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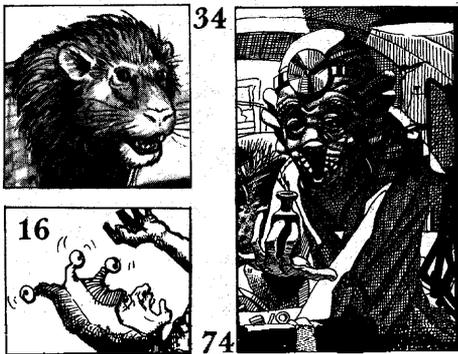
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COVER

Veteran cover artist Dean Morrissey is back, this time with a painting he calls "Gargoth Disguised." The title pretty well sums up what the scene is about, but here's some extra information in Dean's own words: "Gargoth is disguised as an old itinerant peddler -- sort of a magnetic, benevolent, and magical traveler whose temporary persona belies the sinister character beneath."

Letters

Beware of guns

Dear Dragon,

In issue #100 in *The City Beyond the Gate*, I think the weapons section wasn't fully explained.

First, if a character took a .357/.38 revolver and stuck it in a person's ear and fired, would the character be dead? After all, the bullet would shatter the eardrum and enter the brain and do brain damage. If the character lived, what would be the damage? Would there be hearing loss and a drop in intelligence?

Second, would these weapons affect creatures that can only be hit by magical weapons? If silver bullets were purchased, would a shot from the pistol above greatly affect creatures like Gargoth?

Peter Upitis
Stockton, Ill.

Questions like these demonstrate how difficult it is to incorporate firearms into an AD&D® game world. The game system isn't designed to handle weapons with an instant-kill capability nor does it generally take into account the specific location of a wound (except for special items such as a vorpal sword). Firearms and other forms of modern technology don't really fit in the system, although they can be accommodated in special cases (such as the module in #100) — provided that the DM is willing to compromise on reality

Compromising on reality generally takes the form of limiting what a gun-toting character can do with his weapon. To get around the problem of point-blank discharges, you can simply rule that a gun cannot be used except at a distance — an arbitrary ruling, but a necessary one. If a player insists on having his character stick the muzzle of a .357 in someone's ear, he might discover that the gun misfires, or that it has suddenly run out of ammunition. And even when a gun is used against a target at a distance, a player character should have an extremely tough time hitting what he aims at. You could double, triple, or even quadruple the normal non-proficiency penalty — not only is the PC obviously not proficient with the weapon, but it is so alien to him that his chance of using it successfully is much smaller than normal. You can also boost the armor class adjustments for a gun used at medium or long range, and build in an adjustment for short range as well. The effect of these modifications should make it clear to any PC that swinging a sword or shooting an arrow is going to produce the desired result much more often than pulling a trigger

Personally, I'd take the hard line on Peter's second question. Guns are not magic weapons, so they can't hit creatures that are immune to non-magical attacks. Theoretically, I suppose you could hit Gargoth or some other devil with a silver bullet — but if I were Gargoth, I'd get around the problem by continually teleporting (a couple of feet this way, a couple of feet that way, and so on...), which would make it virtually impossible to score a hit with any sort of projectile weapon.

These suggestions are just that — judgment calls, representing one way of handling a problem that no doubt has many other solutions. The

important thing is to restrict the use of firearms for the sake of maintaining game balance. If you let characters use guns the way they could use them in the real world, your campaign will be shot full of holes sooner than you can say "Bang, you're dead." — KM

The next index

Dear Editor:

When is the next index of DRAGON Magazine scheduled, or is there one scheduled at all? I hope you don't wait too long to do it. I think making an index every year or two would be good. That way, it wouldn't be a huge project like the last index. Hope you consider the thought.

Yong Pak
Edmonds, Wash.

Funny you should ask. As a matter of fact, we just started making plans to produce another index in the August 1986 issue (#112). The question of how often to put out a new index is something that all of you will help us decide by the way you respond to question 8 in part B of the reader survey in this issue. — KM

Now that's smart!

Dear Dragon,

I recently received #70 as a back issue, and was amazed when I started reading "Deities of the World of Greyhawk." Boccob's intelligence score is listed as 26, but the table in *Legends & Lore* only goes up to 25. I would like to know what abilities are derived from having a 26 intelligence. Can other attributes (for gods, of course) reach 26 or even exceed it?

David Solomon
Brandon, Manitoba

Boccob's intelligence is also given as 26 in the WORLD OF GREYHAWK™ Fantasy Game Setting, so if it is a mistake (which I doubt) then at least we've been consistent. Heck, someone who's called "the Lord of all Magics and Archimage of the Deities" (see issue #70) ought to have a very high intelligence score.

*What abilities are conferred by a 26 intelligence? Extrapolating upward from the table on p. 7 of *Legends & Lore*, we get one small improvement: Minimum Number of Spells/Level goes up to 18. (The abilities in the other two categories can't get any better than they already are.)*

*Can other deities have ability scores of 26 or higher? I guess we have to assume that it's possible, but so far we don't know of any Ability scores in *Legends & Lore* don't go any higher than 25, and Boccob is the only example of a 26 score among all the deities of the WORLD OF GREYHAWK Fantasy Game Setting for which statistics have been published. If you want to assign a score of 26 or higher to a deity in your campaign, we'd suggest that you do it very seldom and only for very good reason. — KM*

Coming soon: a magazine full of modules

We've thought about it and talked about it among ourselves for quite a while, and now it can be told. Beginning in the late summer or early fall, we're going to start producing a new magazine filled entirely with modules. Lots of decisions still remain to be made, but here's what we already know for sure:

The magazine (which doesn't have a name yet) will come out once every two months. Our plan is to make it available by subscription only; you won't be able to buy it at a store. When we decide on prices, we'll announce a rate for charter subscriptions and give you information on how to order. In the 64 pages of each issue, we'll present from 4-8 adventures, each one designed for use with a certain TSR game.

Roger Moore will be the editor of the new magazine. He has been busy making plans, or at least formulating proposals, for what he'd like the new magazine to contain and how he wants to operate. Within the next few issues of DRAGON Magazine, you'll be hearing directly from him on how the plans are coming together.

Some of the modules will be created by TSR staff members, but the greater share of them will come from outside contributors. In another month or two, we'll be publishing writers' guidelines for the new magazine in the pages of DRAGON Magazine, so that any of you who have designs on getting a module published will know what we expect in a submission.

Some of you may have already guessed how all of this will affect DRAGON Magazine. Starting sometime in the near future, we will no longer use game adventures as special attractions inside DRAGON Magazine. We know that modules have been a popular feature of this magazine (and that's one of the reasons why we figure an all-module magazine will go over well), but I'm sure we can use the space for other features that you'll enjoy just as much.

Starting-a-new publication is, to put it mildly, a challenge. But it's also very exciting. I hope you also feel a sense of excitement, and I hope you'll stay tuned to these pages in the months to come as we work-out all the details and share them with you.

The World Gamers Guide

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

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

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The World Gamers Guide is intended for the benefit of gamers who live outside the continental United States and Canada, in areas where nearby gamers are small in number or nonexistent, as a

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DRAGON® Magazine (ISSN 0279-6848) is published monthly by TSR, Inc. The mailing address for all material except subscription orders is DRAGON Magazine, P.O. Box 110, Lake Geneva WI 53147; the business telephone number is (414) 248-3625. DRAGON Magazine is available at hobby stores and bookstores throughout the United States and Canada, and through a limited number of overseas outlets. Subscription rates via second-class mail are as follows \$30 in U.S. funds for 1 year (12 issues) sent to an address in the U.S. or Canada, \$55 for 12 issues sent by surface mail to any other address, and \$95 for 12 issues sent airmail to any other address. Payment in full must accompany all subscription orders. Methods of payment include checks or money orders made payable to TSR, Inc., or charges to valid MasterCard or VISA credit cards. Send subscription orders with payments to: TSR, Inc., P.O. Box 72089, Chicago IL 60678. A limited quantity of back issues are available from the TSR mail order department, P.O. Box 756, Lake Geneva WI 53147. For a copy of the current catalog listing available back issues, write to the mail order department at the above address. The issue of expiration of each subscription is printed on the mailing label for each subscriber's copy of the magazine. Changes of address for the delivery of subscription copies must be received at least six weeks prior to the effective date of the change in order to assure uninterrupted delivery. All material published in DRAGON Magazine becomes the exclusive property of the publisher, unless special arrangements to the contrary are made prior to publication. DRAGON Magazine welcomes unsolicited submissions of written material and artwork; however, no responsibility for such submissions can be assumed by the publisher in any event. Any submission accompanied by a self-addressed, stamped envelope of sufficient size will be returned if it cannot be published.

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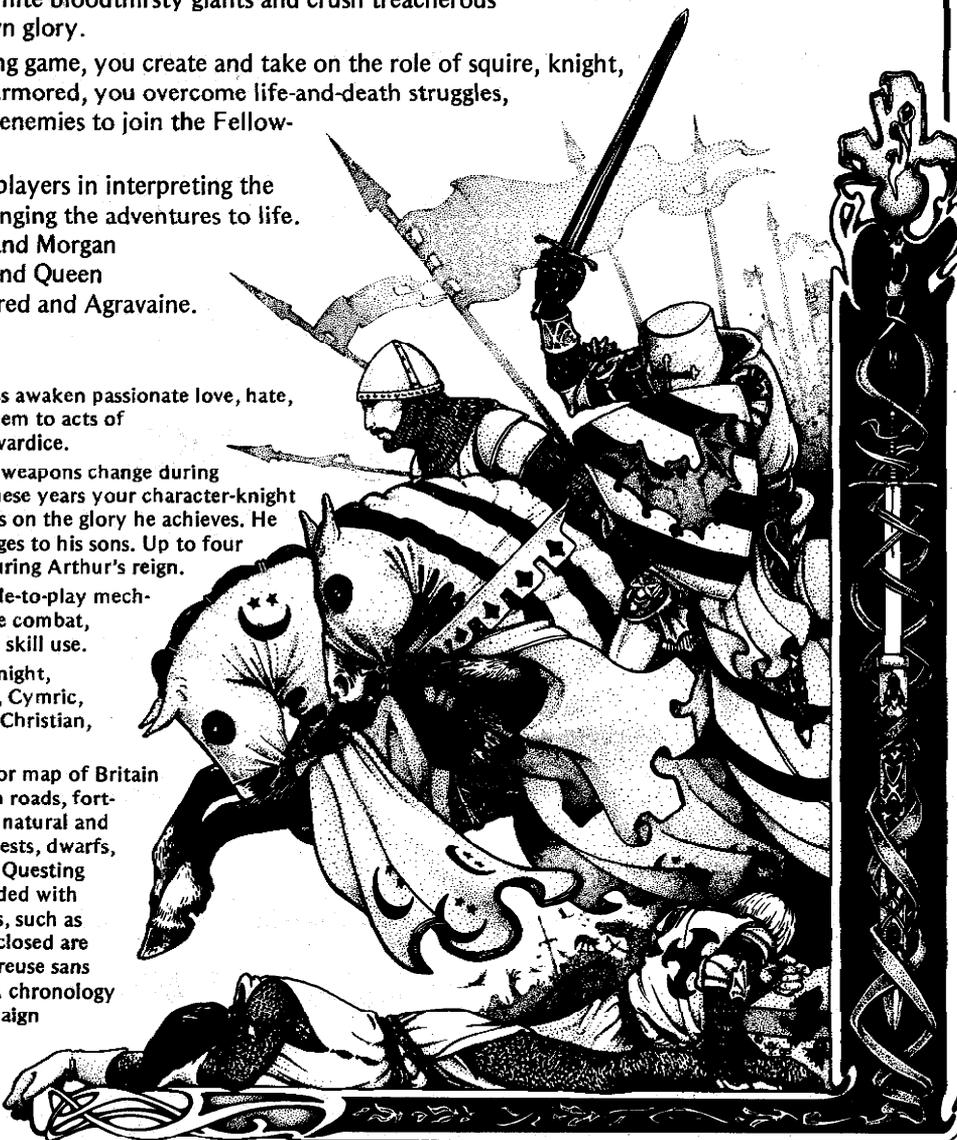
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The Game of Quest, Romance, & Adventure

The forum

I'd like to respond to Brian Hook's letter in DRAGON #103. Brian argues that the BATTLESYSTEM™ and War Machine rules take away from the essence of role-playing. He believes that role-playing should be about individual characters, not about mass-combat battlefield decisions, and says that the latter "takes away the flavor of role-playing, and changes the D&D and AD&D® games into war games." He goes on to point out that "saying the BATTLESYSTEM supplement is part of a role-playing game is like saying games such as *Blitzkrieg* are actually role-playing generals?"

Obviously, as the editor of the BATTLESYSTEM Supplement and as designer of D&D and AD&D modules that feature BATTLESYSTEM battles (H1, *Bloodstone Pass*, and X10, *Red Arrow, Black Shield*), I disagree. I think that the BATTLESYSTEM and War Machine rules add to, not take away from, the "essence of role-playing."

Brian asks, "Which takes more personality: playing a character going into a dungeon, fighting it out individually and making difficult decisions such as 'Which door?' or how to avoid a monster; or, making mass-combat battlefield decisions?" Actually, it doesn't take any personality to decide "which door" or to roll dice and fight a monster. As I'm sure Brian realizes, a character's personality is better revealed outside the mechanics of a melee. One character rolling dice and calling out "to hit" numbers sounds mighty like another. Role-playing (as opposed to roll-playing) takes place in every part of a character's game life, whether he's dungeon crawling or leading great armies into battle.

The difference between "role-playing" a general in *Blitzkrieg* and role-playing an Army Commander in BATTLESYSTEM is twofold. In the first place, a BATTLESYSTEM Army Commander is a D&D or AD&D character who has been on many adventures, worked his way up to respectable levels, and developed a personality and goals. Secondly, the BATTLESYSTEM rules are designed to encourage generals to light alongside their troops, get involved in heroic combat, and, in Brian's words, to "have fun and inflict casualties in a wonderful hack-and-slash routine." The best role for a PC to play in a BATTLESYSTEM combat is that of a Hero. The player gets the best of both worlds — the challenge of leading a large army and the thrill of individual combat.

Of course, the best argument against Brian's point of view comes from Brian's own letter. He says, "There has been only one circumstance in which I have used massive war game rules, and that was when a 12th-level tightwad was the highest and most respected character in a village, though somewhat of a recluse. He was voted to lead the village into battle against the invading orcs (15 orcs against 70 0-level, able-bodied villagers)." That's a great example of how to integrate mass-combat rules into a role-playing (not roll-playing) campaign. He used the character's personality, objectives and situation to create a new kind of challenge, distinct from dungeon crawling, wil-

derness exploration, or big-city prowling. In the various TSR modules that contain BATTLESYSTEM scenarios, I think Brian will find the same thing: mass-combat in the context of role-playing, designed to give advanced players new challenges and more fun. (H1, *Bloodstone Pass*, which features high-level PCs leading 0-level troops against a numerically stronger opponent, is similar to the battle Brian mentions.)

According to the *DMG* (for the AD&D game) or the Companion Set (for the D&D game), high-level characters are supposed to acquire castles and land, to become Barons with realms of their own. There's certainly a great context in historical fantasy for this. (Conan, whom Brian mentions, is a case in point.) What distinguishes a high-level campaign from a low-level one? It isn't just the number of hit dice of the monsters you face . . . at least, it shouldn't be. Both the BATTLESYSTEM Supplement and the War Machine rules allow you to make your high-level campaign qualitatively, not just quantitatively, different from your low-level campaign. Yes, your PCs should fight alongside your troops. Yes, you should do more than just "move markers and roll dice." Yes, if you play BATTLESYSTEM or War Machine scenarios without integrating them into your role-playing campaign, you're just playing a normal war game. But there's a lot more to it than that.

The BATTLESYSTEM Supplement and the War Machine aren't the be-all and end-all of role-playing. They're another option, nothing more. They allow you to simulate more of the worlds of heroic fantasy. Wars are important parts of the world we play in, and the game system would not be complete without the option of mass combat.

Brian, I hope you give it a chance.

Michael Dobson
Lake Geneva, Wis.

* * * *

I have just finished reading Stephen Inniss' article "The Neutral Point of View" (DRAGON issue #99), and I must compliment Mr. Inniss' insight into the alignment system. I thoroughly enjoyed reading such good material on a previously ignored subject, but I must raise some points. First, as Mr. Inniss mentioned, the struggle of Law vs. Chaos is secondary to the never-ending battle between the forces of Good and Evil. Therefore, the powers of Law and Chaos are not as great as those of Good and Evil.

In the article, Mr. Inniss mentioned that as there are Evil areas and Good areas (*DMG*, p. 66). There are also Lawful and Chaotic areas, but he failed to realize that since Law and Chaos are not as powerful as Good and Evil, their effects on "turning" will not be as great. For this reason, I have composed the charts below to help DM's determine a cleric's bonus or penalty for specifically aligned areas according to strength of the area and the cleric's alignment. I have given bonuses, because if an oppositely aligned creature (with respect to the alignment of the area) gets penalties, then it seems logical that the same

powers causing penalties will also help a cleric if he is properly aligned.

The principles above are evident in the tables below. The left-hand column refers to the alignment of the cleric, and the other nine columns in each line define alignment of the shrine or temple. Cross-referencing the two alignments yields bonus or penalty that applies in any particular situation.

	LG	LN	LE	NE	CE	CN	CG	NGTN*	
LG	+3	0	-1	-2	-3	-2	+1	+2	-1
LN	0	+3	0	-1	-2	-1	-2	-1	+2
LE	-1	0	+3	+2	+1	-2	-3	-2	-1
NE	-2	-1	+2	+3	+2	-1	-2	-1	0
CE	-3	-2	+1	+2	+3	0	-1	-2	-1
CN	-2	+1	-2	-1	0	+3	0	-1	+2
CG	+1	-2	-3	-2	-1	0	+3	+2	-1
NG	+2	-1	-2	-1	-2	-1	+2	+3	0
TN*	-1	+2	-1	0	-1	+2	-1	0	+3

* — Some DMs I have talked to view true neutral as completely opposed to all alignments; in such a case, all except true neutrals should be given a -3 on their roll.

Temple Areas

	LG	LN	LE	NE	CE	CN	CG	NGTN*	
LG	+6	0	-2	-4	-6	-4	+2	+4	-2
LN	0	+6	0	-2	-4	+2	-4	-2	+4
LE	-2	0	+6	+4	+2	-4	-6	-4	-2
NE	-4	-2	+4	+6	+4	-2	-4	-2	0
CE	-6	-4	+2	+4	+6	0	-2	-4	-2
CN	-4	+2	-4	+2	0	+6	0	-2	+4
CG	+2	-4	-6	-4	-2	0	+6	+4	-1
NG	+4	-2	-4	-2	-4	-2	+4	+6	0
TN*	-2	+4	-2	0	-2	+4	-2	0	+6

* — See footnote for shrines.

The tables above were developed using the following tables:

Evil vs. Good

Shrine	G	N	E
G	+2	-1	-2
N	-1	+2	-1
E	-2	-1	+2

Temple

	G	N	E
G	+4	-2	-4
N	-2	+4	-2
E	-4	-2	+4

Law vs. Chaos

Shrine	L	N	C
L	+1	0	-1
N	0	+1	0
C	-1	0	+1

Temple	L	N	C
L	+2	0	-2
N	0	+2	0
C	-2	0	+2

The respective components of the cleric's alignment and the alignment of the area are compared using these charts and the total bonus or penalty is found by adding the two results together. For example, a Lawful Good cleric is trying to turn a spectre in a Chaotic Evil shrine. We take the good and evil and compare them on the shrine chart for good vs. evil above. The result is a -2. Then we compare Law and Chaos on the shrine table for Law vs. Chaos and get a result of -1. The total penalty is -1 + -2 = -3.

The above charts should be altered to suit the DM's needs. An explanation of the basic

(Turn to page 95)

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A new loyalty base

All the tables you need, all in one place

by Stephen Inniss

Of the character abilities described in the *Players Handbook*, charisma is perhaps the most frequently disregarded. Players give charisma a low priority when they are forming player characters, and a high charisma score is considered to be "wasted." This is because, unlike other character abilities, charisma has a minimal effect on the course of a game. If the referee considers charisma effects at all, it is likely to be through the use of informal estimates. The reaction, loyalty, and morale checks described in the *Dungeon Masters Guide* are seldom used and often ignored entirely.

One reason for this neglect is that the use of reaction rolls and the like may interfere with the dramatic structure of an adventure. Randomly determined reactions tend to lead to an adventure that meanders, rather than to a coherent and interesting story that will hold the attention of players. Besides, player characters are unpredictable enough, and dealing with the unexpected actions of non-player characters as well is too much to handle, since it is a great waste of time and effort to plan for every possible outcome and since it can be equally difficult to "wing it" when the action takes an unexpected turn. Faced with these problems, it is not surprising that most DMs simplify the situation by setting whatever NPC reactions they find most appropriate to the scenario. Charisma effects take a back seat to such considerations.

Another barrier to the application of charisma scores in a campaign is that the processes are complex, and the results are sometimes difficult to interpret. Relevant information is scattered through the official rulebooks: on pages 10, 36, 37, 63, 67, 102, and 106 of the *DMG*, on page 13 of the *Players Handbook*, and even on page 7 of *Legends & Lore*. If comeliness scores are also used in the campaign, the DM might need page 6 of *Unearthed Arcana* as well. The DM may have to consult lists and tables in up to three or four separate places, determine which factors are relevant (many are not) and which are redundant (many are), and finally add them all up and apply them to a dice roll.

It may even be necessary, as in the case of the morale check roll, to consult yet another table and make yet another calculation. Confusion is increased by the fact that while a high die roll is favorable in reaction checks, it is unfavorable in a morale or loyalty check, even though the systems share a number of tables and modifiers. When (or if) a result is calculated, there is

still the problem of interpretation. For instance, the Encounter Reactions table on page 63 of the *DMG* is phrased in the terms of the typical fight-or-flight encounters of underground "dungeon" adventures, and this makes it difficult to apply the results to other sorts of interactions.

Consider the example of an encounter between a group of adventurers and a peasant farmer along a busy road. One of the party hails the farmer and asks the way to the nearest inn. After a minute or so of hasty calculation, the referee finds that the adjusted score on the Reaction Table is less than 05: "Violently hostile, immediate attack." What does the farmer do? Run away screaming? Attack with his pitchfork? It's hardly surprising that DMs ignore such results, and that many have taken the next logical step and dispensed entirely with reaction rolls and the rest. They use the characters' roles rather than dice rolls to determine what happens. In fact, the *DMG* encourages this (see page 37).

There is nothing wrong in itself with downplaying or eliminating charisma effects. As an alternative to the rules as they are written, it is likely to benefit the campaign as a whole. However, it is unfair to players who by chance or choice have taken characters that have high charisma scores, since it leaves no solid basis for determining the effect of charisma on the action of a campaign. Other character abilities, such as strength or dexterity, have a direct and well defined effect on the lives of player characters, but the effect of charisma becomes nebulous or nonexistent. Charisma is a useless appendage.

A partial solution to this problem is to rewrite the rules for charisma effects, to make them more attractive, less complex and time-consuming, and more broadly applicable in their results. This solves the second major problem mentioned above, that the charisma effect rules are too hard to use, and it even reduces the primary and more difficult conflict between random determination and planned events. If the result of a reaction roll or loyalty check is easy to find, the DM has more time to decide whether to accept, reject, or modify the result. If actions are preplanned, a more flexible set of rules may at least allow charisma effects to determine how these actions are carried out.

A first step toward simplifying charisma effects is to use d20 rather than the percentile dice of the official system. A d20 is easier to read and calculate from, since the

numbers are smaller and the operations are more familiar (from combat and saving-throw procedures). Little if any accuracy is lost, since the important parts of the official system use increments of 5% which are equivalent to 1 on a d20.

The systems are also easier to use if procedures are standardized, so that a high roll is favorable in all cases. Another way to make the systems easier to use is to gather all of the relevant information into a single place and to eliminate as many of the apparent redundancies as possible. (For instance, the Situation Modifiers on page 37 of the *DMG* and the Morale Check Modifiers on page 67 overlap and could be consolidated.) The number of modifying factors should be kept low, since it would be impossible to take everything into account and since the random roll itself may be taken to represent effects that aren't accounted for with the modifiers. Last but not least, the modifiers and the results given in the tables can be rephrased to make them more broadly applicable.

One possible result of the above changes is shown in the following tables and explanations. In some cases, official figures have merely been converted into d20 form. In other cases, they have been modified to a greater or lesser extent, and in a few cases, new information has been added.

Procedures

The reactions of NPCs in an encounter are determined on table A. One d20 is rolled, and the result is modified according to factors listed in the B tables. The single die roll is equally applicable whether groups or individuals are to be checked, though different modifiers may apply to reactions between particular individuals or subgroups in such encounters. The reaction roll applies to immediate impressions, and over time the basic (unmodified) score will tend toward neutrality, or 10. In important long-term interactions, this may be done by moving the initial basic score towards this figure at the rate of about 1 per day of association. Note, too, that reactions may change as more information becomes available to the reacting party. In any continuing relationship, actions are determined according to loyalty rather than by initial reactions.

Loyalty applies to relations between partners in an enterprise, leaders and followers, allies, landlords and tenants, and so on. In any situation that tests loyalty (other than one which involves combat or some



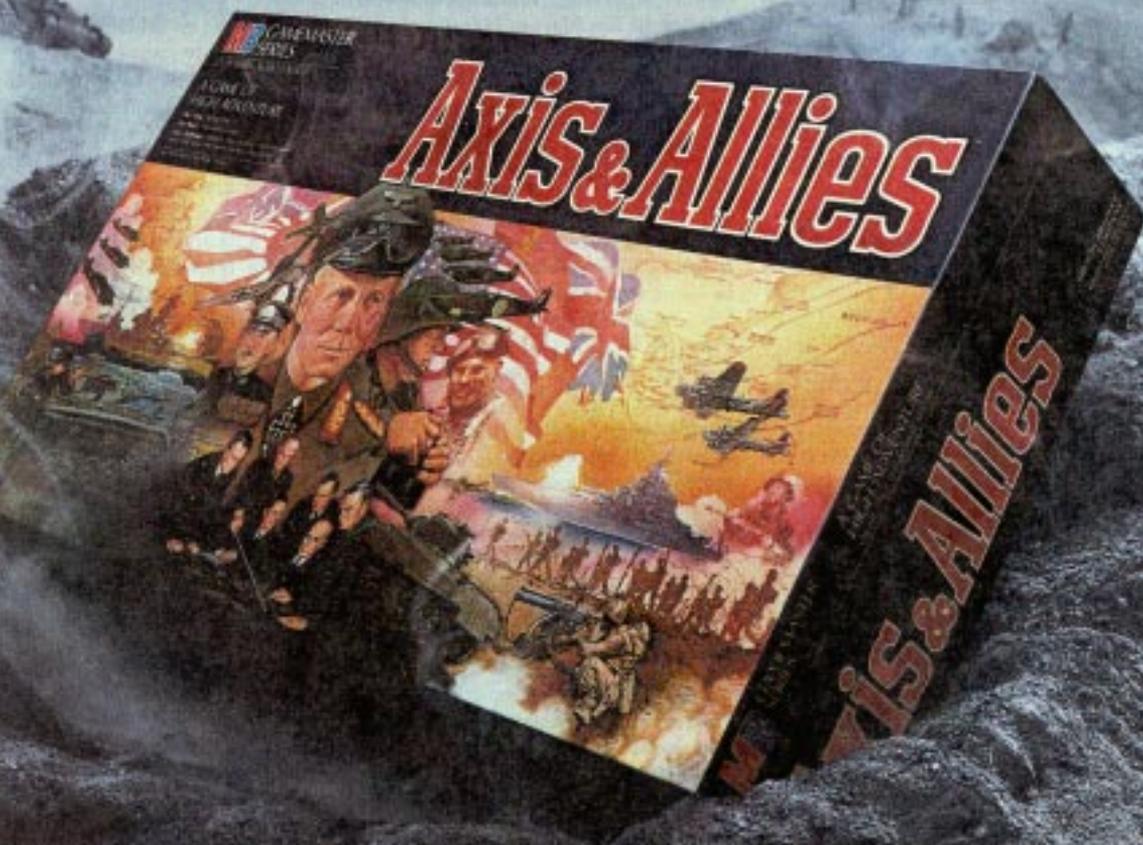
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other sort of physical conflict), a d20 is rolled. If the score and its adjustments amount to 10 or less, then loyalty has failed and the character in question will do something contrary to the interests of the companion or liege. Loyalty checks occur when there is an obvious opportunity for betrayal, whether major or minor; the DM must determine which are appropriate. Since the factors controlling loyalty seldom change, they should be recorded with the rest of an NPC's characteristics. Adjustments to loyalty may be found in the B tables (except for B1, since the charisma effect on loyalty is found in table D1), and in the D tables. Loyalty may be apparent from a character's general attitude as well as from particular crucial acts, so the general loyalty of a character is described in table C.

Morale in situations of physical conflict depends on loyalty, if applicable (independent individuals have no loyalty adjustment, of course) and on the situational modifiers in table F? The result of the d20, plus modifiers, is determined on table E whenever morale is checked. Morale checks may apply in other situations than combat: in fighting a fire, for instance, or in an effort to rescue treasures from a sinking ship — any action involving the possibility of direct physical harm.

Explanations

Table A shows the possible results of encounter reactions. The descriptions may serve as a guide to the behavior of NPCs in almost any sort of encounter, from something as simple as buying lunch to something as complicated as negotiating a treaty. The attitude of the character is described, not the actions. How the character's feelings will be expressed depends on the individual and on the context of the situation. Only insane or unstable individuals will choose inappropriate or excessive responses. Even the most hostile individuals will rarely launch unprovoked physical attacks, though they may well be looking for provocation and they will certainly choose some other means such as a verbal or legal attack. Similarly, the very friendliest individual is hardly likely to offer up all his belongings or blindly grant any request.

The B tables show possible adjustments to the d20 score according to the nature of the individual or group stimulating the response. All applicable modifiers are cumulative, and some of the tables carry more than one appropriate adjustment. Note that only information available to the reacting character is used, and that the reaction score may be modified as more information comes to light. For instance, alignment is seldom evident at a glance, but may be apparent after a short conversation.

Table B1 shows adjustments for the charisma of the individual causing the reaction. This can only be applied to particular members of a group if the encounter includes several different characters. The numbers are translated directly from those given in the *Players Handbook* and *Legends & Lore*,

except for the adjustments for charisma scores between -1 and 3, which are not provided in the official rules.

Table B2 is termed "species reaction" rather than "racial reaction," since the term "race" may be used to describe different subtypes within a species (such as human races) and since the table applies to reactions between widely differing creatures — humans and blink dogs, for instance, or kobolds and treants — as well as to reactions between the humanlike species. The DM must determine which sorts of reactions are appropriate. For instance, kuo-toa probably hate dark elves, while burrowing animals are likely to feel goodwill toward gnomes.

The *Players Handbook* (page 18) implies that "tolerance" is more favorable than "neutrality," while the *DMG* (page 37) implies otherwise. The sorts of adjustments implied in the *Players Handbook* are used here. For ease of reference, the Racial Preference Tables from page 12 of *Unearthed Arcana* and page 106 of the *DMG* are retitled here in tables G1 and G2.

Table B3 shows adjustments according to the difference in alignment between two parties. The difference is measured according to the number of changes that must be made on the law/chaos and good/evil axes to move from one alignment to another. Thus, the chaotic good alignment is one removed from neutral good or chaotic neutral, two removed from lawful good or true neutral or chaotic evil, three removed from lawful neutral or neutral evil, and four removed from lawful evil. Note that this system is *not* the one given in the *DMG*, it allows for the use of partial information. A lawful character knows that a chaotic one is at least two places removed, and may act accordingly, even if the entire alignment remains unknown.

Table B4 lists cumulative adjustments according to the alignment components of the party causing the reaction. Evil characters are not well liked or trusted even by others of their ilk, all other things being equal. Chaotic characters of any sort are also at a penalty because of their unreliable nature. The reverse applies to lawful and good individuals. Thus a lawful-evil character operates at a penalty of -1 if his alignment is known, while a chaotic-good one gains a bonus of +1 overall. Table H illustrates reactions between different alignment types, taking into account tables B3 and B4. Table H is given by way of demonstration, and may also serve as a handy reference for cases in which the entire alignment of a creature is known to the reactor. Creatures must have an intelligence of low or better to be affected by alignment considerations, since they cannot react to what they can't understand.

Table B5 describes penalties for the physical aspect of an individual, since appearances are very important in first impressions. "Unusual body" applies to such things as obesity, uneven coloration, a missing hand or leg, a harelip, or even to

coloration or features which are not found locally. Adjustments apply to each such characteristic. Similarly, the adjustment for unusual clothing is applied for each item of strikingly odd or inappropriate apparel. It might include adjustments for too much or too little jewelry, garish or very dull colors, presence or absence of nose rings or tattoos, or the presence of such bizarre things as an *ioun stone*. (How would you react to someone with a rock whirling around his head?) The "shabby" adjustment is a general one, as is the adjustment for "malodorous." Note that both of these are relative, like the other adjustments for physical aspect. To take an example from the history of the real world, the Amerindians of what is now the eastern United States found Europeans to be malodorous, but the Europeans didn't mind each other.

Table B6 lists adjustments according to the social behavior of a character or group. Only natives and long time residents in a culture can hope to follow all the forms correctly, though a clever foreigner might at least avoid giving offense. The categories of convention, minor taboo, and major taboo are broad and particular actions may fall into different categories even with two individuals from the same culture. Many conventions, some minor taboos, and even some major taboos may seem bizarre to outsiders. Player characters may meet with difficulties in isolated or far distant lands.

To take examples from contemporary North American society, breaches of convention might include such things as going barefoot in an office building or library, failing to shake hands when introduced, or failing to wear a tie on an important occasion. Minor taboos might be taken to include those against extremely foul language, against urinating in some undesignated public place (such as against the side of a building), against spitting indoors, or against marriage between people who are from very different age groups. Major taboos might be taken to include those against public nudity (in most contexts), incest, and cannibalism. Major and minor taboos are likely to be backed by laws, so that the consequences of breaking them may extend beyond mere likes and dislikes. A penalty is applied for each breach of convention or violation of taboos.

Table B7 lists adjustments according to social differences. Hated or despised groups include historical enemies, members of ritually unclean professions or social classes, slaves in the more repressive slaveholding cultures, and (from the point of view of slaves) the slaveholders in these same cultures. Disliked groups include typical slaves (or again, members of the slaveholding class, from the slaves' point of view), and members of other groups that may be seen as too weak, too powerful, or too different. Moneylenders, tax collectors, thieves, and prostitutes are typically disliked if they are identified. In some contexts, members of the watch, prosperous merchants, and other representatives of the established order

might also be disliked.

Those who are fortunate enough to escape identification with disliked, despised, or hated groups may still be identified as “different,” and this also carries a penalty. Social groups are quite exclusive in most cases, and it is unlikely that foreigners of any sort will escape this penalty if they are identified. Social class and physical type are often important as well. Only one penalty applies to members of “different” groups. A small bonus is allowed for interactions between members of the same social group. All of these adjustments are based on superficial appearances, and no adjustment applies if the reactor is unsure whether a character is a member of the same social group or not.

Table B8 lists the effects of bribes and threats. These terms are broadly applicable and are without moral implications. “Bribes” include such things as an invitation to dinner or an innocent offer of assistance, while a “threat” might be a subtle thing such as standing too close to a small individual or (with a merchant) declaring an intention to deal elsewhere. Whether or not a bribe or threat is effective does not depend on a reaction roll. Instead, it depends on the motivations of the NPC (a loyalty or morale check may be appropriate). Ineffective bribes, whether the amount of the bribe is accepted or not, always cause a cooling of relations, while effective ones warm things up a bit. Threats are always damaging, whether they work or not. The magnitude of the effect varies within the limits shown, minor bribes and threats having only a small effect on relations.

Table C describes the loyalty of one individual to another, according to the cumulative loyalty adjustments from tables B2 through B8 and D1 through D8. The fact that there are a number of adjustments to loyalty is offset by the fact that loyalty needn't be recalculated very often. The highest possible loyalty rating might indicate staunch, unswerving loyalty or fanatical loyalty. Which type depends on the nature of the individual, since some personalities are simply not prone to fanaticism.

Table D2, Enlistment, applies only to followers and not to free associates. If conditions of employment change, so might adjustments for the kind of enlistment. A slave might be granted freedom but remain as a hireling, for instance.

Table D3 lists adjustments for the kind and quantity of association between characters. The passage of time naturally increases loyalty regardless of other factors, and equally and fairly shared danger or hardship may also increase loyalty.

Table D4 lists adjustments according to the status of a follower (actual status, not training or level of skill). The highest rank includes who are in closest counsel with their leader. It is quite likely that henchmen will be in this rank, but under some circumstances they may be excluded.

Table D5 applies to any sort of associate: Pay is the factor in the case of followers,

and shares or profits are the usual measure with partners and free associates. This adjustment depends on the character's expectations, so that a partner who hadn't expected any profit is considered to be adequately provided for, even if no money has been forthcoming. Similarly, greedy individuals may regard food pay as poor.

Table D6 shows adjustments for the sort of treatment an associate has received. Since alignments also figure in loyalty, it might be thought that these adjustments are superfluous, but since behavior towards a particular individual is not always in accord with a character's general alignment, it is reasonable to take particulars into account. Only one adjustment from this table can apply unless an individual is insane.

Table D7 applies only to followers. It is possible for more than one adjustment to be applicable — firm but unjust discipline, for example. As with other adjustments, the perception is more important than the actuality.

The special adjustments in table D8 are largely self-explanatory. An individual's views on such subjects as murder are a separate matter; even the most evil character is uncomfortable as the associate of one known for killing associates.

All of the adjustments on the B tables apply to loyalty, except for those from B1. Gifts and bonuses count as “bribes” on table B8. It is up to the DM to decide whether or not the effect of a gift or bonus has faded with time.

Table E lists the results of morale checks. The conditions “flee” and “surrender” may be interchangeable under certain circumstances. Obviously, trapped individuals cannot flee, and those faced by an unforgiving enemy cannot surrender. A slight failure of morale may lead a party to hesitate before entering the fray. In such cases, a morale check is made on the following round to determine whether the party will break down further, continue to procrastinate, or join the struggle. Note that the fact that morale is maintained does not necessarily mean that the party will continue blindly onwards. Rather, firm morale indicates an inclination to keep fighting in the most appropriate way. This may include such actions as sending or going to fetch help. Morale failure means that the party will give up at least until conditions change for the better.

Table F1 lists adjustments according to how the situation *looks*, not necessarily according to the way it is. There is no direct way, for instance, of knowing how many hit dice are lined up on the opposing side. Illusions and non-magical bluffs may play a major role in perceptions. Naturally fearful characters will put the worst possible interpretation on events, while the brave and cheerful are more likely to overestimate their chances. Inexperience may have an effect, either for better or worse. Note that 50-50 odds are not palatable even to the most battle-hardened individuals.

Table F2 lists adjustments according to an

individual's personal situation. Like table F1, it applies to those who have no external loyalties as well as to those with attachments to others on their own side of the conflict.

Table F3 applies only to followers. Note that it is possible for a leader to die or abandon the enterprise without his followers becoming aware of the fact.

Tables G1 and G2 are adapted from official tables of interspecies reactions. The letter codes have been abandoned, and the adjustments are listed directly to save the DM time and trouble.

Table H is included for situations in which alignments are known. It might also be shown to players who are choosing alignments for their characters.

Comeliness

The comeliness attribute described in *Unearthed Arcana* may be difficult to use even with the official system. No tables are provided, so the DM must either make rapid calculations or know the results by heart when adjusting reaction rolls for comeliness. The DM must also deal with half-percentile points, since comeliness scores of 19 and 21 yield reaction bonuses of +28½% and +31½%. Also, while it is implied that low comeliness may effect reactions, no figures are given. A minor problem is that a goodly number of characters will fall into the “homely” category (7 to 9), since these scores are close to the average of 10½. Another odd characteristic of the rules is that they yield some large jumps in adjustments from one comeliness score to another (particularly the increase between comeliness scores of 21 and 22). Most of these characteristics can be seen in the table shown below (numbers have been rounded off).

Comeliness	Reaction adjustment	
	d100 system	d20 system
-16 to 9	?	?
10	0%	0
11	0%	0
12	0%	0
13	0%	0
14	+14%	+3
15	+15%	+3
16	+16%	+3
17	+17%	+3
18	+27%	+5
19	+28-29%	+6
20	+30%	+6
21	+31-32%	+6
22	+44%	+9
23	+46%	+9
24	+48%	+10
25	+50%	+10
26	+52%	+10
27	+54%	+11
28	+56%	+11
29	+58%	+12
30	+60%	+12

Under the circumstances, it may be best to ignore the figures given and use a different system. One possibility is suggested here. As with the official rules, comeliness

only affects reactions, not loyalty or morale. Usually, it is effective for the first few rounds of interaction (say, two to five), after which the charisma score is used instead. Table B1 may be used for comeliness effects. For the duration, comeliness is used in place of charisma. Scores above or below the range shown on table B1 are given the same adjustment as a -7 or +25 score. All the other rules given in *Unearthed Arcana* still hold under this system – negative comeliness is treated as positive in interactions between evil characters of evil alignment if it is -9 or less; comeliness effects only apply to reactions of the more or less human creatures (possibly including satyrs, mermen, and centaurs); and, a high comeliness score may have a special *fascination* effect that can override normal reactions and behavior.

In the examples that follow, charisma is used and comeliness is ignored, but comeliness might be substituted as described above when the encounter spans only a few minutes.

How the system works

Example 1: Ruby Sandheaver, an enterprising young halfling, has discovered a baggage-laden and unattended horse outside the local inn. Her charisma is above average at 14 (+2) and the horse has no special dislike for halflings, which is to say it tolerates them (+1). Alignments are not important to creatures of animal intelligence, and to a horse there is nothing unusual about Ruby's physical aspect (hairy feet don't count).

Ruby knows her way around horses and ponies, so the DM grants her a bonus for following the correct forms (+1). Finally, she has bribed the horse with an apple, a fairly effective bribe (+2). A roll of 9 on d20 indicates a negative reaction; if it weren't for the other factors the horse would resist being led away. With a total adjustment of +6, however, the score reaches 15: the reaction of the horse is positive, and with a little urging it will follow her, though perhaps not as quickly as she might like and perhaps not down a dark narrow alley. On a roll of 15 or more the horse would've followed her without question (adjusted score of 20+), while even a roll of 1 would merely have meant a negative reaction and perhaps some resistance.

Example 2: Unferth the Unlucky, a human fighter, has just returned from the wilderness and has entered an inn in search of a room. He asks the price. Unferth's charisma is low, but not exceptionally so, at 8 (no adjustment). The innkeeper is a fellow human (+4). Alignments remain unknown in this encounter since Unferth has taken care to hide his holy symbol, which might give offence. Unferth is wearing decent and unremarkable clothes, and has no notable physical defects. However, he hasn't cleaned or changed his clothes in two weeks of wilderness adventuring (-1 shabby, -1 malodorous). In the short while the innkeeper has been watching him, he hasn't

broken any conventions or taboos, but neither has he had time to establish himself as a correct follower of social forms. Unferth speaks the local language without an accent, and leaves no clues as to his social group. He hasn't made any bribes or threats.

Unferth's adjustment, then, is +2, and on the average he should get a fairly decent reception. However, a roll of 3 on d20 indicates poor treatment: the adjusted score is 5, or "hostile." The innkeeper growls that there are no rooms left. (There is one, but there are plenty of customers in this season and the innkeeper can afford to be choosy.) Unferth offers to pay more than the going rate if a room can be found somehow. With almost any businessman this is an effective bribe, so he gets a bonus of +1 (and no more than that since he didn't say how much more he was willing to pay). The result is now 6, or "negative;" the innkeeper states that he "might find a room somewhere." While Unferth may discover that service is poor, at least he has a place to sleep. He goes outside to fetch his horse.

Example 3: Percival the Merciful, a paladin, has entrusted the potboy at his inn with a written message, to be carried quickly and secretly to one Rustum the Righteous, who lives across town. The boy has covered barely half the distance when he is accosted by a friendly looking man (actually Khalid the Squalid, an assassin) who offers to pay him a silver piece for what he carries. A silver piece is a lot of money; the boy's loyalty must be checked. Percival's charisma is 17 (+6 to loyalty). The boy is a short-term hireling (-1) and has only known Percival for a week (-1). He is presently performing unskilled labor (-3). He is adequately paid with a few coppers, plus another when he returns (no adjustment). Percival and the boy don't know one another well enough for adjustments for general treatment to apply, and discipline is also inapplicable.

However, the boy has heard that Percival once risked his own life to save a follower (this is hearsay, so only half the usual adjustment, or +2, is all that applies). The boy is of the same species as Percival (+4), and is of the same alignment (+1). Percival's alignment is well known, since his profession is well known, so Percival gains the benefit of being lawful (+2) and good (+3). Percival is not physically "offensive" (his light hair and eyes are not considered a defect locally, even if they are unusual). However, his behavior is not perfect by local standards even if he hasn't broken any taboos or conventions (no adjustment). Since he is a foreigner, his social group is different (-1). Finally, the promise of a second coin when his message has been delivered counts as an effective bribe (+1). Overall the adjustment is +13; nothing can persuade the boy to relinquish the message. A reaction roll to Khalid might be appropriate here, but is unnecessary, since the responses range from a very polite refusal to a very impolite one.

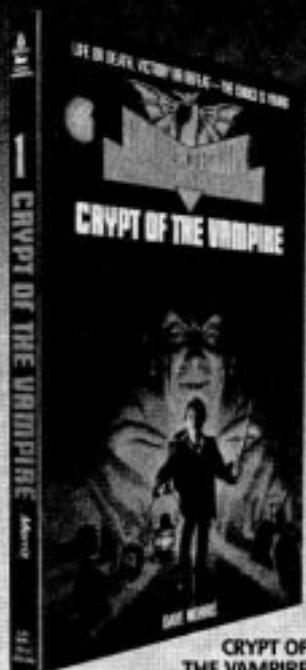
At a word from Khalid, three more men step out of the shadows further down the street, blocking escape. Khalid draws a dagger and threatens the boy, telling him he can go free if he hands over the message. This is a morale check situation: the boy is in direct physical danger. The odds, as he clearly sees them, are poor. The only applicable modifier is -6 for the perceived odds, while his loyalty modifiers (as already stated) are at +13. The morale adjustment, therefore, is +7. A roll of 4 on the d20 is low, but the boy's morale holds, and he ducks past Khalid (who narrowly misses him with the dagger) and escapes down a side street. Percival's urgent message will get to Rustum after all.

