloch (Toastmaster) are among the dignitaries expected to attend this science-fiction gathering in St. Louis, Mo. The site is the Chase Park Plaza hotel in St. Louis. Memberships cost $16, and can be ordered by writing to Archon 6, P.O. Box 15852, Overland MO 63114. Information is available by phone at (314)521-9690 or (314)727-8607.

ORIGINS '82, July 23-25 — One of the longest-running and largest gaming conventions is located at the University of Maryland in Baltimore this year. For information, write to P.O. Box 15405, Baltimore MD 21220.

FANTASY FAIRE, July 30-Aug. 1 — Larry Niven will be the guest of honor for the 12th running of this event. Location will be Griswold's inn in Fullerton, Calif. Memberships are $12 each by mail until July 10, $15 thereafter (at the door only). Daily admissions will also be sold at the door. For more information, contact Fantasy Faire, c/o Fantasy Publishing Co., 1855 West Main St., Alhambra CA 91801, or call (213)337-7947.

NAWA MINI-CON II, July 31 —Sponsored by the North American Wargamers Association, to be held at the National Guard Armory in Paducah, Ky. Pre-registration $2.50, admission at the door $3.50. Contact: Charles Sagui, Rt. 1, Boaz KY 42027.

GAMEFEST '82, Aug. 7 — A one-day gaming event for the benefit of the Kennewick First Lutheran Church. Registration is $3. For details, send SASE to Adventures Unlimited, c/o Glen Allison, 1306 W. Pearl, Pasco WA 99301.

6th annual BANGOR AREA WARGAMERS CONVENTION, Aug. 7-6 — The University of Maine campus in Orono, Me., is the site of this event. Admission is $5. payable at the door only. For more information, send SASE to Edward F. Stevens Jr., 32 Masonic St., Rockland ME 04841, or phone (207)596-0338.

GEN CON® XV Convention, Aug. 19-22 — The granddaddy of all role-playing game conventions, sponsored by TSR Hobbies, will again be held at the University of Wisconsin-Parkside campus between Racine and Kenosha. Preregistrations are not accepted after July 1; however, attendees who did not preregister can still register for some events at the convention site. Admission at the door is $15 for the weekend or $7 for one day. More information is available by calling the GEN CON XV office, (414)248-8050.

DRAGONFLIGHT '82, Aug. 27-29 — Located on the Seattle University campus (on-site housing available), with events to take place in Campion Tower. For registration information, write to Dragonflight, P.O. Box 417, Seattle WA 98111.

PACIFICON, Sept. 4-6 — The convention that has become a Labor Day tradition, to be held again at the Dunfey Hotel in San Mateo, Calif. Information on the convention is available from Pacificon, P.O. Box 5548, San Jose CA 95150.

SUNCOAST SKIRMISHES '82, Sept. 16-19 — At the Holiday Inn Convention Center in Tampa, Fla., sponsored by the Florida Historical Gamers. Contact: Suncoast Skirmishes '82, 4006 Wallace Ave., Tampa FL 33611, phone (813)831-1762.

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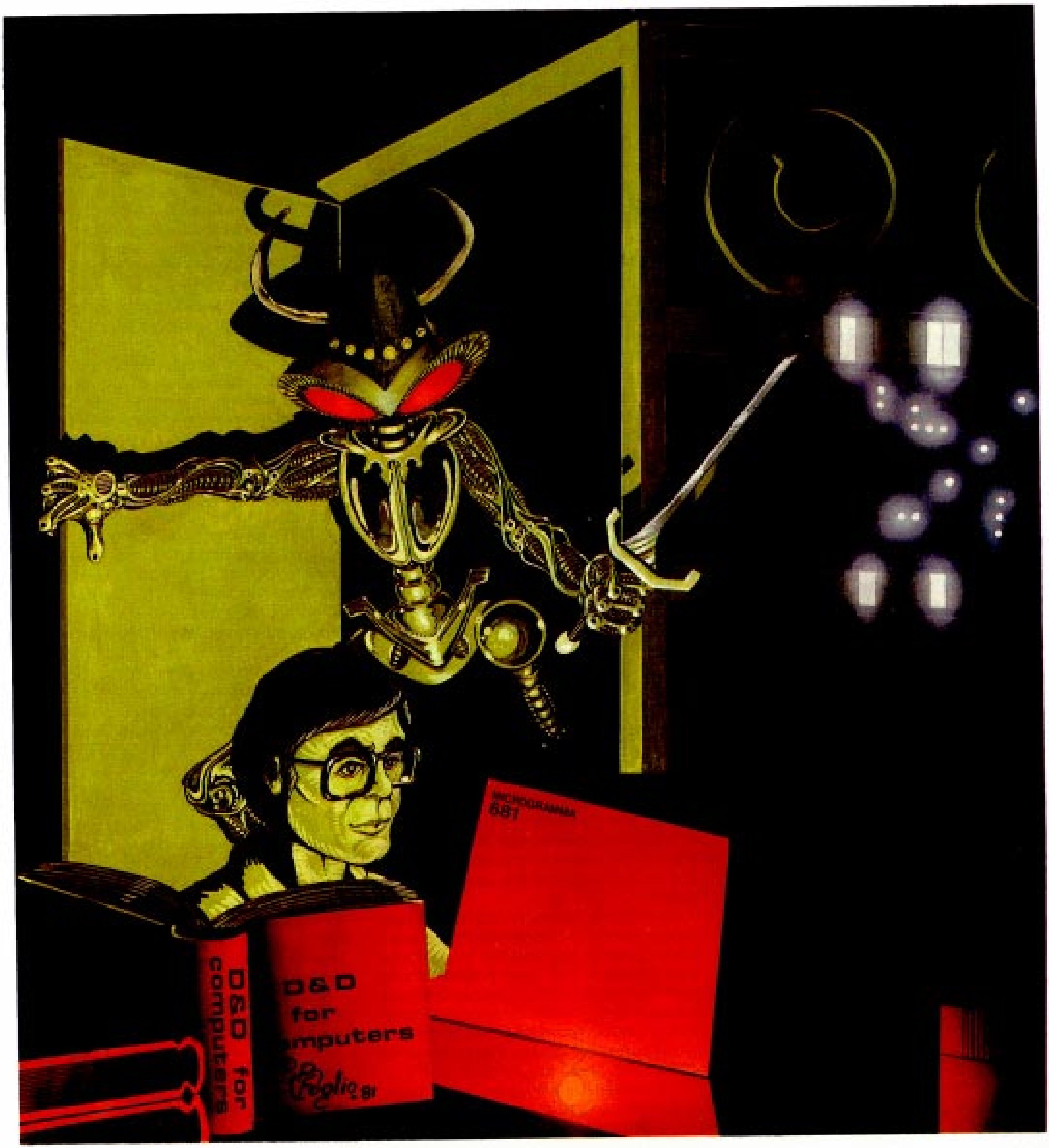
ONE OF THESE DAYS . . .

Somebody once said that you get out of a computer exactly what you put into it. Artist Phil Foglio interpreted that slogan literally and came up with this idea of how it might apply to fantasy role-playing—a surprise encounter with a monster who eats floppy disks for breakfast and whose physique is, shall we say, why.

For a somewhat more down-to-earth view of computers and gaming, turn the page for Michael Bentley's semi-technical treatise on the state of the art in games and game accessories for personal computers. They've come a long way in a short time, but compared to the potential and capacity of big computers, they've got a long way to go.

Following that theoretical article is something more practical: the latest edition of *The Electric Eye,* featuring a program that TOP SECRET® players can use. But if you generate an agent and he materializes next to your terminal, don't say we didn't warn you...



COMPUTER GAMES HAVE A WAY TO GO

by Michael Brian Bentley

©1982 Michael Brian Bentley

Fibber McGee is an old professor of mathematics who recently became infatuated with personal computers. He saw many useful ways to have the little things aid his research in furthering the state of the art of close packing.

Little did he realize then just *how* useful the computer would be. If it weren't for personal computers— and the games people (yes, even the good doctor) play on them — the world would never have been blessed by Dr. McGee's famous treatise, "New Close Packing Geometries," where he introduced and analyzed what are known presently as the famous McGee Geometries.

It all happened like this: One day, while working in his home, he heard a deafening crash. He was shocked when he discovered his closet door had been flung open and a large mound of stuff from inside the closet was dumped on the floor. The door's hinges were ripped apart by the stress of the several hundred computer games he had bought, played, and threw in the closet when he got tired of them. His initial shock became amazement when he realized that the disaster had happened despite his best efforts to prevent it!

With the passage of time, the accumulation of stuff in his closet had begun to attack him whenever he opened the door. Fairly recently, Dr. McGee had taken all the stuff out of the closet and, using some techniques developed in his original treatise and followup papers, repacked everything. Despite the doctor's best efforts, eventually the immense strain caused by the mammoth colony of game tapes, disks, and cartridges victimized the closet's least resisting surface.

Rather than investigate the military applications of his theories on close-packing geometries, McGee decided to analyze why he so swiftly became tired of each of his computer games. The answer to that, he thought, might save him an awful lot of money.

The first thing Dr. McGee did was to loosely classify all the computer games he knew about by using a three-dimensional chart with three axes. The *x* axis was labeled *Size of Program,* the *y* axis was branded *Degree of Real Time,* and the *z* axis was called *Size of Database.*

Of the three, the *Degree of Real Time* axis is probably the most cryptic. The *y* axis in a limited sense refers to the speed with which the program reacts to input by the user. If a game has nothing to do with real-time response, it is a "batch" program — one that takes a number of inputs, processes them, and eventually (minutes to weeks later) sends back some answers. In the other extreme, if the program is a "game" that simulates with awe-inspiring detail the flight of a spacecraft for a future pilot, each twist of the controls will bring prompt results to the senses of the "player."

For a computer program to provide a certain amount of real-time reaction to a user's nudges of the joystick or frantic key-pressing (KILL! KILL!! Aw, shucks), such as quickly displaying the rebounding of a ball hit by a swinging bat in a simulated pinball game, several things must be weighed. Important among these are the speed of the computer's electronic components and the complexity and size of the hunk of data it has to process. There is NO WAY a realistic rendition of the flight of a Boeing 747 is going to be done on an Apple II. Too much data has to be analyzed before the next display must go on stage. An Apple II, on the other hand, can handle a variety of trivial animations, enough to make small games interesting.

The *Size of Program* axis works in the obvious way, and is independent of the real-time aspects of a program. How many Different Things can the program do? *What* can the program do? Game programs for personal computers are rarely very elaborate or large, with the apex these days being found in reasonable chess-player programs, big Adventure spinoffs, and large video-game machines like Qix.

The *Size of Database* axis also is somewhat obvious. The hunk of data used by a simple Adventure game can be as large as the block of data used by a complicated Adventure game. The complexity of a program is not necessarily reflected in the size of its database.

Using fairly good estimates for the *Size of Database* and the *Size of Program,* and some rather arbitrary assigned values on the *Degree of Real Time* for game programs, McGee determined some interesting things.

First, the enjoyment of a game did not at all correspond to the degree of real time, *or* the size of a database, *or* the size of a program. Not in the sample that he tested.

He did note, however, that all the programs for the personal machines were fairly close to one another in database size, program size, and degree of real time. In fact, if you included in the scale the large systems that do aircraft simulation, all the dots that represent the personal computer games merge together into a lump at the smaller end.

It is McGee's observation, not a revelation, that most of the personal computers these days are fairly insignificant, as far as size of memory or speed of operation is concerned. There are, however, several hundred thousand of the things being useful in households across the face of the land; their size does not reflect their utility by any stretch of the imagination.

Because there are several hundred thousand personal machines, there is a large market for some quick bucks with low overhead. McGee perfunctorily concluded that he became tired of the computer games so quickly for two reasons. First, though the advent of personal computers is here and strong, the support hardware technology still isn't good enough to provide the services needed to do substantially interesting things on a mass-production scale. (McGee characterized a "substantially interesting" program as something that could entertain his mind — not just his eyes — for longer than a couple days or so.) The programs, as a result of the presently available technology, practically consist of the same program types over and over again, none of them very formidable.

The second problem is, for the most part, dependent on the first, but there is another aspect to the second problem not attributable to the limitations of the Apples, the Ataris, and CP/M machines: a good game or program that would entertain McGee for a while would take a loooonnnng time to write. Guaranteed.

How Long? McGee estimated about six months on up. Were the programmer working full-time on it (8-14 hours a day), maybe less than six months, and maybe even less yet if a small team of programmers worked on it.

McGee's heart sank when he came up with those ballpark figures. He knew that virtually any people who knew enough about programming and could gird themselves for a stint that long on a single project would never complete what they started, unless they were paid to do it. Essentially, he figured that people who achieved a completed program on that scale probably would do similar work for a living. Although that group of people is rapidly growing in numbers (and programming ability), the substantial programs will be few for a while yet.

McGee reflected the nature of writing a good "novel-sized" game program to writing a book. It takes about six months to five years for authors of various dispositions to complete an average-sized novel. It takes the average reader around three to five hours to digest novel-length light fiction, much longer for meatier stuff. As far as McGee is concerned, most of the computer games on the market have reached short-story status.

McGee then extrapolated what would happen to the world of personal computing in the next few years, to be able to figure when he could count on some real interesting programs to pop up. First, he predicted a growing interest in meatier machines. Despite the fact that writing a good program on a computer is a surefire, steady, and substantial income, not too many people will invest time and money in their own ability to write a good program, and on the future marketplace — until there are further power improvements in the presently available hardware to provide enough incentive for people to write larger programs. Spending a year or two writing a splendid novel that nobody is going to read is kicks for some people, but not for most, and it hardly pays the bills.

Fortunately, McGee concluded that these larger machines would become much more widely available rather soon, say within five years.

One major constraint in the past is the size of memory that machines have been providing. McGee concluded that this constraint will, for the personal computer user, drop out of the way, using present day standards.

* * *

McGee, while roaming the university set as a professor of mathematics, had wide access to many interactive computing systems. He spent many hours developing and running programs testing various mathematical treatises, and many more hours interacting with students. It was during this time that McGee developed a taste for computer games. It would have been difficult to gain access to a variety of computer games elsewhere at this time; the tidal wave of personal computers had not hit yet — no Apples, Ataris, Commodores and suchlike — so minicomputers and time-sharing systems on university campuses were often the only games in town.

McGee encountered the king of large timesharing systems for games: Plato. The Plato system, developed at the University of Illinois in Champaign, Illinois, and now distributed by Control Data Corporation, is a system developed for Computer Assisted Instruction. Plato is a successful CAI system; because of the nature of the system, a number of games were developed — some for teaching purposes but others (most others) for various reasons besides teaching. The main game writers either were software engineers, or soon were to become software engineers, partially because of their hands-on experience with the Plato system.

McGee uses the games on Plato as a guideline for judging the newer interactive games available for the personal computers sold today. There are Plato games that enable people scattered across the country (at times, the world) to battle each other in three-dimensional space, with each player equipped with a monochromatic graphics display (512 x 512 pixels) and a keyboard. The response time for player-generated moves was sometimes excruciatingly long, and occasionally amounted to an undeserving, harsh death. But few people with any presence of mind complained much, except in the spirit of the competition.

Other games on Plato range from the simple and elegant Dogfight, where two little airplanes zip around the screen, dodging the other's gunbursts (never mind that one player is in New York and the other in California), to the wide variety of computer-based dungeons.

The formula for these elaborate dungeon systems is as follows. The human player signs into the game. If that person has played before, he is likely to regain control of a previously generated character. If it is the first time for that person, then the first or second display of the game will say, "Welcome to the Dungeon," with some info on who wrote the thing and what to do if something goes wrong, in addition to "Press The Help Key For Instructions On How To Play," and "Press NEXT To Roll A Character." (The NEXT key is the Plato system's version of the carriage return key.)

The character rolling consists of the simple pressing of the RETURN (or NEXT) key and inspecting all the standard attribute numbers on the display that describe a character. To play the game with that character, press another key. If you don't like him, press NEXT to roll again. If you are the patient sort, you can spend several minutes watching all the different good and bad characters go by; it takes about a second for a new roll to be displayed.

Once you are in, you are either dumped onto the first level of a multi-level dungeon or you are placed in a town or city on the surface of a fantasy planet. The screen is filled with statistics on what your character's attributes are, and what you are carrying. In addition, at the center of the display either a two-dimensional or three-dimensional image of the immediate (forward-looking) vicinity is displayed, usually with some text below it describing what you're looking at. Every time you hit the appropriate key, the view will change.

There are games where you can barter with salesmen and monsters. In some, you can travel in parties and encounter other travelers in the dungeon at the time. Each player gets his own terminal and fights his own battle at the same time as the other members of the party. The response time of the computer is sometimes poor — but, in light of the fact that game-playing is a low priority, not bad.

Monsters and other evil things crop up as you waltz around, picking up rings, silver and gold, drinking magic potions, conferring with presidents and wisemen, . . . indeed, in many ways the next best thing to direct contact with a human game master.

McGee's problems with the Plato system became apparent after some exposure to it. First, it doesn't take too long to realize that although the games are getting much better, it still takes a phenomenal amount of effort to put one together. It still takes less effort to make a much more successful human-run dungeon than a computer-run dungeon; the programs quickly become predictable and repetitive. Because a good dungeon is dependent on the depth and quality of the detail in its maps, its non-player characters, and their reactions, the computer will likely not match the artisan dungeon designer. The necessary database is monstrous! The Plato games are good, but they suffer from tight space limitations.

The Apple II is a site for a few games similar to (if not stolen right out of) systems such as Plato. Believe it or not, the Apple II easily surpasses the Plato timesharing system in some respects. Even though the display is smaller, it *is* color. Even though the Apple II's cpu (a 6502) is nowhere near the speed of a Cyber, very few things about the average dungeon game are cpu-intensive, so the response time is reasonable. With the Apple II, the game can be as big as the number of disks the game and database are stored on (but you gotta keep switching disks in the drive, unless you have a large hard disk). You won't be able to have many people running the dungeon on a single personal computer at the same time, since most of the personal systems can barely handle one, much less two or more, sets of user interfaces (i.e., displays, keyboards, joysticks, on the hardware side).

* * *

Some of the things McGee would like to see done are rather difficult to picture; the doctor has a hard enough time conjuring vague notions of possible excellent games, much less giving a detailed description. Some programs are extremely hard to conceptualize, and some are easier. For an example, McGee would like to see a good chess-playing program. Since most everyone knows what chess is, and some people have some idea of the nature of other chess programs and the "problem domain" of the chess program, this wish is understood rather well.

A wish such as "I'd like a game master's helper" is not as quick a concept to pick up. A good chess program plays to win or draw. What does a game master's helper do? The goal could be to make things easier for the game master. It could also be to make things easier for the game *player.* Some descriptions for a "game master's helper" boil down to mean that the only thing needed is a VisiCalc or Visicalc clone, and other descriptions require extensive custom software design.

Dungeons are (no kidding) very database-intensive. As a result, the programming which best approximates actual fantasy role-playing is found in games such as Adventure, Zork, Oo-Topos, and Wizardry. Some of these and other games have graphics extraordinare, but their depth suffers. As programs, they are fascinating, but McGee thinks they will not be anywhere near the state of the art in mass-marketed works five years from now.

There are some excellent war simulations, such as Eastern Front. The nature of war simulation games is more analytical than dungeons tend to be. They are much easier to implement. It is easy to believe a little paper token or a blob on a display is in reality a Sherman tank or the U.S.S. Eisenhower; the facts are normally boiled down to a few key integer, thus not necessitating the coding of a lot of nitty-gritty details—though, for the sake of accuracy, the playing parameters could be broadened somewhat.

Non-computer wargames, played with tokens on large and small sheets of paper, generally have simple rules and are streamlined for quick play. The goal of the game is simpler (essentially, kill the enemy as soon as possible), whereas dungeons have complicated sets of subplots to ferret out and subgoals to achieve. There is more reliance on description, either written or spoken, in a dungeon setting, and less can be described in numeric terms. The dungeon program is, at present, one whopper of a challenge.

McGee feels that the easiest games to implement on personal computers are things like *Risk* and *Panzer Blitz.* Such games have been successful; witness Eastern Front. The hardest are the games that require intensive database accessing or real time. Versions of PacMan do all right on personal machines, but the true arcade versions are much more fluid.

Dungeons, with the computer as game master, are difficult. Hence, McGee would rather like to see a Game Master's Helper.

His definition of such a creation is as follows. The GMH is designed to primarily be an aid to the game master. The system provides the GM with the media to create vast maps of dynamic, three-dimensional worlds — it does not try to create the world *for* the GM. In use, the GM will display parts of the world that characters are in, either as a top view map, as text, or both. It provides tools (such as a combination text editor and "terrain" graphics editor) to create the world (or universe) and allows the GM to leave notes *fast* during dungeon play. If players don't complain much, the system can enable the GM to roll odds. The system can also enable fast searches into a large "being" and "treasure" database.

All of this can still, at this time, be done *much* more cheaply using paper and pencil, though McGee feels that the computer-based mapping facility is probably easier to generate and use than it would be to work it out by hand. Complicated dungeon maps may involve temporal-dependent differences, and interconnections that map into more than 3 dimensions. This kind of creative building is fun to do, but murder to keep track of. The software for allowing the "painting" of maps onscreen is by itself, unfortunately, a formidable task.

Again, the use of such software is not to merely "drive" a dungeon, but to make the mundane and time-consuming tasks during construction and running faster and easier, without forcing the users to fall into a "tunnelvision" mode— limiting the scope and imagination of the creator to crowbar what can be implemented into the computer. Imagine the computerjock game master telling his players, "Well, I only had room for 10 different monsters on the disk; that's why you keep encountering level 3 PF Flyers. . . ."

One last note. McGee has a passion for programs that enable the user to add some net worth to them. In other words, programs that come canned and simply allow the player to drive a car between two squiggly rows of pylons don't impress McGee as much as programs that come ready to be stuffed with customized features. A game that provides an entire predefined world is not as interesting as a game that enables the owner to add his own touches. With most games, the user can do nothing to modify the way the thing works. So your friendly programmer ripped off PacMan, sold it to you for under a hundred dollars, and you had fun with it for a week before you got tired of it. Then you ran off and bought the Scuba Game and drowned yourself four hundred and eighty-seven times before you were able to pry open the giant oyster and get the mammoth pearl to the surface. Thrills.

For more information on how to write computer games, talk to a computer-wise kid or visit a large university computer center and watch what the college students do between exams. Go to college and take a couple of computer courses that involve writing programs using an interactive computer system, with languages like PASCAL. If you're at the University of Illinois, try taking CS/ED 317 (if the course is still being offered). Read *Byte* magazine, *Kilobaud, Creative Computing,* and this magazine (for my next article!).

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Send program submissions to Dragon Publishing, P.O. Box 110, Lake Geneva WI 53147 — and be sure to enclose a self-addressed, stamped envelope to allow for the possible return of your material.

THE ELECTRIC EYE

COMPUTER TECHNOLOGY AND TERMINOLOGY

by Mark Herro

This issue's column is devoted to giving you what you've asked for more than anything else: an original program designed to help you with your game-playing and help you understand more about "computer talk" at the same time.

The program, written by Joe Ulowetz, is a character generator for the TOP SECRET® game. Players can use it to create new agents for themselves, and an Administrator can "roll up" new NPC agents in a fraction of the time it would take with paper, pencil, and dice. Joe has written into the program several methods and "tricks" worthy of note. The listing has been altered slightly from the form in which it was submitted, to allow easier translation of the program into other computer languages. This listing is printed below in "chunks" of related lines, with each step in the process explained as it occurs.

TOP SECRET character generator

The original program was written on a Model I TRS-80 (Level II, 16K). It has been modified slightly for easier translation by deleting most of the statements peculiar to the TRS-80. For the most part, these are screen display and other format-related commands. The internal program flow remains unchanged. The program begins by setting up arrays of information that will be used later in the program:

```
29 REM AGENT KNOWLEDGE DATA
30 DATA "AGRICULTURE", "ANIMAL SCIENCE",
   "ARCHITECTURE", "ART & CRAFT", "ASTRONOMY/
   SPACE SCIENCE", "BIOLOGY/BIOCHEMISTRY",
   "BOTANY", "CHEMISTRY", "COMPUTER SCIENCE",
   "ECOLOGY/EARTH SCIENCE", "ECONOMICS/
   FINANCE", "EDUCATION/INDOCTRINATION",
   "ENG, AERONAUTICAL", "ENG, CONSTRUCTION/
   CIVIL", "ENG, ELECTRICAL", "ENG, HYDRAULIC",
   "ENG, INDUSTRIAL", "ENG, MECHANICAL",
   "ENG, TRANSPORTATION"
31 DATA "FINE ARTS", "GEOGRAPHY", "GEOLOGY",
   "HOME ECONOMICS", "LAW", "LITERATURE",
   "MATHEMATICS/ACCOUNTING", "MEDICINE/
   PHYSIOLOGY", "METALLURGY", "MILITARY
   SCIENCE/WEAPONRY", "PHOTOGRAPHY",
   "PHYSICAL EDUCATION", "PHYSICS", "POLITICAL
   SCIENCE/IDEOLOGY", "PSYCHOLOGY",
   "RELIGION", "SOCIAL SCIENCES", "WORLD
   HISTORY/CURRENT AFFAIRS", "", "CHOICE"
32 DIM AKS(39): FOR 1=1 TO 39: READ AK$(I): NEXT I
39 REM HEIGHT AND WEIGHT PARAMETERS
40 DIM HM(10),HS(10),HT(10): DATA0,-1,-1,0,0,1,1,
   2,2,0,-8,-7,-6,-5,-4,-4,-3,-3,-2,-2,3,3,3,4,4,4,5,5,6,7
45 FOR I=1 TO 10: READ HM(I): NEXT I: FOR I=1 TO 10:
   READ HS(I): NEXTI: FOR I=1 TO 10: READ HT(I):
   NEXT I: RANDOM
46 DIM LF(5),AO( 10),AR( 10)
47    DATA0,-10,-5,-5,0,0,5,10,15,0,-35,-30,-25,-20,
   -15,-15,-10,-10,-10,-10,15,20,25,30,40,50,75,
   100,125,150: DIM WM( 10),WL( 10),WH( 10):
   FOR I=1 TO 10: READ WM(I): NEXT I: FOR
   I=1 TO 10: READ WL(I): NEXT I: FOR I=1 TO 10:
   READ WH(I): NEXT I
```

In this segment, AK$, AO, and AR are parameters for the list of agent Areas of Knowledge; HM is the primary height table, and HS and HT are the supplementary height tables for short and tall characters, respectively. These tables are generated as per the TOP SECRET rule book, 2nd edition, pages 5-7. In addition, the program generates tables for average, lightweight, and heavyweight agents (size, not reputation). These are held in the WM, WL, and WH arrays. The RANDOM statement in line 45 is for TRS-80's (and some other Microsoft-written interpreters). This statement "re-seeds" the computer's random number generator each time a "RND" function is used.

Of more than passing interest is the way in which Joe uses the READ/DATA statement pair. In the "conventional" method of BASIC programming, DATA statements are usually placed all together at the end of the program (even though most computers don't require this). Here, DATA elements which make up a table (such as the AOK list) are listed,. followed by a READ loop to load in the appropriate table. This type of organizing makes a program listing easier to follow.