Example 4: Og "The Barbarian" Aragson is walking the narrow ways of the canal town of Vence when he sees a man heavily laden with a pack of clay pots slip and fall into the water. An interested crowd gathers to watch as the man struggles to extricate himself from his sinking burden. He is on the point of being pulled under then Og jumps into the smelly water, cuts him free, and tows the exhausted and distraught merchant to a boat landing. Under the circumstances, even a hostile reaction might indicate a muttered word of thanks. The d20 score, however, is 1, and although Og has a charisma of 13 (+1) and is of the same species as the merchant (+4) these bonuses are negated by other factors. Og bears his weapons openly, which is contrary to the Vencian practice of concealing any lethal instrument (-1 for a breach of convention); he bears a tattoo on his right arm, which is contrary to Vencian practice (another -1 for breaking convention), and he bears a great deal of gaudy and tasteless jewelry (-1 for "unusual clothing"). Moreover, members of Og's nation frequently serve as mercenaries in the private armies of the town's various factions, and their loud, rude, and bawdy behavior offends the citizens (-2 for being a member of a disliked social group). The adjustments cancel out, so the modified reaction roll is still 1, or "very hostile." As soon as he recovers his breath, the man begins to berate Og for not saving his merchandise!

"Fool! Interfering oaf! I can swim, but can my pots? My life? My life lies now at the bottom of the canal! I am ruined. . . ." The man will continue to tear his hair, roll his eyes, and spit in the Vencian manner, all the while throwing curses at Og's rapidly retreating back.

*Tables to accompany
this article appear
on the second and third
pages following*

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Revised reaction, loyalty, and morale tables

TABLE A: Encounter reactions

Adjusted score (d20) 1 or less	Reaction
2-5	Very hostile
6-9	Hostile
10-11	Negative
12-15	Neutral
16-19	Positive
20 or more	Friendly
	Very friendly

TABLES B: Encounter reaction adjustments

B1: Charisma

Score	Adjustment
-7	-14
-6	-13
-5	-12
-4	-11
-3	-10
-2	-9
-1	-8
0	-7
1	-6
2	-6
3	-5
4	-4
5	-3
6	-2
7	-1
8-12	0
13	+1
14	+2
15	+3
16	+5
17	+6
18	+7
19	+8
20	+9
21	+10
22	+11
23	+12
24	+13
25	+14

B2: Species reaction

	Adjustment
Hatred	-4
Antipathy	-2
Neutrality	-1
Tolerance	+1
Goodwill	+2
Preference	+4

B3: Alignment difference

	Adjustment
Four places	-7
Three places	-5
Two places	-3
One place	-1
None	+1

B4: Alignment

	Adjustment
Evil	-3
Chaotic	-2
Lawful	+2
Good	+3

B5: Physical aspect

	Adjustment
Unusual body	-1
Unusual clothing	-1
Shabby	-1
Malodorous	-1

B6: Social behavior

	Adjustment
Follows all forms	+1
Breaks convention	-1
Breaks minor taboo	-3
Breaks major taboo	-6

B7: Social group

	Adjustment
Same	+1
Different	-1
Disliked	-2
Hated or despised	-4

B8: Inducements

	Adjustment
Effective bribe	+1 to +4
Ineffective bribe	-1 to -4
Threat	-1 to -6

TABLE C: Loyalty (fails when checked if an adjusted d20 is 10 or less)

Adjusted total	Loyalty rating
-10 or less	Traitorous
-9 to -5	Disloyal
-4 to 0	Somewhat loyal
1 to 5	Fairly loyal
6 to 10	Loyal
11 or more	Staunchly loyal

TABLES D: Loyalty adjustments (see also encounter reaction adjustments)

D1: Charisma

Score	Adjustment	Score	Adjustment
1	-7	16	+4
2	-6	17	+6
3	-6	18	+8
4	-5	19	+10
5	-4	20	+12
6	-3	21	+14
7	-2	22	+16
8	-1	23	+18
9-13	0	24	+20
14	+1	25	+20
15	+3		

D2: Enlistment

	Adjustment
Slave	-5
Draftee	-3
Bondsman	-1
Short-term hireling	-1
Long-term hireling	0
Henchman	+1

D3: Association

	Adjustment
1 month or less	-1
1 year or less	0
5 years or less	+2
More than 5 years	+5
Shared danger	+1
Shared hardship	+1

D4: Status

	Adjustment
Unskilled	-3
Semiskilled	-1
Skilled	+1
Elite	+3
Highest rank	+5

D5: Pay or profits

	Adjustment
None	-4
Poor	-2
Adequate	0
Good	+1
Exceptional	+2

D6: General treatment

	Adjustment
Extremely cruel	-5
Cruel	-3
Uncaring	-1
Unpredictable	-1
Unremarkable	0
Considerate	+1
Kind	+2
Affectionate	+3
Loving	+4

D7: Discipline

	Adjustment
None	-2
Unjust	-2
Lenient	-1
Sporadic	-1
Firm	+1
Just	+1

D8: Special circumstances*

	Adjustment
Murdered faithful follower	-8
Tortured faithful follower	-6
Abandoned faithful follower	-4
Broke oath	-2
Fired faithful follower	-2
Reduced wealth for follower	+2
Risked life for follower	+4
Revived follower	+6

*— Halve these adjustments if the behavior is hearsay; double them if they had a direct effect on the individual concerned.

TABLE E: Morale check results

Adjusted score (d20)	Action
0 or less	Surrender
1-4	Flee
5-7	Retreat
8-10	Fall back or hesitate to enter melee
11 or more	Continue struggle

TABLE F: Morale adjustments (see also Loyalty Adjustments)		F2: Personal situation	F3: Leader's situation
F1: Perceived odds	Adjustment	Adjustment	Adjustment
Impossible*	-10	One-half of hit points gone**	Slain***
Very poor*	-6	Friends deserting	Deserting**
Poor	-3	Friends slain	In difficulty
Even	-1	One-quarter of hit points gone**	Unconscious**
Good	+1	Per level/hit die	Alive and present
Very good	+3		
Certain victory	+6		

* – Check morale whenever these conditions hold.
** – Check morale when these first occur; the penalty listed also applies on subsequent morale checks.

TABLE G1: Interactions of character species and “humanoids”

Species	DG	DH	DM	ED	EG	EH	EV	EWi	EWd	GD	GS	½E	HH	HS	HT	½O	Hu	Hd
Dwarf, gray (DG)	+4	-2	-2	+2	-4	-4	-4	-4	-4	-2	-2	-1	-1	+1	-1	-1	-1	-1
Dwarf, hill (DH)	-2	+4	+2	-4	-2	-2	-2	-2	-2	-1	+2	-1	+1	+2	+2	-4	-1	-4
Dwarf, mountain (DM)	-2	+2	+4	-4	-2	-2	-2	-2	-2	+1	+1	-1	+1	+2	+1	-4	-1	-4
Elf, dark (ED)	+2	-2	-2	+4	-4	-4	-2	-4	-4	-4	-4	-2	-2	-2	-2	+1	-1	-1
Elf, gray (EG)	-2	-2	-2	-4	+4	+2	-2	+1	+2	-1	+1	+2	+1	+1	+2	-2	-1	-4
Elf, high (EH)	-2	-2	-2	-4	+2	+4	-2	-1	+2	+1	+1	+2	+1	+1	+2	-2	-1	-4
Elf, valley (EV)	-2	-2	-2	-2	-1	-1	+4	-1	-1	+2	+2	+1	-1	-1	+1	-2	-1	-4
Elf, wild (EWi)	-2	-2	-2	-4	-1	-1	-2	+4	-1	-2	-2	-2	-2	-2	-1	-2	-2	-4
Elf, wood (EWd)	-2	-2	-2	-4	+2	+2	-2	-1	+4	-1	-1	+2	+1	+1	+2	-2	-1	-4
Gnome, deep (GD)	-2	-1	+1	-4	-1	-1	+1	-1	-1	+4	+2	-1	+1	+1	+1	-2	-1	-4
Gnome, surface (GS)	-2	+2	+2	-2	+1	+1	+2	-1	-1	+2	+4	+1	+2	+2	+2	-4	-1	-4
Half-elf (½E)	-1	-1	-1	+4	+4	+4	+4	-2	+4	-1	-1	+4	-1	-1	+1	-2	+1	-4
Halfling, hairfoot (HH)	-1	+1	+1	-2	+1	+1	-1	-1	+1	-1	+1	-1	+4	+4	+4	-1	+1	-2
Halfling, stout (HS)	+1	+2	+2	-2	+1	+1	-1	-1	+1	+1	+1	-1	+4	+4	+4	-1	-1	-2
Halfling, tall/low (HT)	-1	+1	+1	-1	+2	+2	+1	+1	+2	-1	+1	+2	+4	+4	+4	-1	-1	-2
Half-arc** (½O)	-1	-4	-4	-1	-2	-2	-2	-2	-2	-2	-4	-2	-1	-1	-2	+4	+1	+1
Human (Hu)	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	+1	-1	-1	-1	-1	+4	-2
“Humanoid”***(Hd)	-1	-4	-4	-1	-4	-4	-4	-4	-4	-4	-4	-4	-2	-2	-2	+1	-2	X

* – Reaction of elves is according to the half-elf 's elvish ancestry if this is less favorable.

** – For interaction of half-arcs with humanoids, use figures for orc instead of half-arc if they are less favorable.

TABLE G2: Interactions of humanoid species

Species	Bugbear	Gnoll	Goblin	Hill giant	Hobgoblin	Kobold	Ogre	Orc	Troll
Bugbear	+4	+1	+2	+1	-2	-2	+1	-2	-1
Gnoll	+1	+4	-2	+1	-1	-2	+2	+1	-1
Goblin	+2	-2	+4	-1	+1	+2	-4	-1	-2
Hill giant	+2	+2	-2	+4	-2	-2	+2	-1	+1
Hobgoblin*	+1	-1	-1	-1	+4	-2	-2	+1	-4
Kobold	-2	-4	+2	-2	-2	+4	-4	-2	+1
Ogre	+1	+1	-2	+2	-2	-2	+4	+1	+1
Orc*	-2	-1	+1	-2	-1	-2	+2	+4	-4
Troll**	-2	-1	-2	+1	-4	+1	-1	-2	+4

Note: The more powerful of the two species will always bully and harass the less powerful unless the reaction is +2 or better.

* – With respect to other orcs or other hobgoblins, -4 instead of +4 if they are from rival groups.

** – With respect to other trolls, -1 instead of +4 if they are from rival groups.

TABLE H: Reactions between alignment types

	Reaction of alignment at left to:								
	LG	NG	CG	LN	N	CN	LE	NE	CE
Lawful good (LG)	+6	+2	-2	+1	-3	-7	-4	-8	-12
Neutral good (NG)	+4	+4	0	-1	-1	-5	-6	-6	-10
Chaotic good (CG)	+2	+2	+2	-3	-3	-3	-8	-8	-8
Lawful neutral (LN)	+4	0	-4	+3	-1	-5	-2	-6	-10
Neutral (N)	+2	+2	-2	+1	+1	-3	-4	-4	-8
Chaotic neutral (CN)	0	0	0	-1	-1	-1	-6	-6	-6
Lawful evil (LE)	+2	-2	-6	+1	-3	-7	0	-4	-8
Neutral evil (NE)	0	0	-4	-1	-1	-5	-2	-2	-6
Chaotic evil (CE)	-2	-2	-2	-3	-3	-3	-4	-4	-4

The six main skills

What AD&D® game abilities mean in real terms

by Jefferson P. Swycaffer

Six personal characteristics are given to each character in the AD&D® game: strength, intelligence, wisdom, dexterity, constitution, and charisma. Of these, strength is the most physically obvious attribute. Strength is the basic muscular ability to lift objects, to throw, to run, jump, swim, and to affect the universe directly. The pen may be mightier than the sword, but the pen (intelligence) does its work indirectly. The sword (strength) is direct and physical. Constitution is also physical, but less energetically so: if strength is the sword, then constitution must be the suit of personal armor. Dexterity is the skill to use the bodily weapons, and intelligence is the skill to use them effectively. Wisdom represents the skill to use them only when they are needed (and to know what that need might be), and charisma is the diplomacy to find ways other than weaponry to settle matters. This article

deals with the six characteristics in this order, progressing from the most material to the least. More is known about strength than is about charisma, just as more is known about engineering than about psychology. The study of each is inherently interesting.

For the analysis of the physical characteristics — strength, constitution, and dexterity — I've relied on a volume about sports medicine. (*The Athlete's Guide to Sports Medicine* by Ellington Darden, Ph.D.; 1981: Contemporary Books, Chicago.) More has been published about sports medicine than about the medical aspects of swordfighting, even though the two pastimes are not totally dissimilar.

Strength

The muscles of the human body are composed of bundles of muscle fibers, giving muscles their familiar "ropy" look. The

fibers of the voluntary muscles can contract and relax, pulling an arm or leg into specific position. Muscles do not, in general push, but nearly always pull, and this tension works to draw the limbs into bent or straightened positions. The muscles are usually paired: while one muscle works to bend a knee, for example, its partner relaxes. When the knee is to be straightened, another muscle (or set of muscles) pulls along the outside of the knee to straighten it, while the bending muscles relax. The rigid bones of the body provide the levers upon which the muscles act. Ligaments and tendons connect the muscles to the bones, anchoring them firmly yet flexibly.

The result of the flexing and relaxing of the voluntary muscles is the voluntary action of a healthy body: a run, a leap, a swing, and a splash. A person's strength is a measure of his or her muscular power, and is reflected in speed, lifting ability, throwing ability, and jumping range. Strength is also partially related to a person's capacity to absorb damage or resist pain, and to his endurance.

Women are distinctly less strong than men, and the reasons for this are partly biological and partly sociological. In virtually no part of history before the present were women encouraged to exercise. A whole collection of myths arose to suggest that exercise was bad for women, and that their delicate bodies weren't equipped to handle the rigors of a developed physique. Beyond these easily-debunked tales lies the biological fact that women do not produce some of the chemical hormones that cause the huge bulging muscles seen on body-building men. But muscle mass is not the same thing as strength; women who exercise regularly can build up substantial strength. World records for hurdle races, for example, indicate that the difference between a highly conditioned male runner and an equally well-conditioned female runner is about ten per cent of the race time. If a man can run a race in 100 seconds, a woman can probably run it in 110 seconds. The same relation is true in swimming and throwing events. There is a tremendous variation in people, from the very fittest to the very flabbiest: the difference between the average woman and the average man in strength is far less than the difference between the strongest and the weakest of either sex.

The differences between men and women nearly vanishes when humans are compared to some of the animals. Even small monkeys are stronger than large people. A gorilla,



³ A person's strength is a measure of his or her muscular power

although not much larger than a human, is massively more strong, being able to out-fight the human by a handy four-to-one ratio. Even a small housecat can put up a struggle against a human (even discounting the use of the cat's claws and teeth), although the ratio of the weights of a man and a cat is close to twenty to one. Why is it that animals are stronger, per pound of muscle, than humans are?

There are two answers to this. Humans are largely neotenous, which is to say that we carry youthful or infantile features of our bodies into adulthood. Adult humans still have childlike bodies, when compared to other animals. We lack most of our body hair, we have high foreheads and large eyes, we have alert, adaptive, and playful minds, and we have underdeveloped muscles. Since all of the other characteristics listed are advantageous, the small disadvantage of our relative weakness is compensated for. The other answer to animals' greater strength is, that animals use all of their strength, all at once, when fighting or struggling, whereas humans don't have many opportunities to need to use the full resources of their bodies. (This is, of course, fortunate for us.) When a cat, dog, or ape attacks, the attack is all-out, holding nothing in reserve. Humans favor a more tentative attack, prodding and jabbing, looking for weaknesses.

When a human undertakes exercises to enhance his or her strength, the regimen should be thorough and careful. The risks from over-exercising can be worse than the risks of being out of shape. Muscles are built up by being injured — very, very slightly! — and then healing, and this healing requires forty-eight to seventy-two hours. Thus a person exercising to increase strength should exercise hard, pushing until feeling tired and sore; but no farther, and then resting for a day. It is true, as the advertisement says, that if there's no pain, there's no gain. But care must be taken not to take the pain too far. If ten push-ups causes sore arms, then twelve push-ups is a good daily score, increasing over time. Fifteen, however, would be too many. If a runner is out of breath after jogging for ten minutes, he should consider jogging on for another minute or two, and the pain in the legs is an indication of future muscle-building. Going on for another ten minutes, however, would be excessive. People who are exercising to increase their strength will notice that it can be easily increased, and they will learn to tell the difference between being tired and being hurt. The former is necessary, the latter to be avoided.

Alas for the would-be bodybuilder in AD&D gaming, the number rolled on the characteristics dice for strength, like that rolled for the other characteristics, is fixed once rolled. Some referees, however, might allow characters who undergo training to increase strength and constitution, only, one or maybe two points through training. If so, then if the training is discontinued, for any reason, the characteristics will drop to their normal (rolled) values.

Constitution

A person's constitution is a measure of his or her overall health, endurance, and vigor. Someone with a high constitution will have fewer colds and headaches, and will probably live to an older age. Most diseases are deterred by a good constitution, although many — including the highly virulent viruses, cancer, and nervous system disorders — are not. The three most obvious assets of a good constitution are a strong heart, healthy lungs, and a good muscle tone. The heart is the body's primary means of limiting people's activity: when the heart is too tired to continue, the person gets tired and will generally be unable to continue. Although when we cannot continue running or climbing we usually say that we're out of breath, the fact is that the heart has simply stepped its demands for oxygen so far up that the lungs cannot supply it and the muscles. The body is exhausted, and the runner or climber can only sit and wait. This is a safety mechanism. One sports doctor has said that it is impossible to overstrain the heart, since the heart controls the amount of strain it will allow the body to put upon it. Through diligent hard work, it is probably possible for an athlete to damage his or her heart by jogging on and refusing to heed the body's danger signals. This, however, is something no athlete would choose to do.

When muscles are exerted, they begin to

build up fatigue poisons, mostly lactic acid, in their tissues. Probably everyone is familiar with having stiff, sore muscles after a workout; this is because the fatigue poisons require time to be metabolized. This pain and stiffness is also a sign that the muscles have been stressed, that they are healing, and that the exercise is having its intended effect. Exercises to build up stamina and endurance are different from exercises to build up strength, however. To build up strength, exercise periods should be short and periodic: twenty push-ups followed by a short break, then repeat. To build up constitution, exercise should be continuous, but at a lower level of activity. Long walks, or jogging, are ideal for building up constitution. The important thing is to have the heart beating at a steady, high rate, and the blood flowing through the major veins and arteries.

Here, too, there is a sex difference. Women tend to have better constitution than men, if all other factors are equal. This is not something that can be observed in the general population, for it is still true that young girls do not learn to exercise to the degree that young boys do. In America, women and men are approximately equal in constitution, but the natural advantage is on the side of the women.

Dexterity

The AD&D game uses dexterity as an



Women tend to have better constitution than men

overall characteristic, embracing manual dexterity, coordination, and agility. But all of these are quite different. Manual dexterity is the deftness of the wrists and hands, and shows up in such activities as throwing darts, painting, sewing, and of course typing. By correlating messages from the eyes and hands, people can become capable of amazing feats of dexterity. The key is endless hours of repetitious practice. With practice, nearly anyone can become blindly adept at video games, for example, or at typing, sewing, or playing the guitar. The motions need to be learned through repetition, until it can almost be said that the fingers know the correct moves better than the mind does. The only limits to manual dexterity are the time spent in practice, and any physical or neurological limitations of an individual's physique. If a person's body is healthy and he is not suffering from any nervous system disorders, then even if he is the clumsiest and most awkward of persons, he can train his dexterity upward.

Overall physical coordination is slightly different. It is a measure of the quickness of the body's reflexes, and of the overall ability to act smoothly. Coordination comes into play when shooting a basketball, swinging at a pitched baseball, kicking at a planted football, or juggling.

Researchers in sports medicine have discovered that the concept of "general skills" such as overall dexterity or overall

coordination tend to break down into specific skills. In fact, very slight variations in the skill learned can have disastrous effects upon the application of the skill. If a tennis player switches to an unfamiliar racket, his or her overall playing ability will initially deteriorate. Ultimately, it seems that people don't have one sort of coordination; but have several coordinations relative to different tasks. We know that being good at typing gives no guarantee of being good at playing the piano, but it might be surprising to know that playing the piano well is no guarantee of being able to play the harpsichord well, since some of the muscle interplay is slightly different. For many years it was thought that teaching students to play tennis would carry a benefit over into driving a car. The fact is that coordination breaks down into skill-related categories which are very different.

Agility is the overall flexibility and quickness of the body. One who is highly agile might be a better climber, swimmer, runner, and be better at dodging. The ability to walk along the balance beam is an agility skill. Again, this breaks down into sub-categories, and there are many different abilities inherent in one person. Even the sense of balance is not a general skill: one who is good at walking a balance beam with his feet lengthwise has no assurance of being good at walking along it with his feet held crosswise. There is very little common skill

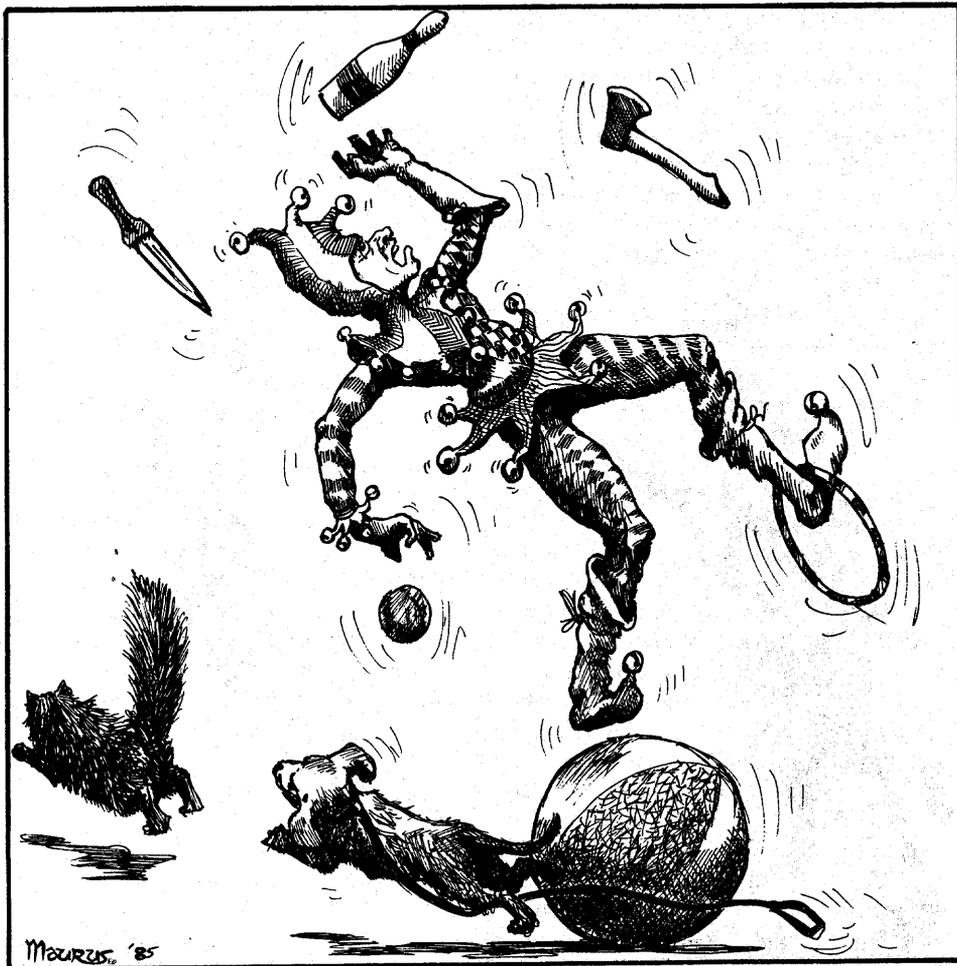
in balancing. The same is true for running; only a few of the skills involved in running carry over from one type of run to another, even when both runs are of the same general distance and duration.

Skills are improved by practice. Dexterity, coordination, and agility can all be learned. One aspect of skills training is called skill transference, and transference comes in three varieties: positive, negative, and indifferent transfer. If a fencer learns to fence with an epee, this skill has virtually nothing to do with learning to fence with a saber; the skill transfer is indifferent. Someone learning to perform a skill needs to practice with that skill, in precise detail, before the practice will have a beneficial effect. Playing tennis against a backboard has only an indifferent transfer of skill toward playing tennis against an opponent. Negative transfer occurs when two skills are close to one another, but are not identical. Someone who learns to shoot a thirty-pound bow will be extremely frustrated by a thirty-one-pound bow. Practice with a mace will not give skill in the use of a sword, and practice with one sword will not guarantee skill in the use of another sword. One must practice the skills that are to be learned.

Intelligence

Anyone familiar with the ongoing debate about I.Q. tests will know that the nature of intelligence is problematic. In the nineteenth century, scientists developed the notion that intelligence was related to brain size, and rigorous measurements were made of the volume of the braincases of skull specimens. In the mid-twentieth century, the notion of a written intelligence test was put forward, and received enthusiastically by the scientific community. Flaws became immediately obvious. To begin with, how can an intelligence test in the form of a paper-and-pencil quiz measure the intelligence of someone who cannot read? According to most of the theorists in the 1930s and 1940s, intelligence was an innate, fixed thing, inherent in the individual. In the 1950s and 1960s, a question arose about the cultural bias of the most common tests. Questions could be seen to be reflective of the ethics and values of white, middle-class, suburban men (by no coincidence, the very group of people who had the most influence in the design of the tests). Finally, the overreaching question of the innateness of intelligence arose: can intelligence be learned, or is it something with which a child is born? The "nature versus nurture" issue is a heated one to this day. For a more detailed examination of the issue of I.Q. tests than can be presented here, one book in particular, *The Mismeasure of Man*, by Stephen Jay Gould (W.W. Norton and Company, New York: 1981) is highly recommended.

Some common-sense observations are still possible. Intelligence can depend on such factors as health, the proper amount of sleep, mental health, and surroundings. Consider someone taking an I.Q. test in a crowded room full of noisy people, while



3 People can become capable of amazing feats of dexterity



A positive attitude may be a strong part of appearing intelligent

suffering from a cold, while having gotten only three hours of sleep in the past forty-eight hours, and while extremely worried about the results of the test. One of the many contributing factors to performance on an I.Q. test is confidence. If the subject feels confident and hopeful, he will do better on the test. If the subject feels desperate, worried, hopeless, or merely anxious about the test, the results will not be as good. This is known as the "self-fulfilling prophecy," and suggests that a positive attitude may be a strong part of appearing intelligent.

Intelligence, in the real, uncontrolled world, is largely a matter of appearance. We might say that a man is "sharp as a whip," or "very bright" if he is the first to notice an error, the quickest to add up a column of figures, or the one who comes up with the most clever wisecrack. People are seen to be intelligent when they are observant, methodical, or articulate.

Of these, being observant is perhaps the most readily learnable habit. People who see what is actually right before their eyes are in the minority. We fail to notice signs and we tend to overlook even the most obvious things, especially when we're look-

ing for them. The joke about the person failing to find his glasses because they are pushed up on his forehead is a true one, as I can vouch personally. So, quickly: What is the license plate number of your family car? What time of day does the daily newspaper arrive? How often do you hear the songs of birds or chirping crickets where you live?

Being observant is not simply a matter of counting how many stairs there are in a given staircase. I'm a compulsive step-counter, and yet I couldn't tell you how many trees there are in my front yard. Being observant is, instead, a matter of seeing the important things, at the time they're important. Clearly an observant person will be a better driver, and a poor driver will be seen as a stupid driver. Seeing, registering, and cataloging the items in your field of vision is one important step toward appearing intelligent.

Clear thinking is another. We all rationalize, every day of our lives. An intelligent person will stop, every now and then, and review his assumptions about the way the world works. Intelligence means reasoning from cause to effect, or from effect to cause, along logical paths. It is generally consid-

ered stupidity to try to fit the facts to your prejudices. For example, despite the thousands of studies showing that seat-belts in cars save lives, we still hear people saying, over and over, "I'd rather be thrown clear of a collision than crushed in it." The stupidity of this idea is most evident when it is examined closely. The people who say this are doing no reasoning, and indeed are not thinking the matter through from facts to conclusions. Instead, they are trying to justify their own unwillingness to fasten their seat-belts. Intelligence is partly a measure of the ability to react to the facts, and to act in accordance with them. An intelligent person will take the extra moment to buckle up, knowing that it increases his chances of surviving.

Intelligence can also be examined from the point of view of learned tasks, or from visual perception. The human brain is divided into two hemispheres, each of which controls different aspects of thought. The left brain, in most people, governs verbal reasoning, language skills, and logic. The right brain governs such things as the perception of visual relationships, music, and the appreciation of artistic beauty. It has been determined that most people are stronger in one hemisphere of their brains than in the other; thus, we find people who are highly adept at language skills, while others are skilled at art and music. In these cases, although someone might have a head start in one of these areas, the specialization is more a matter of an advantage than a disadvantage. For a left-brain-dominant person to learn right-brain skills will be more difficult, but it can be done. Practice, as always, is the primary key to learning any new skill.

Wisdom

Wisdom is perhaps the characteristic least susceptible to improvement. Wisdom, it would seem, is innate, a fundamental part of an individual. It is different from intelligence: you can have intelligent fools, as well as people who are wise, yet ignorant. Wisdom would seem to be related to strength of willpower, to a degree. People can increase their strength, but only if they have the wisdom to exercise regularly. It is horribly easy to skip one day of exercises, on any excuse. It is easy for a student to skip a day of class, for an employee to skip a day of work, and for nearly anyone to delay things that are necessary. Wisdom is the ability to say, "Well, it's got to be done, so I might as well do it today." Wisdom is the subject of advice of many popular aphorisms: "Never put off till tomorrow what you could do today." "The more haste, the less speed." "Never be penny-wise and pound-foolish." "He who hesitates is lost."

One's intelligence can help him understand these items of advice, but only one's wisdom can allow him to follow them at the correct time. For example, it is said both that "He who hesitates is lost," and "Look before you leap." How does one choose? When going swimming in a new creek, it is



Wisdom, ultimately, can only be learned from experience

far better to look at the depth and temperature of the water before leaping in. When a runaway garbage truck has lost its brakes and is bearing down on you, hesitating might be disastrous.

Wisdom, ultimately, can only be learned from experience. There are no short cuts to wisdom, other than to live an interesting life. I strongly recommend that everyone go out and make their mistakes, utter their blunders, goof up, foul up, and choke up, using intelligence as much as possible, in order to learn wisdom. Errors teach us more about life than successes do: an unfortunate, but true, rule of life.

Adults are invariably more wise than children, and wisdom is highly correlated with age. Walt Kelly once said, in his *Pogo* comic strip, that being adult is largely a matter of looking back and not counting your mistakes. The mistakes, then, will have taught you their lessons.

Charisma

"Cleanliness is next to godliness." With that simple truth, some advertising and soap companies have tried to put forward the theory that charisma follows from using the right mouthwash, detergent, shampoo, and deodorant. The notion has some basis

in truth — we are sometimes judged by our sweat — but far more often, charisma and popularity are measures of voice and stance.

Charisma can be studied in the ways of public speaking. If you can speak to an audience and hold their attention, then you have substantial charisma. One study (which I am unable to cite properly) suggested that when an audience listens to a speaker, they judge him according to the following formula: 80% by his tone of voice, 15% by his posture, his gestures, and his expression, and 5% by the actual content of the words. If this is true (and I, personally, have a few doubts about the percentages listed), then charisma would seem to be a matter of being charismatic, or, less paradoxically, of being smooth, suave, positive, persuasive, gentle, and sincere.

The typical series of conflicting advice applies: speak up, but not too loudly. Be firm, but not too aggressive. Use some humor, but don't do a stand-up-comedian's routine. Maintain eye contact, but don't glare. Introduce pauses into your speech, but never allow dead time to build up into a long silence. One could go quietly insane trying to follow all of these items of advice, when, in fact, speaking before an audience must be a natural, comfortable thing to do.

One young woman I know exemplifies another aspect of charisma: leadership. She has the ability to spearhead a group through the entire duration of a lengthy, difficult project. She can run a science fiction convention, with all of the hassle and infighting that that entails. I, frankly, haven't any real idea of how she does this. I couldn't do it. She has the knack of soothing the ruffled tempers and easing the injured egos of all of the people involved. When disputes flare up — and they always do — she can arbitrate, finding the optimum solution that leaves everyone satisfied, if not happy. Does she ever lose her own temper? Certainly, yet never in such a way as to alienate the people she leads. Does she ever stumble, committing goof-ups or gaffes? Yes, of course. She also recovers from them. She is about to put on her eighth semi-annual small convention, and has enlisted the enthusiastic support of an entire crew of volunteers. I'll be in there helping, and not quite knowing why. A good leader brings out quality and effort from a group, often more than they know they have. For this reason, a group of skilled and enthusiastic people (or even hangers-on and detail chiselers like myself) follow such a leader, respecting her for the final success of the job.

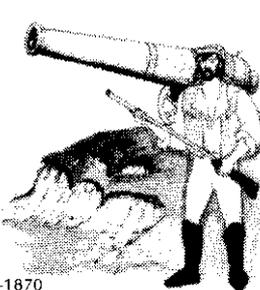
Since not one person in a hundred is such a leader, the rest of us must be satisfied with lesser tasks of charisma. How many enemies do you have? When was the last time you made a peace overture to someone you don't like? How often do you participate in spreading gossip? How often do you find yourself shouting, swearing, or using rude gestures?

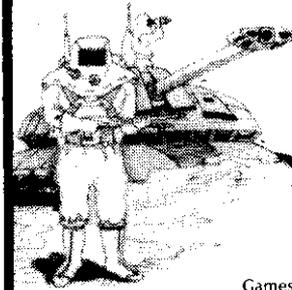
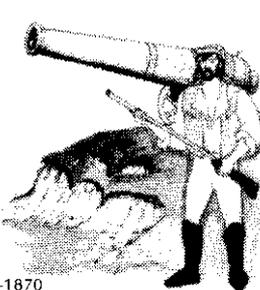
Charisma, to a degree, can be improved simply by being nice. Nice guys do not

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*A good leader brings out
quality and effort
from a group*

necessarily finish last, but they always finish loved. Pride and envy are the primary sins against charisma.

Conclusion

The six characteristics in AD&D gaming have relevance to the real world, as much as to role-playing games. The characteristics can be improved, just as people can improve themselves. The characteristics do not define a person, any more than race, religion, income, or shoe size do, although the characteristics, like all other attributes, will help to advance or to retard a person's enjoyment of life. Of all of these, the ones that are least material — charisma, wisdom, and intelligence — are the ones that are the most difficult to improve, and the ones that have the most effect on the quality of life.

Life is not fair. Some people are brilliant, wise, and popular, while others of us must grind our teeth and wonder where we must have been when the luck was being handed out. A better closing line could not be found than the immortal quote from the musical *Pippin*: "It's smarter to be lucky than it's lucky to be smart." ❧

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Room for improvement?

Examining the issue of increasing ability scores

by Kim Mohan

Jeff Swycaffer's article "The six main skills" has practically nothing to do with the AD&D® game from a strict rule standpoint. That wasn't his intent, nor was it our desire to have the article include such discussion. The purpose of this companion article is to toss a few numbers out, flip a few pages, and see if we can tinker with the AD&D game rules so that they better reflect the realities described in Jeff's article. Along the way, we'll run into some aspects of the rules that already do conform to, or at least account for, the facts that Jeff turned up in his research.

The ability scores

Six of them are dealt with here — not the seventh, because comeliness isn't the same kind of quality that the other six are. Strength, constitution, dexterity, intelligence, wisdom, and charisma are real *abilities*, while comeliness is more accurately a *characteristic*. In the AD&D game, ability scores can be improved or lowered through the use of spells or magic items, or by the effects of advancing age. Comeliness, however, is fixed; what you roll (heavily modified by charisma, of course) is what you get. The same is true of other characteristics such as hair color, eye color, and height.

If ability scores can be raised or lowered by increasing age, or by magic, then shouldn't it be possible for a character to purposefully increase an ability score through training? In keeping with the spirit of Jeff's article, the general answer, obviously, is yes. Let's assume that increasing one's strength (for instance) is theoretically possible if two conditions are met. First, it should not be possible to raise an ability score above the racial maximum by non-magical means; however, if a character isn't "topped out" yet some improvement might be attainable.

Second; any player who wants to do this with his character, and any DM who considers allowing it, should realize they're venturing into a very subjective and critical aspect of the game experience: What does it mean to role-play a character in a game of heroic fantasy? Is anything allowable, as long as it somehow adds to the experience? Picture a mid-level thief with a strength score of 7 who has decided that his next big goal in life is to be physically stronger. He does all the right things, training for weeks or months while supporting himself with occasional jobs and showing unswerving devotion to his goal. At some point (according to whatever rules the DM has set up for

how long it takes to gain a point of strength) he deserves to have his new strength made permanent — assuming, of course, that he maintains a regular program of conditioning to keep from backsliding.

Hold it a minute. Does this sound like an *adventurer*? Is this the stuff of which heroic fantasy is made? You can "role-play" a character all the way down to which shoe he puts on first in the morning, but that sort of role-playing is not what the AD&D game is all about. Anyway, how much fun can it be to have a character who spends all of his game time doing chin-ups while other players are running their characters through an adventure? And what happens to the thief's professional abilities while he's on his strength-building program? Skills, like muscles, will atrophy if they aren't used. Does this mean that a character should pay an experience-point penalty in order to improve an ability score? The questions certainly outnumber the answers; the point is that permitting the concept of "ability training" in a campaign can have deep and long-term effects. Proceed, if you must, with caution.

Strength

In the last two sentences of its section on strength, Jeff's article briefly addresses the issue of training to increase strength and constitution. He suggests that no character should be able to gain more than one or two points this way, and you lose the point(s) if you don't stay in good shape by continuing to train. It doesn't take as much time and effort to maintain a stronger or better-conditioned body as it does to get one to that point, so the subsequent training sessions don't have to be as frequent, but they have to be done with unswerving regularity to bring the maximum benefit.

The drawbacks of an adventurer having to do anything with unswerving regularity should be apparent. In a world where wandering monsters are a fact of life, how easy would it be for a fighter to go out on extended adventures and still maintain his rigorous regimen of distance running? Does he jog down dungeon corridors, armed and armored? Does he go out alone in the wilderness? Aside from the danger he's putting himself in, what might happen to the rest of his party while he's out taking a couple of laps around the valley?

One practical solution to the conflict between a life of adventuring and one of strength training goes like this: The player makes it known when his character would

like to undergo ability training, and the DM effectively retires the character for the duration of the training period. (Obviously, this will only work well if the DM also allows the player to run a different character . . . or maybe the player was planning to go on vacation anyway.) The player can interrupt Character One's training at any time, but unless it is carried all the way through it won't have any effect.

That solution breeds more problems, though. In the extreme worst case, every player in a campaign could be shuttling between various characters, playing one group while another group did push-ups and practiced public speaking. Even if the DM was willing and able to accommodate this game of musical character sheets, eventually all of the campaign's player characters could boost their scores as high as possible — and the concept that seemed important enough to include in the game has lost much of its meaning by being over-used.

I can't dispute Jeff's statement that "strength is also partially related to a person's capacity to absorb damage." However, the AD&D game rules don't seem to take this directly into account. The ability adjustments that go with a certain strength score are *active* benefits and disadvantages — the ability to inflict more damage, carry more weight, and so forth. Absorbing damage is a passive ability, and is accounted for under constitution, which can affect a character's hit points.

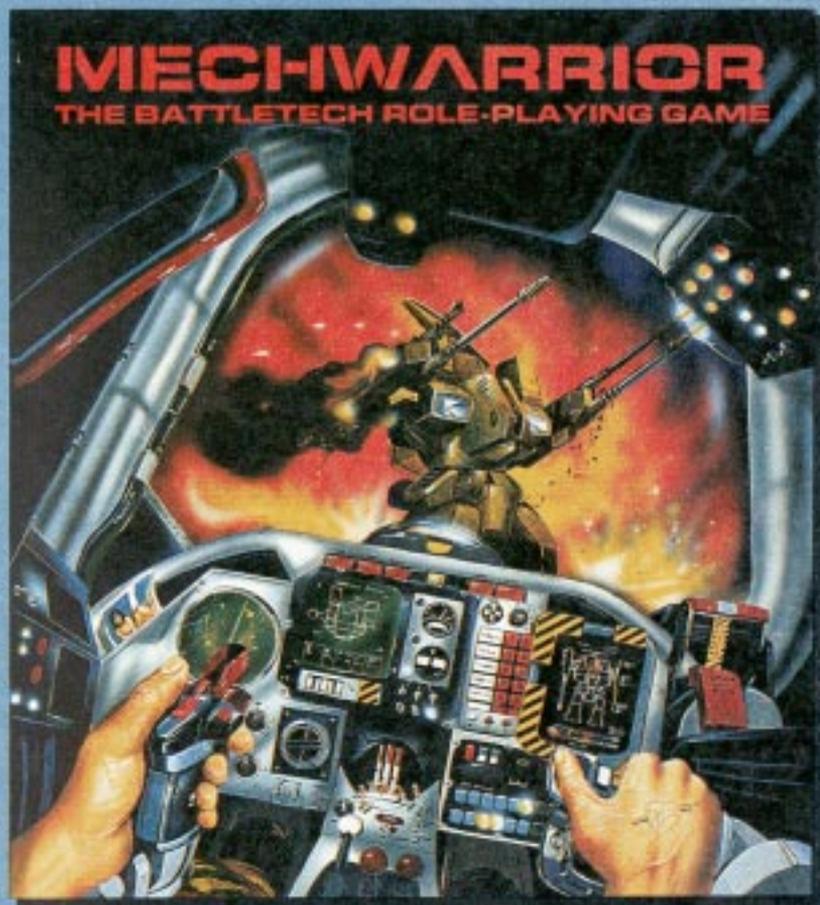
The differences in strength between males and females have been built into the AD&D game rules, and none of what Jeff says on the subject conflicts with the strength maximums for certain races and sexes. There have been occasional outcries in favor of allowing human females to have a chance of getting 18/00 strength, just as males do, but Jeff's information suggests that it is realistic to establish a lower strength maximum for females — all females except for half-arcs, that is.

Constitution

Jeff says that "someone with a high constitution . . . will probably live to an older age." Interesting, but most player characters die of something other than old age, or else are retired from adventuring by the time their age itself becomes a threat to their survival. Nevertheless, it doesn't disrupt anything else if you want to reward someone with high constitution by giving him more longevity. You can apply a bonus

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or penalty to the dice roll on the Maximum Character Age Table (*DMG*, p. 15), or you can add or subtract a certain number from the randomly generated maximum age.

If females have a "natural advantage" in constitution, why isn't this reflected in the rules for maximum ability scores? The advantage seems to be a small one, too small to quantify in a system that uses increments of a full point. It would be a misrepresentation of the difference to either limit males to 17 or allow females to attain 19, yet these are the only two ways we have of dealing with the issue by tinkering with the ability score itself. One more equitable way to compensate females might be to alter the table of Adjustments to Occurrence and Severity Die Rolls (*DMG*, p. 14). If the hardest women are harder than the hardest men in your campaign, then you might rule that a female with 18 constitution gets a -5 modifier instead of -4. You can say that if a female magic-user casts a permanency spell, she will not suffer the loss of a point of constitution, regardless of whether the spell was cast on a living thing or not. In these and other ways, a female's natural advantage in constitution can be worked into the game without undermining the foundation of the rules or getting in the way of playability.

Dexterity

Now we leave strength and constitution behind and enter a different realm of a character's abilities. Dexterity, although it also encompasses physical skills, can't be improved by training the way strength and constitution can. The main reason for this, as Jeff points out, is that dexterity takes many specific forms. You don't get better at dexterity per se by training to improve it; instead, you train for and acquire the ability to perform a dexterity-related skill better than you could before.

This is where the AD&D game rules on weapon proficiency come in. It is assumed that a character's between-levels training sessions (not to be confused with training to gain strength or constitution) include practice that enables him to maintain his skill with weapons he knows; and other practice to develop proficiency with weapons he didn't know how to use before.

The special abilities of a thief or thief-acrobat are another way in which the rules acknowledge improvement in dexterity, at least for those classes where dexterity is a principal skill. As a thief rises in experience levels, he gets better — more dextrous — at performing the activities related to his profession.

Because a character can't take up "dexterity training" as such, the best way to handle improvements to dexterity is to award benefits in special circumstances. A fighter who has just spent the last two hours climbing carefully down an icy mountainside is somewhat better at negotiating the terrain than he was when he started the climb. If occasional checks against dexterity are called for to see if the character slips and

falls, then after a certain amount of time the DM might award a +1 or +2 bonus to the character's chance of not slipping because of the "experience" he has gained.

As Jeff would put it, there is very little common skill involved in dexterity. It means different things to different people, and manifests itself in different ways. Specific skills that are related to or dependent on dexterity can be improved, but the ability score itself should be very difficult or impossible to alter without magic.

Intelligence

Much of what is said above about dexterity also applies to the three "intangible" abilities — intelligence, wisdom, and charisma. A character can't train himself to be smarter in all respects, but he can get better at a specific task related to intelligence.

For instance, a character with average intelligence finds a (non-magical) book that contains a lot of detailed information about red dragons. He knows the language the book is written in, but even so he can't get much out of the book the first time he examines it. He puts the book in his sack of equipment, takes it along on his group's adventure, and spends every spare minute reading it and studying it. After a time, he will understand more of the book than he did at first — he will have made himself more intelligent as far as reading this book is concerned, and the extra time he's spent should pay off in the uncovering of more and better information about red dragons.

Of course, there's a limit to how much smarter someone can get in these circumstances. No matter how long he studies the book, a character with 12 intelligence won't be able to understand as much of the writing as someone with 18 intelligence could in the same amount of study time. With the possible exception of the half-wits at the lower end of the intelligence scale, anyone should be able to learn and retain more information about a subject through continued study and concentration.

The distinction may not be all that great, but there is a difference between *actual* intelligence and the *appearance* of intelligence. Jeff's article says that "Intelligence can depend on such factors as health, and proper amount of sleep, mental health, and surroundings!" However, I think that what he's talking about here is *apparent* intelligence. Someone who *messes* up an IQ test because he took it in a crowded, noisy room isn't any less intelligent in those surroundings — his intelligence simply hasn't fully manifested itself because his ability to concentrate was inhibited by the environment. Compare this to a fighter with 18/00 strength who is teleported into a stone chamber the size of a telephone booth. He still has a strength score of 18/00, but for all the good it's doing him at the moment, it might as well be a score of 3. Any character can be role-played so as to present the *appearance* of being more intelligent than he is, but that has no bearing on what he can accomplish when he uses his intelligence.

Wisdom

"Wisdom, ultimately, can only be learned from experience." That was a very wise thing for Jeff to say. It fits with the commonly accepted definition of wisdom, and also dovetails neatly with what the AD&D game rules have to say about changes in this ability score. Under the Age Categories table (*DMG*, p. 13) we see that a young adult loses 1 point of wisdom from his initially generated ability score. But he gains that point back when he reaches maturity, and gains an extra point of wisdom upon entering each age category beyond Mature. Clearly, the intent of the game is that characters gain wisdom as they advance in age.

Aside from the nature of the ability itself, another major reason why it's difficult to incorporate "wisdom training" into the game is the difficulty of separating the wisdom of a *character* from the wisdom of that character's *player*. If a thief with a wisdom of 5 comes to a decision point and the player has the character leap before he looks, both the character and the player may suffer for this lack of wisdom. If the same thief encounters a similar situation a week later, he would quite likely make the same mistake twice if it was up to him to decide. But it isn't up to the character. Having been burned once because he made a decision that turned out to be unwise, the player is going to take his earlier mistake into account — and just like that, our thief has suddenly become more wise.

The other way to deal with this set of circumstances is for the player to use a lot of will power and choose to role-play the thief in accordance with the character's ability — to have the thief make a mistake "on purpose" because that's the way the thief would be likely to act. But even if a player is willing and able to run his character this way, there has to be a line drawn somewhere. Even if his wisdom score indicates he'd be better off in an institution for the hopelessly foolish, it isn't very thrilling to play a character who doesn't use any common sense and who hardly ever makes a correct decision. And a character who does act this way isn't long for the world anyway; the tales of his stupidity will live on long after he's gone.

There's no conceivable way that a character can improve his wisdom score through training or study, but (as with dexterity and intelligence) a character may be able to become effectively more wise in certain situations as he experiences those situations more than once. In fact, as pointed out above, this sort of increase in wisdom is usually unavoidable, because the *player* is learning from experience even if the *character* isn't, and it's the player who's making the decisions in the first place.

Charisma

The primary function of charisma is to define a character's ability to attract and retain henchmen or other sorts of followers. Again, the nature of this ability and its use in the game make it practically impossible

to imagine a situation where a character could raise his charisma score through specific effort. Fortunately, the game rules do provide a long list of loyalty base modifiers, which produce the same effect.

Do you want to have a better chance of keeping people in your service once you've brought them into the fold? Give all of your associated NPCs "just, kind, and invariable" treatment, with its attendant +15% bonus to the loyalty base, and the effect is the same as if you had a charisma of 15 instead of 13. Jeff is right on target when he says that charisma "can be improved simply by being nice." The improvement isn't to the charisma score itself, but is reflected in the end result.

Realism vs. you know what

Logic dictates that certain ability scores should be able to be improved through training; the same logic suggests that others are more or less immutable, aside from changes wrought by magic or by factors over which the character and player have no direct control. In any case, how you define "logic" depends on whether your ideal goal is the logic of realism or the logic of playability. Is something logical because it makes sense based on what we know about the AD&D game world, or is it logical because it works within the context of the rules?

If you want to build in more rules about the significance of ability scores and deal with the question of whether any or all of

them can be altered through training, be prepared to answer that question many times as you balance benefits against disadvantages. What you ought to end up with is a system that's easy to work with, doesn't mess up other important aspects of the play of the game, and is as realistic as you can make it under those conditions.

If that last sentence sounds like a thinly disguised push for playability over realism, consider that "easy to work with" is a very subjective quality. A Dungeon Master who finds a super-realistic system easy to work with, and doesn't mind doing a lot of record-keeping, could build all sorts of detail into a system for training to raise ability scores. ("Okay, this fighter has trained three hours a day for two weeks, which means he now has a strength of 15.2 instead of 15.") At the other extreme, a DM might decide that the whole idea of improving ability scores isn't worth special consideration, especially since the AD&D game rules already do address the concept indirectly. In this context, the most easily playable system is no system at all.

If you do decide to tackle the issue, here's hoping that you will have the intelligence to know what your choices are and the wisdom to make the right decisions for the sake of the campaign and the players. And just in case things don't go right and your players threaten to set fire to the map of your campaign world, it might be good to have some charisma to fall back on.

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Pendragon: Arthur would approve

Game review by Ken Rolston

In subject, mechanics, and presentation, *Pendragon* is the best designed, most attractive, and most effective traditional role-playing game I have ever seen. The process of playing the game, from the reading of the Player's Book through the creation of a character to the playing of a simple introductory scenario, was one of the most satisfactory role-playing experiences of my life. *Pendragon* and an accessory booklet called *The Pendragon Campaign* are both produced by Chaosium Inc.

The balance of this review must be devoted to substantiating and qualifying the effusive praise of the above statements. My response to the game may not be particularly objective and critical. There is a lot of gosh-wow and personal enthusiasm in my response to the subject (the mythic King Arthur and the medieval chivalric romance), to the role-playing emphasis of the mechanics (in contrast to most RPGs where mundane and magical combat is the focus), and to Greg Stafford and Chaosium's distinctive style of presentation (with highest standards of graphic, literary, and spiritual values). Those who are cool to Arthur, chivalry, dramatic role-playing (as opposed to wargaming) mechanics, or Chaosium products in general are advised to take my review with a grain of salt.

The campaign setting

Despite the fact that I specialized in medieval literature in graduate school and read many medieval treatments of Arthurian legend and courtly romance, I don't consider myself competent to judge *Pendragon's* literary or historical values — mainly because I am intimidated by the breadth and detail of Greg Stafford's research into these subjects. This is obviously a labor of love and commitment, evidenced by a detailed bibliography, frequent references to various historical and literary sources, and the relatively high degree of coherence into which he shapes the distinctively incoherent, often conflicting, and frequently obscure materials of the mythic, romantic King Arthur.

The most significant achievement is the imaginative restructuring of the Arthurian materials to provide a campaign setting for chivalric role-playing. Anyone can see that King Arthur and the Knights of the Round Table form a rich setting for a role-playing campaign, but compiling and making sense out of the varying treatments of Arthur is a tall order for any gamemaster. Stafford establishes a 55-year chronology for a campaign during the reign of Arthur. In session play, this will provide for at least a year or more of adventuring, and the third-generation descendants of the original

player characters might be the only ones still alive at the tragic close of Arthur's reign.

Of course, only the most dedicated gamers could be expected to play out the entire campaign, but the point is that the background is there — detailed, coherent, self-consistent, and chock full of dramatic narrative elements for first-class role-playing adventure. Some of the finest campaign-settings published (ICE's Middle Earth series, Columbia Games' Harn supplements, and Chaosium's Gloranthan materials) have far more setting detail and narrative hooks than any gamemaster could ever use in a lifetime of campaigns. The important thing is the confidence and satisfaction the gamemaster gets from knowing that his campaign is founded in a coherent, richly portrayed setting.

And talk about campaign support! *Pendragon* is supported by real literature and history, Stafford's bibliographies and suggested readings are excellent (particularly praiseworthy given the general omission of bibliographies in most RPGs), and though these materials may not have all the NPC stats or campaign adaptations prepared for you, they are generally much better reading than most FRP supplements and are available at your public libraries.

Gaming in Arthurian campaigns

How suitable are the King Arthur legends and chivalric romance for role-playing?

First, note that Arthur, Guenevere, Merlin, Lancelot, Gawaine, and so on are not available as player characters in *Pendragon*. You begin as a young, relatively obscure knight or squire, though in time your character, or your character's descendants, may accumulate enough glory to rival the legendary Round Table Knights. This avoids excessive pre-programming of player-character destinies and permits the gamemaster to maintain the campaign more or less along the lines of the Arthurian legends. (If, for example, a PC Arthur eliminated Mordred and Morgan le Fay early in his reign, the rest would hardly be recognizably an Arthurian campaign.)

Also, two popular elements of fantasy role-playing are relatively less important in Arthurian role-playing — magic and hack-and-slash.

There is no player-character magic in *Pendragon*, period. All the magic is in the hands of NPCs like Merlin and Morgan Le Fay. This will be eminently sensible to anyone with any familiarity with the Arthurian tales, but it is sufficiently unlike other fantasy RPGs to deserve specific mention.

There is no lack of combat in *Pendragon*

— indeed, heroic combat in battles, tournaments, and against fearsome beasts and unearthly fiends is a central element of Arthurian romance and adventure. Combat may still be the central element of dramatic conflict in *Pendragon*, but other conflicts — particularly the dilemmas posed by internal conflicts of values within a character or conflicts between individuals over differing values — receive more attention in *Pendragon* than in any other role-playing game.

Many who enjoy detailed characterization, lots of dialog, and confronting problems which combat cannot resolve will be very happy about this shift in emphasis. Those who prefer the wargaming challenges — applying martial and magical tactics to resolving action-adventure challenges — will prefer games with a stronger emphasis on player character combat and magical skills.

Mechanics support role-playing

In conventional role-playing games, the state of the art in RPG mechanics is thought to be fairly sophisticated. At the very least, there are many distinctive systems to choose from.

However, a quick review of the character sheets of most RPGs will reveal that most mechanics are designed to resolve physical, magical, psionic, or other violent combat, while relatively little attention has been paid to mechanics that guide or encourage character development.

Pendragon provides two mechanics that support the development of a character's personality through session role-playing—"personality traits" and "passions." A portion of the character sheet of Lot of Lothian— rival and enemy of Arthur— is reproduced as an illustration.

The personality traits are twelve pairs of contrasting traits and values that a character may have. Three six-sided dice are rolled to determine the value of the paired trait in the left-hand column, then the value of the opposite trait is determined by subtracting the left-hand column figure from 20. Lot, a pagan, initially receives a bonus on the pagan religious virtues underlined on the sheet. After rolling the dice, you may alter up to six traits points (to give you some control over the character you will play).

When a question about how a character may behave arises, or there is some test of the strength of his emotions or integrity, the gamemaster may require a personality trait roll. The result may be used as a guideline or may be imposed by the GM.

For example, one of Arthur's lesser knights publicly confronts Lot at a banquet,

PENDRAGON		
Player		
Personal Data ENEMY KING		
Name	LOT	
Homeland	LOTHIAN	
Culture	CYMRIC	Religion PAGAN
Father's Name	KING	
Religion	Son Number 1	
Liege Lord	NONE	
Current Class	KING	
Current Home	LOTHIAN	
Age	37 (IN 510)	Year Born 468
Personality Traits		
Religious Bonus	+2 HEALING	
Chivalry Total (+)	76	
Chaste	10	Lustful
Energetic	18	Lazy
Forgiving	16	Vengeful
Generous	17	Selfish
Honest	16	Deceitful
Just	16	Arbitrary
Merciful	16	Cruel
Modest	17	Proud
Pious	16	Worshipful
Temperate	16	Indulgent
Trusting	17	Suspicious
Valorous	20	Cowardly
Passions		
emotion	subject	intensity
Loyalty	(liege)	18
Love	(family)	18
LOYALTY	(VASSALS)	18

Statistics	
SIZ	12
DEX	12
STR	17
CON	15
APP	17
Total Hit Points	27
Major Wound	15
Knockdown	12
Unconscious	7
Move	2 yards/round
Damage	6
Healing	3 points/week

current hit points	
1	0
2	0
3	0
4	0
5	0
6	0
7	0
8	0
9	0
10	0
11	0
12	0
13	0
14	0
15	0
16	0
17	0
18	0
19	0
20	0

Skills	
Awareness	17
Boat	0
Chirurgery	0
Courtesy	0
Cymric Custom	0
Cymric Literacy	0
Dance	0
First Aid	0
Folklore	0
Game	0
Hawking	0
Heraldry	0
Intrigue	0
Irish Custom	0
Joust	0
Latin Literacy	0
Orate	0

A portion of Lot's character sheet

accusing Lot of treachery to the High King. The GM might require Lot to roll against his Modest/Proud trait pair to see if he can swallow his pride and ignore the knight's accusation, in the interests of keeping the peace and (temporary) alliance with Arthur.

First, Lot rolls his Modest trait on 1d20 — a 14! Since one must roll under a trait value, Lot is certainly not inclined to keep his proud nature in check. In a simple test of character, this might be enough, but in this critical situation Lot rolls also against his Proud trait. If he rolls an 18 or less, he is compelled to act rashly in defending his honor, regardless of the consequences. If he rolls a 19 or 20, he has failed both checks — and his player has free will to choose whatever he wants Lot to do.

Many circumstances might call for a personality trait roll — a perplexing moral dilemma, an internal conflict between two strong values, an external conflict between two strong-willed characters. A lusty character is tempted by a host's daughter; a knight is begged to forgive the accidental killing of a beloved brother; confronted with a defeated villain, a knight struggles between justice and Mercy in deciding the vanquished one's fate. Arthurian literature is full of such conflicts, and this mechanic supports their development and resolution in role-playing sessions.

Another mechanic that supports character role-playing is "passions," strong emotions that motivate a character. Each PC begins with two passions — loyalty to his liege and love for family. Other passions may be added in during the campaign — love of wife, love of paramour, love of deity, courtly love, hate, and fear. (For example, no matter what you say about Lot, he's undeniably loyal to his vassals, and you can count on him to act that way in a crisis.)

In order for a character to act in a way that would conflict with a passion — for example, in order to betray one's lord or family — the GM may require the player to

make a Passion roll. If a character has conflicting passions, like the choice between loyalty to his liege or to his love, he may be required to roll to decide the issue. Also, certain passions, like love and hate, may provide "inspiration" (temporary skill or combat bonuses) in a tournament, or a failed roll may turn the character into a melancholic madman.

These two simply innovative mechanics, personality traits and passions, are critical for Arthurian adventure or for any other high fantasy role-playing campaign. If for no other reasons, these mechanics make *Pendragon* of interest to any serious role-playing gamer.

Presentation

Just lovely. Tom Sullivan's cover illustration of the boxed *Pendragon* is colorful but richly detailed, tasteful, and dignified. The cover of *The Pendragon Campaign* by the same artist is less satisfying — the texture of the canvas is evident, and the lack of detail in close-up seems crude compared to the box cover. The interior illustrations, particularly those of Lisa Free, are first-class. The layout and graphics are uniformly pleasing. Chaosium's distinctive mixture of rules text and marginal essays make reading the rules and browsing through the books a pleasure. The map of Arthurian Britain — well, gee, it's just real pretty.

The *Pendragon* boxed game (retail price \$19) itself contains an 88-page Player's

Handbook, a 16-page Gamemaster's Handbook, complete character sheet for most of the important Arthurian NPCs, play aids (including a combat summary, reference tables, and blank character sheets), and dice. *The Pendragon Campaign* (\$10) is a 74-page booklet containing detailed backgrounds for the Arthurian setting and main NPCs, and treatment of the magic of Arthur's Britain, a plotline, a number of scenarios, and the designer's notes. The boxed game is adequate for running a few Arthurian or high fantasy adventures, but anyone interested in an Arthurian campaign had better buy the supplement.

Evaluation

In campaign background, *Pendragon's* Arthurian matter and its masterful treatment commends itself highly. In mechanics, *Pendragon* has attractively simple and streamlined versions of conventional RPG combat mechanics while offering innovative mechanics supporting role-playing and character development. (If you are interested in the wargaming aspect of fantasy role-playing, you may prefer another system with greater detail in combat mechanics and with player-character magic.) In presentation, *Pendragon* is attractive and pleasurable reading.

The *Pendragon* boxed set is an excellent value, certainly one of the most important RPG releases of 1985, and belongs on every serious fantasy role-playing gamer's shelf.

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Harn was just the start

A look at what Columbia Games has done lately

Game accessory review by Eric W. Pass

Columbia Games Inc. has not rested on its laurels since releasing the *Harn* regional module in 1983. That module, only a small part of Columbia's world of Ketheira, was reviewed in issue #77 of DRAGON® Magazine. The task of this review is to bring you up to date on what the sages at Columbia Games have been up to since then. Covered herein are the *Cities of Harn* supplement, an overview of *Encyclopedia Harnica* releases #1-13 and a brief look at *Ivinia*, the newest regional module.

Columbia Games Inc. is a Canadian company that has developed the game world of Ketheira. *Harn* and *Ivinia* are two regional map areas on this Earthlike world. As explained in the module overviews, "It would take 297 such regional maps to cover the entire surface of the planet; more than 200 of these would be mostly water." Even so, sufficient room for eons of adventuring!

A word of warning before we go farther. These supplements are not meant for off-the-shelf adventuring. The modules provide detailed backgrounds, in which the DM sets adventures that are played out in whatever role-playing system is used. Some detailed area descriptions are given, but there are no wandering monster or NPC statistics (for example) because of the supplement's generic nature. The preplay preparation is left entirely up to the DM, and some work on his part is called for before play can commence in Ketheira. However, with the vast amount of precise information given in the supplements, it is not difficult to generate situations for the PCs to face.

Cities of Harn is 48 pages in length. This module details the seven major cities of the island of Harn, ranging in extremes from the grandeur of Aleath to the squalor of Golotha. An introductory section outlines Columbia's organizational concept of its products, explains the mapping system (see below) and provides a generalized description of life in the Harnic cities, focusing on topics such as lifestyle, layout, government, and taxation. Every map in the products is rendered in one of four scales depending on how much area it covers: regional maps are at a scale of 1:2,000,000, subregional maps at 1:250,000, local maps at 1:3,000, and interior maps at 1:300. The material points out that Harnic buildings tend to have "an exaggerated sense of scale," with peasant cottages sometimes exceeding 600 square feet (30 feet by 20 feet) in area.

The cities range in population from 3,900 (Shiran) to 12,500 (Coranan). Each city has

a full history, a GM map and map index, a full-color map, and a player map, all on the local scale. The color maps quickly draw attention to themselves, but the most detail is to be found in the GM maps. One building in most cities is outlined and mapped (on the interior scale) and given additional text — still an insufficient amount of information to run an encounter, but good for starting facts.

City design throughout *Harn* is quite uniform. All seven cities are port towns situated around a *Caer* (castle). Because of their basic similarity, careful study of the town descriptions and histories will be necessary for the GM to get the different city atmospheres across to the players.

Both *Cities of Harn* and the *Encyclopedia Harnica* series are meant to be taken apart and put in a three-ring binder for easy reference. It seemed a shame to mutilate their artfully designed layout, so I was just as content to leave them as is. *Cities of Harn* contained the only keys for local-scale and interior-scale maps published by the company until *EH* #13 was released in January 1985. The problem is, all issues of the *EH* use the information from this key extensively, making the maps hard to decipher unless you own the *Cities* supplement or *EH* #13.

Encyclopedia Harnica is a series of booklets, each about 24 pages long including at least two pages of color. The contents are based in part on reader response. An excellent variety of useful articles is to be found in the *EH*, including the ongoing "Atlas Harnica" section, which outlines the inhabited areas of Harn on the subregional scale. This map scale is especially suited to keeping track of characters' travels, since 1 cm traveled on the map is equivalent to 2½ km of "real" distance.

Of particular interest to GMs of ongoing campaigns is Columbia's version of the multiverse, revealed in *EH* #4. In an ingenious manner, the creators have made it possible to incorporate the world of Ketheira into any existing campaign. I greatly enjoyed the description of the possible effects of traveling from one world to another (basically a temporary shapechange with the character retaining all skills and attributes while on an alternate world). Several amusing possibilities immediately sprang to mind.

Other solid game-playing topics addressed in the *Encyclopedia* include articles on Harnic laws (#2), manor economics (#3),

Harnic astrology (#7), and herb lore (#9). The article on manor economics contains a rules system for the simulation of manor production and administration. This system is tailor-made for running player-character strongholds, but leaves no doubt why feudal lords hired bailiffs to run their estates!

Ivinia is the second regional module released by the company. The product is set up in the same format as *Harn* a 32-page overview, a 48-page index, and a 22"x34" map in full color. With the staggering amount of detail in the *Harn* module, the company had set a high standard for itself, but *Ivinia* is the equal of *Harn* in every way. Repetition has been avoided by giving the land of *Ivinia* a Scandinavian flavor, whereas the culture of the island of *Harn* is drawn from English feudalism. The map is simply beautiful, of a style and quality reminiscent of the full-size maps found in *National Geographic*.

Characters with an *Ivinian* background may be created for adventuring, previously generated Harnic characters may travel to *Ivinia*, or well-worn PCs from your own campaign may land on the shores of *Ivinia*, ready to test their mettle against these northern Vikings.

All of these products are richly detailed and fully consistent. The only complaint I have with this material is the prices. The regional modules retail for more than \$20 each and each issue of the *EH* is about \$9. While some of this may be the fault of the retailers, I find it hard to justify spending nine bucks for each copy of the *Encyclopedia Harnica* even though the material is excellent. But then again, I'm a known tightwad. Fortunately, Columbia Games offers subscriptions to the *EH* and direct ordering of the other supplements.

One of the designers' strong points is that they actively seek feedback from the buyer. This positive attitude toward the consumer helps to ensure that future publications will better meet the needs of the users.

This material is a savior for the hard-pressed GM whose players expect and demand detailed playing environments and backgrounds. All of the supplements contain well-constructed, consistent, interesting information that will take hours to absorb. Keep a notebook by your side as you read, because you'll get all sorts of ideas for play. The price is on the high side — but we have lots of disposable income, right? In this case, it is money well spent. ✕



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Book reviews by John C. Bunnell

A PERSONAL DEMON

David Bischoff, Rich Brown, and
Linda Richardson

Signet 0-451-13814-7 \$2.95

This is an odd novel that, in some ways, is not really a novel at all. Rather, this book is a series of adventures involving practical demonology and human nature.

If that sounds confusing, and perhaps a bit dangerous, relax. Reading *A Personal Demon* is not bound to harm anyone's soul, even if the book's treatment of demons generally does not match modern theological speculation or the descriptions found in the *Monster Manual*. It is likely, however, to be an amusing and perhaps thought-provoking experience.

The practical demonology revolves around Professor Willis Baxter, who agrees (while under the influence of alcohol) to summon up a demon. Such a ritual should not logically work, since most demons have long since been consigned eternally to the nether regions by disgruntled wizards. But the spell does work, and Baxter is the new master of Anathae, demoness and all-around teenage beauty queen.

Unexpectedly, Anathae turns out to have the makings of a competent psychiatrist, and she is determined to snap Baxter out of his dull persona. Along the way, she ends up doing good deeds for several of Baxter's associates and for one or two would-be opponents. Thus, the lessons in human nature are taught according to a pattern described in the afterword.

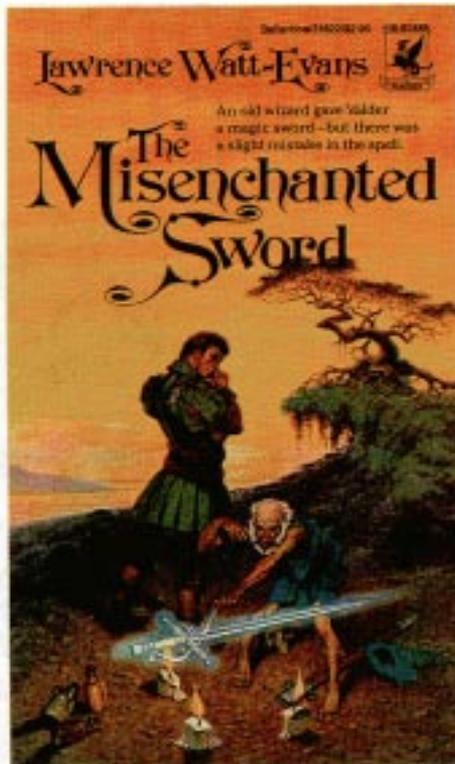
That afterword is nearly as intriguing as the story itself; it reveals the convoluted origins of the three-way collaboration responsible for *A Personal Demon*. Like the novel, the afterword is light, quick, and inclined to a bit of moral self-confidence, though the last quality might logically be expected in a demon story. Gamers with odd turns of humor may be able to apply some of the material in this tale to the way they depict demons; others will at least have a chance to see how it might be done.

THE MISENCHANTED SWORD

Lawrence Watt-Evans

Del Rey 0-345-31822-6 \$2.95

Characters in fantasy novels — and fantasy games, for that matter — often spend a great deal of time seeking fame and fortune. Valder of Kardoret is an exception to this trend, however, and that makes *The MisenCHANTED Sword* an intriguing and oddly enjoyable adventure.



As the tale begins, Valder, an army scout, is fleeing a doggedly persistent enemy patrol. Quite by accident, he comes across the hut of an old hermit who is also a wizard, and in the process of escaping the patrol, the wizard agrees to enchant Valder's sword with "every enchantment I can come up with that might help you fight your way back and out of my life forever."

The result is Wirikidor, a sword with an exceedingly complicated set of powers and one serious drawback — it will eventually turn on Valder and kill him. Until it does, though, Valder is very nearly immortal. This fact, together with Wirikidor's other powers, propels Valder into service as an assassin for his army.

But Valder, unlike many fantasy heroes, does not care for the glamorous life of intrigue and adventure, and he does his job more out of loyalty than for the enjoyment. When the war ends, he promptly leaves the army and settles down as an innkeeper.

As years pass, Valder realizes that Wirikidor provides him with immortality, but not with eternal youth. So, he continues to age. Yet, Valder cannot die — not even by his own hand — without invoking the sword's remaining death magic against others. Worse still, the sword is so powerful that any effort to disenchant it will kill the wiz-

ard who tries, not to mention any innocent bystanders in the immediate vicinity of such an attempt.

Watt-Evans has done a skillful job of portraying Valder, an ordinary soldier caught up in extraordinary magic. Wirikidor, too, is a well-designed sword: powerful yet limited, and definitely double-edged. It's a blade that could plausibly be introduced into an AD&D® game world, though perhaps not one that player characters would be anxious to acquire. And by taking a pleasantly crosswise view of the fighting life, *The MisenCHANTED Sword* appears as a refreshing, if rather quiet, novel.

SAGA OF OLD CITY

Gary Gygax

TSR, Inc. 0-88038-257-0 \$3.95

Over the years, fantasy aficionados have begun to refer to sword-and-sorcery tales — those featuring brawny Conan-esque heroes, lots of bloody combat scenes, and a few surprises in their plots — as a lesser grade of novel, unworthy of serious scrutiny. *Saga of Old City* is a book intended to turn that criticism inside out, and it succeeds remarkably well in doing so.

In effect, Gary Gygax has written two books at once: one is the personal chronicles of Gord of Greyhawk, thief and adventurer extraordinaire; the other is an almost scholarly treatise on Gord's world, rich in details of medieval lifestyles and of the natural flora and fauna native to Gord's homelands.

Both elements of the novel are skillfully produced. Gord's adventures begin with petty intrigues among Greyhawk's thieves and beggars, and grow consistently larger in scope as Gord becomes more adept at his craft. There are plenty of hair-raising duels and escapes, and enough variety is provided so that repetitiveness is no problem whatsoever.

The portrait of the world of Greyhawk is also thorough and incisive. The city of Greyhawk is drawn in considerable detail (though there is no map of it, not even in general — a pity), and readers are eventually given a well-guided tour of the surrounding regions, including woodlands, waterways, bandit colonies, and open countryside. A variety of lifestyles are described, ranging from those of the wealthiest folk to those of the lowliest classes. Economics, political systems, tribal marriage customs, and combat styles are all discussed at one point or another.

Where *Saga of Old City* treads most

tenuously is in its effort to combine these distinctive matters into a single novel. At times, the two elements seem to work against each other, calling for different and not entirely compatible prose styles and producing occasionally unpredictable pacing. The result is that the novel has a rambling quality to it not unlike that of its hero's travels — a fact some readers may find a bit unsettling.

Clearly, however, the book is invaluable reading for AD&D game players, who will recognize elements of the game behind much of the tale and gain all kinds of insights about its designer's views on how game should be played. As a stylebook for aspiring DMs, *Saga of Old City* is unique. As a first novel, it is both ambitious and more than partially successful.

THE BOOK OF KANTELA

Roland J. Green and Frieda Murray
Bluejay 0-312-94035-1 \$8.95

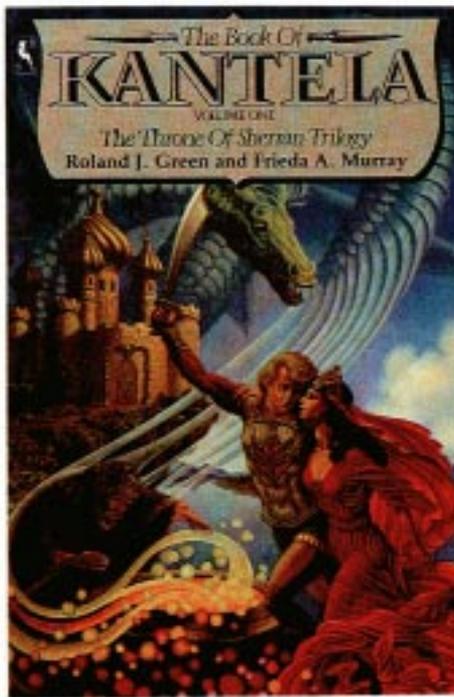
War on the frontier, plots and counterplots in the capital, and dark powers ranged against the legitimate heir to the throne — these are the ingredients of entirely too many fantasy yarns, and particularly of too many trilogies. What prevents *The Book of Kantela* from becoming an example of this overflow of trite literature is its better-than-average attention to political and military strategy and tactics

Bakarydes, one of the novel's two prominent characters, is the general in charge of defending his kingdom's northern border against the barbarian Momaks. In addition to this duty, which finds him worrying about supply trains, enemy war chiefs, and magical sabotage, he is also called to untangle the snarled bureaucracy that threatens to paralyze Sherran's government in the wake of the king's death. This in turn leads him into a romantic encounter with Kantela, the newly widowed queen who is slowly learning the art of rulership.

There are additional subplots: one of Bakarydes' best lieutenants is also an agent of neighboring Harz-I-Shai, and one of Kantela's lords is involved in a conspiracy with the realm's leading priest-wizard to take over the throne. But the narrative's attention to the prosaic problems posed by the political climate makes *The Book of Kantela* valuable to gamers. Few other novels depict such events as the hijacking of an army pay caravan or the impossibility of quartering eight sets of armed retainers in the same medium-sized city.

However, *The Book of Kantela* does have its drawbacks. The prose style sometimes tends to be ponderous, and the odd combination of religion and magic is given too little explanation and too much plot significance for readers to be comfortable with it. In addition, the book makes no particular effort to stand alone, and that fact, combined with the tendency toward heavy-handedness, gives the novel a frustrating quality.

Balancing the pluses and minuses, as a



result, is no easy task. Gamers interested in developing wartime scenarios — especially those who enjoy role-playing but balk at organizing huge battles — are likely to gain insight into this topic as well as those of effective characterization and plotting. Readers seeking a crisp, fast-paced adventure, on the other hand, will have better luck elsewhere. Authors Green and Murray have not made their story much better than average, but they have made *The Book of Kantela* just different enough from the competition to be interesting.

THE BOOK OF KELLS

R. A. MacAvoy
Bantam Spectra 0-553-25260-7 \$3.50

John Thornburn is a lonely artist living in Ireland and studying ancient Celtic art. His sometime lover is Derval O'Keane, scholar of Irish language and history. And when, quite by accident, a girl named Ailesh steps a thousand years forward in time to John's studio, she precipitates a series of events that lands all three of them back in the tenth century, each with a mission.

John is looking for the Book of Kells, a brilliantly and painstakingly detailed collection of illuminated manuscripts created by tenth-century Celtic monks. Derval is fulfilling every historian's dream, drinking in the atmosphere and doing on-the-spot research. Ailesh has more serious work: she must go to the castle of Ireland's king to warn him of invading Vikings, and to claim recompense from him for the carnage the invaders have wrought on her village.

R. A. MacAvoy's previous novels have combined a subtle feel of authenticity with magic of a very high order, and *The Book of Kells* maintains the author's reputation for excellence. Sharon Devlin is given credit for the tale's historical background, but

MacAvoy injects twentieth-century characters into the medieval setting with uncanny skill and wise humor. John Thornburn's trademark in the ancient world is his utter inability to learn its language; he is referred to several times as "the little man with the terrible Irish." That kind of wit, coupled with realistic details and a conflict that turns decidedly violent before it is over, makes the novel thoroughly fascinating.

The Book of Kells also marks something of a turning point for MacAvoy. Up to now, MacAvoy's novels have been more noteworthy for being thoughtful and contemplative than for being rousing adventures. This time, she has neatly balanced her tale between the two moods, making the book more accessible to a wider audience and, in the process, giving gamers a solidly drawn portrait of one of fantasy's best-loved eras. One can only wonder where her inventive eye will turn next.

THE SORCERY WITHIN

Dave Smeds
Ace 0-441-77557-8 \$2.95

Dragons are usually associated with desert nomads. The former are normally creatures of sky and cavern, water and woodland and heath, whether in the Orient or in the Western world. *The Sorcery Within*, however, is a tale about a dragon and just such wanderers. Surprisingly enough, the concept works.

Dave Smeds does a fascinating job of building the world of Tanagaran, a long-lived planet with a rich history and a complex assortment of tribes and empires. Most prominent — at least in Smeds's narrative — are the Zyraii, a tribe of warrior-philosophers that travels the sands of the eastern deserts. The siblings Alemar and Elenya travel with them for much of the tale, though not strictly by choice and frequently against the grain of long-held Zyraii customs. The siblings are searching for clues to their heritage and for tools with which to defeat the dragon Gloroc, who threatens to conquer and destroy their homeland on the shores of the Dragon Sea.

Generations of intrigue lie behind the quest. Alemar and Elenya are lineal descendants of the legendary Alemar Dragonslayer, the wizard, inventor, and founder of a line of kings. Gloroc is of longer-lived stock; he is the son of Faroc and Triss, the mated dragons slain by the first Alemar.

All this, however, is only part of Smeds's complex plot. The other part is the story of Keron, a minor Elandri noble who comes to play a critical part in shaping the destinies of Alemar and Elenya. By the time it becomes clear what that role is to be, readers will be briefly disconcerted by Smeds's chronology and then impressed by the subtlety of his narrative approach.

There are a number of themes and patterns at work in *The Sorcery Within*, and Smeds combines them into a remarkably cohesive yet wide-ranging whole. Charac-

terization, both of individuals and cultures, is well-crafted, and there is a satisfyingly exotic tone to the magical aspects of the tale. The novel concludes with definite prospects for a sequel, and the world of Tanagaran is certainly worth a return visit.

THE IRON TOWER TRILOGY;

The Dark Tide

Shadows of Doom

The Darkest Day

Dennis L. McKiernan

Signet 0-451-13668-3 \$2.95
 Signet 0-451-13815-5 \$2.95
 Signet 0-451-13865-1 \$2.95

In the foreword to *The Dark Tide*, Dennis McKiernan unabashedly admits that he has set out to echo the magic of J. R. R. Tolkien and of those who came after him. He also expresses doubt that he has matched the skills of the genre's best writers. In this, perhaps, he is more honest than he had intended, for *The Iron Tower Trilogy* may well be the most ambitious failure to turn up in the fantasy genre in a very long time.

McKiernan's attempt is well-intentioned, for he has populated his tales with elves, dwarves, dragons, a Dark Lord, a princess, monsters in enormous quantities, and warrows — a halfling-inspired race whose members come to dominate the trilogy's plot. But McKiernan's story is full of ingre-

dients without flavor, color, or depth, and the result resembles nothing so much as a paint-by-number sketchbook that has yet to be colored in.

The allusion to Tolkien in the foreword may qualify as the understatement of the decade, since McKiernan's books seem almost deliberately tailored to resemble the Ring trilogy in both form and style. *The Dark Tide* opens in the Boskydells, home of warrows in general and Tuckerby Underbank in particular, as the wee folk (the author's term) find themselves threatened by evil creatures from outside their lands. Before long, Tuck and several friends discover that their problems are only one facet of a much larger danger, one which threatens elves, men, and dwarves as well as warrows. The dark lord Modru seeks to use evil powers to free Gyphon, an even more evil being of godlike stature, from exile on the Lower Plane. Modru commands legions of monsters — ranging from the wolflike Vulgs to Rucks (goblins), from Hloks (hobgoblins) to Ogrus (trolls) — from his lair in the remote Iron Tower.

The plot moves from event to event with clockwork precisidn and pacing, and the author narrates with the cold, clear eye of a historian — in short, offering little fresh description or exposition. Only characterization shows any sign of life in the trilogy's pages, and even in this regard, McKiernan's skills are limited to showing varying

shades of jet black and ivory white.

In a way, *The Iron Tower Trilogy* represents spectacularly successful craftsmanship. McKiernan's effort to reproduce the outline of a classic fantasy epic is quite well realized. But his achievement may be compared to that of a copyist who duplicates the Mona Lisa or Whistler's Mother — such efforts show no spark of creative power. It is worth wondering why so much effort was devoted to writing and publishing these books.

RECURRING ROLES

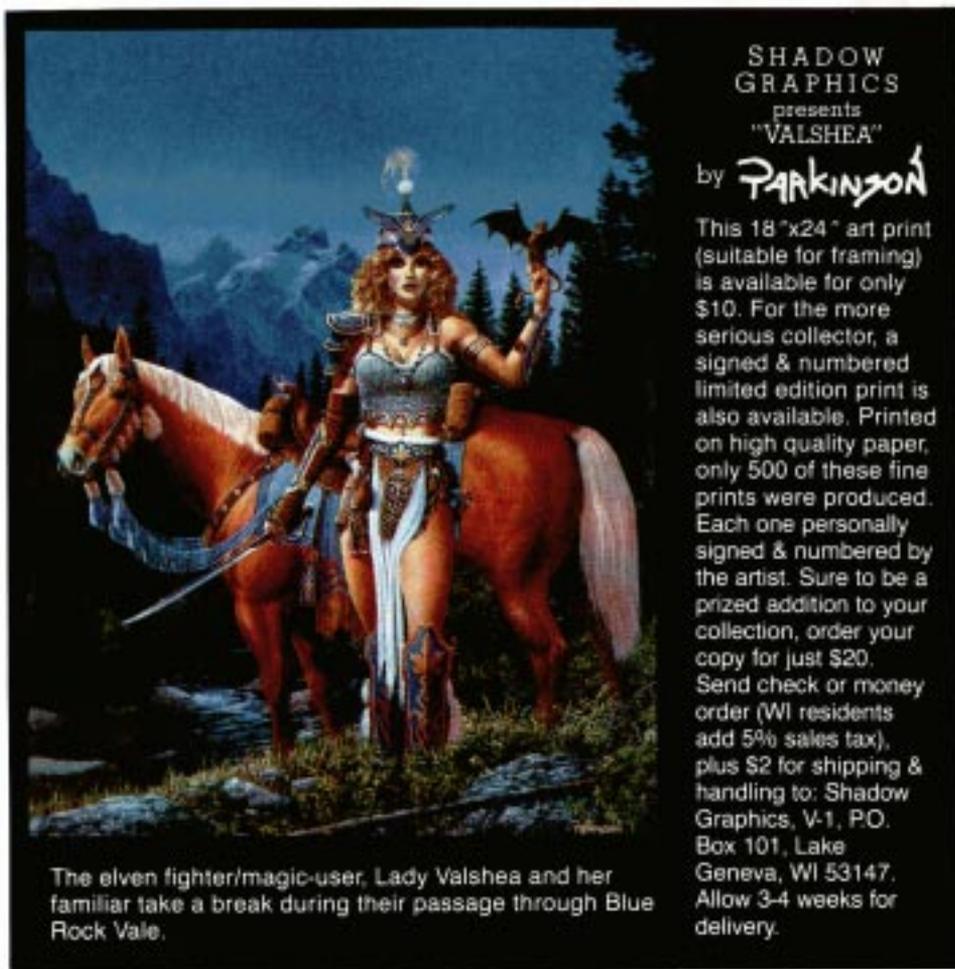
Sheri Tepper really does write fast — her average is an amazing three books per year. Two of the newest are *Jinian Footseer* (Tor, \$2.95) and *Marianne, The Magus, and the Manticore* (Ace, \$2.95). The first of these begins a new trilogy set in the lands of the True Game, while the second is an entirely separate yarn about imagination and identity set in the present. Both are traditional Tepper, which means that the prose is clever and the characters lifelike. And the author's range is expanding.

The Sword of Forbearance (Del Rey, \$2.95) is the seventh in Paul O. Williams's cycle about a post-holocaust civilization rebuilding in central North America, and it's just as good as the earlier volumes. GAMMA WORLD® game players may be especially interested in Williams's handling of pre-war technological hardware, but that element is only one of the story's strong points.

Canadian writer Charles de Lint continues to turn out strongly characterized tales of magic gone out of control. *Mulengro* (Ace, \$3.50) offers a glimpse of the life of the Rom — better known as gypsies to outsiders. Though his setting is contemporary, the insights he provides are more than useful to anyone wishing to include gypsy wanderers in a game setting. Better still, de Lint's story is an absorbing, fear-laced read.

Katherine Kurtz's fans are likely to be better pleased with *The King's Justice* (Del Rey, \$16.50) than with its predecessor. The second volume of this latest Deryni series adds dimension to her villains' personalities and heightens her heroes' internal conflicts. Yet in some ways, it seems more like the conclusion to a trilogy than its middle volume, as it wraps up most of the loose strands of plot all by itself. A change in direction seems indicated, which may be somewhat overdue.

Change in direction, meanwhile, seems part of Judith Tarr's stock in trade, as *The Golden Horn* (Bluejay, \$14.95) takes Alfred of St. Ruan out of Anglia and across half a world to Constantinople, where he finds himself drawn into the complex intrigues surrounding the fall of the Byzantine Empire. Tarr's relentlessly introspective characterization is as strong as ever, but readers should be warned that the depth of the historical background makes the tale more challenging and complex than most reading.



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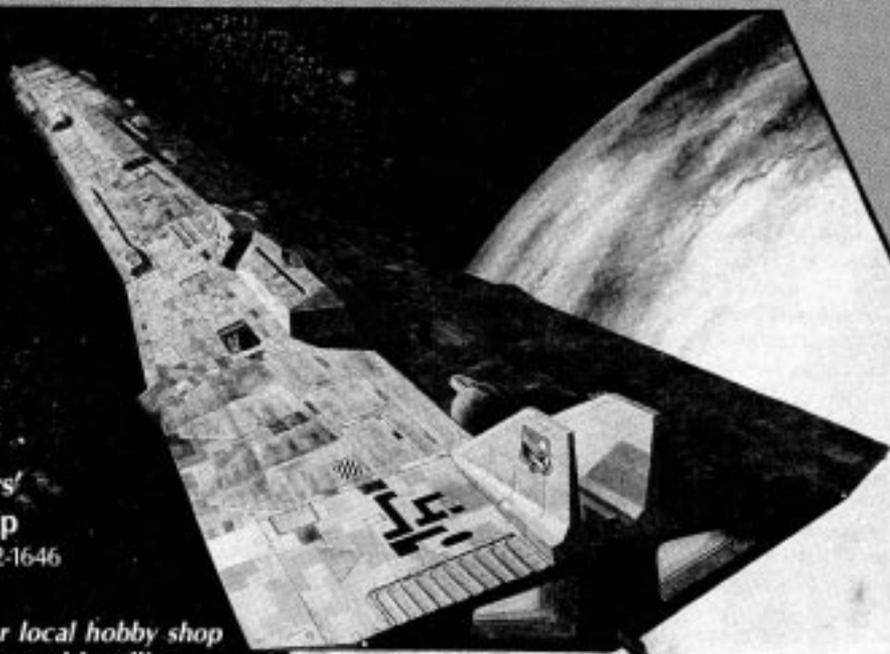
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The ecology of the SEA LION

by Ed Greenwood

"What's this I hear about sea lions in the Realms being, ah, really some sort of aquatic lion?" I asked, as Elminster paused on the heels of a few rollicking tales of the deeps. The old sage blinked.

"Aye. . . . What other sorts of sea lions are there?" he asked suspiciously, no doubt thinking this would turn out to be another of my jokes.

I told him that seals in our world were called sea lions by some, and he snorted. "Why not just call them seals?" he asked, as though everyone in our world was crazy. (He could, I often think, be right.)

"Well," I continued, "are these sea lions — which we don't have here, by the way — important? I mean, in fable, land-lore, monster-slaying stories; that sort of thing."

The old sage thought for a bit and then nodded. "Ye remember the arms of Tethyr that I showed ye some time ago?" I did, and recalled aloud (as I pulled Elminster's sketch from my files) that there were sea lions in that coat of arms. Elminster nodded again.

"I'll tell ye," he said slowly, "the tale of Nearel and the sea lions." He coughed a few times and began sonorously.

"Of old in the land of Tethyr, there was a king, Mhoaran the Tusk-Bearded. A mighty man was he, tall and broad and thewed as a great hero — and coarse, fire-tempered, and brawling, to boot. He took his throw by force of arms and held it for many long years despite the rebellious nobles of the land, who supported three surviving (and well hidden) kin of the previous monarch. These nobles managed to slay, usually by poison, any heirs Mhoaran fathered, until there was not a one of the nobles whom Mhoaran would trust. Moreover, three successive queens died mysteriously, and the lonely and bereaved king grew bitter, grim, and wild.

"He took to spiriting his sons away from their birth-beds and riding far from his court, offering lands, riches, and noble titles to commoners who would raise him an heir in secret. Many families accepted — but the king's enemies had agents, too, and these agents almost always found and slew both the royal infants and their foster parents. In all the long years, Mhoaran lost twenty-six sons and himself grew more feeble as, despite his precautions, occasional poisons did their work on him.

"Only two of his sons are known to have

survived past childhood. One's lineage was suspected, and he was slain in combat while but an untried youth. The other one, Nearel, grew up in a fisherman's hut on the Sword Coast, where he helped his foster father with fishing — and with the capturing and taming of sea lions, which was the man's special interest.

"It happened that about fourteen years after Nearel's birth, King Mhoaran took ship north up the coast to Waterdeep, to meet with other rulers of the Realms. Fearing an attack, the king kept his vessel close to shore, slipping along by night and remaining, in safe harbors by day. Mhoaran's enemies were closer than the king had thought, and he was roused one night by the clash of steel outside his cabin door.

"Now, Mhoaran was a bull of a man, a

fighter of awesome repute, even in the elder days of his reign. But he was only one, with his bodyguards dead beyond his door, and he faced nearly forty. He stood his ground in silence, in his darkened cabin, and answered not their taunts and threats, for he knew arrows would be his sure death if he opened the door or let light reveal him.