Up to this point everything has been internal, and all this activity is accomplished in a very short time after the RUN is begun. Now the program reaches a point where the user actually sees something happening. The next section prints the program's introduction to the user and asks the user to choose characteristics which are selected rather than generated:

```
50 PRINT "ADMINISTRATOR": PRINT" FILE 080"
60 PRINT: PRINT: PRINT" TOP SECRET"
70 PRINT: PRINT: PRINT" OPERATION:DOSSIER":
   PRINT" CODE NAME:PAPERWEIGHT"
80 PRINT: PRINT" DO NOT ACCEPT TAPE FROM
   COURIER": PRINT" IF SEAL IS BROKEN"
83 PRINT: PRINT" (TOUCH ANY KEY)";
90 IF LEN (INKEYS)=0 THEN 90
95 MS="BEGIN: AGENT GENERATION": GOSUB 100:
   GOTO 110
100 PRINT"** TOP SECRET **": PRINT: PRINT MS
105 PRINT: PRINT: RETURN
110 CT=0: INPUT" 0=NPC AGENT, 1=PLAYER
     AGENT" ;CT
112 IF CT=0 THEN PRINT" AGENT IS NPC" ELSE
     PRINT" AGENT IS PLAYER CHARACTER"
120 PRINT: HD=0: INPUT" HANDEDNESS (0=RANDOM,
     1=RIGHT, 2=LEFT)";HD
130 IF HD>O THEN 140 ELSE HD=1: IF
     RND(100)>90 THEN HD=2
140 IF HD=1 THEN PRINT" AGENT IS RIGHT HANDED"
     ELSE PRINT" AGENT IS LEFT HANDED"
150 PRINT: SX=0: INPUT" SEX (0=RANDOM,
     1=MALE, 2=FEMALE";SX
160 IF SX>0 THEN 170 ELSE SX=1: IF RND(10)>8
     THEN SX=2
170 IF SX=1 THEN PRINT" AGENT IS MALE" ELSE
     PRINT" AGENT IS FEMALE"
180 PRINT: INPUT" AGENT RACE:";RC$: IF
     LEN(RC$)=0 THEN RC$="CAUCASIAN"
```

Format control and other embellishments have been deleted from this segment. The original version was screen-centered (on the alternate TRS-80 display format of 32 char/line) with a graphics box around the words "TOP SECRET." The INKEY$ statement in line 90 is designed to make the program wait for a key to be pressed before it will continue. (Computers without this option can use some form of INPUT statement to accomplish essentially the same thing.) In this program, RND(n) will generate a random integer between 1 and n (inclusive), a form of randomizing which many languages don't offer, The RND statements may have to be modified to conform to the brand of BASIC being used.

This program uses the ELSE statement, first seen in line 130. For computers that don't have this option, long conditional branches will have to be broken down into several lines. An ELSE statement is executed when an IF statement is false.

The next segment generates the agent's primary, secondary, and tertiary traits (page 5 in the TOP SECRET rulebook):

```
190 REM GENERATE PRIMARY CHARACTERISTICS
200 X=RND(100): IF CT=1 THEN GOSUB 270
210 P1=X: X=RND(100): IF CT=1 THEN GOSUB 270
220 P2=X: X=RND(100): IF CT=1 THEN GOSUB 270
230 P3=X: X=RND(100): IF CT=1 THEN GOSUB 270
240 P4=X: X=RND(100): IF CT=1 THEN GOSUB 270
250 P5=X: X=RND(100): IF CT=1 THEN GOSUB 270
260 P6=X: GOTO 280
265 REM INCREASE VALUES FOR PC
270 IF X>90 THEN RETURN ELSE X=X+5: IF X>70
    THEN RETURN ELSE X=X+5: IF X>50 THEN
    RETURN ELSE X=X+5: IF X>25 THEN RETURN
    ELSE X=X+10: RETURN
280 M$="AGENT'S PRIMARY TRAITS": GOSUB 100
290 PRINT"1. STRENGTH";P1, "4. COURAGE";P4:
    PRINT: PRINT"2. CHARM";P2, "5. KNOWLEDGE";
    P5: PRINT: PRINT"3. WILLPOWER";P3,
    "6.  COORDINATION";P6
300 PRINT: I=0: 1NPUT"ENTER 0 TO CONTINUE, 1-6
    TO CHANGE TRAIT (BY NUMBER), 7 TO RE-ROLL
    PRIMARY TRAITS, 8 TO START ALL OVER";I
305 IF I<0 THEN 332 ELSE IF I=7 THEN 200 ELSE
    IF I=8 THEN 95 ELSE PRINT: PRINT: PRINT: PRINT
    "NEW VALUE DESIRED FOR TRAIT #";I;: INPUT X
320 IF I=1 THEN P1=X ELSE IF I=2 THEN P2=X
    ELSE IF I=3 THEN P3=X ELSE IF I=4 THEN P4=X
    ELSE IF I=5 THEN P5=X ELSE IF I=6 THEN P6=X
330 GOTO 280
332 PRINT "ONE MOMENT PLEASE..."
335 REM SECONDARY TRAITS
340 S1 =INT(.5+(P6+P4)/2): S2=INT(.5+(P4+P2)/2):
    S3=INT(.5+(P2+P6)/2):   S4=INT(.5+(P5+P6)/2):
    S5=P1+P3+P6:   S6=INT(.5+(P1+P3)/10)
345 REM TERTIARY TRAITS
350 T1=S3+P1: T2=S1+P1: T3=S2+S3
```

Of special note here is the option of a partial or a full "re-roll" of traits (line 300). These "abort" options are often overlooked by novice programmers.

After determining the agent's main characteristics, the program continues by "rounding out" the agent's persona:

```
355 REM HEIGHT
360 H=70: IF SX=2 THEN H=65
370 X=RND( 10): H=H+HM(X): IF X=1 THEN
    H=H+HS(RND(10)) ELSE IF X=10 THEN
    H=H+HT(RND(  10))
375 REM AGE
380  AG=RND(10)+RND(10)+RND(10)+12:  IF  CT=0
    THEN  AG=AG+RND(20)
385 REM GLASSES?
390 GL=0: CG=P6: IF RND(10)<4THEN GL=1:
    CG=P6—INT(P6*RND(100)/100):  IF  RND(10)=1
    THEN CL=2
395 REM WEIGHT
400 WT=170: X=(H—70)*5: IF SX=2 THEN WT=145:
    X=(H—65)*5
410  WT=WT+X+RND(10)—5:  X=RND(10):
    WT=WT+X: IF X=1 THEN WT=WT—WL(RND(10))
    ELSE IF X=10 THEN WT=WT+WH(RND(10))
415 IF SX=2 THEN WT=INT(WT*.8)
420 NL=INT(P5/25)+1: LF(1)=70+RND(10)+(RND(10)
    +RND(10): FOR I=2 TO 5: LF(I)=0: NEXT I: IF NL=1
    THEN 440 ELSE FOR I=2 TO NL: LF(I)=RND(100):
    IF LF(I)<40 THEN LF(I)=40 ELSE IF LF(I)>LF(1)
    THEN LF(I)=LF(1)
430 NEXT I
440 NA=INT((P5—1)/10)+1: FOR I=1 TO NA:
    X=RND(100): IF X<75 THEN AO(I)=INT((X+1)/2)
    ELSE AO(I)=39
442 IF I=1 OR X>=75 THEN 450 ELSE FOR I1=1 TO
    I—1: IF AO(I)=AO(I1) THEN 444 ELSE NEXT I1:
    GOTO 450
444 X=RND( 100): IF X<75 THEN AO(I)=INT((X+1)/2):
    GOTO 442 ELSE AO(I)=39
450  AR(I)=RND(100):  IFAR(I)<21THENAR(I)=AR(I)+20
460 AR(I)=AR(I)+30: NEXT I: IF NA=10 THEN 470
    ELSE FOR I=NA+1 TO 10: AO(I)=38: AR(I)=0:
    NEXT I
```

This program segment determines height, weight and AOK data using the previously generated tables (which makes the program run slightly faster at this point), age, eyesight, and so forth.

Finally, the program prints a summary of the agent. This segment is "the exception that proves the rule" on deleting format-related statements from this program. They have been left in deliberately because it shows a well thought-out screen format. The summary will use almost *all* of the TRS-80 screen display of 64 characters on 16 lines, while still maintaining excellent readability:

```
470 CLS: PRINT@24,"** TOP SECRET **":
    PRINT@128,"STRENGTH";P1,"OFFENSE";S1,
    "HTH COMBAT";T1: IF SX=1 THEN M$="MALE"
    ELSE M$="FEMALE"
480 PRINT" SEX";M$: PRINT"CHARM";P2,
    "DECEPTION";S2,"WRESTLING";T2,"HEIGHT";
    INT(H/12);CHRS(39);H—INT(H/12)*12;CHRS(34)
490 PRINT"WILLPOWER";P3,"EVASION";S3,
    "SURPRISE";T3,"WEIGHT";WT;"LBS",
    "COURAGE";P4,"DEACTIVATION";S4;
    TAB(48)"AGE:";AG;"YRS"
500 PRINT"KNOWLEDGE";P5,"MOVEMENT";S5;:
    IF HD=1 THEN M$="RIGHT HANDED" ELSE
    M$="LEFT HANDED"
510  PRINlTAB(50)M$:  PRINT"COORDINATION";P6;
    "/";CG;"   **LIFE LEVEL";S6,: IF GL=1 THEN
    M$="CONTACTS/GLASSES":GOTO 520: ELSE
    IF GL=2 THEN M$="GLASSES ONLY": GOTO
    520: ELSE M$="VISION 20/20"
520 PRINlTAB(50)M$
530 PRINlTAB(56—LEN(RC$))"RACE:  ";RC$
540 PRINT: PRINT"LANGUAGES:";: PRINT"NATIVE";
    LF(1);" ";: IF NL>1 THEN FOR I=2 TO NL:
    PRINT"OTHER";LF(I);" ";: NEXT I
550 PRINT: PRINT: PRINT"AREAS OF KNOWLEDGE:";
    FOR I=1 TO NA: PRINT AKS(AO(I));AR(I),:
    NEXT I: PRINT"ALL OTHERS";INT(P5/2+.5)
560 PRINT: X=0: INPUT"ENTER 0 TO START OVER,
    1 TO CHANGE PRIMARY TRAITS";X
570 IF X=0 THEN 95 ELSE 280
580 REM VER. 1 JOE ULOWETZ 9/16/80
```

Here, CLS is a clear screen command and PRINT@n will print beginning at screen position n. There are 1024 positions on the screen display. For those displays with fewer positions (such as Apple's 40 x 20), this segment will have to be modified. The most obvious alternatives are to use two screen "pages" or to route output to a printer.

Our thanks to Joe for submitting this well prepared program. Readers should follow his lead on logical variable names, strategically placed REMarks, and clear program flow.

For the sake of change

Coins through the ages
by David Nalle

In most fantasy campaigns, characters use money to purchase goods and services without really thinking about where that money comes from, or about its nature and function. How much do your characters really know about the coins they use? These coins, called gold, silver, and copper pieces (or some very similar set of names), are ranked and valued in a system which is simple and direct, but does not simulate the "real" characteristics of coinage.

Most campaigns are set in Medieval-type societies. Historically, this time was characterized by currency systems that differed greatly from kingdom to kingdom — sometimes from province to province. This is not at all like the currency system in most campaigns, where universally accepted coins of equal value and weight can be spent freely anywhere.

Using a historically realistic coinage system can enhance a fantasy campaign in many ways. It adds variety and realism, and makes the money and economy more believable to the players. It also allows the option of trading in the currency of different nations, which is a good way for a clever character to make a big profit. It opens a path leading to black markets, forgery, and dozens of other activities which can add depth and vitality to a campaign.

Make your own mint

During the Middle Ages, any people with a position of authority and a lot of capital could mint their own money — and most of them did. These coins were of different metals, purities, and weights, and their denominations varied widely. The most common division of value was into twelfths, not tenths, and very often old and outdated coins were used as new currency by simply assigning them new values.

Copper was used in the earliest times, but was soon replaced by brass, which was still not very acceptable; the value of copper and bronze began to decrease as soon as currency-makers found out the coins became worn more rapidly than those of other metals. Some coins containing copper were minted with values so small as to be virtually unmeasurable.

All coins lead from Rome

Medieval coinage had its origins in the Roman Empire. Roman coins were almost entirely made from bronze, though some silver came into use in the later years of the empire. The earliest bronze coins are called *Aes Rude,* and were manufactured from low-grade bronze and unadorned. During the period from about 385 B.C. to 89 B.C. these coins were gradually replaced by the more complex *Aes Grave* (meaning "heavy bronze") system, using bronze coins of higher quality bearing the image of the appropriate emperor.

The *Aes Grave* system was divided into eight different coins by weight. The *As* was the standard of exchange, upon which all other values were based. The *As* was considered to have the value and weight of one pound (12 ounces, not 16) of bronze, and as such made quite a hefty piece of change.

Coins smaller than the *As* were minted, the divisions being the *Uncias* (1/12 *As),* the *Sextans (1/6),* the *Quadrans* (1/4), the *Triens* (1/3), and the Semis (1/2). There were two large coins of greater value, the *Dupondius* (2 *As)* and the *Sestertius (4 As).*

In the first century B.C. the Romans began the widespread use of silver for currency, using a set of coins and a system which had been first devised as a replacement to the *As* some 150 years earlier. The main coin of exchange in this system was the silver *Dinarius,* a coin roughly equivalent in value to the *As,* but lighter because it was made of a rarer metal.

The Dinarius-based system included two smaller coins, the *Quinarius* (1/2) and the *Sestartius* (1/4). This was a more practical form of coinage, since silver is both more durable and lighter in weight than bronze. The later European monetary systems were based on this pattern, as is shown in England by the silver penny minted as early as 457, and the early division of the 6th-century silver Scaetter into halves and quarters.

Charlemagne coins new names

European coinage was really started during the reign of Charlemagne, when he established a standardized system of denominations. In this system there were three main coins, called by different names in different regions. These were the *Pound* or *Livre,* the standard of exchange; the *Solidi* or *Shilling,* 1/20 of a pound; and the *Denier* or *Penny,* 12 in each shilling. Three early additions to this system were the *Mark,* worth roughly 164 pennies (two-thirds of a pound), and the *Obol* or *Half Penny,* 24 to a shilling. (This is why in the English system the penny was abbreviated as "d" [for *Denier]* and the pound as "£" [for *Livre]* in the duodecimal division Great Britain used until 1972.)