"With blade and axe he waited — and fell like a demon on those who picked his door-lock and slunk in. Lit torches were hurled into the cabin by those in the passage. Mhoaran wielded them like blazing clubs and one by one hurled them out the sea-windows of his cabin as he fought — until he stood again in darkness, surrounded by dead men: The king then piled corpses in the doorway, so that the light would not locate him clearly, and waited.



"Again the traitors charged in to slay the king; again he fought, and was sorely — wounded, but battled on in deadly silence, until the last of this group of attackers turned and fled. Mhoaran heard much heated discussion from the passage outside his chamber as the king tied garments on the worst of his wounds, but bled through the bandages, and grew weaker. He heard the traitors decide to burn him out, and he knew that they would in the end succeed. Quickly, before someone thought to send archers to the rails to loose shafts at him as he swam, Mhoaran slipped out through a sea-window and made for shore.

"The water was icy cold, and the king very weak. The weapons he bore dragged at him as he swam, and he was heard from the ship. Mhoaran spat silent curses at the waning moon, for it still cast a feeble light over the waves, and shafts began to hiss into the water near him. The shore was far off, and the king despaired — for he could hear a boat being launched, behind him, and when he swam on he saw in the moonlight another small boat ahead of him.

"For a moment he thought this second boat was someone sent out from shore to slay him, by some treacherous arrangement. But as it drew nearer he saw that it held only one man — a youth, and weapon-

less. The youth saw him and said, 'Who art thou? Cast away thy weapons and I will take thee in the boat.'

"Mhoaran was loath to let go his weapons, but his strength was nearly gone anyway, so he complied, giving his name but not his title. The youth took him aboard, rolling him into the bottom of the boat atop bulging sacks that reeked of fresh-slain cattle. The youth saw the small boat hastening toward them from the king's ship and said to Mhoaran, 'Who are these that would slay you?'

" 'Traitors,' Mhoaran answered.

" 'Traitors?' echoed the youth. 'To the king?'

"Mhoaran admitted his full identity, and the youth did not seem overly awed. 'If I save thee,' he asked, 'may I come to court? For I would be a swordsman.'

" 'Aye,' Mhoaran said. 'I can promise that. Wilt thou tell me thy name?'

" 'I am called Nearel,' the youth answered, and straightaway he leaned over the side of the boat while holding in his hand a short, flaring horn or trumpet carved of wood. He plunged his head into the icy waves and blew the horn, which made a deep, roaring noise. Nearel straightened up and turned, dripping, and warned, 'Stay away from the water,' as he untied a sack.

"Suddenly, the water around them boiled, and the king saw a huge curve of scales, dripping claws of fearsome size, and then one — two — four leonine heads rising out of the depths around them. Nearel raised the horn again and winded a deep, roaring bellow. This signal ended in a cough, and there came answering coughs and growls from the waves about them.

As an arrow slashed into the water nearby, Mhoaran realized that the boat crowded with swordsmen had drawn very close. Nearel stood up, hurled the contents of a sack toward the other boat, and roared again, this time in a high voice. Then, as Nearel ducked low to avoid flying arrows, Mhoaran saw the sea-creatures turn in the water and charge at the pursuing boat, trailing wakes like many small ships. In a moment there was a muffled crash, and then the full-throated roars of lions were heard in the darkness. Mhoaran made out the shape of the boat as it rolled over, and he heard the thrashing of men in the water, punctuated by an occasional scream. The lions dined, and all of the armed company perished, leaving the king and Nearel alone on the waves.

"Faint roaring could be heard beneath them, and the sea lions came up to the surface again, huge and fearsome. 'They yet want their dinner,' Nearel said, and began emptying sacks overboard. The king helped him until their boat was empty of meat, and deep purring was heard from all about. Then Nearel turned the boat about and rowed to shore. When Mhoaran laid eyes on Nearel's father, the king knew that he had found his own son.

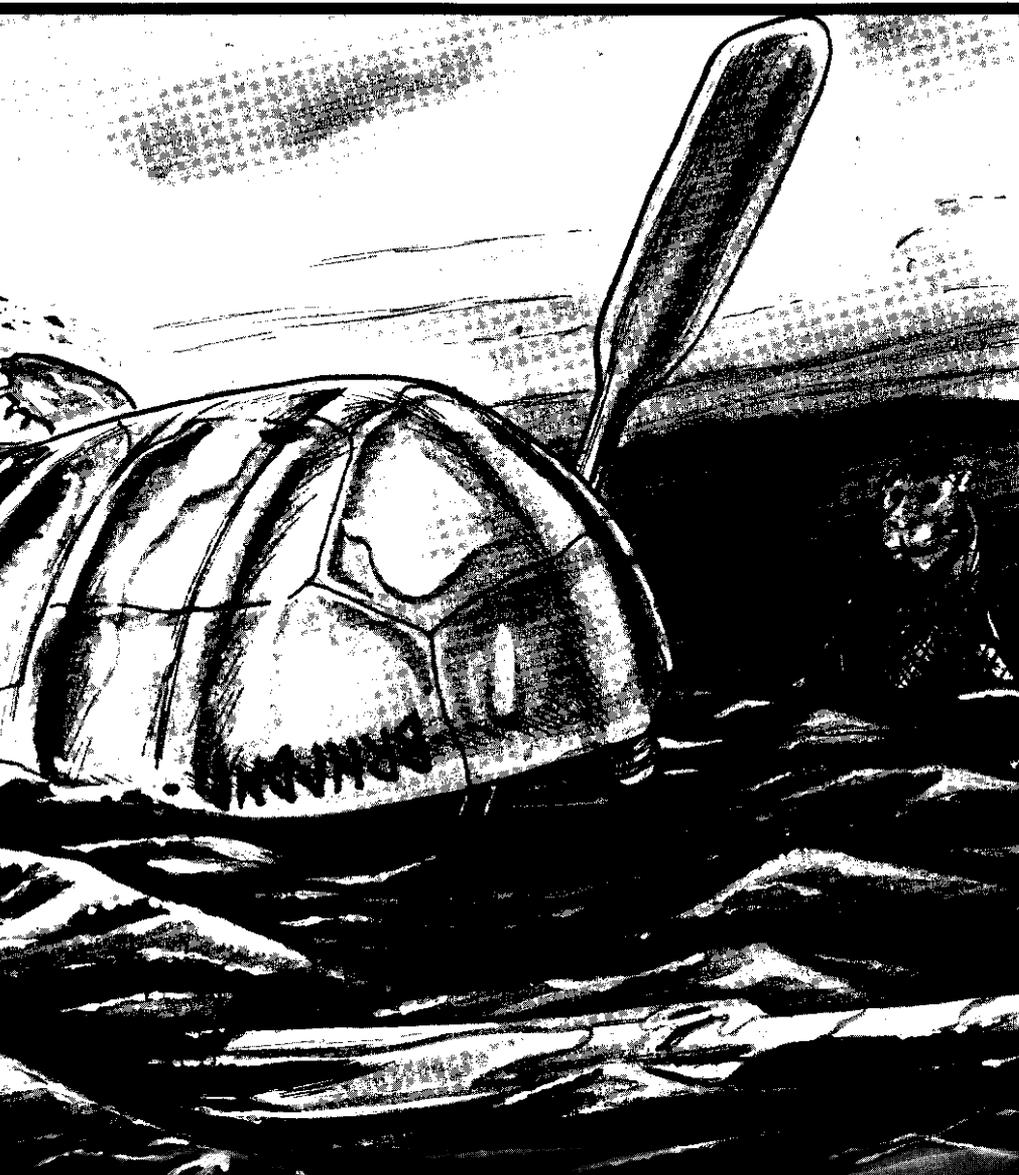
"When Nearel came to court, he came by sea, standing on the backs of two sea lions. In later years Nearel fed his sea lions from the windows of his own tower, for the royal castle stands on a rock isle in a salt-water lake. And that is how the arms of Tethyr came to be supported by two sea lions."

We talked on late into the night, and hereafter follows what details of these creatures I could glean from Elminster.

Sea lions are large, powerful predators that inhabit undersea lairs (sometimes large wrecks in calm waters, but more often caves or rock clefts). They will move to another area if food becomes scarce or other predators too aggressive, persistent, and numerous. Sea lions are afraid of nothing, but they are inclined to be indolent — and thus, efficient killers and creatures who have no taste for fighting over food when it can be had elsewhere with less effort.

In a family or as a loner, a sea lion will hunt in a familiar area and rarely stray from it. The creatures are seldom a danger to humankind, demi-humans, or humanoids except in cases where they view individuals of such races as prey — a lone swimmer, for instance, or a small group of pearl divers.

Sea lions are useful, if tamed and properly trained, as aquatic guardians or hunters (sometimes for sport, as in the



island kingdom of Nimbral). Minstrels and bards sometimes refer to female sea lions (or, more carelessly, all sea lions) as "lyonesses"; hence the expression "like a merman riding a lyoness," said of someone who sits unconcernedly in a sinking ship, or a vessel adrift. Many undersea creatures have been known to train sea lions; any such arrangement will suit the beasts because it enables them to live relatively free of pain and danger, and obtain, food more often and more easily than in the wild, so long as the sea lions get exercise and a chance to hunt for themselves fairly often.

Many men along the Sword Coast have trained sea lions, intending to sell the tamed specimens or to use them in salvage, fishing, and sea warfare. By the use of rewards (of food) and punishment (withholding food, expressing displeasure vocally), patient trainers can slowly steer a young sea lion's behavior toward more acceptable habits. However, adult sea lions can never be so trained by surface-dwellers; full-grown specimens will seek to slay any captor at every opportunity, heedless of their own safety.

Young sea lions will occasionally rebel in training; if they can be physically bested by the trainer (bad or lazy trainers clip a sea lion's ears to break its spirit), no harm will be done to the training process. If, however, the young creatures learn that they can defy their trainer with impunity, or prove often rebellious, they are unfit for training and

should be released into the wild.

Few sages have examined sea lions, and fewer still observed them in the wild, but here follows what factual material Elminster has gathered:

Sea lions are robust, healthy creatures who usually die in combat; they rarely become diseased. Both sexes have manes, similar coloring, and scales over their entire body surface except for the head area. Their flipperlike forelimbs end in sets of claws (not retractile) that can do more damage than the strikes of a lion. Likewise, the bite of its strong jaws is more dangerous than the bite of a lion. A sea lion propels itself through the water by "rowing" with its forelimbs and sweeping its fluked tail back and forth. A system of gills enables sea lions to take in oxygen when underwater, but they can also inhale air as a lion does, which enables them to travel on the surface of the water for relatively short periods.

If healthy, sea lions mate every 9 months or so, the female giving birth 7-8 months later to 1-3 live, fully mobile offspring. Young sea lions are AC 8/6 when born (their scales are still flexible and soft), have 2 HD, move 14", and do damage of 1-3/1-3/1-8. Such young cubs are watched at all times by the mother (or, if in a family pride, 1-2 females) and kept in the lair, where they are fed by other members of the family that bring home their kills.

If the hunting is good, the young will grow rapidly; by 3-4 weeks of age, they will

be AC 6/4, move 18", with attacks for 1-4/1-4/2-8 damage. For the rest of the first year of their lives, they remain at about this size, growing and developing internally. They learn to hunt during this time, always under the watchful eye of an adult female. The guardian keeps the young within a half-mile of the lair, nipping and roaring at cubs who do not want to be herded where she wishes them to go. In the following two years of life, sea lions begin to hunt alone (tentatively and carefully rather than boldly), and are identical to adults except that they have only 5 HD, gaining the sixth in the fourth year of their existence.

Most sea lions die violently and at a fairly young age, but some have been known to live more than eighty winters. The muzzle of a sea lion grows gray with age.

Sea lions usually live in family groups, known as prides, made up of 1 mature male, 1-2 young males, 2-4 mature females, and 1-3 young females. Old females will be cared for by the family until they die; old males usually die in battle. A young male either defeats the head of a pride to take his place, or is driven out to hunt alone until he can take or build a pride of his own.

Hunting packs may be a family pride (35% chance), but are more often (65%) adult males, sometimes accompanied by adult females or young males, who have gathered together under a strong leader to take on strong foes (such as sharks).

Adults will drag prey to their lair when it is unsafe or imprudent to eat where the prey was killed, or to feed young, but will not do this if it would reveal the location of the lair to a powerful foe. If a sea lion is hunting and there is more than one prey to be had immediately (when a group of whales is encountered, for instance), it will often try to disable a victim and then turn to fight others, rather than finishing off the kill. Thus, young sea lions in the second and third stages of growth sometimes hang about the edges of a battle, waiting to dart in and drag away disabled prey while the adults continue to fight off the more healthy foes. Sea lions never slay wastefully; they will kill enough to feed themselves (and their trainer or family, if any) and no more. Of course, one will fight incessantly if it is threatened by a group of adversaries and escape is difficult or impossible. Sea lions are intelligent enough to usually be able to sense when an enemy might be too powerful for them, and can certainly tell when a combat or battle is going badly, and will not hesitate to flee (if possible) under such circumstances.

The lairs of sea lions contain all manner of treasure that is not destroyed by water, usually including a great variety of small metallic litter — chiefly coins, but also many items of no appreciable value. Sea lions do not consider their treasure valuable, and will not fight to the death to defend it or their lair, although they will usually try to drive away any creatures approaching their lair in order to establish their territorial rights. ✕

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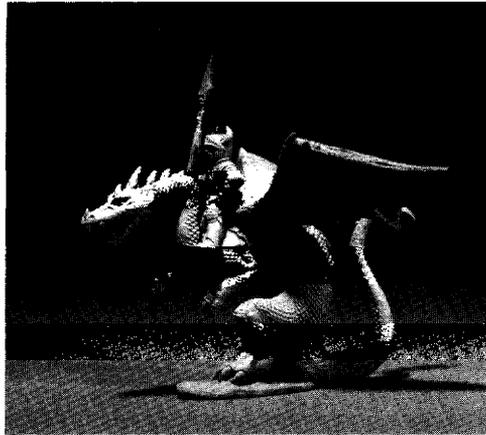
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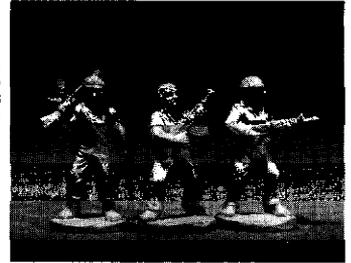


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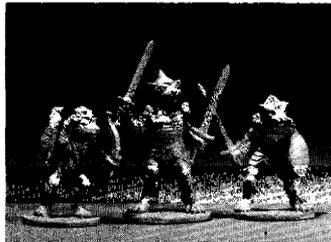
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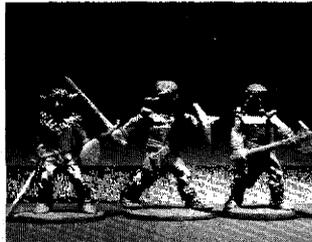
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For sail: One new NPC

Welcome to the mariner aboard in your game

by Scott Bennie

The mariner is a non-player character for the AD&D® game, a fighter sub-class that specializes in the skills and weapons mastery appropriate to seafarers. Mariners may be of any alignment; two well-known sub-variants of the mariner are the neutral buccaneers and evil pirates, who are identical to mariners in every respect. They use the attack and saving-throw tables of fighters, and they have no innate spell-casting abilities. Starting ages, initial funds, restrictions on material and magical ownership, and the like are as per the fighter class.

To become a mariner, a non-player character must have a strength of not less than 12, an intelligence of 12 or greater, a dexterity of 13 or greater, and a constitution of not less than 10. They do not gain bonuses for earned experience. Mariners may be humans (with unlimited level advancement), elves (either grey or high), half-elves (with one parent either grey or high), or half-arcs. Elves may be multiclassed as mariner/magic-users, mariner/clerics, mariner/thieves, or mariner/thief/magic-users. Half-elves may be multiclassed as mariner/clerics, mariner/magic-users, mariner/thieves, or mariner/cleric/thieves. Half-arcs may become mariner/assassins, mariner/clerics, or mariner/thieves. Level limits are as per the fighter class in *Unearthed Arcana* in the case of nonhumans, except that a dexterity of 17 is required to exceed 10th level, and a dexterity of 18 is required to exceed 12th level.

At the DM's option, a half-elf mariner or mariner/thief may be declared to have had an aquatic elf parent. Such a character cannot cast magic and is limited to the 6th level of advancement as a mariner, but he or she can breathe water automatically by means of gills on his or her neck. The character may also communicate with dolphins, taking the dolphin's tongue as a language (as well as the sea elves' tongue).

Armor and weapons

Mariners normally wear only leather armor, because shipboard work is too strenuous for bulkier dress. Before battle, magical chain mail, ring mail, or studded leather may be donned, but such armor will be taken off again as soon as the fighting is done. Mariners value movement and low encumbrance highly.

Due to their training and agility in combat, mariners gain a +2 bonus on their armor class while wearing leather or no armor at all (so that AC 8 becomes AC 6). This armor bonus is cumulative with the wearing of magical rings, bracers, and other items that alter armor class. Mariners will use only small-sized shields (the sort that can be used to defend against one opponent at a time), and may use spiked bucklers.

Mariner NPCs begin at 1st level with proficiency in three weapons. They gain a new weapon for every three experience levels they rise (*i.e.*, a new weapon at 4th, 7th, 10th, etc., level) and wield weapons with which they are not proficient at a -2 "to hit" penalty. Mariners gain new attacks per round as a fighter does; they may also use oil or poison (if the DM permits), but will rarely do so.

Because shipboard fighting takes place in close quarters and striking speed is so important, mariners only use certain hand-to-hand weapons and no others: hand axes, clubs, daggers, hammers, knives, saps, scimitars, quarterstaves, and one-handed swords (broad, long, and short). These weapons are also very effective against lightly armored opponents. Short spears and tridents will be used in initial boarding actions and may be taken with proficiency, though these weapons are usually discarded in close combat. Being skilled at close-quarters fighting (including "pier six brawls") gives mariners a +1 bonus to hit when using their fists, using either Method II for unarmed combat (*Unearthed Arcana*, pp. 106-107, or

the variant combat system in Best of DRAGON® Magazine, Volume 4, pp. 42-44).

Mariners use various missile weapons that adapt well to seafighting. Javelins and harpoons are favored for their range and power, and spears are often cast between ships as well. Mariners may also be proficient at heavy weapons such as ballistae and catapults, and mariners who dive underwater may choose to be proficient with the underwater net (see the *Dungeon Masters Guide*, p. 56). Note that the fitting of a catapult aboard a ship is a tricky thing, as the shot may fly through the ship's own rigging and sails.

Light and heavy crossbows are commonly used, since these weapons have great range and penetrating power against lightly armored opponents. Longbows and short bows require greater care than crossbows and are more easily damaged by seawater, and thus are usually not learned. Mariners can use crossbows with great accuracy, gaining a +1 "to hit" bonus when using them. This results from using them so often on normally unsteady ships and from practiced aiming at individual targets. Crossbows may not be reloaded by mariners in a ship's rigging; solid footing is required to crank the weapon.

Parrying & disarming

Sea combat is not always to the death; it is often preferable to capture opponents, as experienced sailors are hard to come by. Thus, mariners often try to win fights by killing as few sailors as possible. Defensive parrying and disarming strikes are frequently used as a result, as is subdual (*Unearthed Arcana*, p. 106).

Mariners can effectively parry attacks when using scimitars, swords, clubs, or staves. Parrying involves subtracting a mariner's total "to hit" bonus (including strength and magical adjustments) from the "to hit" roll of an attacking opponent. The mariner may elect to parry one attack directed against him for every attack per round that the mariner normally gets, but cannot both parry and attack in the same round unless he successfully disarms his opponent (see below). A mariner must state, before the attack against him is rolled, whether he intends to parry that attack. A blow cannot be parried more than once, and a parry cannot be redirected as an offensive attack once it is declared.

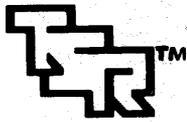
Only weapon attacks made from man-sized or smaller opponents can be parried; claw attacks and blows from giants, demons, dragons, undead, purple worms, etc., cannot be turned aside. Although a mariner cannot parry when surprised, he can parry an opponent who has won initiative against him.

Mariners use the disarming rules as noted in *Unearthed Arcana*, p. 106, but have a special ability available to them. If a mariner successfully disarms an opponent, the mariner may strike at the opponent again, either to kill or subdue, as an extra attack above and beyond all others allotted that round. Optionally, if using a sharp-edged weapon, the mariner may place the weapon against a vital spot on the opponent and demand the victim's surrender. If the victim refuses, the mariner gains automatic initiative to strike, and gains a +3 bonus to hit and damage the opponent. This attack will finish out the attacks for the mariner in that round.

Mariner skills

Shipboard life and familiarity with the sea gives the mariner NPC a wide variety of special talents. These skills are listed below and described individually.

1. Swimming: It can be assumed by the DM that any character who has lived by a body of water can swim. Mariners are excellent

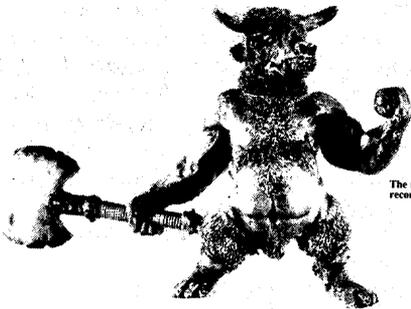


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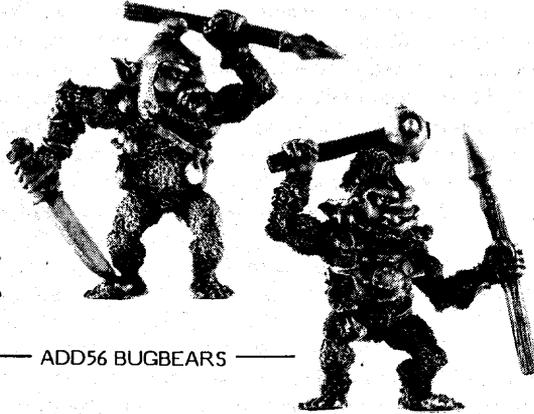
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CITADEL MINIATURES



swimmers capable of swimming faster and surviving longer in the water than any other character class. Specific rules on swimming, drowning, and hypothermia follow.

Movement: According to the *DMG* (p. 56), the base swimming rate is equal to dungeon movement rate (i.e., one-third normal wilderness movement rate). This produces the following rates:

Move rate	Distance traveled in:	
	1 round	1 segment
6"	60'	6'
9"	90'	9'
12"	120'	12'
15"	150'	15'

Mariners swim at a 15" movement base. Wearing non-magical leather armor and every 50 gp of encumbrance (100 gp for mariners) reduces a character's swimming movement by 3". At 0", the swimmer cannot maintain his buoyancy and will be forced to walk on the bottom of the body of water (provided he can breathe, of course). Magical ring mail, studded leather, and chain mail are the equivalent of non-magical leather, if waterproofing was part of the dweomer cast upon such armors. Magical leather armor counts as no armor at all.

Because water density restricts movement, "retreat" movement is only twice the base swimming rate. All movement submerged is half the surface rate.

Drowning: When a person swims in water for an extended length of time, there is a chance that the swimmer will not be able to maintain his buoyancy; then he will drown. Consult the chart below, doubling the amount of encumbrance for mariners and treating magical ring mail, chain mail, and studded leather armor as non-magical leather, to determine at what interval a drowning check must be made. Magical leather is equal to no armor at all.

- No armor or encumbrance — 2 hours
- Leather armor (non-magical) — 1 hour
- At least 50 gp enc. — 1 hour
- Leather and 50 gp enc. — ½ hour
- At least 100 gp enc. — ½ hour
- Leather and 100 gp enc. — 1 turn
- At least 150 gp enc. — 1 turn
- Leather and 150 + gp enc. — 5 rounds
- At least 200 gp enc. — 5 rounds

The base chance for drowning is 25%, modified as follows:

- Salt water: -10%
- Calm water and/or weak current: -20%
- Choppy water or moderate current: -0%
- Rough water or strong current: +15%
- Storm (check every turn): +50%
- Treading water (0" movement): -15%
- Every previous drowning check made: +10%
- Every level of mariner or sea-deity cleric: -3 %/level
- Every level of sea-deity worshiper: -1 %/level
- Buoying device: -5% to -50%

Note that if a drowning check is called for twice (e.g., if the swimmer is wearing leather and has 100 gp encumbrance during a storm), the character must make two drowning rolls, and the +10% factor for previous checks made applies from the first roll to the second roll.

Hypothermia: Hypothermia from exposure to cold waters can cause drowning. A *ring of warmth* or similar magic item or spell will prevent hypothermia; otherwise, a drowning check must be made every turn that the water temperature is below 50°F, or every two rounds if the temperature is below 40°F. The addition to the drowning roll is as follows:

- Water temperature below 60°F: + 10%
- Water temperature below 50°F: + 30%
- Water temperature below 40°F: + 60%

2. Diving: Although water can cushion a fall, a person jumping into it from a great height is going to be hurt. Mariners are accomplished divers, however.

Diving into water in heavy armor carries dire consequences. If a person leaps into the water in any armor except leather, he will take half the damage that he would have sustained had he fallen on solid ground, and is likely to sink as fast, if not faster than, an anchor.

In order to successfully dive, the water must be deep enough to recover from the fall. For a dive of 30' or less, the minimum depth is 4' (5' for non-mariners). For a dive of between 30' and 90', the minimum depth is 8' (10' for non-mariners), and for a dive above 90', the minimum depth is 12' (15' for non-mariners). If the water is too shallow, the diver will sustain half the damage he would have suffered had he struck hard ground, minus a number of hit points equal to twice the depth of the water in feet subtracted from the height of the fall in feet (as the water decreases the diver's velocity and absorbs some of the kinetic energy).

Even without minimum depths, falling into the water can hurt, although not as badly as falling onto solid ground. A diver is able to jump from as high as 50' without taking damage; every 10' above the maximum height will cause the diver to sustain 1d6 damage (75% of which is counted as incidental damage, as per the *Dungeon Masters Guide*, p. 72). If the diver is encumbered, the minimum safe height increases; wearing leather armor (and every 100 gp amount of encumbrance) reduces the safety height by 10' increments to a minimum safe diving elevation of 20'. Mariners have an increase in their safe diving elevation of 10' per level, to a maximum of bonus of 150' at 11th level.

3. Holding breath: A character is normally able to hold his breath for only one round, emerging from the water to regain his breath at this time. Mariners are exceptionally good at this skill and are able to hold their breath for two rounds, plus one round per four points of constitution (four rounds at constitution 10- 11, five rounds at constitution 12-15, and six rounds at constitution 16 and above). A character forced past his limit takes 1d6 hit points damage, cumulative, per round (1d6 on the 1st round, 3d6 on the 2nd round, 6d6 on the 3rd round, etc.) of which 75% is incidental damage (*DMG*, p. 72), as will a character who exceeds his depth limit (75' for non-mariners, 125' for mariners).

4. Navigation: Navigation is the science of directing ships over large bodies of water. In medieval times, the technology of navigation was very primitive (the compass was not employed aboard ship until after 1300 A.D.); while Prince Henry the Navigator advanced the training of navigators, technological developments in navigation were insignificant until well after the medieval period. In an AD&D universe, magic usually replaces technology, and ships might carry magical instruments that perform the same function as an astrolabe or sextant. These devices would be among the most valuable treasures aboard a ship.

A navigator's chief function, of course, is to plot the ship's course. To determine the accuracy of a course, plot the route between the point of departure and destination, checking for errors daily by rolling percentile dice. Subtract the mariner's navigation roll from the score. If the total is greater than zero, then that is the percentage that the course is in error. For example: A ship has a course plotted that will allow it to sail sixty miles in a day. The navigator make a 10% error. The ship is 10% of 60 miles off course, or 6 miles. There is a 50% chance that the direction of error is portside and 50% chance that it is starboard; the DM may wish to adjust the direction of the error, given phenomena such as strong winds or current.

Only one roll may be made for a vessel each day, using the highest navigation roll of any mariners aboard. The navigation roll is subject to the following modifiers.

- Two or more navigators in consort: +15%*
- Ship sailing against moderate current: -5%
- Strong breeze: -10%
- Ship is old or worn (unseaworthy): -10%
- Ship sailing against strong current: -15%
- Strong gale: -25%
- Storm or greater force winds: -50%

The following technological modifiers are also used:

Primitive technology:

Out of sight of landmarks: -30%

Rudimentary technology (compass, cross-staff, astrolabe):

Light cloud cover: -10%

Heavy cloud cover: -25%

Advanced technology (post-astrolabe):

Light cloud cover: -5%

Heavy cloud cover: -10%

* – See note below on two navigators in consort.

A character with a secondary skill of navigator (as per the *DMG*, p. 12) has a base *navigation/piloting* score of 40%) and a base *sea lore* score of 10%. These benefits come from training prior to attaining 1st level.

A character may increase his *navigation/piloting* and *sea lore* scores if he takes a 5% experience-point penalty and takes an extra week of training between levels. The extra training costs 100 gp/level, so a 5th-level mariner training for 6th level would pay 600 gp. The 5% penalty on experience means that the character must drop 5% of all experience earned, slowing his level advancement rate. The *navigation/piloting* score will then advance by 2% per level (to a maximum score of 70%), and the *sea lore* score increases by 4% per level to a maximum of 50%. If a character has a 50% score in *navigation/piloting*, he may work with another navigator with a similarly high score in consort, improving their mutual chances of success.

5. Piloting: Piloting is the science of directing a ship through a hazardous area (e.g., an icefield, lake with jutting rocks at irregular intervals, a reef, or a strong current which pulls ships into danger). When the possibility of such disaster occurs, the mariner must make his piloting roll, which is identical to the navigation roll. The roll is subject to the following modifiers:

Two or more pilots in consort: +15%*

Lighthouse in area: +25%

Ship is unseaworthy: -10%

Strong breeze: -10%

Ship sailing against strong current: -15%

Light fog: -15%

Strong gale: -25%

Heavy fog (¼ mile visibility): -30%

Storm or greater force winds: -50%

* – See note above on two navigators in consort, under #4.

The roll should be made for every 5 miles of hazard. If, for example, a ship is threatened by a passage 15 miles long that contains jagged boulders, the piloting roll must be made three times. The DM must determine the degree of hazard beforehand; if the ship misses the piloting roll, it takes damage according to the severity of the hazard and the amount by which the piloting roll was missed (refer to the table in the *DMG*, p. 54):

Minor hazard

Missed by Damage

01-20%	Light
21-35%	Light to moderate
36-00%	Moderate

Major hazard

Missed by Damage

01-10%	Light
11-20%	Light to moderate
21-35%	Moderate
36-00%	Moderate to heavy

Critical hazard

Missed by Damage

01-10%	Light to moderate
11-20%	Moderate
21-35%	Moderate to heavy
36-00%	Heavy

MARINERS EXPERIENCE TABLE

Experience	points	Exp. level	8-sided dice		Level title
			hit	for accum.	
0–	2,250	1	1		Sailor
2,251–	4,500	2	2		Ship's mate
4,501–	9,000	3	3		Sea dog
9,001–	20,000	4	4		Seaman
20,001–	40,000	5	5		Seafarer
40,001–	75,000	6	6		Sea rover
75,001–	150,000	7	7		Sea hawk
150,001–	300,000	8	8		Ship master
300,001–	575,000	9	9		Mariner
575,001–	850,000	10	9+3		Mariner (10th level)
850,001–	1,125,000	11	9+6		Mariner (11th level)

275,000 experience points are required to achieve each additional level above the 11th. Mariners gain 3 hp per level after the 9th level.

Alternate level titles may be substituted for mariners who are buccaneers or pirates, such as Corsair and Privateer. Certain titles such as first mate, navigator, lieutenant, and captain should be reserved for the positions typical of any ship.

MARINER SKILLS TABLE

Level of Mariner	Navigation/ Piloting	Predict Weather/ Sea Lore	Climb Ropes/ Ladders
1	65%	40%	80%
2	68%	45%	82%
3	71%	50%	84%
4	74%	55%	86%
5	77%	60%	88%
6	80%	65%	90%
7	83%	70%	92%
8	86%	75%	94%
9	89%	80%	96%
10	92%	85%	98%
11	95%	90%	99%
12	98%	93%	99.2%
13	101%	96%	99.4%
14	104%	97%	99.6%
15	107%	98%	99.7%
16+	110%	99%	99.8%

Note: When using the tables in the *DMG*, ignore the references to fires. Otherwise, as far as hull damage and repair time are concerned, they are applicable.

6. Climb ropes/ladders: The movement rate of normal ladder climbing is 4'; the normal movement for rope climbing is 2'. With a successful climb ropes/ladders roll, a mariner can double his movement rate. If the roll is unsuccessful, the mariner falls. Slickness of the rope, etc., are important factors that modify the roll. Climbing a ship's rigging is the same as climbing a ladder, as far as mariners are concerned.

The *climb ropes/ladders* roll is also used if the mariner is climbing under extreme stress, such as in heavy seas and storms, in boarding actions in combat or when the ship is rammed, when a large wave or high winds strike the ship, and so forth. Mariners do not normally roll to climb either ropes or ladders aboardship, though non-mariners have a 20% chance of falling or stumbling until they get their "sea legs" (in 2-5 days).

7. Predict weather: Using this skill, a mariner has a percentage chance to predict the weather in the immediate area (within a 5-mile radius of his position) within the next eight hours. This skill is usable only on the sea or in shore-lying areas.

8. **Sea lore:** This skill is similar to a bard's legend lore, but deals with knowledge of nautical legends, such as recognizing the names of sunken ships and remembering their history, recognizing uncharted islands from rumors and reports of landmarks, identifying sea monsters and ghost ships, knowing how to tie 101 different knots, etc.

9. **Shipwright and ship evaluation:** A mariner knows the arts of ship construction and can determine its quality with minimal inspection. Ships have four quality classifications:

Unseaworthy: This is the most decrepit ship type. If you notice rats scurrying in droves down the ship's gangplank prior to departure, it's probably unseaworthy. In high winds, unseaworthy ships take hull damage in addition to the usual chances for a catastrophe: 1-2 points of hull damage in a strong gale, 1-3 points in a storm, and 1-6 points in a hurricane. Unseaworthy ships are capable of only 75% normal speed, and cost -10% to -30% of the normal ship price.

Average: The normal quality of seagoing ships. They also take damage in addition to the usual broken masts, etc., taking 1 hull point per hour in a storm, and 1-2 in a hurricane. They have approximately normal speed, costs, and capsizing chances.

Good: These ships are built with time and care. Good quality ships often serve as the flagship of a small nation's fleet or command vessels of a larger nation's fleet. They take 1 hull point damage per hour in a hurricane, and have -10% to their capsize and wind damage results percentages (see *DMG*, p. 54). These ships cost twice normal price and will only rarely be available for sale.

Excellent: The best ships are of excellent quality, designed by experts and built by masters. An excellent vessel serves as the flagship of a large seafaring nation's navy, and as such are never available for sale, although they make a great prize in a naval battle. They have only a 5% chance to capsize in a storm (a 15% chance in a hurricane) and take -30% to their wind damage percentage. They move through the water at +10% speed.

To calculate the hull points of major ship types in their assorted conditions, consult the following chart:

Ship	Unseaworthy	Average	Good	Excellent
Galley, small	1d4+2	1d6+4	2d4+4	1d6+6
Galley, large	1d6+2	1d8+4	2d6+4	3d4+4
Merchant, small	2d6+6	2d8+8	3d8+12	4d6+12
Merchant, large	3d6+9	3d8+12	4d8+12	6d6+12
Warship	3d6+4	3d8+6	4d8+6	5d6+12

A mariner is also trained in the art of ship construction and design. A 3rd-level mariner is able to design and oversee the construction of a seaworthy (i.e., average) vessel; a 10th-level mariner can construct (with an experienced building team) a good quality ship; and a 11th-level mariner (with master craftsmen) can produce a vessel of excellent quality. It is up to the DM to determine the construction time and costs in accordance to manpower available and the monetary system of the campaign.

10. **Languages:** A mariner automatically knows the common tongue, but instead of an alignment language (which may be learned later), a mariner knows a strange dialect called "the sea tongue," a language used in ceremonies by religions devoted to the worship of sea deities, and known to the leaders of sea peoples such as aquatic elves, triton, koalinth, mermen, etc. A mariner receives a great amount of language training and may pick up a new language (provided it is of a marine human or demi-human) at 3rd level and every three levels afterward (6th, 9th, etc.) until he reaches his maximum language total.

A mariner can also learn as many signaling codes as he can learn languages. A mariner automatically knows a "common" flag code and a "common" conch-horn code, and may pick up new codes at 3rd level and at every three levels afterward, or at a rate of six

months training, minus one month for every point of intelligence over 12 to a minimum of one month.

11. **Command skills:** A mariner knows how to handle a ship in a sea battle with great effectiveness. At 10th level, a mariner can also rouse his crew so they fight at +10% morale and +1 to all "to hit" rolls. Such a rouse requires three uninterrupted turns, and the entire crew must be gathered to listen. A mariner is also aware of the function of each man aboard ship and may substitute for any position if required.

12. **Undersea combat:** Although subject to the same weapon restrictions of any land-dweller when fighting underwater, a mariner is skilled beyond any other human in undersea combat. At 3rd level, a mariner has +2 to his initiative roll when battling a land-dweller underwater; at 7th level, a mariner actually has a chance to tie initiative against an undersea denizen if he exceeds its initiative roll by three (i.e., 4-1, 5-2, 5-1, 6-3, 6-2, 6-1), and he wins if he exceeds its roll by four or more (i.e., 5-1, 6-2, 6-1).

13. **Find secret/hidden doors on ship:** A mariner has the same percentage to *find secret doors* as a thief does. This does not translate to a knowledge of how to locate secret passages in buildings on land.

Special options

Proficiency skills: The mariner, before attaining first level, has the option of dropping one proficient weapon and concentrating on marine skills. If the mariner chooses the proficiency skills option, he will have one level greater ability in *sea lore*, *predict weather*, *shipwright*, and *language attainment*, and two levels greater ability in *swimming*, *diving*, *navigation*, *piloting*, and *climb ropes/ladders*.

Mariner's armor: This special leather armor is constructed by the most skilled tanners and armorers. It is not magical, but acts as if it were for swimming and diving purposes (equal to no armor). It is waterproof, as is normal leather. Cost varies according to region and economic conditions, but it is at least four times the cost of ordinary leather armor (usually 20 gp). It must be tailored to fit the individual and requires 30 days to prepare.

Henchmen and hirelings: Mariners may hire and class of character and take on any henchmen, as per fighters. They do not construct freeholds as do fighters, though any mariner of 5th level and above who owns a ship may serve as that ship's captain; he will attract a body of 2-20 0-level sailors and 1-4 mariners of levels 1-4. Other crewmen must be hired or found individually.

Mariners of 1st level may serve as mates (or sergeants), as per the *DMG*, pp. 33-34. Mariners of 2nd to 4th level may serve as lieutenants, and those of 5th level and up may be captains. Mariners who are ship captains may be hired to lead expeditions for trade, military, exploration, or private purposes. Adventures may encounter them frequently in coastal areas. Fleet commanders are almost always 9th level and above.

✕

Acknowledgements: Constructing the mariner was a very long and difficult task, and might not have happened except for the assistance and encouragement of "Jolly" Roger Moore. Also of help were Steve Sloane, Peter Van Dronghen, Brian Zomar, and Bruce Symons, who playtested its various incarnations; Eric Lund of the U. B. C. Wargamers, who suggested this to me in the first place, and an old, leather-bound copy of the 1911 *Encyclopedia Britannica*, which was invaluable in my navigation research. [The editor also thanks Margaret M. Foy for her commentary and assistance.]



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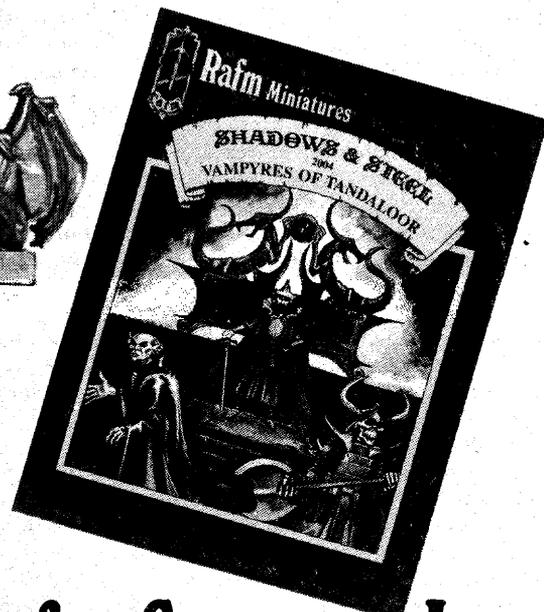
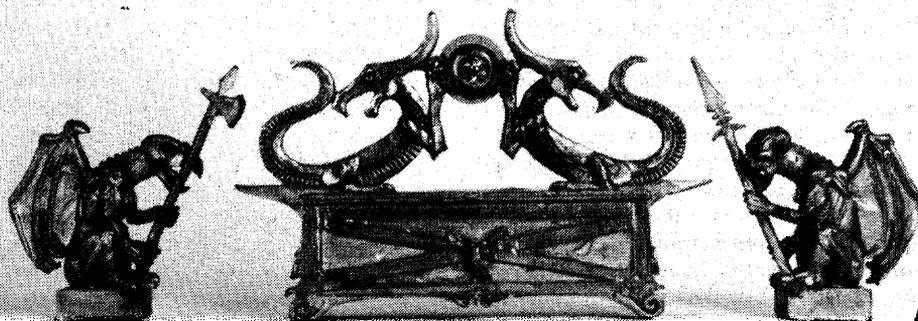
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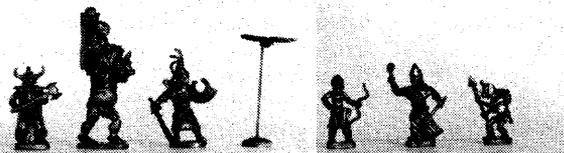
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BE PART OF THE RAFM ADVENTURE ... THE QUALITY CONTINUES.

Economics made easy

How to use the basic principles in your campaign

by Ralph Marshall

One of the commonly forgotten aspects of a campaign is the economic situation of the world in which the characters find themselves. No matter how much gold is brought into the system, or how much damage is wreaked on the crops by marauding armies, very little change is usually seen in the economic activity of the game. Food still costs the same amount, and one gold piece will still purchase the same amount of a given item. While a detailed economic system would bog down the game and provide the Dungeon Master with an unreasonable amount of work, some accommodations can be made that will have a realistic effect on the game without excessive effort.

Another area of the game that often lacks realism is that of purchasing and selling goods in towns. This is closely related to general economics, so an attempt is made here to cover the two topics in this set of suggestions.

Most people have a basic understanding of how supply and demand control the prices and availability of goods, but there are a number of finer points to the system that can be greatly affected by a party that brings back two wagons full of treasure from a major outing. One of them is the effect that a large supply of money will have on the value of the money. Inflation is rarely accounted for in AD&D® game campaigns, but it is exactly the sort of world that would have the most inflation. There is little speculation and buying on credit to produce economic failures, the area is usually cut off in most ways from foreign markets and suppliers, there is no dumping by subsidized producers, and no way to sell to anyone outside of the immediate area. Thus, any industrial and craft manufacturers are usually operating at nearly full capacity, and surpluses are rare or nonexistent situations. All of these factors will tend to produce a state of constant inflation.

To simulate this in the world of AD&D gaming, the Dungeon Master merely has to decide on a fixed set of base prices (the ones given in the *Players Handbook* and *Dungeon Masters Guide* work well), and an annual rate of inflation that seems reasonable, given the adventuring activity in a given region. Then simply keep a running total of the inflation multiplier, adjust every game year or so, and use it to figure actual prices when a character wishes to buy or sell something.

For example, consider that chain mail starts off at 100 gp, and inflation is 35% per year. (While that may seem like an unrealis-

tically high rate at first, remember that places like Israel and some South American countries often have inflation rates in excess of 100%.) After one year, the chain mail will cost 135 gp, and after two it will cost about 182 gp. This figure can then be used to find prices for any item, by multiplying the inflation factor by the initial price of the goods. Thus, food costing 15 gp at the start of the game would rise to 20.25 gp in one year ($15 \text{ gp} \times 1.35$), and 27.3 gp at the end of two, years (20.25×1.35). Obviously, these prices would be rounded and could vary depending on the honesty of the merchant, but this system provides a base price to which adjustments may be made.

To make this more than an exercise in multiplication, some cause and effect must be seen by the player characters, so that they have some chance to react to it and hopefully keep ahead of it. For instance, if the kingdom is run by a spendthrift ruler who lives in a grand castle, the inflation rate should be higher in that country than in a neighboring land with a much more modest ruler. Similarly, if the region consists of farmers and towns, with little uncontrolled areas and thus little or no adventuring, it should have a lower rate than an area with huge piles of gold waiting to be captured by brave adventurers. Thus, the characters can be induced to buy their supplies in the civilized areas in the interior of a country and transport them to the frontier, rather than buying them at the ubiquitous "general store" that is often found one mile from the dungeon. They will also want to travel to areas of high inflation to sell their treasure, thus allowing for all sorts of opportunities for adventures along the way.

Since areas with high inflation will have more money circulating than backwoods areas, the incidence of two-legged dangers should be higher. Pickpockets, thieves, and organized crime are much more likely to attack the party, thus giving the adventurers the choice of going to the big city in an effort to get more for their goods at the risk of attack, or settle for a smaller but safer amount somewhere else. This allows the DM to give the various areas of his or her campaign diverse flavors and dangers, even if they have similar types of terrain.

It should be obvious that using such an inflation rate allows the DM to provide the thinking players with some choices to make, without really requiring extra work. It also adds to the realism of the entire campaign, and the players are likely to enjoy it much more.

The second part of this discussion follows from the first. There is something ridiculous in seeing a character walk into almost any town and have his choice of two inns in which to stay, even if the town only consists of ten buildings. Yet, this often happens simply to give the character a choice of how much money he wants to spend for a night's rest and relative security. The same idea applies to most items or services that a party needs; all items they might need shouldn't be available in every town through which they pass.

There is a branch of economic geography called "central place theory" that addresses this problem. While most of the theory is superfluous to this sort of discussion, the part covering why different cities are of different sizes, and what level of services you could expect to find in a given city, is interesting. Following is a quick overview of the ideas of central places and some suggestions for how they can be applied to a fantasy role-playing game campaign.

The general concept is that cities exist in networks that allow each city to be surrounded by enough people to buy the goods and services it provides. The distance between cities, and the size of a given city, are functions of the goods it sells. Since the number of customers needed to support a given industry differs from product to product, cities differ in size. If a store in the capital city of the kingdom sells plate armor, and the dealer needs to sell 25 suits a year to survive, he needs to be the only merchant in an area large enough to have 25 customers a year if he is to make a living. Thus the next closest dealer of plate armor will be, say 100 miles away in a sparsely populated or poor region, or possibly in the same town if there is a large demand for the armor (say, to outfit the king's army). Items come in three general varieties: low-order goods, such as food; mid-order goods, such as swords and armor; and high-order goods, such as magic items. The ranking of a good is determined by something called the "range" of the good, which will be explained momentarily.

There will be very few cities offering high-order goods, and they will be spaced far apart. There will be more cities offering mid-order goods, and they will be spaced more closely together. Nearly every small village and hamlet will supply low-order goods, and they will probably occur as closely as one day's travel apart, or about 10 miles. Finally, a city that offers high-order goods will also offer mid- and low-

order goods as well, and mid-order cities will also provide low-order items.

Now for an explanation of how a good's "range" is determined. If the item has a price of 5 sp, the adventurer isn't going to travel across the country to buy it, but he may be willing to do so for a good costing 1000 gp. Basically, when the costs of getting to the good outweigh the cost of the good itself, the range of the good has been reached. In this case, another supply will usually arise in a closer region. This is what results in low-order towns being much closer together than high-order towns.

All of this may seem a little overwhelming at first, but if you compare it to the present-day society we live in, it becomes intuitive. Gasoline is a low-order good, and there are gas stations on nearly every corner in a large city. Furniture is a mid-order good, and there are usually only several stores selling furniture in a given city. Also, in the smaller towns that sell only low-order goods, it will be impossible to buy furniture at any price, because there are no stores. Automobiles are high-order goods, and similar considerations apply to them. Simply think of your milieu in that light and arranging the stores available in a given town will be easy.

The following dialogue should illustrate one of the possible ways to use this system to force some forethought by your players.

Scene: The Wild Boar Inn, in a small town on the edge of the wilds.

Cedric (party spokesman): "So, you say that the daughter of the local despot has been carried off by trolls, and he's offering 200,000 gp and a personal army to anyone who can rescue her?"

Torpthar (Sheriff for His Most Honorable Potentate): "Yeah, and if I don't arrange for someone to find her, I'm going to be fed to the moat-monsters. I can arrange for ten of the King's Guardsmen to go with you, and I'll pay their wages if you succeed. But you have to leave by tomorrow, or it'll be too late."

(A quick conversation follows among the adventurers, and they decide that they'd love to go, as soon as they get some new weapons and other gear.)

Cedric: "We'll go, if you pay for some armor for our horses and a few swords."

Torpthar: "What?!! You came all this way without any armor? The only place to get that is in the capital city, over 200 miles away. I can't help you, and I have to leave so I can find someone else to help me before His Most Honorable Potentate comes back for me. Sorry!"

An exchange of that sort should convince the characters to plan ahead the next time and carry more of their equipment with them to the frontier.

The following are more suggestions on how to apply this system to your campaign in a manner that will make sense to your players, allowing the play of the game to be more believable and challenging. Set up a rough network of cities in the area your characters ark in. Decide where the mid-

and high-order cities will be located, and what specific goods will be available in each one. This need not be very time-consuming, as most cities of a given size will have all of the basic goods of a given level. However, you may decide that crossbows are a rare commodity in a dwarven kingdom, thus making them high-order goods in that region. A few logical changes such as that, based on the attributes listed in the *Monster Manual* for each non-human race, will make the campaign a three-dimensional backdrop for the party's adventures. Also, recognize that while there may not be a store that sells crossbows in the town, one of the citizens may have one for sale, if the party thinks to ask around.

Remember that this system works the other way, too. If the PCs come back from an adventure with four extra sets of bows and arrows, they shouldn't be able to sell them to the arms merchant in the dwarven village. He won't be willing to buy goods for which no market exists, and the party members will either have to carry the stuff to a larger town or sell it at a large loss.

Another factor that affects the goods available in a given town, and thus its size, is the local economy. If the town contains one of the most talented swordsmiths in the country, it should not only have good swords for sale, but all of the related stores that accompany swords, such as armor, warhorses, and large numbers of fighters available for hire. This will tend to be self-feeding; as more adventurers come to the town to buy the fighting gear available, more shops will be able to open up and attract even more adventurers.

The local economy in turn is often affected by the natural resources of the area. A swordsmith needs fair amounts of coal and iron to manufacture his product, and he will tend to locate near a supply of these items. (This is the reason why Pittsburgh is the steel center of the United States.) Likewise, if the town contains a larger-than-average number of magic-users, it should be located near some sort of educational facility, most often in a large city.

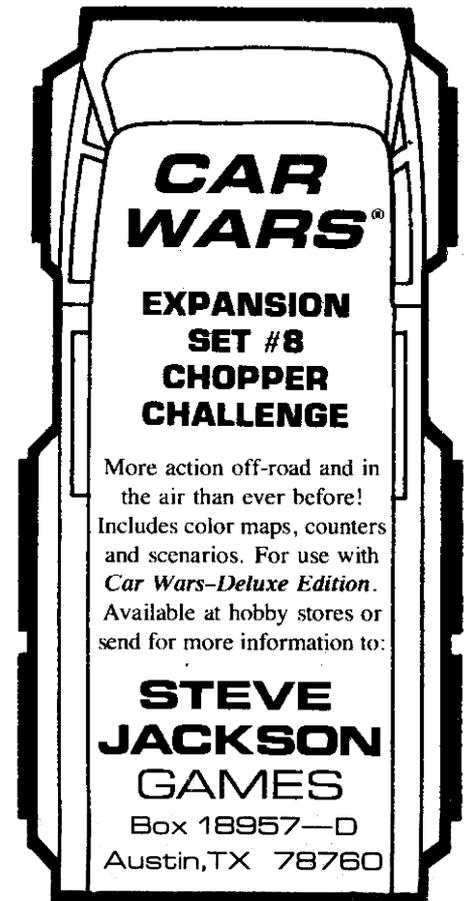
If you keep these ideas in mind, the whole system should be very easy to implement. It provides an excellent framework for your campaign and gives it more direction than would otherwise be found in the game. Characters now have an incentive to travel across the continent for a specific item of opportunity, rather than as a reaction to a DM-devised crisis. It also gives the DM a good way to communicate the condition of an area to the PCs without having to spell it out for them. If the PCs come to a town with rapidly rising prices, they should be able to figure out that the place is ripe for revolution without having to ask someone in a bar (who will probably say nothing out of fear of the King's troops).

If the town subsists in a large measure due to the presence of one highly skilled man, such as the swordsmith mentioned above, it would suffer virtual collapse when he dies or decides to move, unless some

replacement can be found for him. Once the characters realize this, and connect it with the effects produced by a hill giant who has been raiding the local iron mines, they are in a position to direct their own adventures. While the supply of ore may not be immediately interrupted, it will eventually stop. If the characters react first, they could demand a large amount of money for killing an otherwise normal monster. While this is obviously extortion, it's also the way modern business operates, and it isn't hampered by the laws in the campaign.

All of the above should aid your campaign, both in reducing the need for artificial challenges, and by providing a workable backdrop for what is happening. In addition, since most of this is based on how real life operates, it is easier to improvise without destroying the system. Just decide what would happen in today's world, and adjust for the more primitive technology and the presence of magic (which is a form of technology).

Hopefully this article has helped to show both the need for sensible economics and the advantages that such a system provides. If characters are forced to act more realistically in the purchase of goods and the trading of treasure after an adventure, they are also more likely to take an intelligent approach to the rest of the obstacles you present them. Not only will they think about where to buy swords, but also about when to use them. ☾



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More *Dragons of Glory*

Advanced rules and extra scenarios for DL 11

by Doug Niles and Tracy Hickman

Introduction

TSR™ product DL 11, *Dragons of Glory*, is a simulation boardgame that allows players to recreate the battles of the War of the Lance, the prime conflict in the AD&D® DRAGONLANCE® saga. The design provides for a fast-moving game, but in the product some details affecting combat were dispensed with for ease of play.

For those of you who would like a little more realism in the conflict and don't mind paying the price of slightly higher complexity, here are advanced and optional rules for the *Dragons of Glory* simulation game. The rules included in the original game are referred to here as the standard rules. New rules in this article are called advanced rules. Some of the advanced rules simply add to the standard rules, while others take the place of certain standard rules. The advanced rules include:

Detailed effects of winter: Winter weather tended to slow down the armies of draconians (who did not operate well in the cold) and was a great factor in stalling the Solamnic Advance during the winter of 351 AC. A system for weather effects on movement is now presented.

Effects of heroes: The DRAGONLANCE saga is a story not only of armies in conflict but also of individuals making a difference in their world. Such individuals, referred to in these advanced rules as "heroes," are ignored in the standard rules for the most part. Either they affect the game from simultaneously role-playing their parts in an AD&D campaign in Krynn, or they are not present at all. The impact of individual heroes is now addressed, and combat between individuals is included within the scope of the advanced rules. Statistics for heroic characters (such as Tanis, Sturm, and Goldmoon) are found in the Manifest of Hero and Hero/Leader Counter Statistics at the end of this article.

Supply: Supply problems were critical to both the Highlord (HL) and the Whitestone (WS) forces. With the absence of squad-level clerics to produce food and water, supplies had to be brought overland — an event unforeseen by strategists on Krynn and highly debilitating to their plans. Gunthar himself notes these problems in his war journal. The direct effects of this problem are addressed in detail in these rules.

Command control: Elves hardly got along with humans; dwarves wanted nothing to do with kender. The battle against the Highlords was bad enough, but the members of the Whitestone Council often fought among themselves as well. The Highlords were in no better position. While draconians would submit to any rule required of them, humans would not take command from ogres, etc. Couple this with limited communication and the scope of command became a complex one. The advanced rules now reflect these realities of the war. Leaders now have a limited range over which their command extends, and only certain types of troops will answer to their call.

Interception: Crossing the Bloodsea of Istar was hazardous, but was all the more so due to the presence of fast pirate ships. Flights of griffons were less effective transport when dragons rose from the ground to meet them in the air. Now players may intercept the movements of their enemy with advanced rules.

Dragon-to-ship combat: Dragons often attacked shipping. Their actions from interception caused havoc with troop movements from Sancrist and Northern Ergoth. Until now, there were no provisions for such attacks.

Additionally, three new scenarios are included. These are described below.

The Invasion of Abanasinia/The Qualinesti War: This campaign by Verminaard marked the start of the war for the heroes of the Lance. This scenario details the landings of the Dragon Highlord forces in Abanasinia and the opposition of the Qualinesti and Thorbardin forces to their advance.

The Maelstrom Fleet Action: The pirates of Maquesta Kar-thon and the fleets of the minotaurs were a constant menace to navigation across the Bloodsea of Istar. Yet the Silvanesti capital and much of its standing armies must cross the Bloodsea to move their capital to safer, more peaceful lands. Can the Silvanesti elven ships outrun the pirate raiders and minotaurs, or must they chance the Maelstrom itself to get through?

The Battle for Neraka: The armies of the Whitestone are chancing all on one last, desperate attack — plunge deep into the Dragon Empire and destroy Neraka. With

the citadels overhead and dragons filling the skies, will their plan work or will the last great strength of Whitestone be crushed on the barren Taman-busuk? This battle reflects the conditions present in the conclusion to the DRAGONLANCE series.

In this text certain terms have been used for convenience. For example, d4, d6, and d10 each refer to four-sided, six-sided, and ten-sided dice, respectively. The addenda serve as additions to existing rules. Occasionally, the term "Acting Player" is used to designate the player who is currently moving his pieces.

A. Getting Started (advanced Rules)

Use the standard rules for getting started. Note that heroes do not enter the game until Turn 10. On that Turn, the WS player may then place his hero counters anywhere in any country that either is allied with the WS player or is currently neutral. This reflects the possibility that the heroes may have entered the war and have been effective in it during the five years before they were reunited in the Inn at Solace.

For purposes of the advanced rules, there are two types of Strategic Events counters: Activation counters and artifact counters. Activation counters are those Strategic Events counters which give a bonus to Activation attempts in the standard game. Artifact counters are those Strategic Events counters which have a specific event or artifact listed on them (e.g., Dragonlances, WS wizard, HL wizard).

Put away the Activation counters. Only the artifact counters are used in the advanced game. These should be placed on the board when called for, using the advanced Battle Turn sequence presented below.

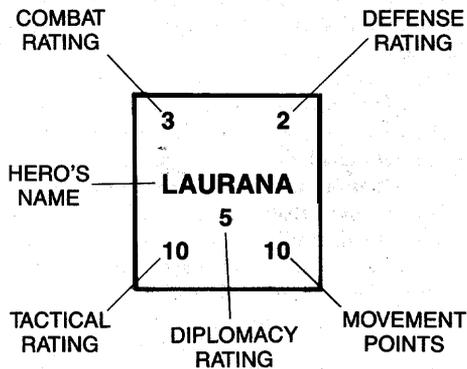
You will also have to prepare the hero counters for the advanced game. You need to transfer the statistical information for the heroes (found on the last page of this text) to the blank counters found in the *Dragons of Glory* game, according to the counter layout given at the end of section B below. Note that the new Diplomacy Ratings for HL and WS leaders who may also act as heroes should be transferred to their counters as well.

B. The advanced Game Pieces

In addition to the standard pieces in the game, the WS player now starts the game with hero counters. The table of counter statistics at the end of this text gives the numbers required on hero counters for combat and Activation bonuses. You should copy these by hand onto the additional counters provided with the standard *Dragons of Glory* game, as noted above. The artifact counters are all included with the standard rules, except for the Berem counter, which must be reproduced on a blank counter.

For all purposes in these rules, Highlord leaders who begin the game Activated (*i.e.*, who are not Activated during the course of the game) are also considered to be heroes. The only leaders for the WS player who are also considered to be heroes are the leaders of the Knights who have been Activated.

The standard game pieces are used in this game, with the addition of several Active Hero counters and Interception counters, as well as the new hero pieces, the layout of which is pictured below.



C. Playing a Battle Turn

When playing the advanced rules, replace the standard Battle Turn (section C) with the following advanced Battle Turn. Each Turn is roughly equal to one month of time, although the winter Turns represent three months because of more limited movement and combat during that season.

Each Turn should follow these eight steps:

STEP 1: REPLACEMENTS

Army replacements: The Highlord player puts a draconian counter in the hex where he has placed the Dark Temple marker. Then each player determines how many replacement armies he is allowed to add from armies that have been previously eliminated, and places each army on its country's capital.

Artifact placement: The players check the scenario description to determine if any additional Hidden markers are to be placed on the map this Turn. If so, then the WS player places the Hidden markers on the map starting with neutral capitals, and proceeding, if necessary, to empty fortresses, HL-allied capitals, and then WS-allied capitals. The players also check the

scenario description to determine whether any additional artifact counters should be added to the draw cup.

STEP 2: HERO DECLARATION

Both players declare which hero will be active for this Turn. The HL player declares first on odd-numbered Turns; the WS player declares on even-numbered Turns. Both players then place Active Hero markers on those two heroes they have designated.

STEP 3: HEROIC ACTIONS

Starting with the player who was first to declare an Active Hero in this turn, each player may then have his Active Hero perform one Heroic Action.

STEP 4: INITIATIVE

Each player rolls 1d4 to see who gets the initiative. The player with the higher roll wins. A tie goes to the player who had initiative on the previous Turn. The player with initiative declares which side performs Steps 5 and 6 first. The side that moves second then performs Step 7.

STEP 5: MOVEMENT

One player resolves all necessary ship movement for his side, and then resolves all necessary movement for air and ground armies which are in command (see Rule 7 addenda, below), as per the movement rules. Armies moving by air or sea are subject to interception during their move. The player then resolves all necessary movement for his heroes and leaders. Neither heroes nor leaders may move until all ship, air, and ground army movement has been completed.

STEP 6: COMBAT

The player who just moved may now make any air, ground, and ship attacks that he desires, using the combat rules. Only units in command at the beginning of the step may attack. Once this is resolved, any personal combat is resolved.

STEP 7: SECOND MOVEMENT AND COMBAT

The player who has not yet moved in this Turn now performs Steps 5 and 6 in order.

STEP 8: SUPPLY

Each player calculates supply for all of his ground armies. Remove any armies which are out of supply and place them in the Replacement Pool.

STEP 9: TURN MARKER and END OF GAME

Remove all Active Hero counters. Move the Turn marker and begin a new Turn.

heroes

The War of the Lance was not fought only on the battlefields. Individuals played a most important role in the final outcome of the war. In the standard rules, the results of individual hero actions are either tied to the role-playing campaign running in conjunction with the simulation game or are assumed by Rules 2 and 3, in Steps 2 and 3 of the standard game.

In the advanced rules, heroes are introduced. Heroes may assist in Activating nations into an alliance, discover important strategic items, move, fight other heroes, or wrest possession of important strategic items from other heroes. Use the following detailed character rules.

rule 1: replacements

ADDENDA: PLACING OF ARTIFACTS

Artifacts are to be found everywhere in Krynn. These are items which will greatly help both sides in their quest for victory.

The location of these artifacts are marked by Hidden markers. A Hidden marker indicates that an unsearched-for treasure is still hidden at that particular location. Hidden markers are scattered on the map.

These markers are placed when they are called for by the scenario. The markers are placed by the HL player in the following order:

- Neutral (non-allied) capitals
- Empty (unoccupied) fortresses
- HL-allied capitals, fortresses, or fortified cities
- WS-allied capitals, fortresses, or fortified cities

The markers may not be placed in latter categories until the previous categories are all filled. For example, the HL player could not place a marker in an empty fortress until all the neutral (unallied) capitals had a marker in them.

These markers are removed from the board whenever a successful search for an artifact is conducted.

rule 2: hero declaration

In the advanced game, the Activation bonus chits of the Strategic Events counters do not come into play. You will not draw chits from a cup. Use the following advanced rules in place of the standard #2 rules.

In this step, both players declare which of their heroes will be active. On odd-numbered Turns, the HL player must declare first. On even-numbered Turns, the WS player must declare first.

When the Active Hero for each side has been declared, an Active Hero marker is placed on the character. This marker will then indicate the Active Hero and therefore which hero qualifies to attempt a Heroic Action (see Rule 3: Heroic Actions).

RULE 3: HEROIC ACTIONS

One qualifying hero may perform one Heroic Action during this step. The action may be one of the following:

- Diplomacy
- Obtain artifacts
- Perform Heroic Action

The advanced rules use an alternate method of Activating neutral countries. The Activation bonus counters from the standard rules are not used in the advanced game.

Diplomacy

Diplomacy in the advanced game not only incorporates Activation of neutrals, but also the possibility of Deactivation of an enemy's troops and even their changing sides in a battle. A hero attempting any diplomacy with a neutral country must first meet the following preconditions:

1. The hero must have killed or driven off any enemy heroes in the hex;
2. There must be an unallied neutral leader in the hex; and,
3. The hero has not performed any other Heroic Action in this step and is currently controlled by the Acting Player.

If all three preconditions have been met, the hero may attempt to use diplomacy. The Acting Player then states the result he is seeking: Activation, Deactivation, or change of alliance. He then rolls 1d6, adding the hero's Diplomacy Rating (as found on the counter statistics chart at this article's end) and any modifiers for racial types as listed on the Diplomatic Resolution Chart. He then reads the result from the notes below the chart.

Obtaining artifacts

Artifacts in the advanced rules are gained in a two-part process: searching for the artifact and uncovering the artifact.

Searching for artifacts: Artifacts may be searched for only by WS heroes. HL leaders and heroes may only obtain artifacts by capturing WS heroes and taking them to HL-controlled capitals. For a WS hero to search for an artifact, the following preconditions must be fulfilled:

1. No HL, allied hero may be in the artifact hex.
2. The hero may not have performed any other Heroic Action during the current Turn and must be the Active Hero.
3. A Hidden marker must be present in the hex.

Artifacts may be picked up in any neutral capital, fortress, or fortified city where there is a Hidden marker,

When a neutral leader allies with the WS player, any artifact at his capital will automatically go to the WS hero present, regardless of the one-action-per-step limitation. HL heroes never obtain an artifact as a result of diplomacy.

Otherwise, a roll of 5 or 6 on 1d6 is required for a WS hero to successfully search for an artifact in a neutral leader capital.

If the WS player finds an artifact through search or diplomacy, then the Hidden marker is removed and an artifact counter is drawn randomly from the cup.

The Acting Player who gets an artifact may look at the counter before placing it immediately under the hero which discovered it. The WS player is then allowed to check the Artifact Table to determine which condition must be fulfilled before that artifact may be uncovered.

There are different conditions for each artifact that must be met before the effects of an artifact counter may be used. For example, for the WS player, a Dragonlance artifact counter must be taken adjacent to any mountain hex side on Southern Ergoth Isle before it may be used in battle. If the HL player has acquired the same Dragonlance artifact counter, he must take it to the capital of Sanction before he may uncover it. The conditions which each player must meet for each artifact are found in the Artifact Table at the end of the text.

Uncovering artifacts: If at any time during a Turn the requirement for the artifact is fulfilled, the player owning the counter may, at his option, reveal the counter and the artifact comes into play. The condition must have been fulfilled during the current Turn. The results are immediately applied.

If the preconditions of an uncovered artifact have been met, then the artifact may be brought into play during the current step, regardless of whether the player of the artifact is the Acting Player or not.

The effects of artifacts are generally the same as found in the standard rules. In cases where they differ, they are explained on the Artifact Table.

Once placed on the board, an artifact counter may only be moved in conjunction with another army, ship, leader, or hero counter. Artifact counters may be exchanged between friendly counters in the same hex; thus, a hero counter carrying a Dragonorb artifact counter may give that orb counter to an army in the same hex. Artifact counters are considered under the protection of any other friendly army units in the same hex, and therefore may not be stolen by enemy heroes. Artifacts may also change hands through capture or hero death (see Rule 11: Personal Combat).

Occasionally the scope of a scenario will not allow for the conditions of a particular artifact to be fulfilled. In those instances, the hero carrying the artifact may be considered to have fulfilled the conditions for the artifact to be uncovered if the hero moves to the border of the scenario boundaries. The player must then roll 1d6 and divide the result by 2, rounding up (yielding a result of 1, 2, or 3). This is the number of Turns that the hero must remain at the border before the conditions of the event are automatically fulfilled. This rule may only be used when a condition is impossible to achieve in the boundaries of the scenario.

Perform a Heroic Action

Heroic Actions may be performed by either WS or HL heroes. To perform a Heroic Action, the following conditions must be fulfilled:

1. No enemy heroes may be in the same hex.
2. The hero must not have performed any other Heroic Action in this step and must be the Active Hero.
3. The player may select any one of the following Heroic Actions to be put into effect by the Active Hero.

Diversion: The hero may attempt a diversion. Roll 1d10. On a roll of 10 or more, the attempt succeeds. For every 2 additional heroes with the Active Hero in the hex, 1 may be added to the die roll. If the diversion attempt is successful, army units in any single hex within 3 hexes of the Active Hero must move immediately to the hero's location and may not move in the following Movement Step. If the hero rolls a 1 (do not count additional hero modifiers), then the designated army units must still move, but the hero dies and is removed from play for the remainder of the game. Any other result has no effect.

The Hammer of Kharas: Roll 1d10 and determine the result of this Heroic Action from the table below.

1-2: Character is killed

3-7: No effect

8-10: Hero finds ancient dwarven relic; +6 on the player's next Activation roll involving Dwarven neutrals

Valiant Sacrifice: Player removes the hero permanently from play, and notes which allied leader's Tactical Radius included the hero when the latter was removed. On the following Combat Step, the Combat Strengths of all attacking or defending allied armies within the Tactical Radius of that leader are doubled, for that one Turn only.

Unite the Council: The WS player rolls 1d10. If the result is 8 or greater, the WS player may ignore the command control rules regarding races during the current Turn. The Active Hero must be on Sanctrist to perform this Action.

Martial Law (HL only): The HL player may designate neutral allies to be placed under Martial Law. He then rolls 1d10, adding 1 for every neutral ally so designated. If the result is less than 8, then the leaders of all those neutral nations are immune to any diplomacy for the current Turn, and thus cannot be Deactivated or change sides. If the result (including modifiers) is 8 or greater, then the WS player is granted a +4 on any attempt to change an enemy leader's alliance. Note that this action is only effective on odd-numbered Turns, since it must take place before the diplomacy attempts of the WS player.

Distrust (HL only): The HL player rolls 1d10. If the result is 10, then the WS player must roll 1 on 1d6 for every non-human leader during the Movement and Combat Steps. If the WS player rolls a 6, then that leader will refuse to move his armies or engage in combat during that step.

Spies (HL only): The HL player rolls 1d10. If the result is 10, then the HL player may examine one artifact counter currently being carried by a WS hero, leader or army.

RULE 4: MOVING SHIPS

ADDENDA: INTERCEPTION

When, during a Movement Step, a player moves his air armies or ships into a hex that is six or fewer hexes from an enemy air army or ship, the enemy air army or ship can attempt to intercept the moving air army or ship. The moving player immediately stops moving when the non-moving player states that he will attempt an interception.

To attempt an interception, announce your intent as your opponent's counter enters a hex within six hexes of the counter that will attempt the interception. This does not have to be the first hex in range; you can wait and see if the moving counter comes closer.

To determine the success of the interception, roll a d6. If the resulting number is equal to or greater than the number of hexes from the intercepting piece to the moving piece, the interception is successful. (If the attempt is unsuccessful, the moving player continues his move normally.)

If the interception is successful, the moving player stops moving until the interception attack is resolved. The intercepting air army or ship immediately moves by the shortest possible path to a hex next to the moving player's air army or ship. The air army or ship that intercepted must then attack the intercepted counter, or stack of counters. All normal combat rules apply.

After the interception attack is made, surviving intercepted units continue moving, and the intercepting units immediately return to the hex from which they started.

Ships can attempt to intercept enemy ships only. Air armies can attempt to intercept enemy air armies, or enemy ships.

Each non-moving unit can make only one interception attempt, regardless of its success, during the opponent's Movement Step. A moving unit can possibly be intercepted many times, but each attempt must be made by a different non-moving counter or stack. If several ships or air armies are stacked in a hex together, they can (but are not required to) make an interception together.

RULE 5: MOVING GROUND TROOPS

Players move their ground armies using the standard rules.

ADDENDA: WINTER WEATHER EFFECTS

During each Winter Turn (as shown on the Turn Track), the following rules are in effect:

All interception die rolls have a +2 modifier. This means that it is impossible to intercept units more than 4 hexes away.

All rivers on the map are considered to be frozen. Ground armies can march and attack across them as if the rivers were not there. Ships cannot move through or along river hexsides.

Ship movement is risky. Any time a player attempts to move a ship, he must roll a d6. On a result of 1, the ship encounters a storm or floating ice, and is automatically sunk, along with any armies aboard. Leaders are checked for as described in Rule 8. This die roll is made separately for each ship that moves during the winter, even if several ships move as a stack.

All mountain passes are closed by snow. Ground armies cannot move through mountain passes, and supply lines cannot be traced through them. Armies can still attack through mountain pass hexsides, but such attacks add a -2 combat penalty to all other combat modifiers that apply.

Travel through the air is restricted as follows: Air armies, whether they are carrying ground armies or not, must check after flying four hexes to see if they are grounded by weather. Roll a d6 for each air army after it has flown 4 hexes. On a 1, 2, or 3, the air army is forced to land immediately and can move no further during the Turn. If the air army is forced down over a sea hex, it is eliminated.

This procedure must be repeated after the air army has flown 8, 12, and 16 hexes. Air armies flying 3 or fewer hexes in a Turn are unaffected by this rule. Air armies flying an interception attack of 4 hexes must make the roll.

RULE 6: MOVING FLYING CREATURES

ADDENDA: INTERCEPTION

The interception rules above in rule 4 also apply to flying creatures, as noted therein.

ADDENDA: MOVEMENT OF HEROES

Heroes move in the same way that all other units move. The following special rules, however, also apply.

Interception: Heroes are subject to interception by other heroes as per the interception rules.

Capture: Heroes may be captured by

other heroes (see Rule 11: Personal Combat) or by armies as heroes attempt to pass enemy lines. This rule deals with moving past armies.

When moving next to an enemy hex, each hero must check to see if he has been captured. Roll d%. Subtract the hero's Tactical Rating. If the result is greater than 80, then the hero has been captured by that army. Turn the hero counter over and place it under the army which captured it. Any artifacts being carried by that hero are also captured at the same time. The HL player who captures an artifact in this manner may not examine it until that counter is moved to an allied capital. The WS player may examine it immediately.

A captured hero is considered under the control of the player who captured him, so long as he remains under at least one leader, army, or hero of the player who captured him. He must move as directed by that player so long as he remains under the enemy's counter. A captured hero may not contribute any benefit to other friendly counters about him, nor may he perform any Heroic Action until such time as he is no longer considered captured.

Heroes captured by armies may attempt escape or be rescued by other heroes during personal combat of the Combat Step described below. Heroes captured by enemy heroes must engage in personal combat in the Combat Step in order to escape.

RULE 7: LAND AND AIR COMBAT

ADDENDA: TACTICAL RADIUS and COMMAND CONTROL

The armies in the War of the Lance suffered from extreme racial bigotry and national pride. Armies who were otherwise on the same side of the conflict would usually refuse to execute commands issued by a commander of another race or nation. Additionally, charismatic leaders tended to have better command control of large army formations than did despots.

In the advanced game, the Tactical Rating printed on a leader's counter is also the Tactical Radius (in hexes) for that leader. Only those armies that start the Movement and Combat Steps of the Battle Turn within that number of hexes of the leader are considered to be in command. Armies farther than that number of hexes away from their leader are considered out of command.

Armies which start their Movement Step out of command may not move during that Battle Turn. Armies which start their Combat Step out of command may not initiate an attack during the current Battle Turn. Armies which start in command in either step may perform their actions normally.

An army may perform its actions (move or fight) in its appropriate step only if it starts in command, and may complete its full action even if it means ending its action out of command. For example, an army that starts a step in command may move its

full movement, even if the hexes it moves into are considered out of command. Armies attacking enemy armies that are in hexes outside their leader's Tactical Radius may advance into those hexes, as per the standard rules for advance after combat. Since leaders and heroes move after armies in the advanced rules, units that move out of command may well be back in command by the end of the step.

Armies will only take commands from leaders of the same racial type. Armies that are only within the Tactical Radius of leaders of another race cannot take command from those leaders and are considered to be out of command.

The following chart matches the nations of Krynn with their racial type.

ARMIES AND RACIAL COMMAND TABLE

Army	Race
Blode	Ogre
Caergoth	Human
Goodlund	Kender
Gunthar	Knights
Hylo	Kender
Kaolyn	Dwarf
Kern	Ogre
Khur	Human
Kothas	Minotaur
Lemish	Human
Maelstrom	Human/Minotaur
Mithas	Minotaur
Nordmar	Human
N. Ergoth	Knights
Palanthus	Human
Qualinesti	Elf
Sanction	Human
Silvanesti	Elf
Solanthus	Knights
Tarsis	Human
Thorbardin	Dwarf
Throtyl	Hum./Hobgoblin
Vingaard	Human
Zhakar	Dwarf

Exceptions: Any WS-friendly armies can be commanded by Knight leaders (Gunthar, Northern Ergoth, and Solanthus) regardless of race. Any HL-friendly armies can be commanded by HL leaders who start the game Activated (Ariakas, Kitiara, etc.). Draconians may be commanded by any HL-friendly leader.

rule 8: ship-to-ship combat

ADDENDA: DRAGON-TO-SHIP COMBAT

A dragon can attack a ship that is adjacent to it, either during the Combat Step or as a result of interception. The ship has a limited capacity to defend itself.

To resolve dragon-to-ship combat, treat the dragon's Combat Strength exactly as if it was a ship's Combat Rating. Treat the ship as if it had a Combat Rating of 1.

After each ship and dragon involved in

the battle has rolled for one attack, the dragons can be withdrawn. Ships can never withdraw from combat with dragons. If the dragons do not withdraw, each dragon and ship makes a second attack. Unlike ship-to-ship combat, dragon-to-ship combat ends automatically after each dragon and ship makes its second attack.

Leaders never benefit either the dragons or the ships involved in dragon-to-ship combat.

rule 9: conquest

This standard rule still applies to the advanced game.

rule 10: special army types

This standard rule still applies to the advanced game.

rule 11: personal combat

Personal (heroic) combat will occur when two heroes of opposing sides are in the same hex, and the player with initiative does not wish to attempt to capture the enemy hero.

Additionally, whenever two or more hero counters are in the same hex and no capture is attempted, personal combat must occur. Personal combat is resolved simultaneously. Both players first select which of their heroes will be engaging in personal combat. Only two heroes in any one hex can engage in personal combat at any one time. Thus, if there are three WS hero counters in a single hex with two HL leader/hero counters, then both players must choose which of their heroes will fight. If the chosen HL leader/hero was either killed or retreats as a result of the combat, then the WS hero who fought the HL leader/hero could then also fight the second HL leader/hero, or the WS player could choose another HL leader/hero from the other two counters in the hex to engage in the fight. In this way, strong fighting heroes can "protect" weaker fighting heroes who have a better Diplomacy Rating.

To resolve the combat, both players look at their opponent hero's Defense Rating and subtract that from their own hero's Combat Rating (as given in the counter statistics at this article's end). This gives them the base "to hit" number for their hero. Both players roll one die. If the number rolled is less than or equal to their base "to hit" number, then the unit has suffered a wound.

After one exchange of personal combat is resolved, both sides have the option of retreating their hero one hex out of melee. Retreated heroes may not be engaged in personal combat again in the current Turn.

When a hero is first wounded, his counter is flipped to its back side. The personal Combat Ratings, Defense Ratings, and Movement Points remain the same. A hero

that is wounded a second time is slain and eliminated, going out of play for the remainder of the game.

Combat is continued in this manner until either no enemy heroes remain to fight (having either fled or been slain), or until one's own heroes have all fled or been slain.

Artifacts and captured/killed heroes

Artifacts may only be obtained by the HL player by capturing WS heroes who possess artifacts, taking captured WS heroes to a HL-allied capital, fortress, or fortified city. Whenever this happens, the artifact is taken away from the WS hero when the capital, fortress, or city is reached, and given over to the HL counter which is there. The HL player may then uncover the artifact (if its conditions for the HL player have been fulfilled) or he may subsequently attempt to fulfill the artifact's conditions as listed on the Artifact Table in the back of this text. WS heroes may regain artifacts by capturing HL heroes possessing such artifacts in combat and taking them to WS-allied capitals, fortresses, and fortified cities.

Artifacts which are being carried when a hero is killed are automatically returned to the cup. Neither player then gets the artifact (as the secret dies with the hero.)

Healing wounds

If a wounded hero performs no Heroic Action, movement, or combat for one Turn, he heals his wound and may function normally again on the following Turn.

Capture vs. elimination

The major advantage to capturing opponent heroes, as opposed to eliminating them, is that any artifacts held by the captured hero may be taken by the captors. The artifacts held by slain enemy heroes remain in the possession of the opposing player.

The player with initiative may attempt to capture the opposing player's hero rather than engage it in combat. To do so, the hero attacking must fulfill the conditions of personal combat (see Rule 11: Personal Combat, above) and the player must declare a capture attempt before any combat is resolved.

The attempt is resolved using the same system as combat but with a -2 additional penalty to the roll. A roll of 1 is always a success.

Defending characters may not resolve their defensive personal attacks until the capture results are known.

At least one unit, either hero or combat, must be in a hex to hold a captured hero. If for any reason the hex that the captured hero occupies is relieved of enemy units, then the captured hero is liberated.

(Continued on page 55)

Give us your 22 cents' worth!

Do you wish there was a way to tell us what you think of DRAGON® Magazine without taking the trouble to write a letter?

Well, here it is. On the following two pages is DRAGON Magazine's latest reader survey, which is exclusively devoted to questions about the editorial product. We selected the questions and choices very carefully, trying to cover every kind of comment or complaint that a significant number of readers might have. Now that we've asked the questions and raised the issues, all you have to supply is your answers and opinions. Fill it out, fold it up and fasten it or slip it in an envelope, attach a first-class stamp of your choice, and send it back. Please. . . .

. . . But don't get out your pencil yet. It's pretty important to read the rest of this page first. It may seem silly to have to read instructions on how to fill out a survey response, but we want to be sure that you understand exactly what we're asking, and that you know how to fill out the survey sheet so that it will help both of us.

A: Where Are We?

This is the section where you tell us your opinions of what DRAGON Magazine generally contains: what do you like, or not like, about what we're doing now? In questions 1 through 17, you can make judgments about the amount of space we devote to regular features and certain types of articles. The possible answers are "More," "Less," or no answer at all, which indicates that either you don't object to the amount of space we're using for something, or that you don't have an opinion on that item.

Here's the catch: For every "More" you mark, there must be a "Less," and vice versa. This reflects one of the harsh realities of magazine publication — page space doesn't grow on trees. If all you do is mark "More" in six places on this list, that doesn't tell us what you're willing to sacrifice. In order for us to give you more of anything, we assume (and so should you) that we're going to have to cut back somewhere else. So, if it was your decision to make, what would you do?

Some of the categories under questions 16 and 17 could use expanded definitions. "Advice or suggestions" (a,b) encompasses tips on how to modify or expand a specific aspect of a game's rule system. "Imaginative essays" (f) is a less frequent kind of article that takes existing rule information for a specific game and builds on it. The former type of article can be of any length and any level of complexity; the latter type is usually lengthy, complex, highly theoretical, or all three of those things. "Pure speculation" (g) articles discuss general methods or principles that lie outside the scope of a specific game, and which can apply to most

or all types of role-playing game experiences. Of the articles in issue #106, "More range for rangers" would be category a; "The ranger redefined" would be category b; "The laws of magic" would be category f; and "The way we really play" would be category g.

Questions 18 through 25 in this section call for a different kind of value judgment. Using whatever standards you choose for characteristics such as "quality" and "attractiveness," tell us which of the three descriptions you would assign to each of the listed aspects of the magazine.

B: Where Should We Be Headed?

To formulate the questions for this section, we tried to define what DRAGON Magazine could reasonably do for you that it isn't doing now. The key word there is "reasonably" — we aren't going to start using articles on the game of bridge, for instance. As you'll see, the questions about expanding coverage fall in three clearly defined areas. Do you want to see coverage of miniature figures or computers and software? Do you like the idea of resurrecting valuable articles from out-of-print issues?

If the choices in question 7 don't seem complete, read the editor's column on page 3 of this issue and you'll find out why we aren't asking you about modules as special attractions. Be aware that the choices we've listed don't represent everything we could do for a special attraction, and we're not suggesting that our opportunities are limited to these. The list represents what we can anticipate being able to produce, based on submissions we've received recently. If someone comes in the door tomorrow with an entirely new idea, we won't throw it out just because it wasn't on this list. Game title abbreviations are the same ones we use in the World Gamers Guide on page 4.

Questions 8 through 12 are pretty self-explanatory. You can fill in the blanks pretty much any way you want, but take a little bit of care with 9 and 12. Stick to things that you know we can do, or think we should be able to do; otherwise, you'll waste your time and ours too. If the three other games you like to play are gin rummy, checkers, and mah-jongg, you might be reading the wrong magazine. If the one thing you want done differently is "lower the price," you're definitely reading the wrong magazine.

What's in it for you?

The first five hundred people who send in their responses will receive . . . exactly what everyone else receives. No giveaways, no random drawings, no "must be postmarked by." We don't want you doing this for fame or fortune. Above and beyond what we're not giving you, we're also asking you to spend a few minutes of time and the cost of

a postage stamp to give us the benefit of your opinions. Pretty raw deal, huh?

Well, that depends on what you expect to get. In return for your time and your twenty-two cents, we can promise to tally up your responses and use the results to produce a magazine that we hope you'll want to continue reading. At best, you'll come out of it with a magazine that you think is better. At worst, you'll at least be aware of some opinions of yours that apparently aren't shared by most of the rest of our readers.

You don't have to return the survey immediately, but don't put it off too long. We plan to tally all the responses we receive from the United States and Canada by the middle of June. Responses from countries other than those two will be tabulated separately, and we'll continue to tally the returns from overseas for at least a couple of months beyond mid-June.

You don't have to give us your name and address, but we won't accept more than one anonymous response in a single envelope. If yours is the kind of magazine that gets passed around a group after you're done reading it, please take the survey out of the magazine before its journey starts. We'd like the original purchaser of each magazine to be the one who responds — and in keeping with that, we won't accept photocopies or any form of responding except for answers on the survey page itself.

How come we didn't ask . . .

. . . about expanding our coverage of play-by-mail games? Because we don't think we can "reasonably" do that. It would take a tremendous new outlay of manpower and money — and even if we could afford to do it, our coverage would be a pale shadow of what the many established PBM magazines are already doing. We'll keep our hand in with an occasional article, but those will be geared toward people with little or no experience in PBM gaming.

. . . if we should produce a module magazine? Basically, we thought that was a decision we could make on our own. We're sure that the demand exists for a separate publication devoted to modules, we think that a lot of gamers will be willing to subscribe to it, and we intend to do everything we can to make those expectations come true.

We probably don't have to say this, but additional comments, complaints, and compliments are okay. Gracefully scribble them in the space at the bottom of the second page, or attach a second sheet and put the whole thing in an envelope. And you don't have to fill out the whole thing; if you don't give a hoot how often we print an index, don't agonize over a decision. Make it easy on yourself — and try not to go too hard on us.

A. WHERE ARE WE?

- | | More | Less |
|--|-------------------------------------|-------------------------------------|
| 1. Color comics | <input type="checkbox"/> | <input checked="" type="checkbox"/> |
| 2. Black & white comic series | <input type="checkbox"/> | <input type="checkbox"/> |
| 3. Black & white cartoons | <input type="checkbox"/> | <input type="checkbox"/> |
| 4. Color interior illustrations | <input type="checkbox"/> | <input type="checkbox"/> |
| 5. Black & white interior illustrations | <input type="checkbox"/> | <input type="checkbox"/> |
| 6. Letters | <input type="checkbox"/> | <input type="checkbox"/> |
| 7. The forum | <input type="checkbox"/> | <input type="checkbox"/> |
| 8. Reviews of role-playing games | <input type="checkbox"/> | <input type="checkbox"/> |
| 9. Reviews of other games | <input type="checkbox"/> | <input type="checkbox"/> |
| 10. Reviews of role-playing modules and other accessories | <input type="checkbox"/> | <input type="checkbox"/> |
| 11. Reviews of current fantasy and SF literature | <input type="checkbox"/> | <input type="checkbox"/> |
| 12. Convention calendar | <input type="checkbox"/> | <input type="checkbox"/> |
| 13. World Gamers Guide | <input type="checkbox"/> | <input type="checkbox"/> |
| 14. Articles on the following TSR games and products: | | |
| a. AD&D® game | <input type="checkbox"/> | <input type="checkbox"/> |
| b. D&D® game | <input type="checkbox"/> | <input type="checkbox"/> |
| c. WORLD OF GREYHAWK™ Fantasy Game Setting | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| d. DRAGONLANCE™ modules and games | <input type="checkbox"/> | <input type="checkbox"/> |
| e. <i>Oriental Adventures</i> rules and accessories | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| f. BATTLESYSTEM™ Combat Supplement and accessories | <input type="checkbox"/> | <input type="checkbox"/> |
| g. TOP SECRET® game | <input type="checkbox"/> | <input type="checkbox"/> |
| h. DRAGONQUEST™ game | <input type="checkbox"/> | <input type="checkbox"/> |
| i. MARVEL SUPER HEROES™ game | <input type="checkbox"/> | <input type="checkbox"/> |
| j. STAR FRONTIERS® game | <input type="checkbox"/> | <input type="checkbox"/> |
| k. GAMMA WORLD® game | <input type="checkbox"/> | <input type="checkbox"/> |
| 14. Fiction with a fantasy theme | <input type="checkbox"/> | <input type="checkbox"/> |
| 15. Fiction with a science-fiction theme | <input type="checkbox"/> | <input type="checkbox"/> |
| 16. Fantasy articles with the following approach or theme: | | |
| a. Advice or suggestions directed at game master | q | <input type="checkbox"/> |
| b. Advice or suggestions directed at player(s) | <input type="checkbox"/> | <input type="checkbox"/> |
| c. New monsters or other creatures | <input type="checkbox"/> | <input type="checkbox"/> |
| d. New magical or technological items | q | <input type="checkbox"/> |
| e. New character classes or racial types | <input type="checkbox"/> | <input type="checkbox"/> |
| f. Imaginative essays building upon existing rules | q | <input type="checkbox"/> |
| g. Pure speculation or generic advice | <input type="checkbox"/> | <input type="checkbox"/> |
| h. Statistics-based articles | q | q |

- | | More | Less |
|---|--------------------------|--------------------------|
| 17. SF articles with the following approach or theme: | | |
| a. Advice or suggestions directed at game master | q | q |
| b. Advice or suggestions directed at player(s) | <input type="checkbox"/> | <input type="checkbox"/> |
| c. New alien creatures | q | <input type="checkbox"/> |
| d. New technological items | q | <input type="checkbox"/> |
| e. New character classes or racial types | q | q |
| f. Imaginative essays building upon existing rules | <input type="checkbox"/> | <input type="checkbox"/> |
| g. Pure speculation or generic advice | <input type="checkbox"/> | <input type="checkbox"/> |
| h. Statistics-based articles | q | q |

Here's how I would rate DRAGON Magazine in . . .

- | | Good | Fair | Poor |
|--|--------------------------|--------------------------|--------------------------|
| 18. Quality of cover paintings | q | <input type="checkbox"/> | <input type="checkbox"/> |
| 19. Quality of color interior illustrations | q | <input type="checkbox"/> | <input type="checkbox"/> |
| 20. Quality of black & white interior illustrations | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 21. Physical attractiveness of color advertising | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 22. Physical attractiveness of black & white advertising | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 23. Placement of advertising | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 24. Articles or features that are jumped from the front of the magazine and finished in the back | <input type="checkbox"/> | q | q |
| 25. Presentation of charts and tables | <input type="checkbox"/> | q | q |

Name _____

Address _____

Age ____ If subscriber, check here: q

B. WHERE SHOULD WE BE HEADED?

Here's what I think about expanding DRAGON's coverage to include . . .