The derivation of this system from the Roman system is clear. The system was generally adopted across Europe, though the names were often changed, and there were many additions and variations. The pound was almost always a gold coin. The mark and shilling could be gold or silver, and the smaller coins were usually silver or bronze. The metal used was chosen with an eye toward a good balance between value and size. The more valuable a metal, the smaller the coin had to be, and a coin could be neither too big to carry around or so small as to be easily lost, so higher-value metals were used for larger-denomination coins.

Everybody gets in on the act

Values and names of coins varied widely from the 9th century on, as rulers and bankers in many areas of the continent attempted monetary reform. Philip VI of France and Edward II I of England were particularly noted for their efforts at economic reform; with this also came currency reform, both successful and unsuccessful. Nobles all over Europe, from the least significant *seigneur* in France to Frederick Augustus and the Byzantine Emperor, were minting coins when they felt it advanced their purposes. Thus arose a broad panoply of coins, many with strange names and strange denominations.

France was more afflicted by currency variation than any other nation, because of the constantly conflicting political forces and the strength of local governments in that country. On the other end of the scale, the most significant advance toward standardization of the system was brought about by the Italian city of Florence, whose great economic power caused the 14th-century *Florin* to dominate the money market.

Italian cities took the lead in European commerce, before the collapse of their banks and the rise of the French and English as economic powers. The two most active cities in Italy were Florence and Venice, who controlled western and eastern trade respectively, and dominated the lesser Italian city-states to a great degree.

Florence coined the *Florin d'Oro,* a gold coin first minted around 1252 and roughly equal to 3 English shillings in exchange. It bore a lily on one side and a portrait of John the Baptist on the obverse.

Venice's standard of exchange was the gold *Ducat* or *Zecchino,* first issued in 1284 and equivalent to 2 shillings. It showed the image of Christ, with St. Mark on the obverse. The Ducat was valued as a one-sixth part of an older silver coin called a *Groat.* The Venetian "shilling" was a theoretical coin, not actually minted but used in determining exchange rates. Venice's actual small coinage was the *Bagattio,* which was worth about 1/120th of a Groat, 1/20th of a Ducat, or 1/10th of a shilling. The Groat was a little-used value; trade was mainly expressed in values using Ducats and Bagattio.

Spanish coinage is less well documented than that of Italy, but the states of Aragon and Castile are exceptions to that general statement. In Aragon a gold coin called the *Gros* was the main currency. In Castile the *Marabotin* was the principal denomination, equal in value to the *Crosat,* which was also in use. These coins were traded with France, and much of the rest of Spain used Italian or French coins. The Castillian Crosat was equivalent to 63 Troyes Marks in exchange with France.

Early Germany coinage is another vague area; presumably, Italian coinage was preferred as a widespread standard of exchange. The city of Flanders minted its own *Florin* in the 14th century, equal in value to the Italian one circulated by Florence. One of the few major German forays into minting was in 1231, when Frederick II produced a gold coin called the *Augustale,* roughly equivalent to the Florin, which seems to have only been circulated to a limited extent.

The currency system of the Byzantine Empire was complex. Three major coins, all of gold, were roughly equal in value, though minted at different times. These were the *Solidus,* the *Besant,* and the *Hyperper.* Lesser coins included the silver *Miliarisia* (1/12 Besant); the silver *Dinar* (1/12 Solidus), the silver *Keratia* (1/2 Miliarisia), and the bronze *Minimus,* which was nearly worthless. The Solidus is recorded as having been traded for 31 Pisan Dinars (from the Italian city of Pisa), which indicates that it was worth slightly less than a Florin. All major Byzantine coins bore an image of the Emperor with a cross on the obverse.

The French flair for excess

France was the leader in the minting of contradictory and unnecessary coins. French coins are of two major types: those minted by the king or one of the royal mints, and those made by lesser nobles such as dukes, bishops, and seigneurs. The principal royal mints were at Troyes, Tours, and Calais, though this last was held and used by the English much of the time. Lesser nobles would produce coins of any denomination they desired, issuing them from wherever they made their headquarters.

In the 13th century the mints of Tours produced the *Tournois,* probably the most popular coin of the period. The standards set by Charlemagne were used for comparison and trade. By that standard, the Tournois was worth 3.75 pennies. The Tours penny was made of silver as well, and was variously called an *Obole* or *Maille.* Silver half-pennies were also minted at Tours. The mint at Troyes was mainly noted for the *Marc,* which was worth 217 Tournois or 58 shillings.

The mint in Toulouse made many kinds of strange coins during the 12th and 13th centuries, including a "penny" valued at 2/3 of a Tournois and a "marc" equivalent to half a Troyes Marc.

Toulouse was also the source for several unique coins, among these the silver *Melgorian* (12 Tournois); the *Tolzas,* the *Moneta,* and the *Decena,* all of silver and valued at 2.5 Tournois each; and later the *Septema,* worth 1.75 Tournois.

French coinage varied widely in value as the economy of France fluctuated at different times and in different places. Philip VI tried to straighten out currency problems in 1337 by issuing the gold *Ecu,* a very successful coin designed to supplant the traditional silver currency. It bore a shield image and a design on the obverse. It was valued at 3s 4d (3 shillings 4 pence, or 64 pennies) and contained 70 grains of gold.

An earlier gold coin which had been successful enough to be copied by the English for use in southwest France was the *Mouton d'Or* of Henry V, issued in 1287. It bore the Lamb of God with a design on the obverse. The Mouton was worth 5 shillings, but was only 40 grains of gold, indicating (by comparison with the Ecu) a drop of almost 400% in the value of gold during a 50-year period.

The lesser mints of France were as productive as the aforementioned royal coineries, leading to even more confusion. From Narbonne came the *Dernier* (12 shillings), the *Pogesa* (1/4. penny) the *Mesala* (1/2 penny) and the *Marc d'Oro* (50 shillings), plus a silver Marc of equal value. Cahors minted the *Roanois* and the *Caorsin,* both equal to half a penny. Sommieres also made half-pennies called *Bernardin* and *Raymondin.* The mint at Albi produced a Raymondin as well, but it was worth an entire Tournois. Albi also made an *Arnaldin,* equivalent to one penny. The Bishop of Le Puy had a "Le Puy Marc" of the same value as the Troyes Marc, and a quarter-penny value *Pougeoise,* one of the few copper coins in France. Nimes minted the *Nemausenses,* equal to one Tournois. Valence had the *Regale,* worth about 1.25 Tournois.

The plurality of coins in France is evidence of the strength and activity of governments in attempting to control their local economies by regulating and minting coinage. The common belief in medieval France was that the way to fix an economic slump was to make a new coin and restore the people's confidence in the money. This led to the obvious confusion, and a great deal of trading and selling of precious metals and coins from one province to the other. The role of the money-changer assumed great importance in some places, since some lords would not permit the use of a

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THE MIRROR'S IMAGE by Francis Grose & Dan Cragg: xi + 144 pp., illustrated, $9.50. 0-913896-10-1. *Military Review:* ". . . a fascinating reprint of an 18th century satire on the British army at the time of the American Revolution . . . the book surveys the faults, weaknesses, and ambitions of officers and soldiers . . . There is a chuckle on every page . . . both historical and amusing."

TALES OF THREE HEMISPHERES by Lord Dunsany with foreword by H. P. Lovecraft: xviii + 140 pp., color dj and frontis and 16 b&w drawings by Tim Kirk, $9.00. 0-913896-04-7. *Booklist:* "A charming new edition, comprising a sampler of Lord Dunsany's exotic tales, those exceptionally rich and imaginative stories which attracted and influenced modern writers of fantasy." *Science Fiction Review:* "Dunsany at the height of his powers . . . a gorgeous edition, with flawless reproduction of the black and white Tim Kirk illustrations, plus the painting used for both frontispiece and jacket."

ON WRITING SCIENCE FICTION: The Editors Strike Back, by George H. Scithers, Darrell Schweitzer, & John M. Ford. $17.50, 0-913896-19-5, vi + 227 pp., Publication date: Sept 1981. The experience of the editors of *Isaac Asimov's Science Fiction Magazine* distilled into a complete guide to writing science fiction. Separate chapters cover Idea, Plot, Character, Background, Science, Tragedy, and Comedy. Twelve stories, each a first sale by its author, have been selected to illustrate the main points of the book. A foreword by Isaac Asimov gives an overall look at the task of becoming an SF writer, and an appendix by the editors explains exactly how to prepare a manuscript for publication.

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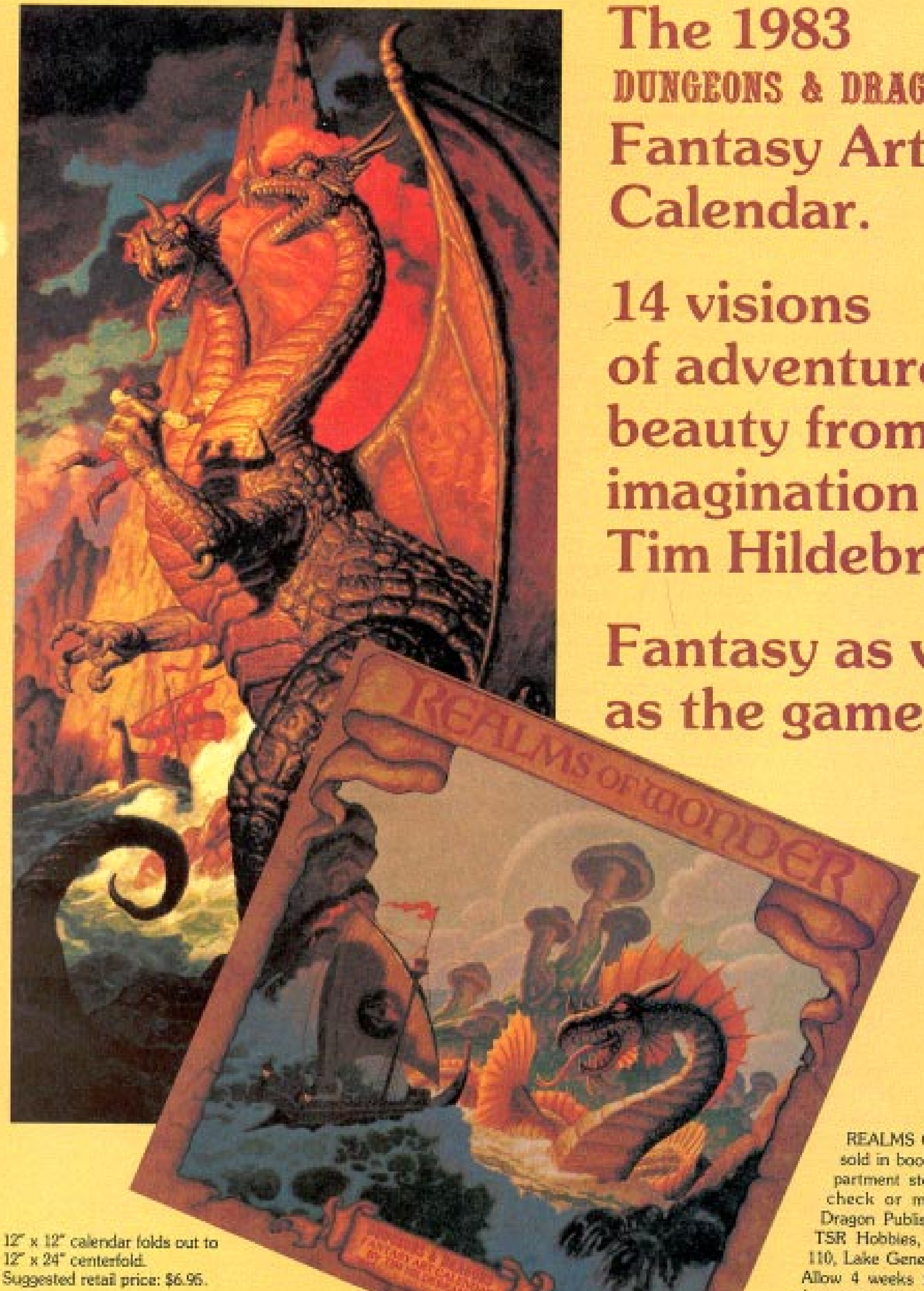
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neighbor's coin in their territory.

Coins of the English crowns

England was subjected to constant monetary manipulation by kings who wanted to control the economy. From the 5th century, when the vikings minted the first silver penny on the island, English coiners were kept busy.

The theoretical breakdown of the English coinage system was into the Pound, Shilling, and Penny, with the addition of a Half-Penny and a Farthing (1/4 Penny). Most English money was silver in the early Middle Ages, most notably the 6th-century *Scaetter* and the sterling penny. The use of silver as the predominant metal essentially ended in the 13th century, when Henry III issued a rather ill-conceived gold penny.

The first real manipulation of England's monetary system came during the reign of Edward III. He issued an *English Florin* in 1344, with a value of 6s 4d that actually made it equivalent to a "double florin" when compared with the Italian coin. It became devalued very quickly, and was reissued at a lower value of only 6s. The English Florin featured an image of the king enthroned, with a design on the obverse. Edward III, an admirer of fanciful names, followed this coin with the *Leopard,* valued at half of his Florin, and the *Helm,* worth half a Leopard. These were only moderately successful, and the coin of Edward III which really caught on was the *Noble,* a large coin equivalent in value to the English Florin, picturing the king on a ship.

Edward IV also dabbled in minting. In the late 15th century he produced the *Rose Noble* or *Royal,* worth 10 shillings, which by that time was the same as a "double noble," since the value of gold had been still dropping. English coins grew out of a process of constant experimentation, plus the desire of each king to bring the country's economy into his control and away from the Florentine bankers.

Coinage in a campaign

It should be understood that while historically there were hundreds of different coins of odd denominations throughout Europe, most money-conscious medieval people understood and accepted the standards set by Charlemagne as a guideline for monetary commerce. Without a set of (more or less) common denominators, it would have been difficult to establish the relative values of different coins, and international or even intervillage trade might have been impossible.