	Yes	No
1. Miniature figure articles		
a. Reviews of recent releases	<input type="checkbox"/>	<input type="checkbox"/>
b. Instructions & tips on preparation/painting	<input type="checkbox"/>	<input type="checkbox"/>
2. Miniature figure photo coverage		
a. Black & white photos of recent releases	<input type="checkbox"/>	<input type="checkbox"/>
b. Color photos of finished figures & dioramas	<input type="checkbox"/>	<input type="checkbox"/>
3. Computer applications for TSR role-playing games		
a. Articles with program listings	<input type="checkbox"/>	<input type="checkbox"/>
b. General articles (no listings)	<input type="checkbox"/>	<input type="checkbox"/>
4. Computer applications for other role-playing games		
a. Articles with program listings	<input type="checkbox"/>	<input type="checkbox"/>
b. General articles (no listings)	<input type="checkbox"/>	<input type="checkbox"/>
5. Reviews of commercial computer software		
a. Games oriented toward fantasy/SF/role-playing	<input type="checkbox"/>	<input type="checkbox"/>
b. Other games	<input type="checkbox"/>	<input type="checkbox"/>
c. Utility programs useful to gamers	<input type="checkbox"/>	<input type="checkbox"/>
6. Occasional reprints of out-of-print articles	<input type="checkbox"/>	<input type="checkbox"/>

If yes, which ones? a. _____
 b. _____
 c. _____

7. Rank the following topics in order of your preference of them for a DRAGON Magazine special attraction:

- q AD monsters
- q AD magic items
- q DD monsters
- q DD magic items
- q GW mutant creatures
- q GW technological items
- q SF alien races & creatures
- q SF technological items
- q MSH heroes & villains
- q TS technological items
- q Rules & components for new game
- 3-D fantasy buildings
- q 3-D dungeon scenes
- q 3-D spaceships & SF vehicles

8. DRAGON should print an updated index every issues.

9. The other games I'd like to see more articles about are:

- a. _____
- b. _____
- c. _____

10. The three best articles you've printed recently were:

- a. _____
- b. _____
- c. _____

11. The three worst articles . . .

- a. _____
- b. _____
- c. _____

12. If you can only do one thing differently for me, let it be this:

FIRST CLASS
POSTAGE
REQUIRED

DRAGON[®] Magazine
P.O. Box 110
Lake Geneva WI 53147

Attn: Reader Survey Dept.

Escape and release

Any time a hero counter is captured, either through movement near enemy armies, personal combat, or diplomacy, it may attempt an escape during its player's Combat Step.

To escape, the player must roll a set of doubles on 2d6 (the same number rolled simultaneously on each dice) for each captured hero. However, for every army unit in the same hex, one set of doubles is eliminated, starting from the lowest set of doubles and proceeding on up. For example, a hero attempting to escape from a hex containing 2 armies would still remain captured on rolls of double 2s or double 1s. A hero held captive in a hex without an enemy army could escape on a roll of double 1s.

Each captured hero must roll for escape separately. Captured heroes in fortresses, capitals, or cities may roll once per Turn during their action phase. Captured heroes held elsewhere may roll twice per Turn. For example, in order for two captured heroes to escape from a hex containing three enemy army units in the countryside, the player controlling them must roll double 4's, double 5's, or double 6's for each hero, rolling twice per Turn for each hero.

Uncaptured heroes that are of the same side as a captured hero may aid in the captive's escape. For each friendly, uncaptured hero adjacent to a captured hero, the captured hero gets one additional roll for escape on top of any other rolls to which that unit is entitled.

Escaped heroes may move under the normal rules of movement.

Captured heroes are automatically set free if the armies they are being held by are forced to retreat as a result of combat. The release is immediately applied.

rule 12: supply

During the Supply Step, players must be able to trace a line of supply from ground armies to fortresses or fortified cities that are controlled by the player tracing the supply line. Only ground armies that are stacked together (more than one army in a hex) need to trace supply lines. (Lone armies are capable of foraging off the land.)

A line of supply is a path of connecting land hexes of unlimited length between the stack of units and any friendly fortress or fortified city. However, it cannot be traced through a hex containing an enemy counter, nor through a hex that is next to an enemy counter (unless that hex is occupied by a friendly counter.) The supply line also cannot be traced through mountains, except mountain passes.

If a player cannot trace a line of supply for a stack of units, but one of the units in the stack must be removed from the map and put in the Replacement Pool. The player whose units are affected selects the units to be removed. Supply has no effect on leaders, air armies, or ships.

SCENARIOS

In order to play the advanced rules for heroes in the Standard Campaign, Historical Campaign, or the scenarios for the standard game (as described in DL 11), you must know which heroes and artifacts are present and where to place them.

The Campaign Game

HEROES: All heroes enter the game on Turn 10. The WS player may place them wherever he wants them, so long as they are either in a country allied with the WS or in a country which is not yet Activated by either side. The hero Laurana must be placed in Qualinesti and may not move until that nation is Activated.

HIDDEN MARKERS: Place Hidden markers on the board according to the following schedule:

No. of markers	Turn
4	1
4	10
4	15
5	20

ARTIFACTS: Place artifact counters in the cup according to the "E" numbers printed on the backs of the artifact counters. For example, "E10" artifact counters enter the cup on Turn 10. The Berem artifact counter is considered to be an E10 counter for all purposes.

The Historical Game

HEROES: All heroes enter at the beginning of the Scenario (Turn 20). Laurana is placed in Qualinesti. All other WS heroes are placed by the WS player in Abanasinia.

HIDDEN MARKERS: 8 Hidden markers are placed at the beginning of this game. No further markers are placed on the board.

ARTIFACTS: The HL player starts with the following artifacts and may place them with any army or leader: 2 HL wizards, 1 Dragonlance, and Lord Soth's Legion. The WS player starts with the following artifacts: 1 Gnomish Technology and 2 WS wizards. The remainder, including the Berem counter, are placed in the cup.

SCENARIO 1: Silvanesti

HEROES: WS player may select one hero and place it anywhere in Silvanesti. The hero may not be human, dwarven, or the elf Laurana.

HIDDEN MARKERS: Place two Hidden markers on the board on Turn 4 (start of the scenario). Place two additional on the board on Turn 8.

ARTIFACTS: Each side starts with no artifact counters. Place only El artifact counters in the cup.

SCENARIO 2: The Solamnic Plain

HEROES: WS player may select 3 heroes (any except Laurana) and place them in any WS-allied nation.

HIDDEN MARKERS: Place 4 Hidden markers on the board. Place 4 more markers on Turn 15 and 5 markers on Turn 20.

ARTIFACTS: Place all El and E10 artifact counter in the cup. Starting with the HL player, each player takes turns drawing 4 artifacts apiece, two of which may immediately be declared as uncovered. Artifact acquisition then proceeds normally. Place the E20 artifacts in the cup on Turn 20.

SCENARIO 3: The Kender Strike Back

HEROES: WS player may select any one hero, other than Laurana, and place it in Hylo.

HIDDEN MARKERS and ARTIFACTS: None are used in this scenario.

SCENARIO 4: The Siege of Kalaman

HEROES: WS player may select any 5 heroes and place them in any WS-controlled hex.

HIDDEN MARKERS: One Hidden marker each is placed in Kalaman and Dargaard Keep. No further markers are placed.

ARTIFACTS: All of the artifact counters are placed in the cup. Starting with the HL player, each player takes turns drawing eight artifacts from the cup. Four of these may be immediately declared as uncovered. Artifact acquisition then proceeds as normal.

Following are some new scenarios for use with the advanced rules.

SCENARIO 5: Invasion of Abanasinia/The Qualinesti War

Abanasinia once was a center of trade and commerce. Great caravans would come south from the rich lands of Solamnia, on

their way to the dwarven kingdom of Thorbardin. One of the finest religious libraries of the Age of Might, second only to that of Palanthus itself, was located at Xak Tsaroth in the heart of the Abanasinic region. Though once torn by war and strife as the dwarves, Qualinesti elves and Solamnic humans struggled to establish the boundaries of their land in the latter days of the Age of Might, Abanasinia was a region of peace and enlightenment.

All of that changed with the Cataclysm. Much of Abanasinia fell beneath the waves of the New Sea. Xak Tsaroth was swallowed into the earth itself and all the land was plunged into fear and anarchy. After an initial period of chaos, culminating with the Dwarfgate War in 121 AC, peace was again restored to the land. The Thorbardin dwarves had disappeared from the face of the world, and the Qualinesti elves again fell back into their enchanted lands. Mankind created new homes, some in the trees of Solace and others in the plains beyond. Humans slumbered in their domestic tranquility, unaware of the storms of war gathering about them in the world.

Then in the summer of 351 AC, war came to Abanasinia. The Red Wing of the Dragon Highlords, under the command of Dragon Highlord Verminaard, landed on the northern shores of Abanasinia and also at the small fishing harbor of Newports. The dragons' might swept across the land and moved quickly to subjugate all of the land and the population in it.

The humans were totally disorganized and could offer only a token resistance. Only the elves and the dwarves had the might and will to resist the onslaught, yet the elves wanted nothing over their own survival. The dwarves were buried under the mountain and did not seem willing to appear. Not until the thunder struck did either nation wake up to the conflict.

Though not fully mobilized until the armies of the Dragon Highlords were crossing their own borders, the Qualinesti elves were not unprepared. Their spirited resistance was insufficient, however, to stop the juggernaut. Only by the distraction of the dwarves on the south, caused by the actions of heroes, were the Qualinesti elves relieved of the constant fight and the Dwarves brought into, the war.

INITIAL SET UP:

Dragon Highlord (HL) Player

The HL player begins with the following forces:

- Sanction (all armies and ships)
- 6 draconians
- Maelstrom pirates (ship counters)
- 2 red dragons
- Verminaard (Highlord)

The HL player must have no armies on any land hex, All armies must be on ships-in-Landsea.

Whitestone (WS) Player

The WS player begins with the following forces:

- Qualinesti (leader and all armies; WS Activated)

Although considered previously Activated, these units must set up inside of Qualinesti.

The Thorbardin Dwarves begin the scenario unallied and neutral. They may be Activated through diplomacy.

HEROES:

The WS player should put the Laurana counter in Qualinesti. The remaining heroes should all be placed in Abanasinia.

START: Turn 20; HL player has initiative.

AREA OF SCENARIO: Abanasinic peninsula, including small island northeast of Abanasinia. The line of hexes from 0623 to 1729 defines the inland edge of the scenario; these hexes are part of the scenario area, but the hexes to the east and south of this line are not.

STRATEGIC EVENT COUNTERS:

Hidden markers: HL player places 4 markers in the scenario area. No further markers are placed.

Artifacts: Place all artifact counters, including the Berem counter, in the cup. Starting with the HL player, each in turn picks 4 artifacts and may place them with their respective heroes. One of these may be declared uncovered at the beginning of the scenario.

VICTORY CONDITIONS:

The victor is determined according to the following schedule:

Major Highlord Victory: Qualinesti is conquered and Thorbardin either allied or conquered.

Minor Highlord Victory: Qualinesti is conquered.

Minor Whitestone Victory: Qualinesti remains unconquered.

Major Whitestone Victory: No HL armies farther than 2 hexes from the sea.

SCENARIO 6: The Maelstrom Fleet Action

At the time of the Cataclysm, the major fleets of Ansalon were swept into history. Only three major fleets remained: the great ships of Silvanesti, the Palanthian trade ships, and the scattered remains of the Istar fleet at sea.

In the period of barbarism which followed, the shattered fleet of Istar found more profit when acting as coastal pirate raiders. The ships' captains were quick to realize that their Minotaur slaves were of great value in their newfound professions, and before many decades had passed, the minotaurs of Kothas and Mithas had built

fleets of their own. In the meanwhile, all the seas of Eastern Ansalon were the unchallenged domain of the pirate raiders.

Silvanesti had slept in its self-imposed exile for centuries, until the thundering dragons came from the north and forced them into flight. With nowhere else to go, the great fleet of the elves sailed north into the Bloodsea seeking passage to more peaceful, western lands.

The pirates had never taken on so large a collection of wealth or sea power. The minotaurs, while not allies to be trusted, would certainly be of help. It was a trap with a prey too large to be held at the whirling brim of the Maelstrom.

INITIAL SET UP:

Dragon Highlord (HL) Player

- Kern minotaurs
- Maelstrom pirates
- 1 blue dragon

Pirates and minotaurs must be set up in their home ports. The blue dragon can begin in either Kern or Flotsam.

Whitestone (WS) Player

After the HL forces are set up, the WS player deploys:

- Blode's minotaurs
- Silvanesti elves (1 griffon, all ships, leader)

The minotaurs must be set up in their home port. The griffon can be placed on any land hex. The other Silvanesti forces must be placed in any sea or coastal hex along the scenario's southern boundary.

START: Turn 10

ADVANCED RULES NEEDED: Interception and dragon-to-ship combat are required.

AREA OF SCENARIO: This scenario is contained within the extreme northeastern section of the continent: The Maelstrom, all the islands north and east of that area, and all of Goodlund. The western boundary is defined by a line running from hex 3916 through hex 2821, and a line that zigzags northward from hex 2821 through hex 2321.

STRATEGIC EVENT COUNTERS:

- 1 WS Wizard (deployed with griffon)

SPECIAL RULES:

The WS player automatically has initiative on Turn 10. The Silvanesti ships have their Movement Allowance reduced to 10 on Turn 10. The scenario lasts until all Silvanesti ships have exited the Western edge of the scenario area, or have been sunk.

Skip the Replacement, Activation, and Strategic Events Steps for each Turn.

VICTORY CONDITIONS:

The WS player receives 2 points for each Silvanesti ship that can exit the scenario

area undamaged. He receives 1 point for each damaged ship that exits the area. At the end of the scenario, total the points earned by the WS player, then compare the total to the following table:

WS points	Victory earned
6-8	Stunning WS Victory
4-5	Marginal WS Victory
2-3	Marginal HL Victory
0-1	Stunning HL Victory

SCENARIO 7: The Battle for Neraka

The War of the Lance surged like a bloody tide back and forth across the plains of Solamnia for two years. First came the flood of dragon armies, treading the plains under their clawed feet and destroying all life in their path. Then came the terrible sieges of Thealgaard Keep and Solanthus, as the hard-pressed Knights of Solamnia fought for what little foothold they had on their native soil. That winter was the darkest known for many years.

With the spring came the Golden General, and the bright armies of the Knight-hood rose up again as though by miracle. They seemed, to many, to have come from nowhere at all. In truth, they had been in seclusion awaiting their time again — and it had come. With the tremendous aid of the dragons of good, just newly returned among men, the Whitestone forces pressed back the dragon tide and regained the plains even so far as the Estwilde and pressed the very foothills of Neraka itself. The evil had been beaten back into its lair.

Yet the evil was far from dead. With new and terrible weapons did the Dragon Highlords strike back. Their flying citadels rained terror down from above with their combination of lightning attacks and tremendous defense. It looked as though the Dragonarmies were about to break through the Whitestone defense lines and destroy the overextended Knights.

It was now or never for the Knights. To delay would mean a prolonged campaign. If only the Knights could deal a crushing blow aimed right at the heart of the Dragon Empire. If only their strength would hold long enough to reach and conquer Neraka itself! If not. . .

INITIAL SET UP:

Dragon Highlord (HL) Player

- Half of all Neraka counters
- 10 draconian counters
- Half of all Khur counters
- All Kernan ogres

The HL player sets up first. He should select 5 Dragon Highlords and 7 dragon counters. All counters must be set up inside Neraka.

Whitestone (WS) Player

- All Gunthar Knight counters (and leader)
- All Caergoth Knights (and leader)
- Half of all N. Ergoth Knight counters (and leader)
- Half of all Qualinesti counters
- 7 good dragon counters

These forces may set up anywhere outside Neraka. The WS player selects 5 heroes and places them with any friendly army unit.

START: Scenario starts on Turn 25 and runs for 5 Turns.

AREA OF SCENARIO: Neraka and surrounding areas. Beginning at the northernmost point in Nordmar and moving clockwise, the area is defined as follows: From hex 1326 to 1624, then southeast along the edge of the marsh to 2324. From there, follow a path that jogs southeast and southwest to hex 2724. Then, continue southwest and southeast from 2724 to 3224; southwest from 3224 to 3928; west from 3928 to 3933; and northwest from 3933 to 3030 (crossing over onto the western half of the large map). From 3030, proceed northeast and northwest to 4331, and then northwest to 1433 (back on the eastern half of the map).

STRATEGIC EVENT COUNTERS:

HL player starts with one HL Wizard counter, one Dragonorb counter, and 2 Flying Citadel counters. The WS player starts with one WS Wizard counter. The El artifact counters and all Activation counters are put away. The remaining counters (E10's and E20's, including the new Berem counter) are placed in a cup. Then the WS player draws 5 counters secretly and placed those under the heroes. For purposes of this scenario, all artifact counters are considered to be "uncovered" in the sense that their conditions are automatically fulfilled.

VICTORY CONDITIONS:

The WS player wins the scenario by conquering Neraka by Turn 30. The HL player wins by stopping the HL player.

advanced charts and tables

DIPLOMACY RESOLUTION CHART

The Acting Player first states the type of diplomatic action he is attempting — Activate, Deactivate, or Change. Roll 1d6 and add the Active Hero's Diplomacy Rating to the result, as well as any modifiers for the race of the defending character.

Roll	Act	Dea	Cng
- 4	A	D	R
- 3	A	D	R
- 2	A	D	R
- 1	A	D	R
0	A	D	-
1	-	-	C
2	C	C	-
3	A	D	-
4	A	D	R
5	C	-	-
6	-	C	-
7	-	-	C
8	-	C	C
9	A	D	R
10	-	C	C
11	-	-	C
12	-	C	-
13	C	-	-
14	A	D	R
15	A	D	-
16	C	C	-
17	-	-	C
18	A	D	-
19	A	D	R
20	A	D	R
21	A	D	R
22	A	D	R

Diplomacy Results

- C Captured! The hero has been captured by the neutral leader. Treat as per the capture rules under personal combat.
- No effect. Your plea fell on deaf ears.
- A Activation! Your hero's action caused the neutral leader to ally with your side. The neutral leader engaged in the action and all units under its control are transferred to the control of the Acting Player.
- D Deactivate! Your hero has convinced the neutral leader who is allied with your enemy to quit the war for now. The neutral leader engaged in the action and all units under its control become neutral and are no longer under the control of the defending player. The neutral leader's counter is removed from play, as are his armies. Note that Deactivated neutral leaders may be Activated again as above.
- R Reverse Alliance! You hero has been so convincing that the enemy neutral leader has changed to your side. The

neutral leader engaged in the action and all the units under its control are transferred to the control of the Acting Player. The neutral leader's counter is turned over to its other side. Note that if the neutral leader who has changed sides has not yet moved during this Turn, he may do so under the normal rules for movement.

In the advanced game, neutral (unallied) leaders are always considered to be in the hex of their capital. Neutral leaders never engage in personal combat (see Rule 11: Personal Combat).

ADVANCED ACTIVATION TABLE

Nation	Modifier
Blode	- 6
Caergoth*	+3
Goodlund	+3
Gunthar*	+3
Hyllo	+3
Kaolyn	+2
Kern	- 6
Khur	- 3
Kothas	0
Lemish	-1
Maelstrom	0
Mithas	0
Nordmar	0
N. Ergoth*	0
Palanthus	+1
Qualinesti	+6
Sanction	- 3
Silvanesti	+6
Solanthus*	0
Tarsis	0
Thorbardin	0
Throtyl	- 6
Vingaard	0
Zhakar	- 2

* – Die rolls for Activation of these units increase by 1 for each nation that has been conquered by, or is allied with, the HL player. Also, as soon as the first of these nations is Activated, the WS player puts the three Tower Knights armies in the High Clerist Tower and controls them as his own armies.

ARTIFACT TABLE

BEREM – Berem Everyman found! (E10)
 HL CONDITION: Take to Sancrist capital.
 HL EFFECT Highlord player wins.
 WS CONDITION: Take to Neraka capital.
 WS EFFECT Whitestone player wins.

DRAGONORB – Ancient Dragonorb located! (E10)
 WS & HL CONDITION: None (may be uncovered immediately).
 EFFECT As in standard rules.

DRAGONLANCE – Dragonlances discovered! (E1 0)
 HL CONDITION: None.
 HL EFFECT The Dragon Highlords do not possess the necessary materials to construct or use Dragonlances. At best, they can keep the secret from those who do.
 WS CONDITION: Take the counter adjacent to any mountain hex-side on Southern Ergoth.
 WS EFFECT Same as in standard rules.

WIZARD – A wizard has been found!
 WS & HL CONDITION: Take to any Allied capital.
 WS & HL EFFECTS: As per standard rules.

GOLDEN GENERAL – The Golden General has been found!
 HL CONDITION: Take to Nereka.
 HL EFFECT The counter is removed from play.
 WS CONDITION: Take to any battle involving Knights of Solamnia.
 WS EFFECT As per standard rules.

GOOD DRAGONS – The good dragons arrive!
 WS CONDITION: Take counter to Dark Temple location.
 WS EFFECT As per standard rules.

GNOMISH TECHNOLOGY – The gnomes enter the battle!
 WS & HL CONDITION: Take counter adjacent to any mountain hex-side on Sancrist Isle.
 WS & HL EFFECT As per standard rules.

FLYING CITADELS (E20)
 HL CONDITION: Take counter adjacent to any mountain hexside in Nereka.
 HL EFFECT As per standard rules.
 WS CONDITION: None.
 WS EFFECT None.

HERO AND HERO/LEADER COUNTER STATISTICS

C = Combat Rating
 Df = Defense Rating
 T = Tactical Rating
 Dp = Diplomacy Rating

Name of Hero (Leader) Heroes of the Lance (WS)	C	Df	T	Dp
Tanis	4	3	–	8
Goldmoon	2	1	–	9
Riverwind	3	1	–	6
Elistan	2	1	–	10
Caramon	5	2	–	7
Raistlin	3	3	–	5
Laurana	3	2	5	10
Sturm	5	3	–	8
Tasslehoff	3	3	–	5
Flint	3	3	–	6

WS Heroes/Leaders	C	Df	T	Dp
Gunthar	5	3	4	8
Northern Ergoth	5	2	3	7
Caergoth	4	2	2	7
Solanthus	4	2	2	7

HL Heroes/Leaders	C	Df	T	Dp
Ariakus	5	2	4	1
Topus	3	1	1	3
Kitiara	4	3	4	0
Salah-Kan	3	2	2	2
Feal-Thas	3	1	1	3
Misif	3	2	2	3
As'p Tueng	4	2	2	2
Bolas	3	1	2	3
Bakaris	4	3	2	2
Verminaard	5	2	3	2

Note: All heroes and hero/leaders have 10 Movement Points.

ERRATA NOTICE

On the counter sheet provided with DL 11, *Dragons of Glory*, a few numbers are missing from the reverse side of one line of counters. The counters in question are those ten counters in the line from the Silvanesti leader counter on to the right, including four ship counters and five elf counters. The reverse sides should have the following values:

Silvanesti Leader: Tactical Rating 3, Allegiance WS, Movement Points 12.
Ship counters: Combat Rating 2, Movement Allowance 50.
Elven armies: Combat Strength 3, Movement Points 5.

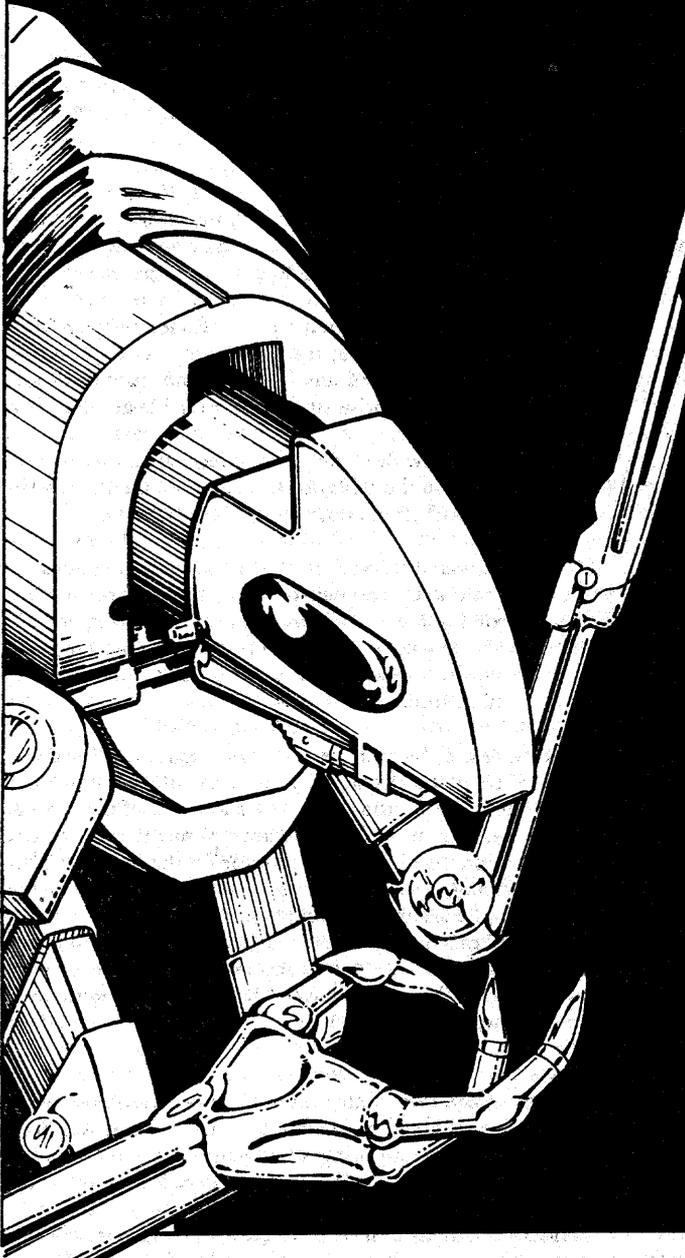
Also, note this addition to the rules on Combat Effects:
 If a leader is on a stack of ground and/or air units that gets completely eliminated by a combat result, the owning player rolls a d6. On a result of 1-3, the leader is permanently eliminated and removed from the game; on a result of 4-6, he must be placed with the nearest friendly army.

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THE MECHANOIDS

When the rations run out

Characters don't live on hit points alone

by Paul Hancock

Too often, a wilderness adventure is reduced to abstracts. Traveling from one point to another is accomplished with ease and, except for an occasional wandering monster, few hardships. But a character is not superhuman; he is affected by weather, natural obstacles, disease, and a hundred other details that conspire to make his life miserable. A little realism adds interest to the campaign, and instills in players a healthy respect for the dangers involved in wilderness expeditions.

This article addresses an aspect of the game that tends to be ignored by DMs and players alike. In many cases, the need for food and water is dispensed with altogether. Yet the rules on the subject are extensively developed: a section of the price table in the *Players Handbook* is reserved for provisions, and spells like *create food and water* or *purify water*, as well as the psionic discipline *mind over body* were clearly intended to have useful applications. Besides, it stands to reason that the greatest danger to travelers in a desert is *not* the monsters they might meet.

In game terms, then, these guidelines fill a gap in the rules. In terms of playability, they introduce a new dimension of danger to the most mundane adventure. How tiresome it would be if monsters and traps were the only dangers to be faced! Much more terrible fates can await the incautious adventurer. . . .

Far from being an arbitrary system of damage, this is a game interpretation of medical facts. As such, it is as accurate as possible while preserving simplicity and playability. It is not, by any means, a medical dissertation, and it should not be treated as such.

The damage system

Using hit points for damage from hunger and thirst proves unsatisfactory. Why should a 10th-level magic-user, for example, be able to survive without food and water longer than a 1st-level fighter? Isn't the fighter the most physically powerful and resistant character class? For that matter, how would experience with fighting or spell use help one survive physical deprivations? Evidently, another factor must be used, one which quantifies physical endurance. The constitution score is ideal for this purpose.

Food

There are no detrimental effects for going one full day without food, provided that the character concerned has been well nourished for at least two weeks beforehand. After he has spent one day without eating, consult the following rules.

A character may survive without food for a number of days equal to his constitution score tripled. This period of time is modified as follows:

Condition	Modifier
Little physical activity (resting)	+8 days
Hard exertion*	-8 days
Extreme heat (above 100°F)	-3 days
Cold conditions (between 30° and 0°F)	-4 days
Extreme cold (below 0°F)	-6 days
Starvation rations**	Special

* - Forced marches, mountain-climbing, or any constant, daily activity requiring comparable exertion.

** - See note 4 below on rations.

The resulting number of days is divided into three equal parts, or "phases" (for simplicity's sake, round fractions to the nearest whole

number). Under no circumstances may each phase be less than two days in length.

For example, say the subject's constitution score is 12. Tripled, this becomes 36. This is modified for hard exertion (-8 days) in extreme heat (-3 days), for a total reduction of 11 days. The result is 25 days. Each phase, then, is 8 1/3 (rounded to 8) days long.

Starvation effects table

Phase	Str	Dex	To hit	AC	Chance of spell failure	HP	Move
1	-2	Normal	-1	0	None	x 3/4	Normal
2	-3	-1	-2	-1	10%	x 1/2	x 3/4
3	-4	-2	-3	-2	20%	x 1/4	x 1/2

Notes

1. Strength or dexterity scores of zero or lower result in death. When the strength score falls below 3, movement is reduced to 1", no more than 150 gp of equipment and armor may be carried, and fighting is at -4 to hit and -3 to damage (cumulative with the modifiers on the table).

A dexterity score lower than 3 precludes missile combat attacks or spell casting with somatic or material components. The defensive adjustment remains, at +4 and the reaction/attacking adjustment (for the purpose of surprise situations) remains at -3.

2. Note that a low dexterity score affects armor class, in addition to the modifiers on the table. In the same manner, a drop in the strength score will often affect "to hit" probability.

3. The process of starvation is reversed if one resumes eating. For example, a character who began to eat after progressing four days into the second phase would slowly begin to recover, spending four more days in the second phase before reaching the 1st phase again - and so on. Of course, if he ran out of food, the process of deterioration would resume.

4. Rations are, by their very nature, the lowest possible quantities which will sustain a character without harmful effects. However, consumption of starvation rations (as low as half the normal ration) will stave off starvation for some time. While the character is living on these rations, he is considered to be on the first day of the first phase. Although he will not progress past this point while on starvation rations, he is subject to all the annoying effects of the first phase. A character may survive in this manner for up to two months, after which starvation rations have no effect; to be able to use them again, he must recover (that is, be well nourished for at least three weeks thereafter).

Water

On any expedition, water is the key to survival. Getting lost in a desert or dungeon can have terrible consequences. Much more so than hunger, thirst can bring an adventurer to his knees in a matter of days. Thirst effects are immediate; there is no day of reprieve, as with hunger.

Under conditions of little physical activity, a water ration is approximately one quart per day; this is doubled under conditions of extreme heat (above 100°F). A character may survive without water for a number of days equal to one half of his constitution score

(round to the nearest whole number). This is modified as follows:

Condition	Modifier
Extreme heat (above 100°F)	-2 days
Hard exertion	-1 day
Dry conditions (below 25% humidity)	-1 day

Again, the result is divided into three equal phases. Due to the relatively small period of time involved, do not round off fractions. Each phase may never be less than 1/3 day (eight hours) in length.

Thirst effects table

Phase	Str	Dex	To		Chance of spell failure	HP
			hit	AC		
1	Normal	-1	Normal	-1	10%	x 3/4
2	+3	-3	+1	-3	30%	x 1/2
3	+1	-5	Normal	-5	50%	x 1/4

Notes

1. For the effects of low dexterity scores, see the earlier notes on the subject. Great feats of strength are often possible when one is suffering from the ravages of thirst. When dealing with exceptional strength, raise strength by one line on Strength Table II: Ability Adjustments (p.9, *Players Handbook*), for each point of strength to be added. For example, a character with a strength of 18/70 enters the second phase on the Thirst Effects Table. The strength adjustment is +3, so he rises three categories on the table, to 18/00. Strength scores may temporarily rise higher than 18/00; for the effects of such scores, refer to the *girdle of giant strength* description (on p.145 of the *DMG*) for "to hit" and damage bonuses.

2. During the second and third phases, a saving throw of a character's wisdom or lower on a d20 is required to avoid moving at maximum speed toward any source of water, regardless of the danger involved or the quality of the water itself. Even salt water might be consumed (see note 7 below). During the third phase, the dice roll is modified by +5.

3. During the third phase, hallucinations and delirium are 80% probable (check every day). Furthermore, there is a 5% (cumulative) chance per day of a character going permanently insane. Roll a d10; hallucinatory insanity (1-5); hebephrenia (6-8); or catatonia (9-10) will result. These conditions are described on p.84 of the *DMG*. In all cases except catatonia, the subject will continue to recognize the value of water — and actively seek it.

4. A water starvation ration will not prolong the life of a character. It will, however, allow him to preserve his mental faculties (*i.e.*, he will not be affected by insanity).

5. The process of thirst may be reversed as was described earlier for hunger. However, complete recovery takes an extra ten days, during which time the character is subject to the effects described for phase one.

6. A waterskin holds roughly two quarts of water, and a flask about half a quart. A seven-quart waterskin, designed to be carried by a horse, could also be made available. This would weigh 20 gp (empty) or 170 gp (full).

7. Wine and beer are adequate substitutes for water. Hard alcohol or salt water, on the other hand, only increase thirst. Consumption of these liquids results in a +3 modifier on the die roll described in note 2, in this section.

8. Cure wounds spells do not reverse the effects of hunger and thirst, for these effects are not considered wounds. By the same token, a *cure disease* spell is not useful in this respect. *Heal* would not prevent hallucinations, but it would cure permanent insanity.

9. A cubic foot of water (see the cleric spell *create food and water*) is equivalent to one gallon, or four quarts, of water.

Demi-humans and other creatures

Due to their size or preferred environments, creatures other than humans have widely differing food and water requirements. A few are included in the short list given below, which can serve as a starting point for determining figures for other creatures if they are needed.

Creature	Food required	Water required	Constitution equivalent
Elf, half-arc, dwarf	As human	As human	As rolled
Halfling, gnome	x 1/2	x 1/2	As rolled
Giant (hill)	x 3	x 3	15
Dog	x 1/3	x 1/3	5
Horse, camel*	x 3	x 2	8
Snake, lizard	x 1/20	Negligible	10
Giant snake	As human	Negligible	18
Eagle, falcon	x 1/3	x 1/3	8
Giant eagle	x 7	x 4	12

* — A camel can go two weeks without water without harmful effects.

Double trouble

A creature deprived of both food and water receives the combined effects of each deprivation. For example, a character in the second phase on both tables would have a -4 dexterity modifier, a -1 "to hit," a 4-step penalty to AC, and a 40% chance of spell failure. His +3 strength bonus would be entirely offset by the -3 penalty. Hit-point penalties are not cumulative.

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ROGER RAUPP

Roger Raupp is the Art Director for DRAGON®, STRATEGY & TACTICS®, and POLYHEDRON® magazines.

"That means I do layout, keylining, graphic design, cartography, and some of the art," Roger said. "Basically, I handle everything but the typesetting."

Roger is a lifelong resident of the Lake Geneva area. He was born in nearby Elkhorn, Wis., on Oct. 1, 1963: "I was into science fiction as a kid," he said, "but my parents were quite conservative and thought I was a little nuts. They wanted me to work on the farm, not sit around and read

comic books and watch Godzilla movies all day."

He developed an interest in art during his childhood, and then got his first big break as a freshman in high school. "I was doing some art for a student magazine, which happened to be printed at the same plant where DRAGON had camera work done. Tim Kask, who was then the editor of DRAGON, happened to see some of my science-fiction and fantasy pieces, and told my art teacher to have me bring in a portfolio.

"Well, I had no idea what a portfolio was, but I figured it out in a hurry, and worked frantically for several weeks putting together a portfolio of warplanes, science fiction, fantasy . . . all of it was the sort of quality I routinely reject these days.

"Dave Sutherland, who was then working on the original cover for the DMG, reviewed my samples, gave me a lot of good advice, and told me to keep working. I did. A couple of months later, I brought in a new batch of drawings. And a few months after that, I got my first assignment, a jungle illustration that appeared in DRAGON #31.

"I started doing more and more work, and ended up joining the DRAGON staff on a part-time basis three years later. I did a little bit of everything: art, cartography, manual labor, packing, carpentry, errands. They called me the 'utility infielder' . . . I guess that was my job title. About a year later, I became a full-time employee, and slowly evolved since then into my current job."

Roger's current main interest is history, but he still loves science fiction media in all its aspects. The hardest part of his job is rejecting art submissions.



"Even though I know what it's like to be a struggling young artist without experience, I have to reject the work anyway. I have a great deal of sympathy . . . but no mercy. It's the biggest drag to have to be the one to send young, enthusiastic talent back to the drawing board, but, unfortunately, it's necessary. My advice to young artists is to become your own worst critic — it saves rejection.

"Kim Mohan has been very good at teaching me about how to reject, because he's certainly rejected enough of my work over the years."

Roger's other main function at TSR is tormenting fellow DRAGON staff member Roger Moore. "You see, when Roger joined the staff, I decided that I didn't like sharing my first name. Since he was unwilling to change his, what else could I do?" Regular exchanges of insults and practical jokes followed — all in fun, of course.

Although one might suspect from reading his powerful, high-level adventures that Roger Moore is a mightily thewed barbarian himself, the reality is that Roger is a calm, bespectacled, *[cheerful, outgoing, trustworthy, generous, brilliant]*. . . — RM] man — except, that is, when armed with a water pistol. He also wears his hair short. Very short. This has given rise to a long line of "Roger Moore's barber" jokes.

"Because I work with sharp knives," explained Roger Raupp, "I have been known to cut myself, which gave rise to scenes of a medieval barber shop — bloody rags hanging on the walls and all. So, one day I rigged up a cardboard barber pole and a huge sign that read, 'Roger Moore's Barbershop of the Macabre,' with a large picture of Elvira, right outside the layout office.

ROGAR OF MORIA



Roger's hobbies include cross-country skiing, biking, music, and, of course, gaming. "I did a lot of D&D gaming in high school, but now I play mostly *Traveller*, *Doctor Who*, and *Call of Cthulhu*," he said.

Profiles

As a child, I was fascinated by old people telling ghost stories. From them, I became interested in fantasy.

"You'd think that people who live nearest to nature would be least scared of it, but the opposite is true. They create mystery about it."

As a teenager, Larry was into hot rods and the Beach Boys. "The rural school I attended didn't have any art program, so I spent my time drawing and daydreaming. I was a pretty bad student. If I didn't bring home any D's on my report card, it was okay, but when I did, look out! 'D' stood for Dead in my household," Larry said. "I was always getting into trouble for drawing in class. I wish I had a quarter for every drawing of mine a teacher destroyed."

"After school, I played around with hot rods, and was once grounded for three months for drag racing. I didn't know it at the time, but my future wife, Betty, used to watch the boys drag race on Sundays."

After graduation, Larry went to Western Kentucky University. "I majored in art, because I didn't think I could do anything else. My first art class was a shock. The in-



party invitations. We were participating in wargames, and I was an APC driver in the field." After Larry got out of the service, he got a job as a civilian artist for the Ft. Knox Training Aids Department, and married Betty.

"We were working in the same building as the print shop, so I learned a lot about printing, photography, and all the mechanics of the trade. It was a valuable experience."

After three years with the government, Larry turned to freelance work. His first published work was in *National Lampoon*, and shortly thereafter he sold some work to *Heavy Metal*. "Then I started selling work at science-fiction conventions in Louisville," he said.

A friend introduced Larry to the D&D® game around this time. Larry's friend was planning to send in some art submissions to DRAGON® Magazine, and badgered Larry to submit something as well. "I had enough freelance work at the time, and wasn't really interested, but the guy kept it up, and finally I sent a few pieces along with his submission. Well, they took mine and didn't take his. He was kind of annoyed. Then TSR offered me a job, but I had just bought a house in Kentucky and said no. They flew me up for an interview, but I said I'd still rather freelance.

"But they kept asking me, and I decided I was pretty bored with what I was doing. The government

ELMORE

The gruff, bearded, hardened ex-convicted vowed to change his life when he was released from the Kentucky chain gang. "Ah have paid mah debt to society," said Cool Hand Larry, "and now ah want to devote mahself to mah art." His murder conviction recently overturned by the Kentucky Supreme Court, Larry set out to become an artist.

"Well, it didn't happen that way," said Larry Elmore, "but it makes a good story. In reality, I was born in Louisville, Kentucky, on Aug. 5, 1948, and grew up in Grayson County, in the midwestern part of the state.

threw it on the floor, and told us to draw it. All semester long. It was awful."

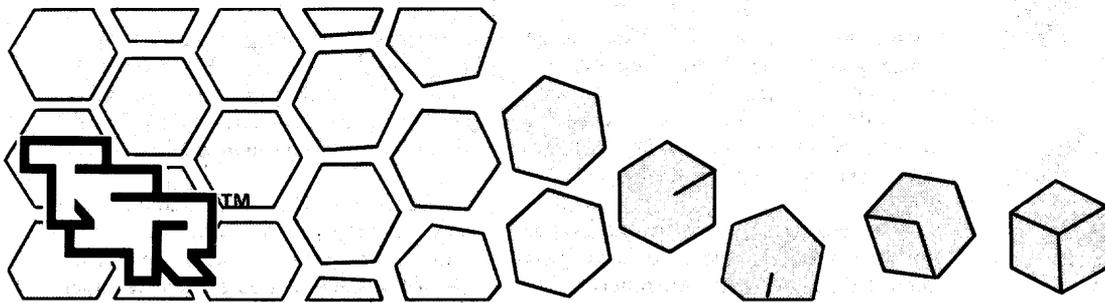
True to form, Larry got A's in art, and worse grades in everything else. But by his senior year, he was selected as one of the top ten students. His senior show was a sensation, and several pieces were stolen. "The art department had to keep guards at the show all day," he said.

A month after graduation, Larry was drafted and assigned as an illustrator with the U.S. Army in Germany. "There wasn't much art to be done, so I did a lot of girlie pictures to decorate the offices, and did

kept trying to get me to do supervisory work, which I hated, so finally I agreed to come to TSR. And you know, coming here was the smartest career move I ever made."

Larry joined the TSR staff in November 1981, and has done module and game covers, posters, book covers, calendar paintings, pen and ink work, and much more, including the *Snarfquest* saga currently running in DRAGON Magazine. He was the artist in charge of creating a look for the DRAGONLANCE® saga, and did much of the early sketches for the series.

"I want to say something special to all the people who have written me letters. I really want to answer all the mail I get, and I feel bad when I don't, but this job keeps me too busy. I really do enjoy hearing from you, though, and I'm sorry that I haven't written back," Larry said.



P R E V I E W S

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P R E V I E W S

Spy's advice

Questions and answers on the TOP SECRET® game

by Merle M. Rasmussen

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

In DRAGON® issue #49, did Mr. Rasmussen mean that .44-caliber magnums are not satisfactory for low-level agents with a low Physical Strength, or did he mean they are not satisfactory for any agents?

Magnum ammunition of .41 or .44 caliber is not satisfactory for combat use. It has great stopping power, but is difficult to control in fast, multishot action. The muzzle flash is so bright and the blast so loud that one shot will alert everyone in the area as to your location. In poor light, the flash will be easy to see. (The same goes for tracers.) Because of the lack of control due to the power of the magnum ammunition, multiple targets with smaller arms may have the advantage.

Weapons using magnum or tracer ammunition should have their hit determination modified. In the Hit Determination Chart under "Miscellaneous" (page 24), add the following modifiers:

Second consecutive shot by one character following a tracer = + 10.

Third consecutive shot by one character following a tracer = + 5.

In short, I meant that .41-caliber and .44-caliber magnums are not satisfactory for any agent who wishes to remain hidden, no matter how high a Physical Strength the agent has.

Magnum ammunition adds +2 to damage. Is that added to standard ammunition? Are shotguns automatically able to take magnum shotshells? Can you have a magnum M-16?

The +2 bonus is added to all magnum-load bullet types and shotgun shells. Remember, though, that magnum and standard ammunition can be fired from magnum-chambered weapons. Magnum ammunition cannot be fired from standard weapons. Only shotguns chambered for magnum loads can use magnum shells. Magnum ammunition costs \$1 more per box. Modifying standard weaponry to accommodate magnum ammunition costs \$100 per weapon. Magnum weapons can be converted to standard load for \$100. Yes, you could have a customized M-16.

In DRAGON issue #53 you talked about equipment availability. Do these

percentages include the black market?

If the item is to be obtained from illegal sources (the so-called "black market"), double the chance of availability each time the offered price is doubled. There is no availability exception when items are physically available and obtained from the black market. Availability is always 100%. There is the chance (50%) that such items may be "hot" or that possessing them may be illegal. Administrators may also reprimand agents who do not go through proper channels in getting equipment.

How long are fusing cords, and how long do you have to wait until they detonate attached explosives?

Fusing cords may be cut to any length an agent chooses. Once ignited, fusing cord burns at a rate of 1" per second. Ten feet of fusing cord weighs 1 lb. Fusing cord will not burn under water, but will fizzle and be delayed under damp or rainy conditions. Extinguishing the spark or cutting the cord will prevent detonation. Branching to additional charges is not recommended, since the flame may not follow both cords.

Is it possible to load a gyrojet gun under water?

Yes, launchers may be used in a vacuum or underwater (this includes loading), since the projectiles carry their own oxygen supply to support combustion. If a launcher is used underwater, reduce all ranges by 75%; however, the damage from striking the target remains unchanged. Firing-pin ammunition may not be used in a gyrojet launcher.

The TOP SECRET game mentions four kinds of bullets: standard, armor-piercing, dum-dum and gyrojet. How are these bullets different? How do you know what bullets go with what guns?

These bullet types were described in DRAGON issue #45. Standard (S) ammunition is inexpensive, intended for use against live targets and light objects, contains a lead alloy core, and is jacketed with a sleeve of cupro-nickel or gilding metal. Other solid metals and even ice may be used instead of lead alloy and will perform almost identically.

Armor-piercing (AP) bullets are designed to penetrate steel plates of light armored vehicles. Inside the long, slim, flat-tipped metal jacket is a hardened steel or tungsten-carbide core. AP bullets often pass through living targets without causing extensive

damage, due to their streamlined penetrating design.

Dum-dum (DD) bullets (named after the Dumdum Arsenal near Calcutta, India) may have a soft, hollow, or notched nose, and may have a partially split jacket or a jacket with the tip cut off. Some hollow shells are filled with mercury and tipped with a BB. All of these variants cause the bullets to mushroom (50% of the time) on impact with a live target, tearing a large wound through the victim. Standard (S) ammunition of caliber .30 or less is often designed to tumble through the air to produce a similar effect (granting a +2 injury modifier).

Gyrojet (G) ammunition is self-propelled much like a miniature rocket. They hiss when fired (instead of making a bang), and have one-tenth the kick of a .45-caliber pistol (+10 to shooter's chance to hit). At 100', the projectile travels twice as fast as a .45-caliber bullet.