This same "restriction" should apply to any role-playing campaign where varying systems of currency are used in different parts of the realm. Without a basis for comparison and communication, no currency exchange is possible.

The coinage of a campaign can be made more interesting by applying some of the examples in this article and adapting them to the campaign world. Money is more than a sculpted disc of a particular metal: it is a source of power and influence. It is inevitable that people in positions of power will try to control money so as to maintain their power, and equally inevitable that people without money and power will strive to acquire both at the same time. This is as true in a fantasy world as it is in the real world of today, or was in the Middle Ages.

By allowing natural variations to creep into a campaign's monetary system, or by introducing them, the campaign referee can provide characters with new experiences to encounter, new ways to use their energies. They can try to make a killing in the money exchange; they can have their foreign coin confiscated; they can be threatened with having their hands chopped off for counterfeiting. "Realistic" money is an interesting way to flesh out a campaign so that the referee and the players can all get more out of the role-playing experience.

Selected books on medieval economics

The Italian Merchant in the Middle Ages, Armando Sapori

The Cambridge Economic History of Europe, M. Postan and E. Rich

Medieval Trade in the Mediterranean World, R.S. Lopez and I.W. Raymond

English Trade in the Middle Ages, L.F. Salzman

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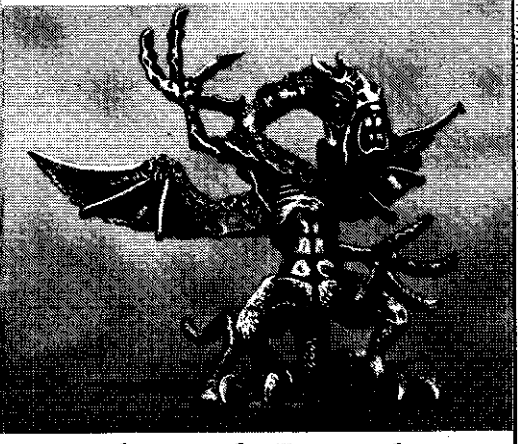

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A couple of fantastic flops

Movie review

by Gary Gygax

"Conan Meets The Flower Children of Set" might have been a better name for the film — and if there is any resemblance between the cinema version of CONAN THE BARBARIAN and that of Robert E. Howard, it is purely coincidental. The disappointment which began to grow inside me about one-quarter of the way into the film was not mitigated by anything which happened later on. In fact, bad became worse. I refuse to become involved in even a brief synopsis of the movie's story line.

The armor was good; the weapons less so, but passable. The muscular Arnold Schwarzennegger made a fine Conan, except — as all Conan fans know — the Cimmerian has black hair, not brown. More important, Conan can take out any opponent, even a muscular dude with a huge wooden maul. He doesn't need to resort to cheap mechanical traps versus anything less than the incarnation of a god, demon, or worse.

If you like special effects, the film is passable. If you have any respect for Conan as presented by Howard, then I suggest that you stay away from the theater or else be prepared for great disappointment. Pointless, excessive violence and gratuitous helpings of sex certainly don't help allay this impression. Director Dino De Laurentiis has a way of screwing up basically good material, as he did with his remake of *King Kong.* He really did a number on CONAN THE BARBARIAN, and L. Sprague de Camp should have been ashamed to allow his name to appear in the list of credits as "Technical Advisor."

Speaking of better titles, "The Rocket Propelled Sword" describes the true tenor of THE SWORD & THE SORCERER. I viewed the film about a week before seeing the long-awaited Conan movie, and when I left the theater I was only mildly displeased with the production. The movie certainly adds no luster to the swords & sorcery genre, but it does not give it a bad name — silly, possibly, but unsophisticated audiences have come to expect that from heroic fantasy films.

I never intended to review THE SWORD & THE SORCERER, because it was neither good enough nor bad enough to rate such attention. Compared to the Conan film, however, it is superb. Actually it wasn't all that much better, but one doesn't expect too much from such a film. I was pleasantly surprised with the special effects and story line of THE SWORD & THE SORCERER, although the characters were two-dimensional and acted less than inspired. The movie's evil magic-user is by far better than the similar role in the Conan film. Frankly, the magical sword was sophomoric, or just plain dumb, but it somehow fit into the whole production quite well. The hero, by the way, is more like Conan than that of the Conan film.

While I would not see this film a second time, even if given free tickets, it was enough better than the Conan travesty so that if I *had* to choose between seeing either of the pair again, THE SWORD would get the nod.

Gentle Readers, I dislike having to pan two films in a genre which is dear to my heart — more so than usual, because I have been a Conan fan since 1950! I have read thousands of swords & sorcery, heroic fantasy, fantasy, mythology, and fairy-tale books since then. Everything Robert E. Howard wrote has been perused by these weary eyes. Furthermore, as the creator of many fantasy game products, I have brought the genre to millions of new enthusiasts. Perhaps I have become hypercritical, but badly done films seem more likely to destroy interest in fantasy rather than build it.

There has been considerable debate as to the wisdom we have displayed in electing to take a slow but certain course with the production of a DUNGEONS & DRAGONS® movie. I believe that our resolve to maintain as much control over the D&D® movie as humanly possible has been vindicated once and for all by seeing what Hollywood will do when left on its own with heroic fantasy.

Our film is scheduled for release sometime in late 1984 or 1985. I promise all of you that if the D&D® film isn't of the quality of Star *Wars* and *Raiders of the Lost Ark,* I will not only blast it in a review similar to this one, but I will apologize to you as well. Meanwhile, don't be turned off by what you see on the screen these days. Give us a chance to prove that the genre *can* be good!

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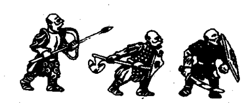

655. ORCS

656. TROLL AND GOBLINS.

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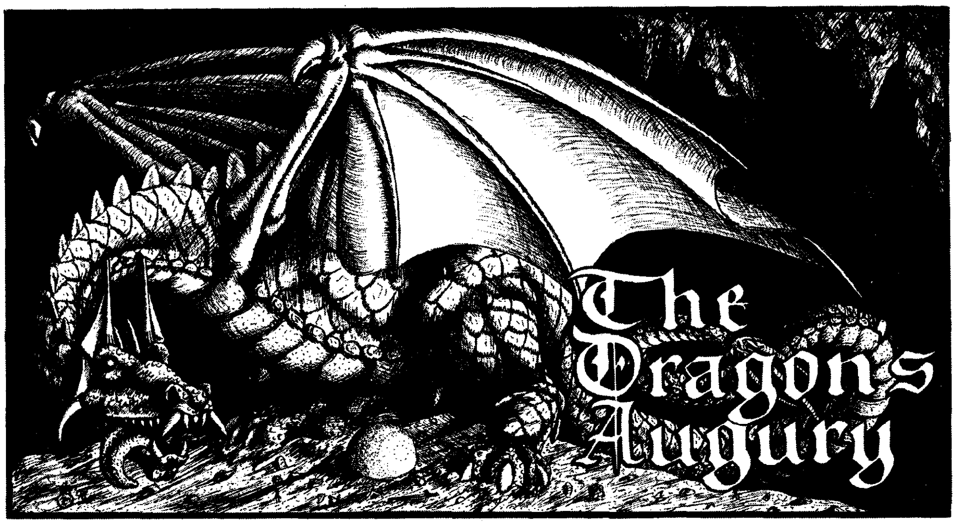
Hunting game is all part of the game in *Simba Safari*



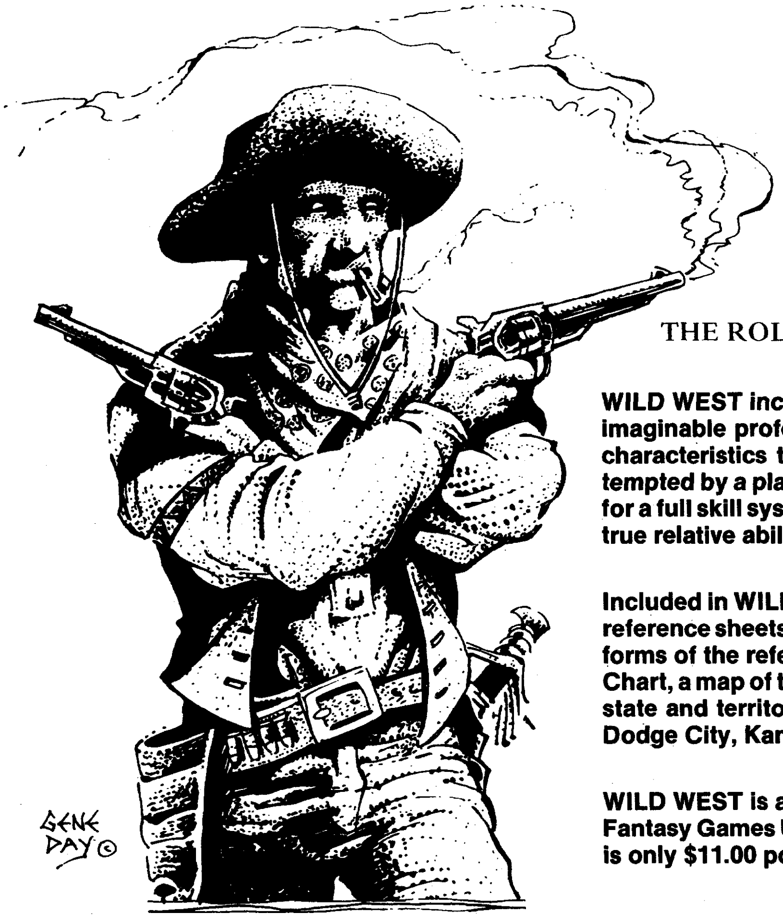
Reviewed by Tony Watson

Supplement 4 in GDW's TRAVELLER™ system, *Citizens of the Imperium,* introduced an interesting character type, the hunter. As their name implies, the activities of these individuals center on the hunting and tracking of various creatures and beasts for fun and profit. With expanses of hundreds of worlds to provide wilderness environments for such expeditions, this sort of undertaking would surely be exciting as well as dangerous. One of the benefits allowed to this character class when mustering out is a safari ship, a starship specially designed for supporting hunting expeditions. Presumably, there are people with sufficient money and interest to charter the services of a hunter and a safari ship, much as wealthy Europeans did in the 1920s and 1930s when going to Africa.

SIMBA SAFARI, a TRAVELLER adventure written by Dave Sering and published by Judges Guild, is built around this kind of situation. The *Simba Safari* is a Safari-class starship working in the Diamond Prince subsector of Ley Sector, a Judges Guild "land grant" from GDW. A map of the subsector and planet listings appear on the back cover of the scenario book. The adventure is set up in such a manner that the *Simba Safari* will go on an extended trip of from 15-29 weeks, with seven worlds on the itinerary.

Four pages of the 32-page book and one fourth of the 34x22-inch, double-sided map/display sheet is devoted to a description and deck plan of the starship *Simba Safari.* The text gives details on the features within the 200-ton ship (capable of jump-2). Most interesting are the two-level lounge with its Auto Bar, outdoor motif, and custom-built furniture covered in hides and furs, and the cargo areas that can be altered to contain different atmospheres, pressures, and temperatures so that live specimens can be carried. The contents of the cabins of both the crew and passengers are likewise carefully detailed.

The *Simba Safari* carries a crew of six



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Included in WILD WEST are complete rules of play, character and horse reference sheets suitable for reproduction, ready reference charts, short forms of the reference sheets for the Game Master, an RPG Probability Chart, a map of the Old West (showing towns, cattle trails, railroad lines, state and territorial boundaries, etc.) and a 20-year composite map of Dodge City, Kansas (complete with building interiors).

WILD WEST is available from better shops or direct from:
Fantasy Games Unlimited Inc., P.O. Box 182, Roslyn NY 11576. The price is only $11.00 postpaid.

and a full passenger load of eight. Prerolled characters for all of these positions are provided; the players either assume the roles of some or all of these characters, or can substitute their own characters for the ones given in the adventure.

The character profiles include brief biographies and some insight into why each is working on the ship or going on the safari. Most of these rationales are pretty good, but a couple, such as the man who desires to bag a scorpoid so that he may gain a psychological advantage over his cousin and business rival (who is deathly afraid of scorpions), seem a bit silly. The idea of fleshing out the characters this way is laudable, however, since it greatly helps the referee in administering the scenario.

The foldout sheet has maps for six of the seven worlds on the *Safari's* itinerary, as well as planetary statistics and a brief narrative. The key to any adventure that takes place in a wilderness environment is a good set of encounter tables for animals and events, and *Simba Safari* is amply supplied. A page of tables gives the chances for animal and event encounters on each planet and terrain type. There are quite a few events listed, and three pages of "normal" animal encounter tables. Another five pages is devoted to special planetary animal encounters, usually the "big game" beasts the safari is after. Information on these animals is more detailed, and in some cases an illustration is provided. As has been the case with most of Judges Guild's TRAVELLER aids, the artwork could stand some improvement.

The scenario ends with an appreciably long section describing an alien installation. The text includes a room-by-room narrative for the site, designed to accompany a half-inch-square grid map of the installation (suitable for use with the *Snapshot* or *Azhanti High Lightning* combat systems). Tables are provided for randomly rolling up artifacts and ruins. The installation is meant to be inserted as a mini-adventure on one of the planetary stops of the *Simba* Safari, though the referee could easily choose to ignore it or expand it into a scenario in its own right.

I found *Simba Safari* to be one of the better Judges Guild projects of recent vintage, despite some weaknesses in characterization and animal descriptions. The writing quality is better than many previous releases; more attention has been paid to the proper use of the language, including spelling, punctuation, and capitalization. This product should serve as a good example of how to construct an adventure centered around hunters and safari ships.

Simba Safari sells for $5.98 in many game stores, or is available by mail from Judges Guild, RR 8, Box 9,1221 N. Sunnyside Road, Decatur IL 62522.

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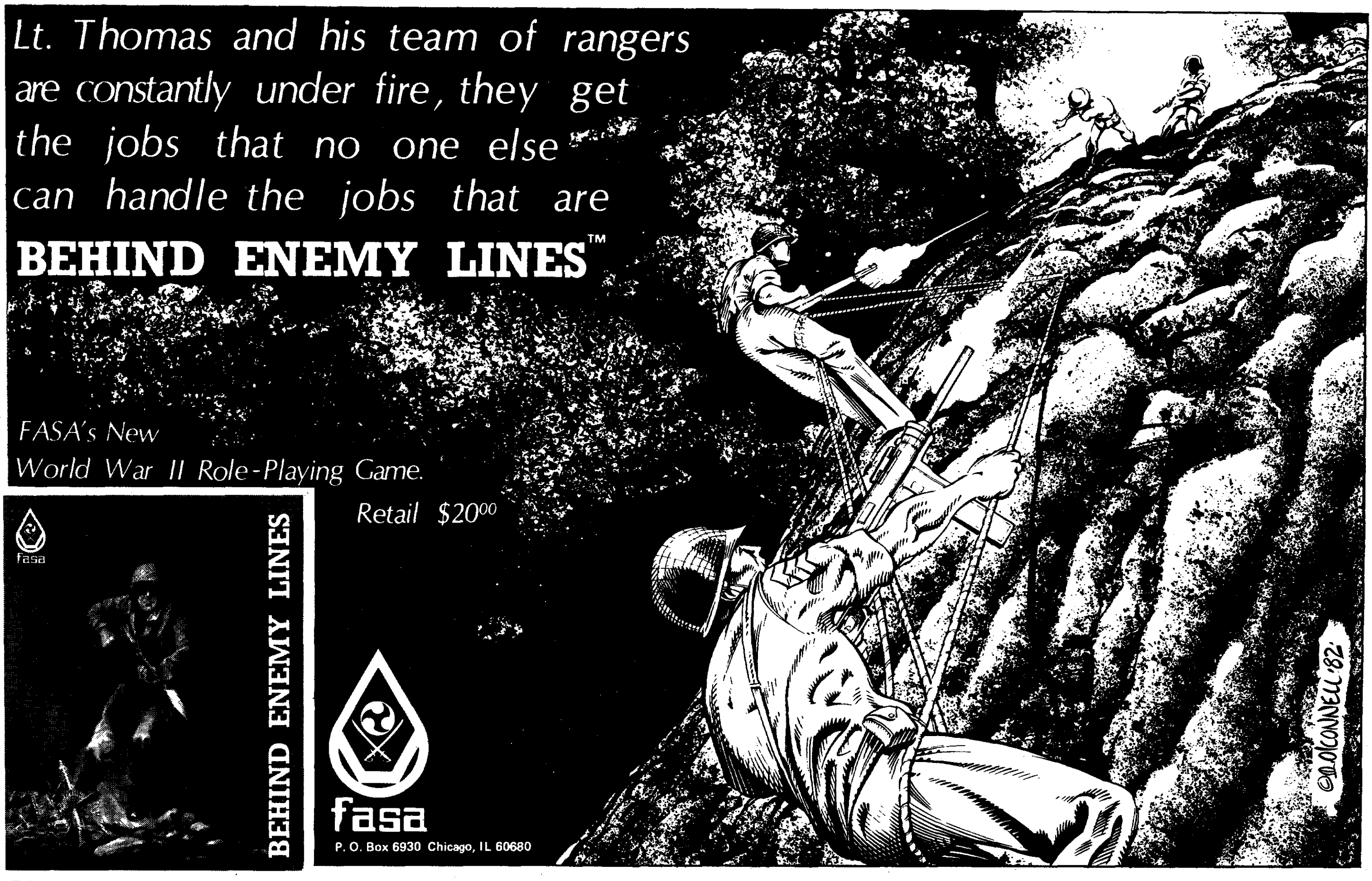
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Out on a Limb

(From page 3)
Mr. Moore has clarified for us (I am already using the pantheons). The article on weird weapons and From The Sorceror's Scroll are both interesting and valuable. Quest for the Midas Orb is good but has one small problem: beyond the mention of a ninth-level magic-user being helpful, there is no indication of recommended levels anywhere.

Many issues have carried letters by people who think that such-and-such an article is not something they can use. However, most articles can have an application. For example, the article in #61 about the Jo-Ga-Oh is designed for an American Indian-type campaign. Yet these creatures could be used to expand on other worlds or planes, if they don't match the main setting of a campaign. One such world would be alternate O, Level Four, of Q1 *(Queen of the Demonweb Pits).* I intend to do this in my campaign when the characters advance to the proper levels. This can add a different flavor to that part of the adventure, and is just one example of the possibilities these sorts of articles can create for the creative referee. DRAGON is not supposed to always produce articles and modules intended for certain games. The magazine is a role-playing aid. So, even if you don't play Game X, there can still be something you can use for your own. DRAGON tries to help everyone. Why not let it help you?

William Collins
Sandwich, Mass.

'For the DM'

Dear Editor:

Back in issue #53, Adam Rosenblatt *(Out on a Limb)* asked why DM's were recommended not to use variant NPC's as new character classes. In my opinion, this is because NPC's are primarily for the DM, to meet and challenge (and in some cases befriend) the player characters in a campaign. The charts in the articles (this is my firm conviction) were intended for the DM, to aid in raising the levels of NPC's that the player characters interact with during a campaign.

And who says DMs can't have an adventure or two on their own? An adventure is just right for raising the levels of NPC's to correspond with the passing of time.

Thomas Gellhaus
Kingston, N. Y.

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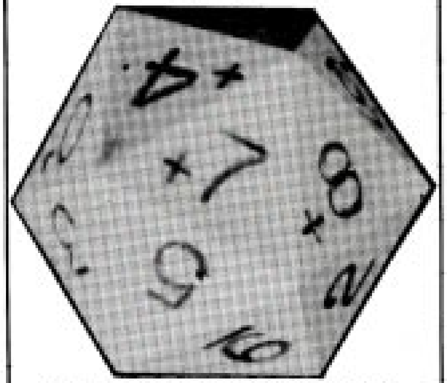