Gyrojet ammunition may not be fired from conventional firearms (those containing firing pins). Such specialized ammunition is fired from cast aluminum launchers possessing electrical igniters. These miniature, solid-propellant rockets produce a visible burning tail and are not particularly accurate. The bonus to hit with such a weapon should be applied for targets at long range, due to the acceleration of the projectile while launching.

Residue buildup within the weapon barrel may cause the launcher to misfire after the tenth shot unless the weapon is cleaned properly. The chance of a misfire after the tenth shot is 5%, with 5% more added cumulatively for each succeeding shot. Hence, if the gyrojet hasn't misfired by the fifteenth shot, there is a 25% chance that it will misfire on that shot.

Gyrojet launchers operate off a simple nine-volt battery good for 30-90 launchings. The cost of the battery is \$1; launchers cost \$150, are pistol-sized, and may be smuggled through metal detectors and searches if they are disassembled. Launchers generally act like other pistols, duplicating their PWVs, Range Modifiers, (+10 at long range), Weapon Speeds, Rates, Ammo supplies, and other characteristics.

Can a character die from an overdose of truth serum?

Not usually. However, if the victim's Willpower and Physical Strength are reduced below a total of 5, the victim could die since his Life Level would be

below 1. If half damage rules are in effect, he would still be alive but unconscious.

Can agents seek help in the agency if they are sought out by the Mafia?

Sure, I don't see why not. The agency should be of some benefit to its agents.

Are karate pads worn only on the hands or are they also worn on the feet?

Karate pads are worn on both the hands and the feet. A fighter may opt to not wear them in order to deliver uncushioned blows.

Why can't a "punch" be included in Untrained Combat? Surely, anyone can make a fist and swing, or can they?

The "Hand to" blows (page 29) are with fists! If you like, they can also be claws, hooves, talons, flippers or tentacles.

Can an unconscious agent use a Fortune or Fame point to jam someone's gun before the agent is shot?

My first reaction was to answer with a flat "No." Then I referred to DRAGON issue #45, in which I gave the following guidelines: "Unconscious characters can call on Fame and Fortune points if that option is being played; however, once you're dead, you're dead. (There is no raise dead or resurrection spell in TOP SECRET gaming.)"

"Agents using Fame or Fortune points should give their Administrator a logical reason why their intended harm should not occur (i.e., dud ammo, deflection off belt buckle, lack of fragmentation, remarkable resemblance to shooter's close relative, others possible). Administrators should not allow the same logical reason to be used more than once per mission or game year."

My final answer, tempered by careful reason is that it depends on the circumstances. If the victim only has 1 Life Level point remaining and any additional damage will kill the character, then yes, the Fame and Fortune point may be so used, but only once this year, with this gun, and with this attack.

What is the modifier for shooting a weapon in the darkness out-of-doors?

Projectile combat in extreme darkness has a -100 penalty on the chance to hit. Use the same modifier for combat in unlit, windowless, indoor situations.

Are there any limits on the advancements of a player character's six Primary Personal Traits?

Not according to the Improvement of Character Abilities rules on page 18: "There is no limit on how far abilities may increase, except for for specific Areas of Knowledge (AOKs). Scores of over 100 are possible, and quite probably will be necessary as the agent proceeds to higher levels in his or her bureau, for the better the agent, the tougher the challenges must be."

If the character's Knowledge score is

increased, does the score for the AOKs increase, or do the original scores remain the same?

According to the Improvement of Character Abilities rules on page 19, there is no limit on the general Knowledge score (i.e., it can exceed 100), but for each point of Knowledge added, 5 points of specific knowledge are received and may be added to the agent's score in any one specific knowledge areas (see "Areas of Knowledge" under Character Construction). The Knowledge value can be increased in either a superior AOK or a normal AOK. An AOK score for player characters can never exceed 150.

We find it hard to believe that the police carry .45 Thompson submachine guns as stated on page 17 under Police Weaponry Carried In Vehicle. Is this true?

This general chart was developed for use with police worldwide. In some places, the police provide their own weapons and are more heavily armed than those in the U.S.A. or Canada.

How are language fluency ratings raised?

Language fluency increases in two ways. One way is to refer to the section on Improvement of Character Abilities on page 19 and treat separate languages as specific Areas of Knowledge (AOK). The other way is to complete the Languages & Culture Course described in the "Rasmussen Files," DRAGON issue #51, and in the TOP SECRET Companion, page 50.

Do non-player characters (NPCs) have either Observation or Perception Personal Traits?

It is only fair that if player characters (PCs) have something, NPCs should have it too. I realize that they don't get Primary Personal Trait bonuses or Fame and Fortune points (unless they are retired PCs), but they should get a chance to see danger coming.

One of our agents stopped his van in front of an enemy agent's sports car. I want to know what the chances are of an explosion and, if no explosion occurs, what type of damage the passengers take. There are no rules governing car crashes. Please give me some.

Good rules for crashes can be found in DRAGON issue #78 in Ed Teixeira's article, "Pop the clutch and roll!" If you don't have DRAGON issue #78, refer to the Explosives Use Against Vehicles rules on page 37. If your vehicle is moving at the time of the crash, use the Explosives Use Against Vehicles Chart. If your vehicle is stationary, use the Explosives Use Against Stationary Vehicles Chart.

If the vehicle doesn't explode and kill those aboard, a crash will cause 1 point of damage per person for every ten miles per hour the vehicle is traveling when the crash

occurs. If the vehicle is sitting still and is hit by another one, or is moving and is hit broadside, use the other vehicle's speed to determine damage. If your moving vehicle is hit from the rear, use the difference in the two vehicles' speeds to determine damage. If the vehicle is hit head-on, add the speeds of the two vehicles together to determine damage. If seat belts and shoulder harnesses are worn, reduce the total damage by 90%.

Are range modifiers (RM) cumulative?

Range modifiers are not cumulative with each other. To determine the RM for a target at long range, use the listed value; do not add the PD, S, and M values together or add them to the L value. Range modifiers are cumulative with modifiers found on the Hit Determination Chart (page 24).

Can bullets of made metals other than lead be used?

For custom-made bullets made from metals other than lead, or bullets in non-standard calibers, multiply the regular 50-round box price by 25. For poison-coated bullets, multiply the cost of a single dose by the price of a 50-round box. The poison's damage is combined with the bullet's damage. Treat ice bullets the same as lead, except that they must be refrigerated and may melt before firing. Their cost is twice that of standard lead shells.

Do plastic death rings inject poison into the victim that puts them on or into someone else when hands are shaken?

Any unfortunate victim shaking hands with a wearer of a death ring is injected. Your idea of having rings that inject the wearer instead would work well as booby-trapped weapons.

When two agents are talking and one decides to attack the other, does the Administrator still have to check for surprise?

No, the normal use of surprise values assumes that characters are exercising caution and are remaining relatively quiet prior to an encounter, not talking to each other. If this is not the case, the Administrator can adjust the surprise values accordingly.

What exactly is a neckband holster?

A neckband holster is primarily used for a single, thin throwing knife worn hanging down the spine. One could be worn in front, but the chin would get in one's way during a draw. A small firearm or shuriken could also be holstered between the shoulders, but a cursory search would quickly locate such a solid object.

I have seen replaceable cylinders, similar to magazines, for revolvers. How many phases would it take to replace a loaded cylinder?

Replacing a revolver cylinder with a loaded cylinder would take 4 phases, the same as for a magazine on a self-loader. Reloading an empty cylinder takes two

phases for each round reloaded.

Can a .45-caliber M3 submachine gun use a .45-caliber Thompson submachine gun ammunition drum?

Nope. Sorry about that, Mr. Capone.

Do fragmentation and blast grenades cost the same?

Yes. Both of these grenades cost \$20 apiece.

What are the prices and weights of a tear gas canister, a mace canister, and an anesthetic capsule?

Tear gas and mace canisters cost \$20 apiece and weigh 1 lb., each. Anesthetic capsules have negligible weight and cost \$5 each. The gas is encapsulated in a sphere of very thin glass approximately 1 inch in diameter, which breaks when dropped or thrown. Such spheres are packaged in a foam-lined case about the size of a thick paperback book; each case holds 6 capsules. Smoke and sleeping gas capsules will fit in the same case.

If an agent shoots someone at point-blank range, does he use the General Injury Determination Chart on page 25?

No; use the Called Shots rules on page 41. Agents should be sure to use a weapon with a PWV greater than 24.

If you fire a flechette or microjet at point-blank range, does the casing fall off the bullet in time to expose the dart? If not, what is the distance needed for casing to fall off and the dart to be exposed?

One must really be into detailed gaming to ask such a specific question. For the purposes of quick gameplay, the casing falls off at the end of point-blank range. For damage purposes, treat flechette and microjet ammunition as standard ammunition within point-blank range.

To enhance realism, remember that the +20 bonus to hit with a microjet should be applied for targets at long range only due to the acceleration of the projectile after launching.

Do telephone taps have their own transmitters? If so, are radio receivers used to receive their transmissions? If not, what is, needed?

Telephone taps, as listed on page 9, have transmitters. Radio receivers tuned to the specific transmitter frequency (1 chance in 10,000 per second if the frequency is unknown) receive the telephone tap transmission.

Can the walkie-talkie on page 9 be concealed? Do the walkie-talkie and the miniature radio receiver hidden in a fountain pen beep when someone is trying to contact the agent carrying them?

The walkie-talkie is not concealable, but it may be disguised. Both devices beep (if turned on) when someone tries to contact the agent. The auditory signal can be re-

placed by the agency's Q Section, for a price, with a flashing light or vibrating signal.

If a weapon is submerged, but does not fire while underwater, what happens? Will it still work?

As stated in DRAGON issue #45, wet firearms or other powder-firing weapons are extremely unreliable; even when protected, they will only fire 25%-50% of the time (Administrator's discretion) after immersion. Water condensation inside plastic sacks after 15 minutes of immersion has the same effect on stored bullets and powder explosives,

Where are the defenses S1, S2, and S3 used in hand-to-hand combat?

Situation 1 (S1) and Situation 2 (S2) are listed on the Untrained Combat Table (page 29). Situation 3 (S3) was taken out, but unfortunately the reference to it was not.

The prices for many of the Other Weapon Types found on the Weapons Chart (page 22) are different from the prices listed under Equipping the Character (page 8-9). Which is correct?

The correct prices for Other Weapon Types are listed on the Weapons Chart. A manual speargun costs \$50. A CO, speargun costs \$100 and pressurized CO, capsules cost \$1 each. A sword (\$30) and a sword cane (\$50) are used in much the same

way, but are concealed differently. Dart guns cost \$250. A boomerang that returns is only \$5; if it hits anything greater than its own weight 1/2 lb.), it will not return. Boxing gloves cost \$25 a pair, and complete karate padding for hands and feet costs \$50 a set.

What can you tell me about buying non-espionage-related equipment? Can my character select merchandise from a real-life store catalog and pay the listed prices?

Flashlights purchased from the agency include batteries and will float. (They're 55%-75% waterproof.) Paper matches are free, and 250 wooden stick matches come in a non-waterproof cardboard box for \$1. (A wet match, of course, will not light.) Butane lighters good for 1000 lights apiece should cost \$1 and are 50% waterproof. International credit cards are difficult to come by and can't be used for buying espionage-related tools, equipment, or services. Counterfeit money cannot be used to buy equipment at the start of a mission, nor should it be used to buy more bogus bills. People who deal with funny money know it when they see it.

The catalog idea is a good one for determining the cost and availability of non-espionage-related equipment. Be sure your Administrator agrees to the catalog you are using, and don't expect him to give you any extra money for expenses or sales discounts.

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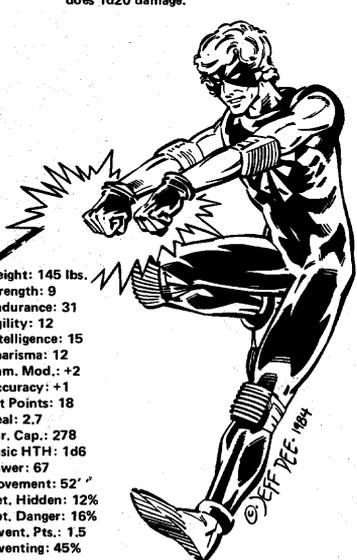
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SHATTERMAN: An American military veteran and rock musician who uses his powers to continue to protect his country from the forces of crime and evil in general.

Identity: Jack Dunn Age: 23
Side: Good Level: 1

Powers:

1. Heightened Endurance: +19
2. Regeneration: Max. once per turn, takes one action, heals full healing rate.
3. Invulnerability/20
4. Flight: Max. airspeed = 279 mph, PR = 1/hr.
5. Power-Blast: 20 inch range, PR = 1 per shot, does 1d20 damage.



Weight: 145 lbs.
Strength: 9
Endurance: 31
Agility: 12
Intelligence: 15
Charisma: 12
Dam. Mod.: +2
Accuracy: +1
Hit Points: 18
Heal: 2.7
Car. Cap.: 278
Basic HTH: 1d6
Power: 67
Movement: 52' "
Det. Hidden: 12%
Det. Danger: 16%
Invent. Pts.: 15
Inventing: 45%

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HRAG SLID THE LEATHER THONG off his wrist, leaving a crimson trace where the sword's weight had bound into his flesh. His wife handed him a skin bulging with sweet red wine. He took a long cool swallow. Wiping his beard with a beefy arm, he scooped her

off her feet.

"Welcome home," she said huskily.

She giggled and pretended to try to escape. Her small fists pummeling his chest, she squirmed away from his kiss.

When their lips met, she transformed from sinew to soft delicious pelt. She trembled and slid back a bit. "The children," she whispered, a lusty promise in her eyes.

"Ahh," Thrag yelled. "My kith, the treasure I bequeath the next generation. Where is my brood?" he demanded with a lusty laugh.

Shoa bit her lip, sorry now that she had mentioned them. "The dampcellar."

"I'll get them," Schwa offered. Thrag waved the gnome back. His perpetually worried expression got a little worse.

"Allow me," Thrac said with mock formality. His warrior's stride crossed the room in a few lithe steps.

"What are they doing in the dampcellar? Surely not softing skins?" Normally the dampcellar was the site of groaning protests.

Shoa was silent. Something was wrong. Father and fighter, he trotted down the stairs into the tunnel beneath the house. The door was standing open a slit, something strictly forbidden. But his thoughts were not on discipline as he thrust the door open.

Thrag gave a confused sigh of relief. The children were seated around a candle, laughing and cajoling one another. Thrag looked back at his wife, mystified. She was more concerned than ever.

It was mad, unless—

"The game," he spat.

"Oh, hi," the kids said in chorus. "How was the quest?" one asked without turning around. As their father answered, a peal of laughter drowned him out.

He looked around the circle of small plump bodies, his face fixed in a scowl. The cold damp of the room was starting to stiffen his leg where a shriekbeast had shattered it. It seemed ages ago.

Suddenly older than his years, he climbed the stone steps.

"They were expecting you tomorrow," Shoa said.

Thrag forced a smile and slid an arm around her.

"Sorceress," he chided her.

She reacted to the compliment with a coy turn of her head. "I'm too tired, too sapped of my magic to feel anger."

His huge form settled into a wooden chair, causing a faint sound of strain. "When I was just a thief. . ."

"Never just a thief, my lord," Shoa whispered. Now it was his turn to be embarrassed.

". . . life was simple. Deceive and mesmerize the rich, barter with the lowfolk. That was all there was. Now, though. The children dream, well, strangely. Myka, less

Doomsgame

by J. B. Allen

Illustrations by Stephan Peregrine

than a season from her first bleed, should already be studying the Arts. But all she does day and night is play that cursed game."

"We had our strange games."

"Not that strange," he said defiantly. "Sometimes I wonder if those who say that this game portends the end of everything might not be the wisest."

There was a tapping at the door.

Thrag gave the gnome a commanding glance. The little creature had forgotten himself, attending the human talk with rapt attention. "I'd better get the door," he said meekly.

"Yes," Thrag agreed with authority.

The knobby little hand slid a stout iron bar aside.

"Cleric Pon," Schwa half-greeted, half-announced. The cleric swept into the room on a wake of black-and-purple cape. He was clearly surprised to see Thrag.

Shoa smiled.

"Comforts of Hearth," she said formally.

"Comforts of Spirit," he replied.

Thrag held his questions in check, but clearly he would do so for only a moment more.

"My husband returns from quest a day early," Shoa told the cleric. Pon smiled.

"A sign of health and success, I trust."

"I alight in a fog of Dragon's blood," Thrag said.

"Even so, your blessing is always welcome."

"I asked the cleric to visit, my love. The game."

Thrag's training as a warrior failed him for an instant. He was shocked. "That serious?"

"As you know," Pon said, "the game takes more time from the young as each session passes. Admittedly, they learn crafts as well, often better, after playing T&C, but they seem to almost believe that the world where it happens is real."

"Surely my children are safe from such extremes," Thrag insisted. Pon shrugged.

"Today, perhaps. Tomorrow, even a seer cannot say. The game grows more elaborate as they continue to play. Some adults, even clerics, have been known to play."

"And you?" Thrag asked.

Pon nodded silently. "My magic dulled to the point where I could hardly lift a brineload."

"What is the magnetism of this damnable thing? Is that world so superior to our own?"

"It lacks so much," Shoa said. "Much of life, even a measure of magic."

"They simply play to be defiant, to show that they can," Thrag said.

"No," Pon replied quietly. "There is a depth here. A sinister one, perhaps, but a depth nonetheless."

Thrag's eyes flashed. "I've dropped half a hundred lizard warriors in a day, sucked wraiths into my own lungs to spew them to their deaths. A sack of toys will not steal my children. I will feed the games to scumbeasts, every last one."

Pon held up a hand in admonition. "Learn. Conquer through understanding." With that he was surrounded by a frigid mist. When it cleared, he was gone.

"I hate parlor tricks," Thrag grumbled.

"I would try what he said, ring of my soul," Shoa said.

Thrag looked her up and down.

"Such learning and thinking are for someone mystically endowed. I am not one of those."

Shoa looked him over with eyes afloat in understanding. "My lord carries more magic than he may ever know."

Thrag glanced at the stairway moment. It would be easy to ravage the room and terrify the children. Too easy, perhaps. He nodded and gave a crooked smile.

"Perhaps you're right. Once I understand this thing, it will be easier to fight."

He glided down the hall, ashamed at his stealth. Shoa followed, eclipsed by his muscular bulk.

From the dampcellar young voices crowded one another. Thrag strained to hear something sensible, craving an invisibility spell. A wisp of fog slid from his lips into the candlelight.

"A D in chemistry? Gag me out totally."

Thrag shot a quizzical glance at his wife. She shrugged.

"What is this thing called" he whispered. Dice galloped across the cellar floor.

"You're behind the cafeteria, holding a pack of cigarettes. Someone is coming around the corner. It could be the teacher."

"Teachers and Classrooms," Shoa said. Thrag nodded, still mystified.

"It's Mr. Potter, the gym teacher." A gasp passed through the room.

"You're dead," someone said. Thrag was still struggling with the arcane words and names.

"Potter," he mouthed silently.

"He's just coming to the corner."

"Oh sacred soul. Uh, I, uh, jam the cigarettes in my sock and pull my pantleg over them," Myka said, her voice almost desperate.

Dice rattled.

"No good. He sees the bulge and smells the tobacco. You're busted. He grabs you by the collar and drags you to the principal's office."

Myka's thin whine sliced the damp air. She was holding back a sob as she spoke. "Another two weeks and I would have graduated. It's not fair."

Even around the corner, Thrag could sense the funereal feel in the room. It was eerie to hear a room full of young children silent, save an occasional uneasy cough. Thrag started forward, only to have Shoa hold his arm. "She suffers no real danger," she whispered. Thrag nodded uneasily.

Myka slinked into the hall, head drooping tragically. Thrag watched the tiny form, wrapped in a teddyfur, plod up the stairs. He followed her, silently, although he guessed her ears were closed.

"Child," he implored as they reached the warmth of the house. Startled, she twisted and saw the huge bearlike form of her father, now bent in puzzled compassion. From her lip up was puffy and red.

"I can't ever win. Never. The others are going to graduate, go to work for microcomputer manufacturers and accounting firms. But I got expelled. I might as well quit the game."

"Would that be so terrible?"

Myka's lip quivered. "Niola may even get a job with the IRS. The IRS!"

Thrag stifled his anger. "These words, these places are strange to me. If you seek this world, our clan could entreat the Gods for a lifequest."

"It's beyond quest. Beyond even the Gods."

Thrag held his breath, waiting for a wrathful bolt. None came.

"I understand, I think," Shoa said from the cellar doorway. "This imaginary world, it has no magic and no god?"

Myka nodded, clearly relieved that her mother was trying to understand. "One maybe. We're not sure. He hides out a lot."

Thrag sputtered. "A hiding god? Madness."

Shoa gave an imploring look. "That means," she said thoughtfully, "that for our Gods to send someone there, they would have to put them beyond the powers of magic, outside reality."

"Even if they could do such a stupid thing, they would not," Thrag said. "It would put anyone they sent beyond their power to retrieve them."

"I'm confused," Myka whimpered. "You told me once that there was no evil that couldn't be challenged. And nothing that could be challenged that couldn't be beaten."

"But to put someone outside the worlds known," Thrag said, striving himself to understand. "That goes beyond evil."

Myka buried her face in her father's pantleg, sobbing. His huge calloused hand glided across her golden hair. "Shh, pixie." She managed a tear-ravaged smile. The warrior hoisted her onto the pillows in front of the fireplace.

"Rest, little one. Listen to the stories of my quest. Dream sweet dreams and ride the frigid embrace of the wind to the nests of stars." Her eyelids fluttered, already heavy with sleep. Shoa quietly stacked wood in the fireplace and hung a flamecharm in the hearth. The room began to warm.

Thrag strolled through his memory, arranging his thoughts. He wondered if a simple cache of sentient gems could shadow the unnatural lures of cigarettes and a D in chemistry. The night would be long, and he prayed it would not be as lonely as it started. He began his story.

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Mutant Fever

by John M. Maxstadt

When the new Basic Rules Booklet for the GAMMA WORLD® game was developed, the decision was made not to expand the gaming system along the lines of the AD&D® game. There was some expansion — a few new monsters, mutations, and artifacts — but most of the increased pagination was taken up with greater readability and better illustrations. The main overall difference in the rules themselves is that the newer version is specific where the older was vague. The revised edition presents nails-down mechanical details of play that were formerly left up to the Game Master's best guess.

Clarifying and increasing the detail of a complex rules system without significantly enlarging it require that some sections which would otherwise require a lot of explanation be greatly simplified or simply removed. The fatigue factor rules for weapons combat, for example, were simply removed.

One section that was greatly simplified was the section on disease, which now states: "There is almost no disease in the post-holocaust world. Its inhabitants have a natural immunity to the effects of most microbes (a legacy of advanced, pre-holocaust science)." The mechanics of this "advanced, pre-holocaust science" are not explained, but it is reasonable to assume that they involve some combination of vaccination and genetic engineering. [See "The New Humans," DRAGON® issue #106.] This is a neat solution to the problem of disease in that it wraps up in two sentences what might otherwise take several pages to explain in detail.

Unfortunately, two disease-related mutations (*bacterial susceptibility* and *bacterial symbiosis*) remain to gum up the works. Bacterial susceptibility is really a logical extension of the system as presented. It stands to reason that, after generations of mutation, at least some individuals would lose their artificial immunities. However, the playing mechanics of the mutation allow the unlucky player character who gets it a pitifully short life expectancy. A beginning character in the wilderness can expect to be wounded quite frequently (depending upon the campaign) even with the most solicitous friends and the most elaborate precautions. Each time a character is wounded, he has a 10% chance of getting an infection and a 25% chance (per infection) of death or loss of limb from gangrene, in absence of a lucky find of medical equipment or direct GM intervention.



*Disease and health
in the GAMMA WORLD® game*

Also, it seems illogical that, out of the dozens of diseases that plague mankind, only rhinovirus, pneumonococcus, and gangrene-causing streptococcus would still be around to victimize the poor soul who lost his immunity. In fact, many diseases would theoretically survive total human immunity, including animal diseases such as rabies and psittacosis. Some diseases, such as jungle yellow fever, are not even furthered in their reproductive cycle by infecting a human host — we are a dead end for them.

The same logical problem exists with *bacterial symbiosis*. Why should plants be able to coexist with a single strain of pneumonococcus and nothing else? The problem gets worse when we recall that this is the very strain of pneumonia to which every character (except the one with *bacterial susceptibility*) is absolutely immune. Does the plant have some special way of overcoming the average character's immunity? Or does *bacterial symbiosis* only affect characters with *bacterial susceptibility*? That would be a negligible evolutionary advantage for the plant. Since a disease with such a slow onset time and no pronounced symptoms would only deter intelligent, social creatures, which would notice the demise of their fellows and be able to deduce cause and effect.

There are other logical problems with the system. It seems implausible that any kind of medical science, however advanced, could protect humans from every known and unknown disease, including any that might have been accidentally created during the rampantly mutagenic holocaust itself, without causing their bodies to reject beneficial microbes such as the intestinal flora that allow them to digest food. Even if this selective miracle could be performed on every human being, does it seem likely that it would also have been performed on every goat, snake, and monkey (any of which can mutate to become animal player characters)?

Quite apart from the problems with the present system, I have found a positive advantage in reintroducing the possibility of disease into my campaign. It adds another game challenge, a fourth hazard to stand along with poison, radiation, and biogenetics. It also dissuades player characters from drinking whatever water they happen to find, eating any animal that happens to be dead, wading around in dungheaps, and performing similar acts that one might sensibly try to avoid in a game in which the primary goal is survival.

In my campaign, no character is inherently immune to disease (except for certain NPCs). Player characters can contact disease in three ways: through the environment (air, water, food, small insect bites, etc.), by contact with infected creatures (including plants with *bacterial symbiosis*), or by biting or eating infected creatures. The first is unlikely unless the party is careless. I allow a 1% chance per week for the entire party that one or more members (with the number and identities of the specific party members rolled randomly) will come into contact with a disease through the environment. I modify the roll as follows: +2%, if party members sleep without shelter; +5%, if they do not cook their food; +10%, if they have been in contact with filth (including garbage, dungheaps, and the lairs of certain unclean monsters) without cleaning themselves thoroughly; +5%, if they get soaked with potentially impure water (as in a lake, pond, or sluggish river) without drying off afterwards; and, +15%, if they drink such water without boiling it first.

Contact with infected creatures may involve touching them, being coughed or sneezed on by them, simply breathing within arm's reach of them, or touching their possessions or lairs, as detailed under the particular diseases below. Biting and ingesting infected creatures also include cases in which the creature was bitten in combat by a player character with a bite attack — a mutated tiger or poisonous snake, for example. Such infected creatures might be involved in a set encounter, such as a settlement of Pure Strain Humans quarantined because of some sort of plague. I have random encounters involve diseased creatures 5% of the time (with a similar chance for random monsters to be poisoned, radiated, wounded, not full grown, or already dead when encountered). Plants with *bacterial symbiosis* are treated exactly as infected creatures if they are cut, broken, or bitten.

Contact with a disease does not mean that the character automatically becomes infected. There is a percentage chance for any given type of player character that is susceptible to the disease (human, humanoid, carnivorous mammal, etc.) to become infected, depending on the kind of contact (environment, simple contact, or ingestion). Other percentile rolls determine whether the disease, if caught, becomes serious or fatal (some diseases are never serious, and many are never fatal). At

each of these stages, the character may make a check vs. his CN x 4 to see whether his system has fought off the infection. Certain kinds of treatment, which vary from disease to disease, have a percentage chance of curing the disease as well.

In addition to such crude home remedies, there are pre-holocaust medicines designed for use in case of bacteriological warfare in the Social Wars. These were formulated to cure instantly any of a wide spectrum of diseases. There are six of them: Antibiotics A, B, and C cure fungal, bacterial, and other protistan infections, respectively; Antivirons A and B cure arboviral and other viral infections; and, Antiparasitic (which was also used in veterinary medicine) kills all internal and many external parasites.

Both the home remedies and the technological wonder-cures are well-known to all Healers and, possibly, also to some settlements of educated humans, humanoids, gres, sleaths, and the like. This does not guarantee that any of these groups have pre-holocaust medicines on hand or that they would be willing to sell or trade for them even if they did. Like medi-kits and cur-in-dose, these medications could become valuable artifact treasures, for trading or for personal use, in a world in which disease is a significant hazard.

The diseases I use in my campaign vary considerably in terms of creatures affected, symptoms, and recommended treatment, and they range in severity from merely inconvenient to possibly lethal. However, they have certain points in common. All allow a fair amount of elapsed game time and a fair number of dice throws before they can become lethal. All have obvious and distinctive physical symptoms at the contagious stages so that alert characters can avoid contact and the risk of infection (one exception, called "walking death," is evident as soon as the infected creature is touched, at which point simple washing will almost always forestall the infection anyway). Finally, all affect at least one kind of player character. Diseases that affect only non-player races, such as insects and plants, should logically exist, but need not be specified. The diseases used in my campaign [*to be presented next month*] could be easily added to, removed from, or altered within a campaign to suit its requirements — for example, in a more humanocentric campaign, the GM might prefer to have *all* of the diseases affect humans and humanoids.

A few words about the progress of my given disease. First, remember that a character is only liable to infection or infestation from the general environment (air, water, insect bites, etc.) if the GM made the modified 1% roll for the party first, determined that the character was one of the unlucky ones to come into contact with the disease, *then* rolled he 5-30% chance that the character would actually become infected. The chance that characters catch diseases without actual contact with diseased creatures or their lairs or gear is very slight. Severe diseases should be impossible to catch without physical contact, though mild and easily cured ones might be easier to catch (such as from drinking impure water).

Also, it is important that a disease not pass on to a more severe stage without first passing through (or at least making a die roll for) its milder stages. The disease cannot become serious unless the infection took hold in the first place, and it cannot become terminal unless it is already serious, so the chances of each successive stage of severity diminish even though the listed percentage chances are sometimes larger. A check vs. CN x 4 is rolled with every stage

roll, and if the check is successful, the disease does *not* become more serious.

Likewise, treatment rolls are made with every stage roll before which the



treatment was applied, except when otherwise noted for a disease's description. If a disease is arrested before it reaches its worst stage, the symptoms

persist for as long as the disease would otherwise have taken to get worse or one week, whichever is longer (if a technological cure is used, symptoms disappear in a day).

Characters with *bacterial susceptibility* do not get any CN checks during the course of any disease, and the likelihood that they catch any disease or that it worsens is either +10% or doubled, whichever is lower. The mutation does not affect the effectiveness of medicines or other forms of treatment. This makes such a character much more vulnerable to death by disease than an ordinary character, but it gives him a chance to be careful and avoid contact with disease. If he boils his water, watches what he eats, keeps himself clean, and avoids contact with diseased creatures, he has only a 1% chance of even coming into contact with a disease each week. Under this system, being wounded (too commonplace an event to be avoided) does not carry any special danger of infection for those with *bacterial susceptibility*.

[Next month, we present John Maxstadt's list of mutant (and "pure strain") diseases for GAMMA WORLD game adventurers.]

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One in a Million

Notes on creating super-campaigns

by Roger E. Moore

Much has been written about how a game referee can put together a detailed and seemingly realistic campaign world for fantasy role-playing games, but little has been said about setting up campaign worlds for games using costumed heroes. Why bother? Two of the major heroic role-playing games on the market (the MARVEL SUPER HEROES™ and DC HEROES games) come with their own evolving universes, based on comics from the two respective companies.

But what if you are using one of the other heroic game systems, such as the CHAMPIONS™, VILLAINS & VIGILANTES™, or SUPERWORLD games? A number of referees simply copy the Marvel or DC worlds (or both) and install them, complete with their respective heroes and villains, into their campaigns. This is rather like making every fantasy campaign an exact copy of Middle Earth — which is frequently done, but doesn't say much for one's originality.

The campaign universe you create for your own heroes and villains can be just as good as any other. The comic books point out that there are millions of alternate and parallel universes; your campaign is simply one of them. Below are some considerations that can enliven and deepen your heroic campaign, giving it realism that can make it last.

One caveat: This article assumes that the campaign you are running is similar to (but not the same as) the current comic-book universes. Unusual campaigns based upon alien, magical, or lost-atomic worlds will have to be dealt with in another article, though some of the guidelines given here would also apply to them. Campaigns not based in or around North America will also be dealt with elsewhere.

Populations

How many non-player heroes and villains are there in your campaign? For the sake of argument, it helps to assume

a general ratio of one super-powered character coming to life for every one million citizens in a particular country or region. This proves to be a very convenient figure; by this reckoning, the United States of America should have 232 super-powered heroes and villains of every sort. This compares nicely with the numbers of heroes and villains from the major comics worlds.

The 1:1,000,000 ratio is fine, but it implies all sorts of surprising things. Canada should have 24 super characters, Australia 15, New Zealand 3, and the United Kingdom 56 (5 of them Scotsmen). Also, by this reasoning, the Soviet Union should have about 270 super-powered characters, and mainland China has 1,008! Okay, you *could* have a campaign in which China's super-force dominates the world, but for now, we'll focus on North American campaigns.

Super-characters can usually be classified into the following individual categories: trained athlete, inventive genius, altered human, natural mutant, mythic being, technology-augmented hero, artificial being (like robots and androids), sorcerer, alien, and assorted non-humans. It stands to reason that more advanced nations have a better chance of having heroes and villains who use powered armor and other high-tech devices. Heroic training programs would be better funded, and better communications and transportation would benefit the development of super-groups. Money is power, and money means more super-types.

Mythic, legendary, sorcerous, and alien characters could still appear from underdeveloped countries, joined by a few highly trained geniuses, detectives, athletes, and a rare hightech hero or villain, perhaps produced as part of a secret government project. Underdeveloped nations often have poor medical care, which would affect the survival rate of both heroes and villains. One would thus expect that few super-characters would come from these places, perhaps only one per five or ten million people.



An almanac gives a clearer picture of which countries would be considered underdeveloped. With references to a North American campaign, Haiti usually appears to be the worst off, and countries like Trinidad and Costa Rica seem to be doing rather well, though they are not in the same economic league as Canada and the United States. Mexico, with its high population, should have many super types, whether one considers it underdeveloped or not.

In any nation, political considerations could also affect the appearance of super-characters. An anti-government hero might be quickly captured and killed by the armed forces; an anti-mutant government might kill off all persons with strange powers. Development of these aspects of the world are left to the referee to resolve.

Using an almanac listing various countries and their populations, the following table was developed for determining the numbers of super-beings in the vicinity of North America. Each country is listed with the number of millions of people who live there, equal to the number of super-powered characters who would also live there (based on the 1:1,000,000 ratio). As noted above, underdeveloped countries might have fewer heroes and villains than these numbers indicate.

Canada	24.4
Costa Rica	2.3
Cuba	9.8
Dominican Republic	5.7
El Salvador	5.0
Guatemala	7.7
Haiti	6.1
Honduras	4.0
Jamaica	2.2
Mexico	71.3
Nicaragua	2.6
Panama	1.9
Trinidad and Tobago	1.1
United States	232.0*

* — Includes Puerto Rico, which would have 3.1 super-characters originating from it.

There are some eye-openers in the above chart. Most people will automatically think of America and Canada as super-character homelands, but Mexico virtually begs for heroic representation. A few heroes and villains would be scattered across Central America and the Caribbean, and Cuba is the largest of these minor hero-producers. Do some particular scenarios suggest themselves here?

It was assumed that the following countries and foreign territories had no super-powered beings associated with them, because of their low population figures: Antigua and Barbuda, the Bahamas, Barbados, Belize, Bermuda, British West Indies, Greenland, Dominica, Grenada, Guadeloupe, Iceland, Martinique, Saint Lucia, St. Pierre and Miquelon, and Saint Vincent and the Grenadines. Of course, if you *want* a hero from one of these places in your campaign, you can have one. It's your campaign, and Grenada would probably appreciate the thought.

It is worthwhile to divide further the largest countries into their various major territorial possessions and states. Most Canadian super-powered characters should hail from Ontario and Quebec; most American characters ought to call California, New York, Texas, Pennsyl-

vania, Illinois, and Ohio their home states. Special heroes and villains could come from areas with low populations, such as the Northwest Territories, Alaska, and Wyoming, but these should be relatively rare.

Particular ethnic groups should be accounted for in any grouping of heroes and villains. An almanac reveals that you could expect to find about 26.5 black and 14.6 Hispanic super-characters in the United States (excluding Puerto Rico). Discrimination could alter these proportions, of course. Male and female characters would be equally represented in all categories, unless you feel that selective discrimination would alter this balance as well. Religious and political factors in sorting super-types would also be interesting to add.

Every group of super-powered heroes needs a major metropolis to defend and to use as their main base. For a North American campaign, all cities with more than 1,000,000 citizens qualify for hero-group status, though they might not have one in any particular campaign. Below are the major cities of North America and the number of millions of people there (as well as the number of super-characters who might come from there).

Canada	
Toronto	3.0
Montreal	2.8
Vancouver	1.2
Cuba	
Havana	1.0
Dominican Republic	
Santo Domingo	1.3
Guatemala	
Guatemala City	1.3
Mexico	
Mexico City	17.0*
Guadalajara	2.4*
Monterrey	2.0*
United States**	
New York City	7.0
Chicago	3.0
Los Angeles	3.0
Philadelphia	1.7
Houston	1.6
Detroit	1.2

* — Includes metropolitan areas.

** — Excludes metropolitan areas, of which there are 29 in the United States with populations greater than 1 million, including San Juan, Puerto Rico.

Suggested characters

What can be done with these statistics? Think of the new heroes and villains that your campaign can acquire! Aztec,

Mayan, American Indian, and Eskimo deities, villains, and heroes can make their appearances. Voodoo sorcerers appear from the Caribbean, as well as pirate and conquistador figures from the Caribbean and Mexico. Communist characters from Cuba (as well as anti-communist ones) come into play. The diversity of new characters may enrich any heroic campaign.

Heroes and villains from other universes could, of course, be added to the above. If you think a particular villain who was slain in a recent comic book deserves a second chance to be bad, you can simply declare that he popped into your universe at the time of his death. Perhaps a major hero or villain was cloned or duplicated by alien forces, and the clone now resides in Pittsburg or Houston. Any "doubled" super-characters should be in addition to the ones produced by these statistics.

Note that these characters, as stated before, are also in addition to the ones the players are using. Player character heroes can come from anywhere they wish and shouldn't be bound by the above statistics, which only serve to form a campaign background.

Scenarios

Though rather dry, these important statistics can lay the groundwork for your super-powered hero campaign and help individualize it. Consider the following scenarios, derived from the above material.

Cuban super-characters attempt to infiltrate U.S. Naval installations in the Caribbean, to sabotage or spy upon them. They may or may not be helped by allied super-characters from the Soviet Union or from other Central American and Caribbean states.

French-speaking heroes are contacted by a secret Canadian government project for work in foiling crime in Quebec.

A Spanish-speaking PC hero is asked to set up a secret super-type identification program in a Central American country. Super-types are taken to a government-funded center, where they are trained and educated to work for the government for the betterment of the country's people. The project, though well-intentioned, is almost certain to cause trouble with heroes and villains in nearby countries, with government officials who wish to pervert the project to serve themselves or the causes of other countries, and with the U.S. State Department and CIA.

Villains from South America, the Car-

ibbean, and Florida have set up a drugs- and arms-smuggling operation that the player characters must shut down as quickly as possible.

A Mexican super-powered hero is touring the city where the player characters reside; their task is to ensure his security during the tour. Unfortunately, extremists have vowed to end his career, and they've picked that city as the place to do it.

After a major victory over the forces of evil, an offer of membership is received from a Chicago super-team for one or more player characters. Perhaps a similar offer is made from a Houston group and another in Los Angeles, and the competition between hero-groups heats up.

ers this, the student may be captured or killed by government troops. Perhaps the CIA might even be involved. .

A teenager arrives from Bermuda, wanting to train with the player characters in crimefighting techniques. She is a scientific genius who has built a high-tech suit for herself. After her training, she wishes to return to her home. If anything bad happens to her during her stay, the British and American governments won't be pleased.

An Aztec demigod who is wreaking havoc in Mexico and the southwestern United States kidnaps one of the PC heroes, holding him or her for millions of dollars in ransom.

The player characters uncover evidence that may lead to the discovery of

contacts with various PC heroes, trying to spy out all they can on the characters' techniques and organization. Once they've learned what they wanted to know, they depart – but they may put their knowledge to uses that the PCs hadn't expected.

A major, world-threatening villain appears and can only be fought by the most powerful heroes of all, to be selected from a number of nations. The heroes, in this case, all come from North America. . .

You get the idea. Create your own bizarre universe of heroes and villains, and don't feel obligated to play the "Middle-Earth" game with your campaign.



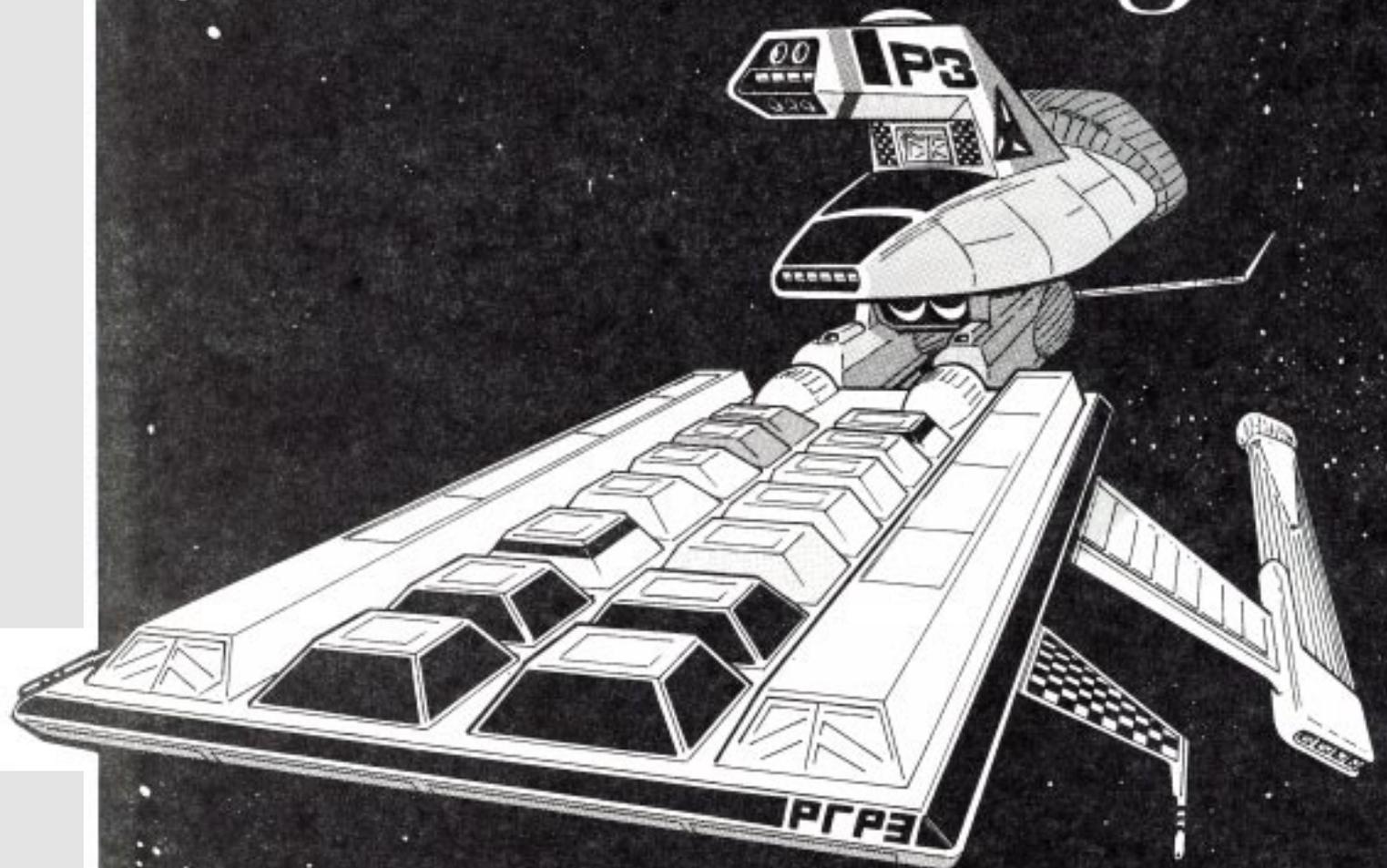
a famed black American hero, kidnapped in the mid-Sixties by racists. The problem is that the racists still have the hero (in suspended animation), and they have no intention of giving him up.

The heroes of several small Central American countries are preparing for a major confrontation among themselves, and the PC heroes (on vacation in the area) get dragged into the storm.

A group of heroes or villains from Canada, all in disguise, make covert

A letter is received by a major hero from a school teacher in a repressive Central American country. She is asking for help in enabling one of her students to find asylum in the United States. Her student is a mutant with extraordinary powers; if the local government discov-

"Tote that barge!"



A short guide to interstellar economics

by **Matt Bandy**

In the futuristic and business-oriented society of the Frontier Sector, trade is essential, and freighters, being the instruments of trade, are very important. Freighters are the Frontier's answer to the middleman of modern society, buying goods in one star system and transporting them to another for resale.

The life of a freighter captain is a gamble: he either becomes very wealthy or very bankrupt. A good captain can predict price swings in a star system's economy and use that knowledge to further his own ends.

The rules regarding the purchase and resale of cargo in the STAR FRONTIERS® Knight Hawks rules are well-conceived, but fail to take into account the laws of supply and demand and all the factors that influence it. This article attempts to

revise the existing system to consider supply and demand, and at the same time to provide a framework upon which an individual referee may construct the intricate interplanetary economics of his campaign.

Supply and demand

Supply and demand is simply a comparison between the available supply of a certain material object with the consumer's need or desire for it. Whenever the supply of a substance exceeds the demand for the same, the market is glutted and prices of the material plummet. The opposite is true when demand exceeds supply. If a shortage of said substance occurs, a bidding war begins and prices rise.

In many ways, freighter captains resemble players of the stock market. They purchase items at a low price and

transport them to a location where prices are high, making a hefty profit in the process. Often, many freighter captains will begin buying low-priced materials simultaneously, creating an increase in demand and subsequent price rise. In this way, freighters aid the economy of the Frontier by saving many small companies which could have become bankrupt had the glut lasted much longer. On the other side of the coin, freighters occasionally converge on a high-price center and begin selling, glutting the market. Most freighter captains are experienced enough either to arrive at the center before the glut occurs or to anticipate the effects of a glut on other planetary economies, predicting the resulting price changes. By these methods, freighters have an equalizing effect on the economy of the Frontier, causing economic fluctuations to be short-lived.