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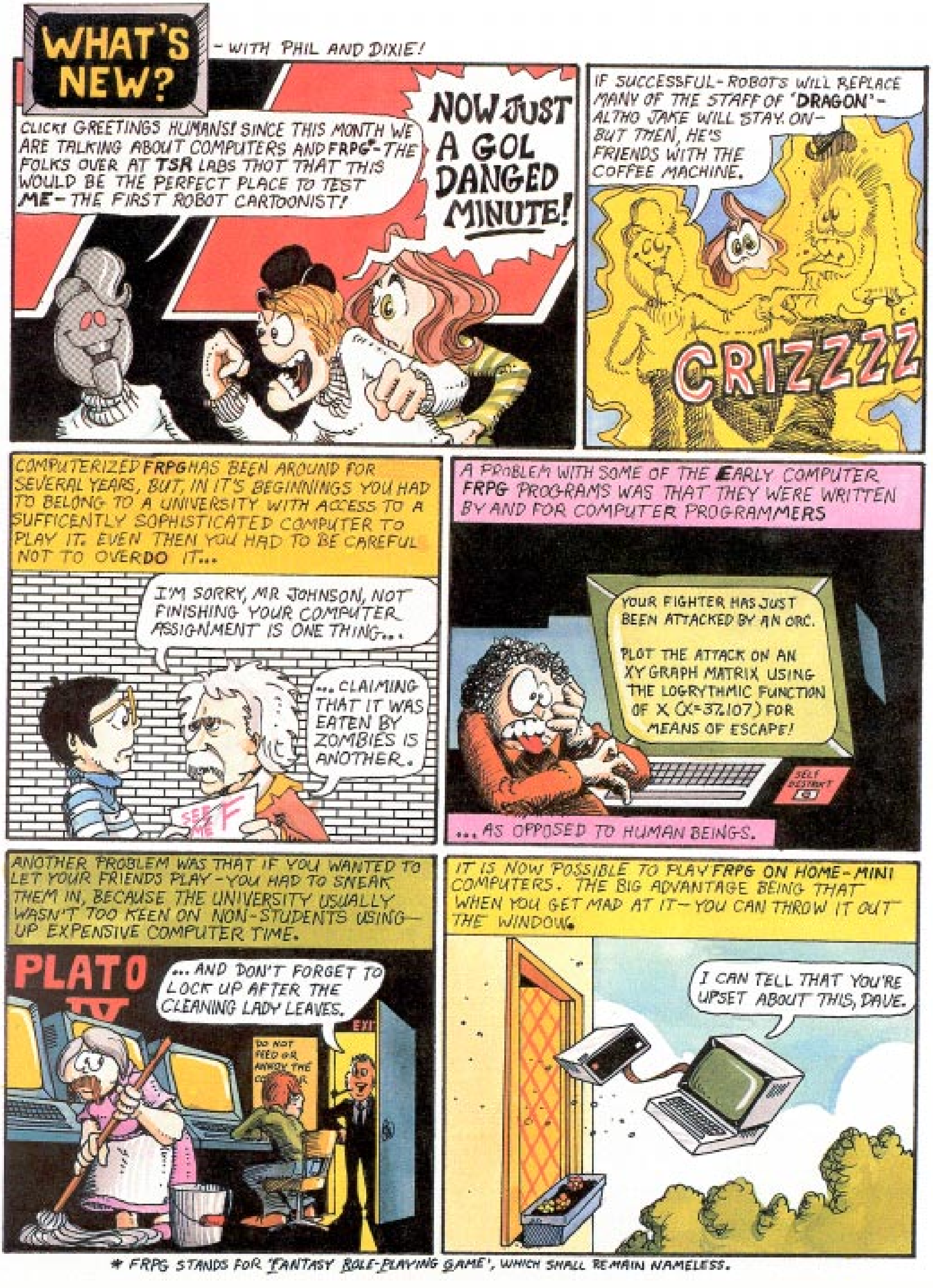
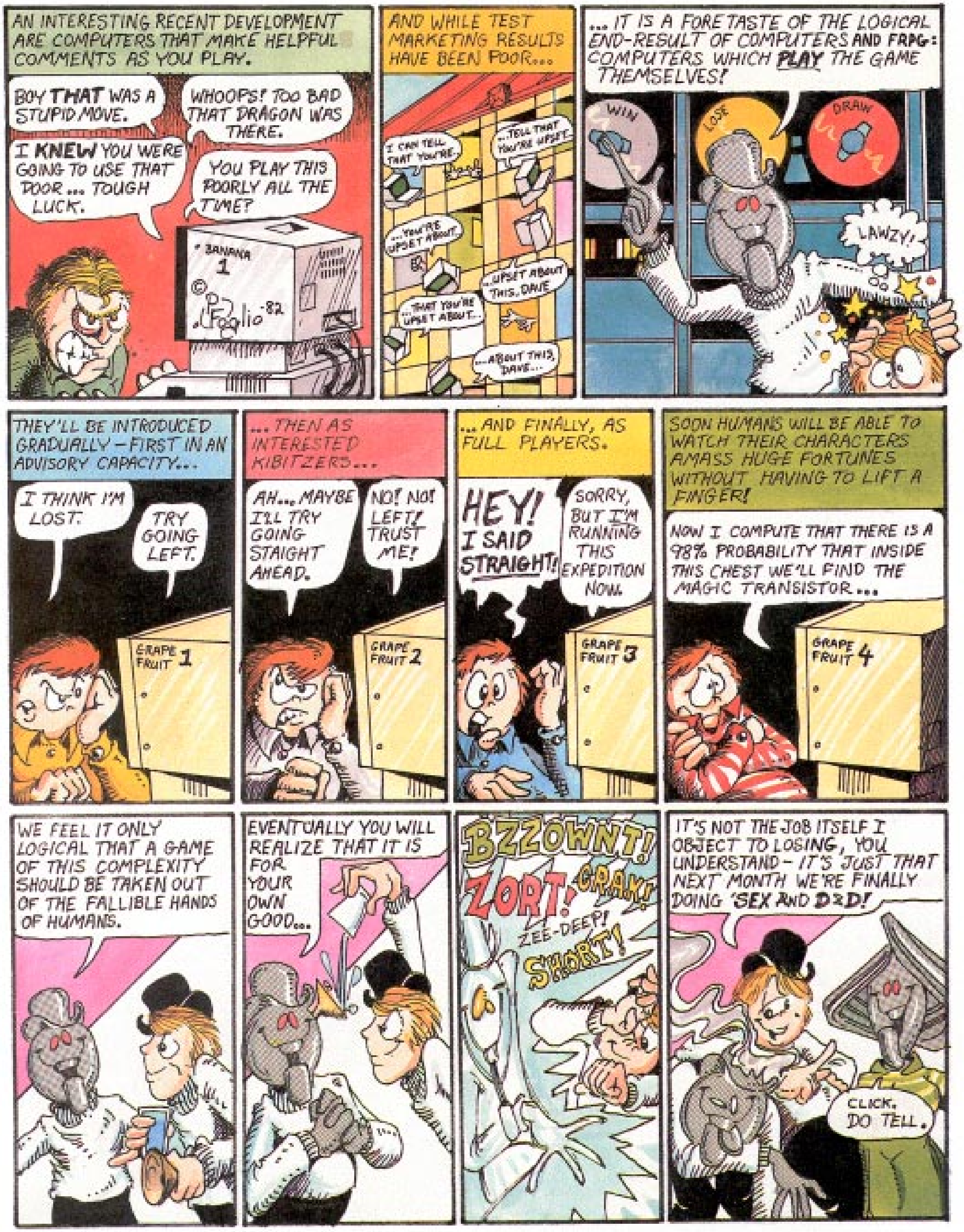
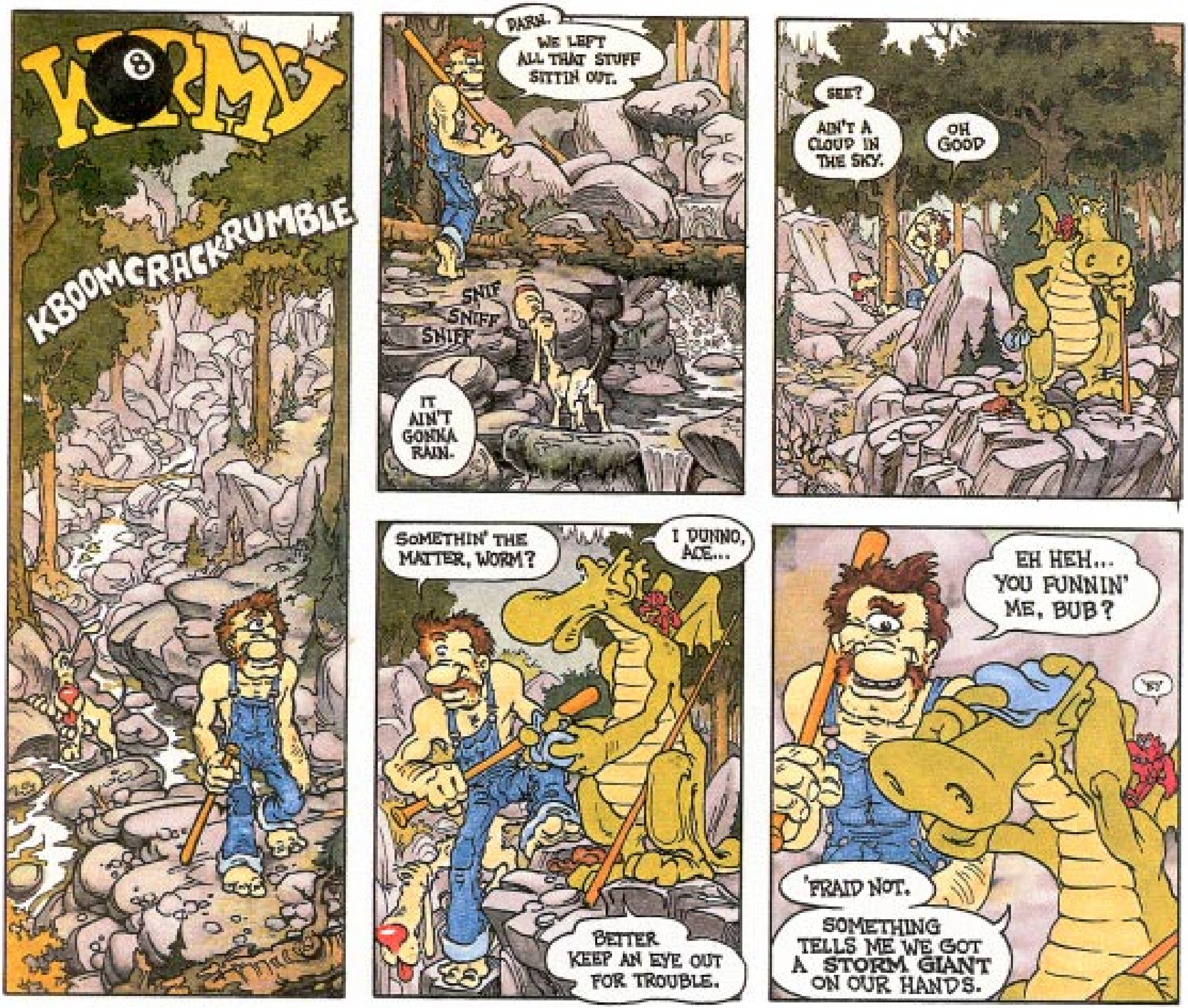
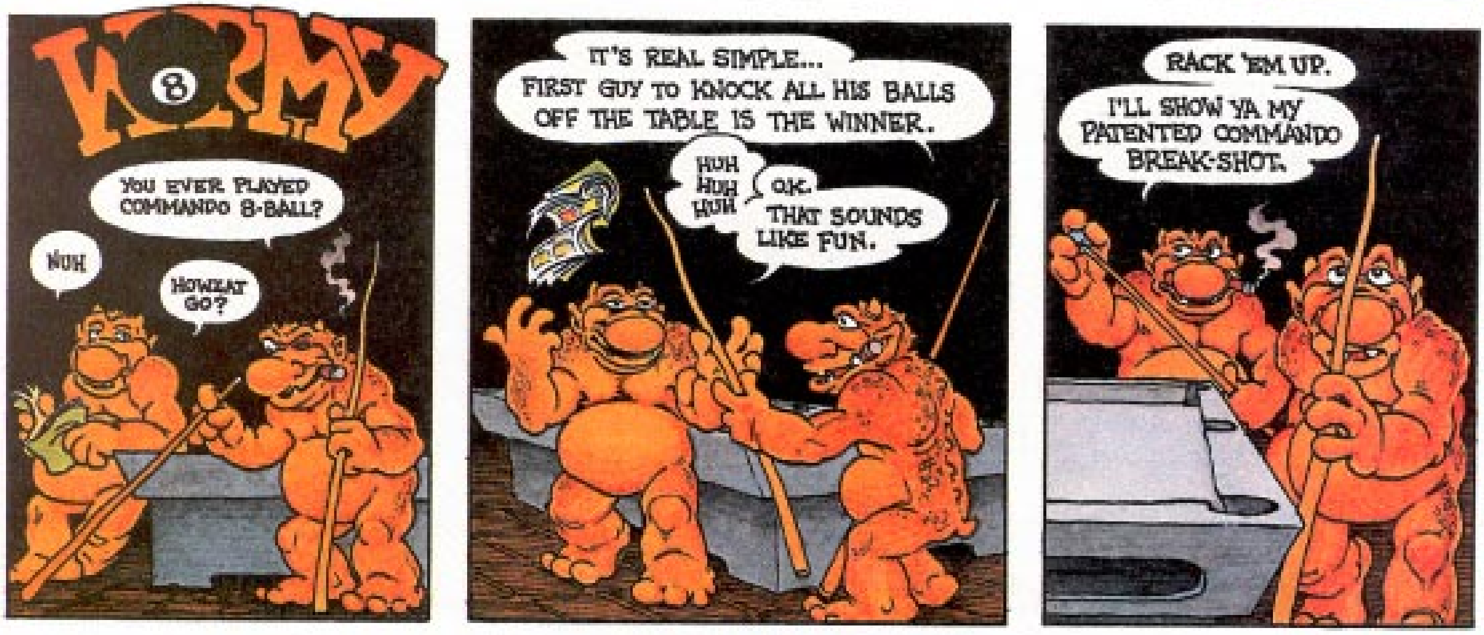
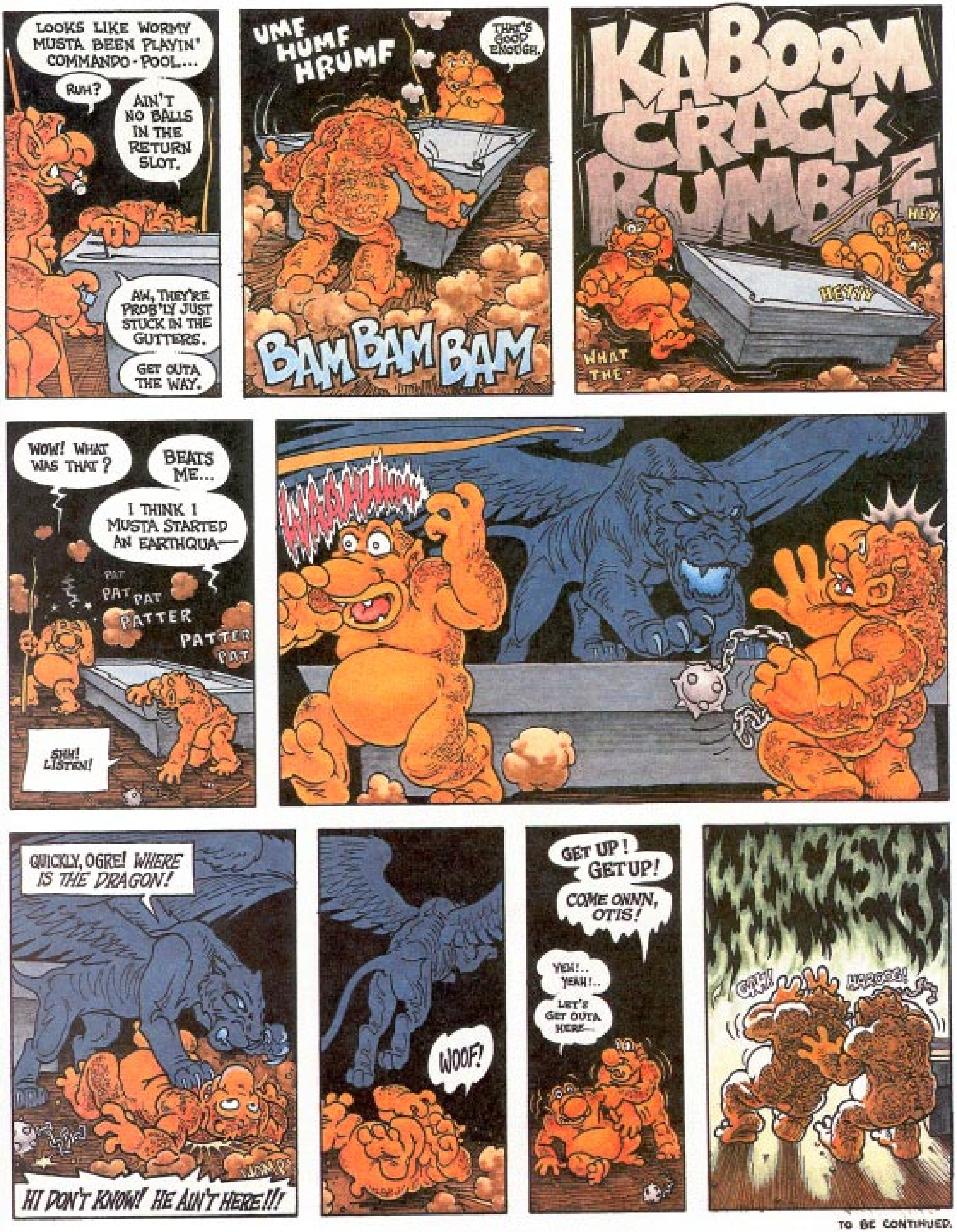

WHAT'S NEW?
- WITH PHIL AND DIXIE!
CLICK! GREETINGS HUMANS! SINCE THIS MONTH WE ARE TALKING ABOUT COMPUTERS AND FRPG*- THE FOLKS OVER AT TSR LABS THOT THAT THIS WOULD BE THE PERFECT PLACE TO TEST ME - THE FIRST ROBOT CARTOONIST!
NOW JUST A GOL DANGED MINUTE!
IF SUCCESSFUL - ROBOTS WILL REPLACE MANY OF THE STAFF OF 'DRAGON' - ALTHO JAKE WILL STAY ON - BUT THEN, HE'S FRIENDS WITH THE COFFEE MACHINE.
CRIZZZZ
COMPUTERIZED FRPG HAS BEEN AROUND FOR SEVERAL YEARS, BUT, IN IT'S BEGINNINGS YOU HAD TO BELONG TO A UNIVERSITY WITH ACCESS TO A SUFFICENTLY SOPHISTICATED COMPUTER TO PLAY IT. EVEN THEN YOU HAD TO BE CAREFUL NOT TO OVERDO IT...
I'M SORRY, MR JOHNSON, NOT FINISHING YOUR COMPUTER ASSIGNMENT IS ONE THING...
...CLAIMING THAT IT WAS EATEN BY ZOMBIES IS ANOTHER.
SEE ME F
A PROBLEM WITH SOME OF THE EARLY COMPUTER FRPG PROGRAMS WAS THAT THEY WERE WRITTEN BY AND FOR COMPUTER PROGRAMMERS
YOUR FIGHTER HAS JUST BEEN ATTACKED BY AN ORC.
PLOT THE ATTACK ON AN XY GRAPH MATRIX USING THE LOGRYTHMIC FUNCTION OF X (X=37.107) FOR MEANS OF ESCAPE!
SELF DESTRUCT
...AS OPPOSED TO HUMAN BEINGS.
ANOTHER PROBLEM WAS THAT IF YOU WANTED TO LET YOUR FRIENDS PLAY - YOU HAD TO SNEAK THEM IN, BECAUSE THE UNIVERSITY USUALLY WASN'T TOO KEEN ON NON-STUDENTS USING-UP EXPENSIVE COMPUTER TIME.
PLATO IV
...AND DON'T FORGET TO LOCK UP AFTER THE CLEANING LADY LEAVES.
EXIT
DO NOT FEED OR ANNOY THE COMPUTER
IT IS NOW POSSIBLE TO PLAY FRPG ON HOME-MINI COMPUTERS. THE BIG ADVANTAGE BEING THAT WHEN YOU GET MAD AT IT - YOU CAN THROW IT OUT THE WINDOW.
I CAN TELL THAT YOU'RE UPSET ABOUT THIS, DAVE.

* FRPG STANDS FOR 'FANTASY ROLE-PLAYING GAME', WHICH SHALL REMAIN NAMELESS.


AN INTERESTING RECENT DEVELOPMENT ARE COMPUTERS THAT MAKE HELPFUL COMMENTS AS YOU PLAY.
BOY THAT WAS A STUPID MOVE.
WHOOPS! TOO BAD THAT DRAGON WAS THERE.
I KNEW YOU WERE GOING TO USE THAT DOOR... TOUGH LUCK.
YOU PLAY THIS POORLY ALL THE TIME?
BANANA 1
© P. Foglio '82
AND WHILE TEST MARKETING RESULTS HAVE BEEN POOR...
I CAN TELL THAT YOU'RE
...TELL THAT YOU'RE UPSET
...YOU'RE UPSET ABOUT
...UPSET ABOUT THIS, DAVE
...THAT YOU'RE UPSET ABOUT...
...ABOUT THIS, DAVE...
...IT IS A FORETASTE OF THE LOGICAL END-RESULT OF COMPUTERS AND FRPG: COMPUTERS WHICH PLAY THE GAME THEMSELVES!
WIN
LOSE
DRAW
LAWZY!
THEY'LL BE INTRODUCED GRADUALLY — FIRST IN AN ADVISORY CAPACITY...
I THINK I'M LOST.
TRY GOING LEFT.
GRAPE FRUIT 1
...THEN AS INTERESTED KIBITZERS...
AH... MAYBE I'LL TRY GOING STAIGHT AHEAD.
NO! NO! LEFT! TRUST ME!
GRAPE FRUIT 2
...AND FINALLY, AS FULL PLAYERS.
HEY! I SAID STRAIGHT!
SORRY, BUT I'M RUNNING THIS EXPEDITION NOW.
GRAPE FRUIT 3
SOON HUMANS WILL BE ABLE TO WATCH THEIR CHARACTERS AMASS HUGE FORTUNES WITHOUT HAVING TO LIFT A FINGER!
NOW I COMPUTE THAT THERE IS A 98% PROBABILITY THAT INSIDE THIS CHEST WE'LL FIND THE MAGIC TRANSISTOR...
GRAPE FRUIT 4
WE FEEL IT ONLY LOGICAL THAT A GAME OF THIS COMPLEXITY SHOULD BE TAKEN OUT OF THE FALLIBLE HANDS OF HUMANS.
EVENTUALLY YOU WILL REALIZE THAT IT IS FOR YOUR OWN GOOD...
BZZOWNT!
ZORT!
CRAK!
ZEE-DEEP!
SHORT!
IT'S NOT THE JOB ITSELF I OBJECT TO LOSING, YOU UNDERSTAND — IT'S JUST THAT NEXT MONTH WE'RE FINALLY DOING 'SEX AND D&D!'
CLICK. DO TELL.

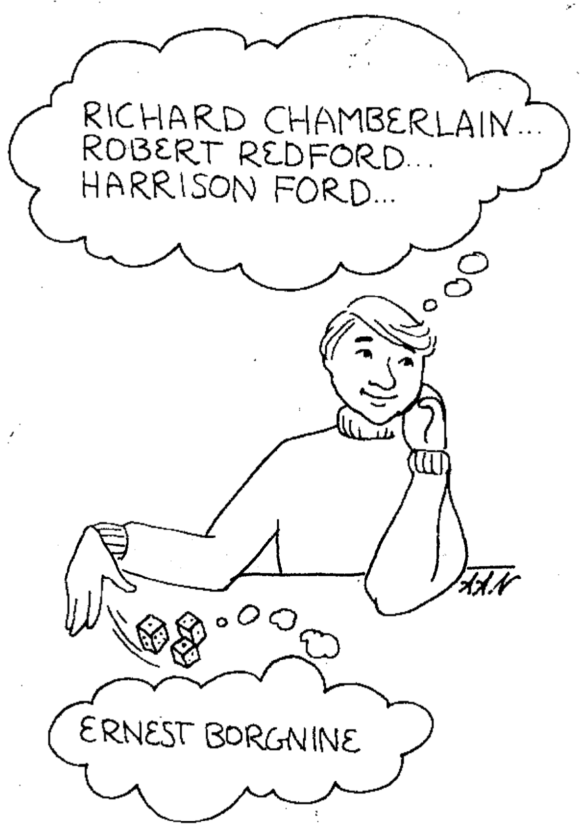

WORMY
KBOOMCRACKRUMBLE
DARN.
WE LEFT ALL THAT STUFF SITTIN OUT.
SNIF SNIFF SNIFF
IT AIN'T GONNA RAIN.
SEE?
AIN'T A CLOUD IN THE SKY.
OH GOOD
SOMETHIN' THE MATTER, WORM?
I DUNNO, ACE...
BETTER KEEP AN EYE OUT FOR TROUBLE.
EH HEH... YOU FUNNIN' ME, BUB?
'FRAID NOT.
SOMETHING TELLS ME WE GOT A STORM GIANT ON OUR HANDS.


WORMY
YOU EVER PLAYED COMMANDO 8-BALL?
NUH
HOWZAT GO?
IT'S REAL SIMPLE... FIRST GUY TO KNOCK ALL HIS BALLS OFF THE TABLE IS THE WINNER.
HUH HUH HUH
O.K. THAT SOUNDS LIKE FUN.
RACK 'EM UP.
I'LL SHOW YA MY PATENTED COMMANDO BREAK-SHOT.


LOOKS LIKE WORMY MUSTA BEEN PLAYIN' COMMANDO-POOL....
RUH?
AIN'T NO BALLS IN THE RETURN SLOT.
AW, THEY'RE PROB'LY JUST STUCK IN THE GUTTERS.
GET OUTA THE WAY.
UMF HUMF HRUMF
THAT'S GOOD ENOUGH.
BAM BAM BAM
KABOOM CRACK RUMBLE
HEY
HEYYY
WHAT THE-
WOW! WHAT WAS THAT?
BEATS ME...
I THINK I MUSTA STARTED AN EARTHQUA—
PAT PAT PAT PATTER PATTER PAT
SHH! LISTEN!
QUICKLY, OGRE! WHERE IS THE DRAGON!
HI DON'T KNOW! HE AIN'T HERE!!!
WOOF!
GET UP! GET UP!
COME ONNN, OTIS!
YEH!.. YEAH!.. LET'S GET OUTA HERE—

TO BE CONTINUED.

DRAGON MIRTH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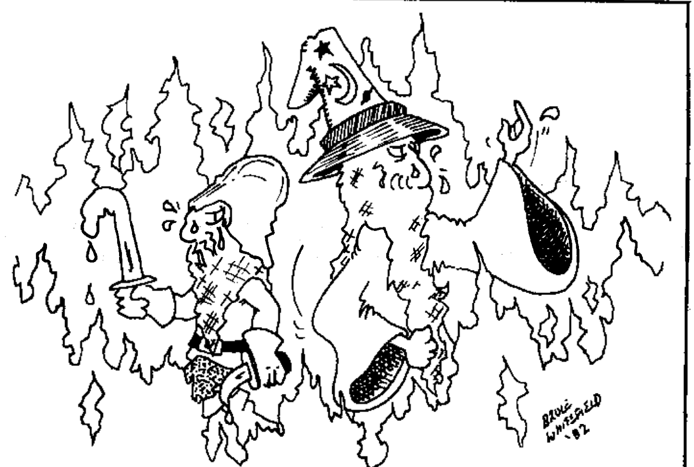
CHARISMA ROLL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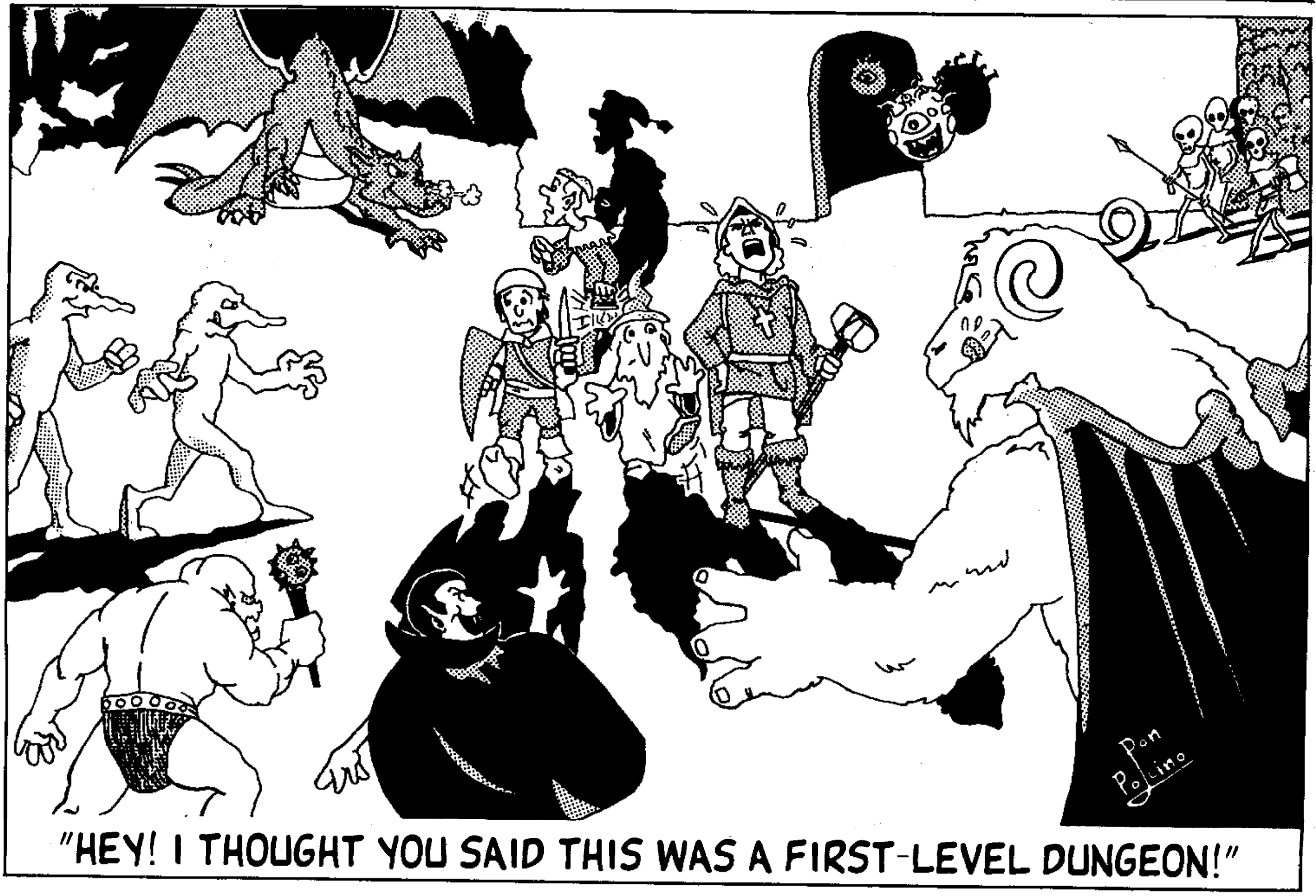
"I CAN THINK OF A DOZEN SPELLS THAT ARE MORE COMFORTABLE THAN 'PROTECTIVE RING OF FIRE'..."



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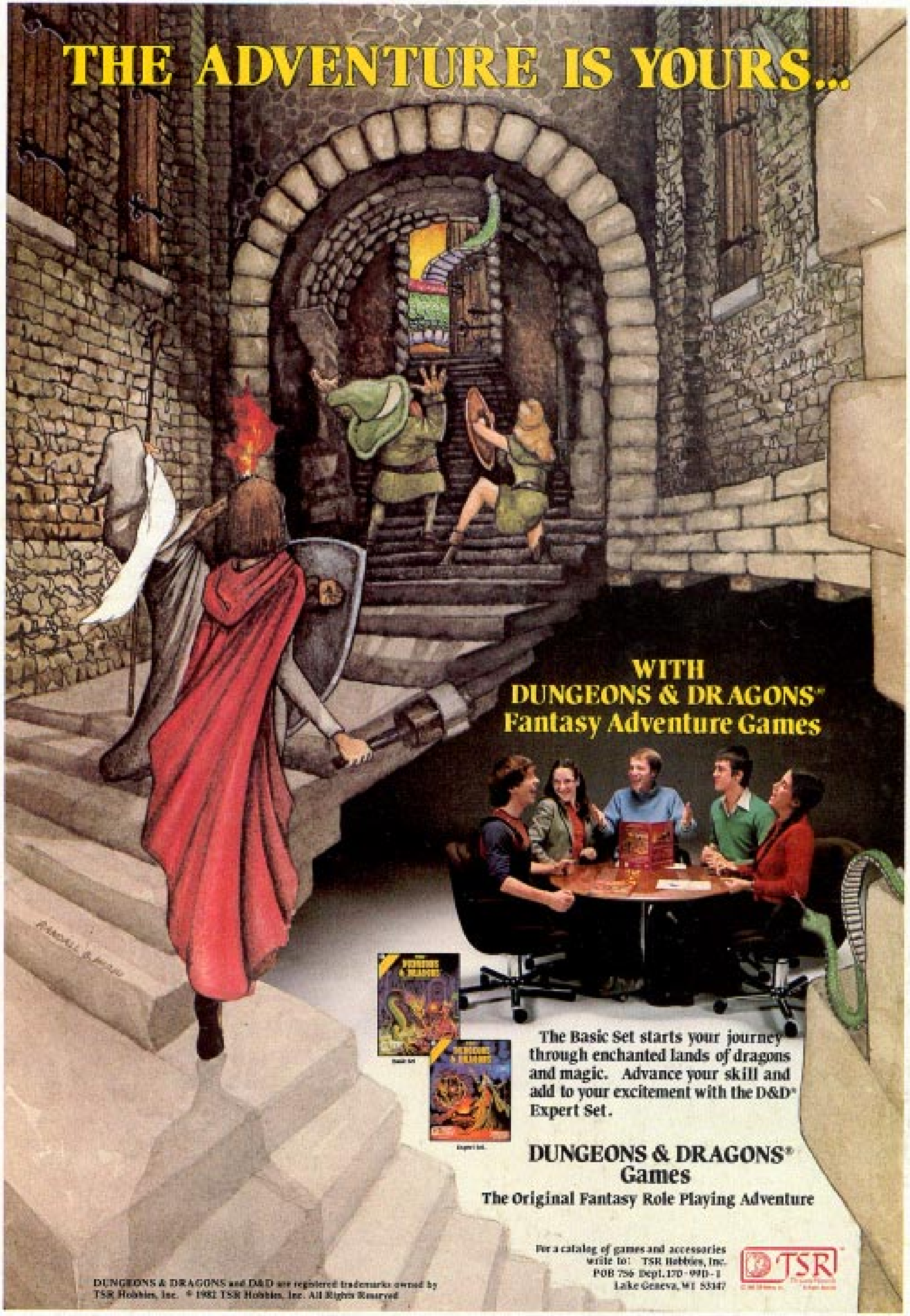
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