A glut usually results in a 2-40% (2d10) price decrease and a shortage in a 2-40% price rise. Both phenomena last only a short while, returning 1-10 percentage points toward the base price every day. The base price is listed in the STAR FRONTIERS rules. The point of departure price in the Knight Hawks rules is the base price for bulk loads.

The direct results of an excess of supply or demand on local economies are fairly obvious, but what about the economies of those planets that purchase from the victim of a shortage? (Gluts do not effect prices of the afflicted planet.)

If an industry were forced to pay a high price to obtain raw materials, would not the finished product price be raised to cover the companies' initial purchase of raw materials? An agricultural shortage could result in inflated food prices, which in turn could force unions to demand cost of living raises from their employers, who could raise the prices of their products to cover the raises they had given their workers. Inflation along this line is often irreversible. To prevent it from occurring, governments of agricultural planets buy up most of the surplus crops and then sell them when a

food shortage exists. This way, they also prevent agricultural gluts and shortages from developing.

Import and export

When a glut or a shortage occurs, it is essential to know what and to where the victim exports in order to determine the effect these events have on the economies of other planets and solar systems. The web of export-import connections along major shipping lanes is illustrated in the following table.

Import table

Planet	Imports	Origin	Planet	Imports	Origin
Hentz	15% agricultural products	Hakosoar	Zik-kit	20% industrial products	Kdikit
	50% agricultural products	Yast	Kdikit	70% raw materials	Gollywog
	90% raw materials	Hargut	Gran Quivera	60% raw materials	Gollywog
Yast	90% industrial products	Hentz	Morgaine's World	50% agricultural products	Ken'zah Kit
Rupert's Hole Triad	85% raw materials	Outer Reach	Hristan	100% industrial products	Gran Quivera
	25% agricultural products	Rupert's Hole		50% agricultural products	Ken'zah Kit
	25% agricultural products	Kdikit		60% industrial products	Hakosoar
Laco	40% agricultural products	Inner Reach	Hakosoar	40% raw materials	Hargut
	75% raw materials	Outer Reach	Minotaur	75% raw materials	Gollywog
	95% industrial products	Gran Quivera	Lossend	20% agricultural products	Kdikit
Inner Reach	85% raw materials	Outer Reach	Pale	10% agricultural products	Kdikit
Outer Reach	95% agricultural products	Inner Reach	New Pale	30% raw materials	Gollywog
Groth	90% industrial products	Terledrom	Gollywog	90% agricultural products	New Pale
Terledrom	20% agricultural products	Groth		85% industrial products	Pale
Hargut	75% raw materials	Zik-kit		40% industrial products	Minotaur
	30% agricultural products	Hakosoar	20% industrial products	Lossend	
	30% industrial products	Gran Quivera	10% industrial products	Triad	
	30% industrial products	Hentz	30% agricultural products	Kdikit	
Ken'zah Kit	15% agricultural products	PGC Ag Ships	10% agricultural products	Ken'zah Kit	
	70% industrial products	Zik-kit			

These percentages assist the referee in determining the result of a shortage or a glut on his campaign's economics. For instance, if accelerated pirate activities exist in the White Light system, a smaller than usual amount of raw materials will be processed and shipped resulting in a shortage. This shortage will in turn cause a price increase of

35% (shown by die roll) on all raw materials exported by Gollywog. The recipients of these materials are revealed to be Lossend, Minotaur, Gran Quivera, and Kdikit by a quick glance at the Imports Table.

Lossend imports 30% of its raw materials from Gollywog. This means that 30% of its total raw materials stock is

increased in price by 35%. 30% x 35% equals a 10.5% (rounded off to 11%) net cost increase on all incoming goods. To make up for this cost increase, industries on Lossend increase the price of other products by 11%. This cost increase affects Gollywog in turn because it imports 20% of its industrial products from Lossend.

Minotaur imports 75% of its raw materials from Gollywog. The shortage results in a 26% ($75\% \times 35\% = 26.5\%$, rounded off to 26%) net price increase, which in turn affects Minotaur's industrial prices. This price increase affects Gollywog, which imports 40% of its industrial products from Minotaur.

Gran Quivera imports 60% of its raw materials from Gollywog, so the shortage results in a 21% ($60\% \times 35\% = 21\%$) net cost increase on its raw materials. This cost increase would be passed on in varying degrees to Laco, Morgain's World, and Hargut.

Kdikit is handled in a similar manner. Due to strict price controls imposed by the UPF, prices on all domestic goods do not rise to match those of imports.

Economic fluctuation types

Random economic fluctuation generation and the random determination of victim planets are accomplished through the use of the following tables.

Economic fluctuation table

d100 event

- 01-40 no event
- 41-55 industrial glut
- 56-70 resource glut
- 71-85 industrial shortage
- 86-00 resource shortage

Roll on the Economic fluctuation table once every 20 days. Once the type of fluctuation is determined, roll on the appropriate planetary table.

The referee may find it useful to decide upon the cause of a specific fluctuation. This makes the game more enjoyable to players traveling in or through the affected solar system. A detailed example follows.

Day 1: A roll of 63 on the Economic Fluctuation Table indicates a resource shortage on the planet of Hargut (selected by a d100 roll on the Resource Planetary Table). A price increase of

Industrial planetary table

d100 planet

- 01-08 Hentz
- 09-16 Rupert's Hole
- 17-25 Triad
- 26-33 Inner Reach
- 34-42 Outer Reach
- 43-50 Terledrom
- 51-58 Zik-kit
- 59-66 Kdikit
- 67-74 Gran Quivera
- 75-82 Hakosoar
- 83-90 Minotaur
- 91-95 Lossend
- 98-00 Pale

Resource planetary table

d100 planet

- 01-20 Outer Reach
- 21-40 Hargut
- 41-60 Zik-kit
- 61-80 Pale
- 81-00 Gollywog

21% (2d20 roll) results on all raw materials on Hargut.

Day 2: The 21% price increase reaches the planets of Hentz and Hakosoar. Hentz imports 90% of its raw materials from Hargut, so 90% of its raw materials are increased in price by 21%. This results in a 19% ($90\% \times 21\% = 18.9\%$, rounded off to 19%) net cost increase on all raw materials on Hentz. The planet's industries are forced to raise their prices by that amount to cover their purchase of raw materials and retain the same profit margin. Hakosoar imports 40% of its raw materials from Hargut, so a net cost increase of 8% ($40\% \times 21\% = 8.4\%$, rounded off to 8%) results on all raw materials bought or sold on the planet. This forces its industries to raise the prices of their finished goods by a similar percentage.

The initial cost increase of 21% on Hargut is reduced to 14% ($21\% - 7\%$, the result of a d10 roll).

Day 3: Yast and Hargut (surprise, surprise!) receive industrial price increases from Hentz. Yast imports 60% of its industrial products from Hentz, so a net price increase of 11% ($60\% \times 19\% = 11.4\%$, rounded off to 11%) falls upon all industrial products on the planet. Hargut, the one that started it all, imports 30% of its industrial goods from Hentz, so a 6% ($30\% \times 19\% = 5.7\%$, rounded off to 6%) net cost increase on this type of product results.

Hristan imports 60% of its industrial goods from Hakosoar, so a net cost increase of 5% ($60\% \times 8\% = 4.8\%$, rounded off to 5%) results on that type of goods on the planet. The inflation on Hentz and Hakosoar is reduced to 13% ($90\% \times 14\% = 12.6\%$) and 6% ($40\% \times 14\% = 5.6\%$), respectively, as the reduction of the price variation reaches them. The raw materials cost on Hargut is reduced by another 9% to only 5%.

Day 4: The inflation on industrial prices on Yast, Hargut, and Hristan is reduced to 8% ($60\% \times 13\% = 7.8\%$), 4% ($30\% \times 13\% = 3.9\%$), and 4% ($60\% \times 6\% = 3.6\%$), respectively, because the first reduction of the price variation finally reaches them. The industrial and raw material inflation on Hentz and Hakosoar is reduced to 5% ($90\% \times 5\% = 4.5\%$) and 2% ($40\% \times 6\% = 2\%$), respectively, as the second reduction of the economic fluctuation arrives. The raw material inflation on Hargut is reduced to zero by a roll of 8.

Day 5: The industrial price increases on Yast, Hargut, and Hristan are reduced to 3% ($60\% \times 5\% = 3\%$), 2% ($30\% \times 5\% = 1.5\%$), and 1% ($60\% \times 2\% = 1.2\%$) as the second reduction of the fluctuation reaches them. The industrial and raw material price increases on Hentz and Hakosoar end.

Day 6: The industrial inflation on Yast, Hargut, and Hristan ends.

Some closing notes

For the sake of simplicity, I have ruled a time lapse of one day for price increases (and reductions on those increases) to move from planet to planet. In actuality, it would take one day for every light year between the planets — a change that referees may make in their campaigns.

A flow chart or procedure table was not included for the simple reason that it would be complicated into incompre-

hensibility. It is much easier to deduce the procedure from the examples. (I tried to create a procedure table, but it was too long and undecipherable!)

For an added touch of realism, referees may want to include an availability modifier in certain systems. This is a price change of +5% on all imported goods.

Each type of cargo may be obtained only at a center of the appropriate type (e.g., raw materials at resource centers).

Since agricultural gluts and shortages are very rare, agricultural cargoes are bought and sold by the prices given in Tony Watkin's article "Rare Wines and Ready Cash," in DRAGON® issue #93.

Readers will notice that this system requires a great deal of work on the referee's part, but it pays off, especially if one of the PCs owns a freighter. It's much more challenging than the system in the Knight Hawks rules, thus proportionately more fun to use.

The Marvel-Phile

Alpha and Omega, part II

by Jeff Grubb

Last month, we dealt with a new member of Alpha Flight™ (Mr. Jeffries™), an old/new member (Vindicator™), and an old foe (Delphine Courtney™, a.k.a. Dark Guardian™). This month, we finish up with the rest of Courtney's cohorts in Omega Flight™: Smart Alec™, Diamond Lil™, Flashback™, and Wild Child™. While we're at it, here are three other inhabitants of Alpha Flight's comic pages — Scramble™, Deadly Ernest™, and Nemesis™. Have fun!



SMART ALEC™

Alec Thorne

Statistics to the left of the slash are Thorne's natural abilities; those to the right are his enhanced abilities with the encephalo-helmet.

Fighting: TYPICAL (6)
Agility: GOOD (10)
Strength: POOR (4)
Endurance: GOOD (10)
Reason: INCREDIBLE (40)/AMAZING (50)
Intuition: EXCELLENT (20)/INCREDIBLE (40)
Psyche: GOOD (10)
Health: 30
Karma: 70
Resources: TYPICAL
Popularity: 0

Known powers:

COMPUTER INTELLECT Thorne's natural powers allow him superior reasoning and intuitive abilities, and he may deduce facts and make projections beyond the scope of most normal individuals. He does this on a successful Reason FEAT, which allows him information otherwise not available in the campaign (such as data on a hero's secret identity). In addition, any group under his tactical leadership gains a one-rank increase in Intuition for determining initiative.

ENCEPHALO-HELMET Thorne's natural abilities are further augmented by an encephalo-helmet, a device developed by Roxxon Oil™, which heightens his Reason and Intuition to the levels listed above. In addition, the helmet extends Smart Alec's vision deep into the infrared and ultraviolet spectrums, allowing him to recognize data within those spectrums.

Smart Alec's story: Little has been revealed of Alec Thorne's past, save that he was a member of Department H's Gamma Flight™ when that organization was shut down. (Quick note: Department H of the Canadian Ministry of Defense maintained three teams of heroes: Alpha Flight, which performed actions in the field; Beta Flight™, made up of those whose command of super-powers was less refined; and, Gamma Flight, which included the newest recruits.)

Following the disbanding of Gamma Flight, Thorne drifted, as did many members of the team. He regarded most ordinary work as too tedious or demeaning to a man of his intelligence. Eventually, he was recruited by Delphine Courtney into Omega Flight, and he served as the team's field leader in their battle against Alpha Flight.

In that battle, Smart Alec stole the medicine bag belonging to Shaman™, Alpha Flight's Sarcee mystic. Shaman had been taught by his grandfather never to look into the bag, which was a gateway into a mystic dimension. Thorne did exactly this, his senses enhanced by the encephalo-helmet, and this action apparently cost Thorne his sanity and paralyzed his physical form. Unable to help the criminal, Shaman reduced Alec's form and stored it in his medicine bag.

Delphine Courtney later turned the bag inside out in an attempt to free Thorne from the bag, breaching the dimensional wall between our dimension and the one within the bag. Shaman and his daughter Talisman™ contained the rupture, but it is not known if Thorne's form is still within the bag. At present, Shaman, through a crisis of his own confidence, has lost the ability to draw items from within that realm.

DIAMOND LIL™

Lillian Crawley

Fighting: EXCELLENT (20)
Agility: GOOD (10)
Strength: EXCELLENT (20)
Endurance: UNEARTHLY (100)
Reason: POOR (4)
Intuition: TYPICAL (6)
Psyche: TYPICAL (6)

Health: 150
Karma: 16
Resources: POOR
Popularity: -5

Known powers:

INDESTRUCTIBILITY: Crawley has an form of body armor that provides Unearthly protection from physical and energy attacks. She can still be stunned or slammed by attacks of Good strength or better. Her other bodily parts are similarly indestructible, such that her nails may rend things of Unearthly material strength and her hair may be used for Excellent Hack-&Slash damage.

Diamond Lil's story: As with most members of Omega Flight, little is known of Lillian Crawley until her

appearance in Gamma Flight. She, too, was cut loose after Department H folded, and she was recruited by Delphine Courtney into Omega Flight. Diamond Lil has no powers other than her apparent indestructibility. She is proud, haughty, and egotistical. She and Madison Jeffries were close when they were in Gamma Flight, but Jeffries turned her over to the authorities after defeating Omega Flight.

FLASHBACK™

Real name unrevealed

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

Health: 28
Karma: 26
Resources: POOR
Popularity: -4

Known powers:

FUTURE MEN: Flashback can summon his own future selves, creating numerous duplicates of himself with the same ability scores and which act under his control. These "future men" cannot communicate future information to Flashback, but can fight, move, and act according to his wishes. Each future man wears a white-and-black suit similar to that of Flashback, but with the white-and-black areas reversed, so the original is always recognizable in his own crowd. These future men may appear up to 2 areas away in any direction in Flashback's line of sight. The future men are creations of Flashback's conscious mind and immediately disappear if he is knocked unconscious. Flashback has summoned up to 6 of these future men at one time; to get more would require a Red FEAT roll against his Psyche.

While it has not been shown, it is presumed that in the future, Flashback will disappear for brief periods in order to fulfill his duties in the past. On one of these trips, Flashback apparently dies while shielding Delphine Courtney from Madison Jeffries's killer robot (see below; also see DRAGON® issue #105). Needless to say, this has rattled Flashback's sanity, as he is unsure *when* he is going to die, though he is positive of the method. In game terms, roll a d10 for every week this character is in the campaign. On a "0", the character disap-

pears (fulfilling a past request). Flashback has summoned about a dozen images in all in the recorded stories of the Alpha Flight series; the last time he returns to the past, he is attacked and slain by Jeffries's robot. Note that future images summoned into the past have no volition of their own; they are controlled by the Flashback of the past.

&-Slash damage and may rend materials of less than Excellent material strength.

Wild Child's story: Most of Wild Child's past has yet to be revealed. His attitudes, however, have been clearly documented. Wild Child is a heartless, feral, killing machine, as savage as Wolverine™ in berserker fury, and has absolutely no restraint as to the taking of other lives.

WILD CHILD™

Real name unrevealed

Fighting: INCREDIBLE (40)
 Agility: REMARKABLE (30)
 Strength: GOOD (10)
 Endurance: REMARKABLE (30)
 Reason: TYPICAL (6)
 Intuition: EXCELLENT (20)
 Psyche: TYPICAL (6)
 Health: 110
 Karma: 32
 Resources: POOR
 Popularity: -5

Known powers:

TEETH AND CLAWS: Wild Child's teeth are sharpened points, capable of inflicting Good Hack-&Slash damage. His hands and claws inflict Excellent Hack-

SCRAMBLE™

Dr. Lionel Jeffries

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

Health: 36
 Karma: 26
 Resources: POOR
 Popularity: 0

Known powers:

ORGANIC MANIPULATION: Lionel

Jeffries has the Uearthly ability to manipulate organic matter. He may inflict up to Uearthly damage to beings made of living tissue and may heal up to Uearthly damage to living things each round. He does not kill using these powers (possibly as a result of his Hippocratic oath), but he can twist living material around to create human monstrosities. Jeffries may even combine several beings into one, with powers and Health equal to the total of the component beings' powers and health. Lionel Jeffries only performs these abilities by touch, and his target(s) may resist the change by making a successful Psyche FEAT for each round in contact with him. Jeffries cannot restore lost Endurance ranks, nor does his power have any effect on unliving beings (*i.e.*, robots, androids, or zombies), energy beings, or the dead.

Talents: Lionel Jeffries is a medic and surgeon of Excellent ability. He also has Military experience.

Scramble's story: Lionel Jeffries has powers similar to those of his brother Madison Jeffries (see DRAGON issue #105), but while Madison's power affects metal, Lionel's affects living matter. At

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first, Lionel learned to harness his abilities and become a doctor. Both brothers served in the Viet Nam war, during which their unit suffered heavy losses. Lionel, a medic, went mad trying to restore life to the dead bodies of his comrades. Madison had to restrain his brother by using his own matter-affecting abilities. Following his discharge, Madison placed Dr. Jeffries, wrapped in a body suit and kept in isolation so as not to touch anyone, in a Montreal hospital.

Lionel Jeffries, known as Scramble the Mixed-Up Man™, remained in that hospital until Heather Hudson™, leader of Alpha Flight, discovered his existence. In hopes of recruiting a more powerful member for the team, she used her Alpha Clearance to see Lionel. Lionel attacked and twisted Heather's body, then went on a rampage in the hospital. The arrival of Madison and Alpha Flight averted total disaster, and Madison helped cure his brother of his madness. Now rational, Scramble returned his twisted victims to normality. He is now seeking to regain his license to practice medicine and have a normal life.

DEADLY ERNEST™

Ernest St. Ives, deceased

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: GOOD (10)
Endurance: UNEARTHLY (100)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: GOOD (10)

Health: 150
Karma: 30
Resources: EXCELLENT
Popularity: -5

Known powers:

DEATHLESSNESS: This power was not the same as the immortality of such beings as Hercules™ and the Olympian gods. St. Ives could not be killed in any normal fashion. He was immune to all poisons, gases, and acids, and retained control of his body even when reduced to many small parts (i.e., a severed hand could still move and attack). St. Ives could be slammed and stunned, but he was not effected by Kill results. He never lost Endurance ranks for any reason, and he still functioned if reduced to 0 Health or below. It is assumed that lost portions of his body were regenerated over time. He could only be permanently slain by the sword of Nemesis (see below).

DEATH TOUCH: The touch of St. Ives's bare hands acted as Class 1000 poison. Those touched were immediately slain if a successful Endurance FEAT was not made, but they could be revived by magical or technological means. However, the victim's life energy was stolen by Ernest in succeeding rounds, and the victim lost one Endurance rank each round after being touched until irrevocably dead. Ernest had no control over this power.

Deadly Ernest's story: According to St. Ives, he lay dying in the trenches of World War I when Death™ appeared to him. Despite his pain, St. Ives rejected the grim spectre; this act apparently made him immortal, but it also gave him a killing touch that slew his wife upon his return from the war. Since that time, St. Ives has operated out of Montreal as a crime lord.

NEMESIS™

(First name unrevealed) St. Ives, deceased

Fighting: REMARKABLE (30)
Agility: REMARKABLE (30)
Strength: TYPICAL (6)
Endurance: REMARKABLE (30)
Reason: GOOD (10)
Intuition: EXCELLENT (20)
Psyche: REMARKABLE (30)

Health: 96
Karma: 60
Resources: POOR
Popularity: 0

Known powers:

BLADE: Nemesis wielded a blade forged by a combination of science and sorcery. Its blade is a single molecule thick, allowing it to slice through Unearthly rank material with no effort, merely by slicing between the atoms. The blade also has some form of soul-stealing and soul-storing abilities. Those slain by this blade will have their life-energies stored within. In this fashion, Nemesis could return the life-forces stolen by Deadly Ernest to their proper bodies. With St. Ives's death, his life force may be assumed to be in this blade. Finally, the blade is dedicated to one purpose — slaying Ernest St. Ives. It informs its owner that St. Ives lives again in the event this occurs, and leads the bearer to him. Nemesis wielded her blade with Incredible Fighting ability.

Aurora™ and Northstar™ crossed Ernest's path when Ernest killed an old friend of Northstar's. Aurora was kidnapped; while Northstar pursued, he encountered Nemesis, also intent on defeating Ernest. In a subsequent battle, Nemesis cut St. Ives into many pieces, apparently killing him.

Deadly Ernest was made whole and living again by Scramble the Mixed-Up Man, who was on a rampage in the hospital where Ernest's body was being kept. Nemesis again tracked down her prey. Aurora, Northstar, and Box™ were slain by Ernest, but they were kept from absolute death by the actions of Nemesis, while Puck™ used the sword of Nemesis to finally dispatch Deadly Ernest. Ernest has apparently found his final resting place in the Montreal Subway, but as he was considered dead once before, this is no guarantee that he is gone for good.

FLIGHT By using her cape as a glider, and with some unrevealed magical or technological support, Nemesis could fly up to 3 areas per round.

MAGIC: Nemesis had some limited magical abilities, which she used to maintain the victims of Deadly Ernest's touch (Box, Northstar, and Aurora) in a semi-living state. Her level of Magical ability was Good. She was also apparently immune to Deadly Ernest's touch.

Nemesis's story: Nemesis was the daughter of Ernest St. Ives. As a child, she watched her mother die of Ernest's touch, and she lived since that time only to gain vengeance on her father. She used both high technology and the occult to create a blade capable of slaying her father, and used mystic science as well to extend her own life until St. Ives was irrevocably slain. She first defeated Deadly Ernest when that criminal had kidnapped Aurora, sectioning him into pieces with a series of rapid passes.

Deadly Ernest still lived, however, and was reanimated after his component parts were reassembled by Lionel Jeffries. Nemesis returned to hunt her old foe, aided by Alpha Flight. Ernest killed three of the group. While Nemesis maintained them in a semi-living state, Puck destroyed Ernest, and Nemesis returned the stolen spirits to her father's victims. Her task done, Nemesis crumbled into dust. The blade survived her demise and can be assumed to be in Alpha Flight's possession.

The Crusading Life

by Bruce Humphrey

In many super-powered hero campaigns, the action centers around individual adventures with world-endangering villains. Events between adventures are often of no importance and are sometimes non-existent. Players are faced with no continuity in the campaign, and characters become two-dimensional, coming to life only from crisis to crisis.

But what do heroes do when they aren't saving the world? What about the little people, petty criminals, normal world events, secret identities, and Life In General? A campaign without these factors becomes mechanical; players start the game *knowing* that some global plot is afoot. By throwing in some variety and surprises, the game master can return spontaneity to the campaign. Players will be more challenged and will get more out of the experience.

Day-to-day encounters

A variety of encounters and adventures gives the players the opportunity to flesh out their characters in day-to-day routines. This can help the players visualize better their characters, give the characters extra experience, give players more control over their characters' lives, and simply serve as a break from saving humanity day in and day out.

Heroes can be just as challenged by normal, non-powered criminals as they are by the big-name super-powered villains. What about hostage situations, attempts to capture a gunman at night, protecting a person from a hit man, or solving the mystery of a clever crime? Many of these situations are a hero's bread and butter, perhaps taking up a majority of his adventures and occasionally bringing in rewards which keep meat on the table. Played well, such adventures can be as fulfilling and exciting as world-saving — and perhaps more

so. Such situations are also useful for those sessions when only two or three gamers get together, since the average world-saving adventure is geared toward four or more characters.

Table A covers those crimes which average, nonpowered criminals are likely to commit (though super-powered ones can and do commit them, too). While most of these crimes may take place "in a vacuum" — having no bearing on the campaign as a whole — they may also be connected to major adventures by providing some clue or contact which will be needed later on. Minor crimes are easy to set up, particularly since the criminals can be generic (bad guys with guns), unless there is some particular reason for giving them more depth. We are all familiar enough with such crimes from watching the news to put together quite a variety of these encounters. Note that as the list of crimes on Table A progresses, the crimes become relatively more dangerous and are likely to involve gunplay or large criminal rackets.

Minor crimes give the heroes the chance to better their powers and test out new ones, experiment with equipment, do good deeds, and establish their personalities and methods of dealing with crime. Exposure to less momentous offenses can not only round out the characters, but can also lend an air of continuity, authenticity, and completeness to the hero campaign. They can boost the morale of the players by showing that the characters are satisfyingly effective against normal criminals; this can be particularly useful after an unsuccessful adventure against super-criminals.

Other events can also challenge the heroes. Helping the community raise funds or saving innocent lives in various accidents or disasters are good ways to put breathing space between major adventures (see Table B). Helping some-

one repair his house, business, or car can provide the group with useful contacts and public relations. Saving people from a burning plane, guiding a disabled ship to safety, or finding a missing bus can be challenging exploits, as is preventing or giving aid after major car collisions. Finding missing persons or retrieving stolen property can also provide a challenge to the heroes and are not particularly dangerous (most of the time). These actions will not only gain friends for the group, but can also bring in reward money, government (national or local) recognition and aid, or lead to contacts which are connected to an upcoming major adventure.

Nasty surprises

Being a superhero requires some exposure to danger, and any of the events discussed above can lead to lots of it. But, what about seemingly minor events which lead to particularly dangerous exploits and major adventures? These nasty surprises include traps, complex situations, misunderstandings, unexpected hazards, or events resulting from pure stupidity on the characters' parts.

Traps are usually set up by a villain in a major adventure who hopes to get a particular hero out of the way before the hero realizes that he's really in trouble. This seldom works in the comics, and it usually just angers the hero and makes him more determined to win, but the situation shows up with some frequency. Complex situations are those which can easily lead to further, originally unplanned adventures. Such events include things like getting the Mafia mad at you for saving someone from an assassination, trying to break up a mob situation and having the rioters turn on you, or discovering that a purse-snatching leads to a crime ring. These situations involve numerous ordinary criminals and may even be connected to the plots of super-powered villains.

Major misunderstandings often end up with the hero being thrown in jail or running for his life, as he is either purposefully framed or appears to commit a crime without actually doing it. Unexpected hazards include hidden terrorist bombs, driving into a high-speed chase situation, or following a criminal into an abandoned building that's about to be demolished. Pure stupidity covers all those simple situations in which the hero does something so absurd that it quickly devolves into a deadly event. Firing a weapon in the center of a gaso-

line storage building, jumping into the middle of a Mafia chieftains' meeting, or swooping in front of a jet are just a few examples.

Complications

If you want complications to appear in straightforward adventures, you might also consider the non-powered bystanders who frequent heroes' lives. Short adventures may center around the tribulations of various relatives and friends of the heroes. These people seem to get into more trouble than the heroes themselves.

The large number of nuts and kooks running around, particularly in major cities, should also be considered. These people are ordinary citizens who are a little crazy and are caught up in the mystique of super characters. Some hang around heroes and get into trouble, like those people who follow fire-trucks or police cars. Others come to feel that they, too, are great heroes; these are especially dangerous, as they may actually believe that they are helpful and even identify themselves as belonging to the heroes' group. These people can cause major embarrassments when they do something stupid, and they can be downright dangerous if they jump into the middle of a super-powered fight or pretend to have certain powers when they do not.

These same people can become violent enemies of any heroes who treat them badly or try to reason with them. Be forewarned: Disappointed hero-worshippers can make deadly foes if they happen to discover information about a hero and then communicate it to a villain. Role-playing these obnoxious personalities can be a real pleasure for the game master.

The government

Now we come to that fount of aid, the government. At its most agreeable, the local or national government can supply money, facilities, and other support to the heroes. At its worst, it can be intolerant, antagonistic, aggravating, and ignorant. In either case, the presence of the government adds to the game. A pleasant government may grease the tracks for a fledgling super-group, while the difficulties involved in dealing with the government can lead to more realism, interest, and variety in the campaign. The government is the one foe that the heroes cannot overcome — ever.

Government support can be invaluable. Money, in the form of rewards or

actual funding of the group, is always welcome. At least as useful is the research and development (R&D) end, which the government can perform for the heroes in areas such as new powers and equipment, enhancing existing powers, and counteracting villains' powers. The government can provide the best-equipped headquarters to its allied groups, and government aid in locating information, finding people, or defending the group in court can be incalculable.

There is a price for government aid. Never one to leave well enough alone, the bureaucracy in any superworld is going to try to get a popular hero group to do certain things — often things that the heroes would rather not do. From the government's standpoint, this is only fair, since it usually provides well for its favored groups. But, some of the activities which it demands from the group may be distasteful to the heroes. If the heroes complain often enough, the government may stop backing the group. If the group is particularly undiplomatic, the bureaucrats may try to teach the heroes a lesson by becoming extremely difficult and obnoxious.

Government regulations are cumbersome and confusing, but super-powered heroes circumvent them nearly every day. When the government backs the heroes, such indiscretions are usually overlooked (although not forgotten). If the government has it in for them, the heroes could be in serious trouble. Regulations appear as if by magic, bringing fines and legal problems. What happens when bystanders are hurt or property destroyed during the course of an adventure? What if the villain flees and leaves the heroes holding the bag? All is not sweetness and light when the government comes calling under these conditions.

Heroes are used to handling all sorts of problems, but the government is something else again. A government that turns hostile for a time can make a campaign extremely interesting. The time between adventures may be spent in evading federal agents or seeking to regain government favor. This "bad government" situation has to be used sparingly and logically, since overdoing it can kill the campaign quickly.

Even a completely hostile government knows that heroes have their uses. No one is going to treat the heroes and villains equally in any situation; if there is a chance, villains will be captured by government forces even if it means that the heroes escape. Secret admirers of

the pursued heroes may exist on many levels of the government, despite what official notices say. There should always be an out by which the heroes may regain their freedom and pursue their adventures.

Personalities

Characters in super-powered hero campaigns are often so powerful that it is hard to identify with them, and a player who cannot identify with his character will find it nearly impossible to enjoy role-playing in the campaign. Encourage the players to make their characters unique, giving them special personalities and foibles. Every hero is different, but characters are often not as unique as they could be.

Creating the super-persona begins when the character itself is created. Part of the creation process includes designing the hero's costume and noting why it looks the way it does. Does the hero have a secret identity? If so, a face mask is a must (very few can get away without it). Does putting on the costume prepare him mentally for "heroing," or does the character have multiple personalities, one or more of whom enjoy the heroic life? Is the character an egotist who wears his costume for effect (with neon, spangles, epaulettes, and all)? Is his costume intended as camouflage or to protect him from certain super-powers? Does the suit add to or magnify the hero's powers? All of these questions help to make the hero his own person.

When the hero is first created, the player should also note how the hero gained his powers and why he is acting as a hero. Perhaps he accidentally allowed a criminal to hurt his family, or he grew up in a slum and saw so much crime that he wants to do his part to stop it. Some superheroes are preachy, others cynical, some border on being as unscrupulous as the villains. All have their reasons for fighting crime.

Newly started heroes may have their share of mental problems, although these can also crop up later in their careers. Alcoholism is one possible problem; another is a habit of going berserk in combat and becoming not only dangerous to everyone around but also a potential killer. Events during the campaign may also lead to a character becoming so opposed to hurting people that he will use his combat abilities only as a last resort. Some heroes might be prejudiced against particular groups or have strange habits. All of these will help the players to visualize their char-

acters and role-play more effectively.

How the character gets along with other people is a critical aspect of his personality. Perhaps he constantly makes wisecracks even in the worst predicaments, or he never speaks unless the situation absolutely demands it. A character could be a playboy dating normal people or other supercharacters. The character could also be a loner, unwilling to follow some of the group leader's decisions. Another character might value the well-being of a loved one so much that he leaves the group to visit the character periodically. These characters might be difficult to deal with, but they would never be boring.

One thing to avoid in a hero campaign is the bloodthirsty hero. Most heroes do not take lives; to do otherwise would make them villains. Even when such an act is absolutely necessary, few heroes would be unmoved by such a decision. Virtually no hero would stand by and watch even the worst villain die without making some move to aid him. Yet, some players actually initiate super-combats on busy streets, jeopardizing innocent bystanders, or let a villain die of his wounds without lifting a finger. This should not be allowed to occur without a variety of consequences — such as court charges, arrest, hate mail, and attacks on the street by ordinary citizens.

Do super-powered heroes have fears? You wouldn't know it by watching most campaigns. Perhaps the most common hero's fear is having one's secret identity revealed. Another would be a fear of failure — that the hero could one day lose to a villain who causes widespread destruction or harm. A third is the fear of death, although this realization of one's own mortality may fade after many adventures. A hero who gains his powers sometime late in life may be afraid of losing them, and a hero relying on devices afraid of having to do without them. Phobias can also be found in heroes, usually related to their past histories or powers. A fire-oriented hero might be nervous near large amounts of water, or one with ice powers paranoid about high heat. Armored heroes could be afraid of drowning, or flying ones afraid of heights. Some childhood trauma could also lead to phobias which would be severely debilitating (fear of fire, large animals, open spaces, etc.).

As a hero progresses, he should learn the value of public relations. A happy public is a helpful one, and the information, rewards, and accolades make the job worthwhile. Helpful actions, such as

rescuing cats from trees and helping with mundane projects, should be viewed by the players as useful exercises in good business. A good image will help to prevent such things as trials and witch hunts when something untoward happens. A hero with good public relations is more likely to be given the benefit of the doubt in such situations, although the public is fickle and has a short collective memory.

One important decision which a new hero or group must make lies in locating and setting up a headquarters facility. Such a site is going to be both haven and target, and as such requires special treatment. The base must be accessible to people seeking help, yet protected against the enemies the hero or group creates through adventuring. A hidden headquarters is good for safety but bad for public accessibility, while a public office has the opposite problem. The group must decide for itself, balancing availability and security, and considering the group's resources, expectations, equipment, and powers.

If the game master enjoys lots of detail, he may invoke a need for single or group insurance and liability. In a world with super-powered people running around, insurance for heroes would be commonplace. Just what the world needs: an entirely new field of law! Nevertheless, a good lawsuit against a particularly negligent hero group can go a long way toward curbing its destructive tendencies. It is particularly galling if the successful suit is brought by a captured villain, who is not only freed as a result but ends up with the group's money! Insurance premiums would be extremely high for destructive groups, further penalizing players who think super-powers give them the right to do whatever they wish.

Hero organizations can be essential to a long-term campaign, and they may be of any size. Groups can serve many valuable functions. They provide cohesion and a cornerstone for many adventures. They fulfill the heroes' needs for money, since most supergroups have some financing or pooling of individual funds. They allow newer and weaker characters to have support and training, helping out when few other sources would. New players can learn the game while in the company of more experienced players, with everyone acting as a team.

Paying attention to details means a big payoff once play begins. Players with interesting characters and situations are more attentive and enthusiastic. Happy

players mean fewer hassles and more fun; bored players nitpick, argue with the game master and each other, and wander off. Good rules do not necessarily make a good adventure. Good characters can.

Table A: Everyday crimes

<i>d20 roll</i>	<i>crime</i>
1	Pickpocketing
2	Purse snatching
3	Animal cruelty
4	Destruction of property
5	Burglary
6	Theft
7	Auto theft
8	Truck highjacking
9	Blackmail
10	Extortion
11	Arson
12	Drug dealing
13	Kidnapping
14	Assault
15	Armed robbery
16	Murder
17	Espionage
18	Sabotage
19	Air or ship piracy
20	Mass murder

Table B: Special events

<i>d20 roll</i>	<i>event</i>
1	Find missing person
2	Prevent car or bus wreck
3	Save victims of car wreck
4	Prevent air disaster
5	Save victims of air disaster
6	Save people from storm, tornado, etc.
7	Help repair damaged building
8	Save person from vicious animal
9	Save suicidal person
10	Save people from building fire
11	Break up a mob or riot
12	Save people from gas leak
13	Save people from train wreck
14	Repair structure (bridge, subway, etc.)
15	Save community from gas or radiation leak
16	Save people from building collapse
17	Save people from flood (dam collapses, etc.)
18	Prevent ship from sinking
19	Save stranded people (island, arctic, etc.)
20	Save people from sinking ship or ditched plane

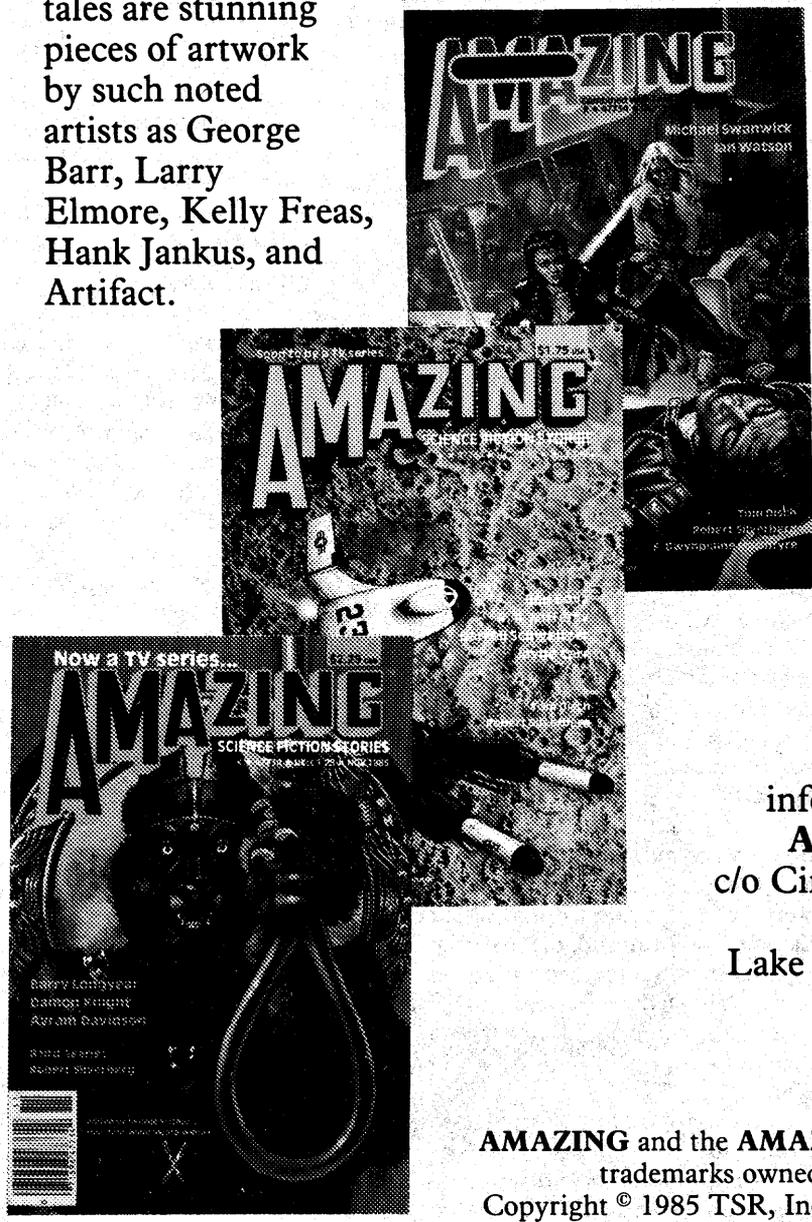
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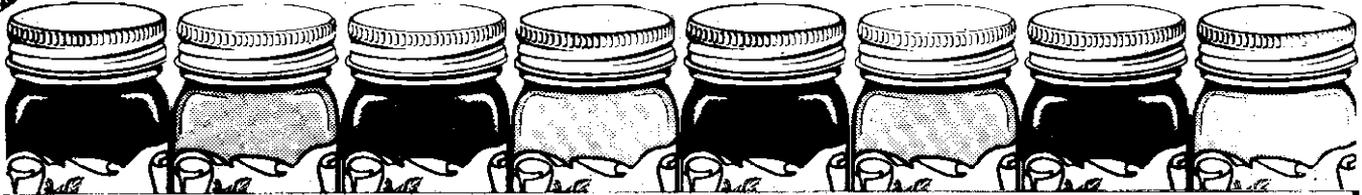


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Convention Calendar

UTHERCON 6, Mar. 1

This gaming convention will take place at the Palmer Auditorium in Austin, Tex. A large variety of role-playing and board game tournaments will be offered. In addition, there will be seminars, discussions, demonstrations, and an extensive video show. This one-day event will begin at 9 A.M. and continue until midnight. Preregistration fees are \$3; registration fees at the door are \$5. For more details, contact: Uthercon, 3212 Red River #108, Austin TX 78705, or telephone (512) 477-1704.

BASHCON '86; Mar. 1-2

This gaming convention will be held at the University of Toledo's main campus in Toledo, Ohio. More than 60 role-playing and board games and miniatures events will be offered. Also, an RPGA™ AD&D® tournament will be scheduled. For more details, send a self-addressed, stamped envelope to: UT-BASH, BashCon '86, 2801 W. Bancroft, Toledo OH 43606.

LUNACON '86, Mar. 7-9

This science-fiction convention will be held at the Westchester Marriott Hotel in Tarrytown, New York. Guests of honor will include Marta Randall and Madeleine L'Engle. Multi-track programming of panels, workshops, and readings will be available. Also featured are an art show, a dealers' room, films, a masquerade, and a variety of role-playing and computer games. Registration fees are \$20. For details, contact: LunaCon, P.O. Box 6742, FDR Station, New York NY 10150.

FRONTIER WAR II, Mar. 8-9

Sponsored by the Dungeon Masters' Association, this gaming event will be held at the Miller Park Pavilion in Bloomington, Ill. Among the featured activities will be a Traveller®, tournament written by Marc Miller, the game's creator. Registration fees are \$6 at the door. For further information, contact: Frontier War II, c/o Steven Miller, 511 W. Mulberry, Apt. 2, Bloomington IL 61701.

MILCON II, Mar. 8-9

This gaming convention will take place at the Ramada Inn in downtown Milwaukee, Wis. Featured events will include a two-round RPGA™ AD&D® tournament, a two-round CHILL™ tournament, and an RPGA AD&D masters' tournament. Everyone entering one of these tournaments will receive a free lead miniature. Role-playing and board games will also be available. Registration fees are \$6 for single-day

attendance and \$16 for weekend attendance. For judging information, contact: Keith Polster, 1312 Wayne Road, West Bend WI 53095, or telephone (414) 338-1469. For all other details, contact: Lou Mengsol, 5616 West Cairpel Lane, Mequon WI 53092, or telephone (414) 242-2304.

TRI-CON IV, Mar. 14-16

This gaming convention will be staged at Poe Hall at the NC State University Campus in Raleigh, N.C. Tournaments, films, and miniatures events will be scheduled. Registration fees are \$5 for the weekend, or \$3 per day. For more information about this gaming event, send a self-addressed, stamped envelope to: N.C. State Gaming Society, P.O. Box 50201, Raleigh NC 27650.

ALASCON VII, Mar. 15-16

This convention will be held on the University of Alaska, Fairbanks campus. Featured activities will include an AD&D tournament and a miniatures painting contest. For more details about this convention, contact: Alascon VII, P.O. Box 80925, College AK 99708.

NEOCON V, Mar. 21-23

To be staged at the Gardner Student Center of the University of Akron in Akron, Ohio, this convention will offer role-playing, board, and miniatures games. For more information about this gaming convention, send a self-addressed, stamped envelope to: Neocon V, P.O. Box 7411, Akron OH 44306.

SIMCON VIII, Mar. 21-23

This gaming convention will be staged at the University of Rochester's River Campus in Rochester, N.Y. Role-playing events, board games, and historic miniatures will be among the featured activities. A dealer's room will also be available. This convention is free to the public. For more information, contact: Jevon Garrett, P.O. Box 29142, River Station, Rochester NY 14627.

SIDCON I, Mar. 22-23

This gaming and comics convention will be staged at the Citadel campus in Charleston, S.C. Guest speakers will include Robert Jordan, P. Craig Russell, John Ostrander, and Jeff Grubb. 180 dealers' tables will be available. An art show for cash prizes, a \$50 cash prize for the AD&D® tournament, and runner-up prizes will be offered. On Sunday, a learn-to-play session of various games has been scheduled. For more details about this convention, contact: Dean

Penland, P.O. Box 1626, Citadel Station, Charleston SC 29409.

CONTEST III, Mar. 28-30

This gaming convention will be held at the Hilton Hotel in Tulsa, Okla. Among the featured events will be role-playing games, board games, miniatures gaming, an all-hours video room, a miniatures painting contest, and a dealers' room. For more details, contact: Contest III, c/o TSS, P.O. Box 4726, Tulsa OK 74159.

EQUICON '86, Mar. 28-30

This science-fiction and media convention will take place at the Pasadena Hilton Hotel. Activities will include make-up and writing workshops, game events, an art show, a masquerade, and a futuristic fashion show. Registration fees are \$30 for the weekend. For further information, contact: Equicon '86, P.O. Box 36789, Los Angeles CA 90036-0789, or telephone (213) 386-1454.

MACON OPUS CON 1, Mar. 28-30

This science-fiction convention will be held at the Hilton Hotel in Macon, Ga. Guests of honor will include television celebrities James Doohan, Jon Pertwee, and Elvira. Activities will include gaming tournaments, two costume contests, videos, and an art show. Registration fees are \$20. For details, contact: Middle Georgia Society for Fantasy and Science Fiction, 4315 Pio Nono Ave., Macon GA 31206, or telephone (912) 781-6110.

AGGIECON 17, Apr. 3-6

This convention will take place at the Memorial Student Center of Texas A&M University. Guests of honor include George R.R. Martin, Orson Scott Card, and Frank Kelly Freas. Howard Waldrop will be the toastmaster. Scheduled events include panels, readings, movies, a masquerade, an auction, and a banquet. Registration fees are \$10 until March 15, and \$13 thereafter. For more details about this convention, contact: AggieCon 17, Box J-1, Memorial Student Center, College Station TX 77844, or telephone (409) 845-1515.

COASTCON, Apr. 4-6

This science-fiction, science-fact, fantasy, and gaming convention will be held at the Coast Coliseum and Convention Center in Biloxi, Miss. Ben Bova, former editor of *OMNI* magazine, will be guest of honor. Other special guests will include Terry Brooks (author of the *Sword of Shannara* series of novels), Howard Chaykin (creator of the *American Flagg* comic), Leslie Zahler (comic book editor and writer), Daryl McDuck (fantasy artist), and Larry Brom (creator of *Sword and the Flame* gaming system). Members of the Jackson County Astronomical Society and the staff of STARS Planetarium will conduct "tours" of Halley's comet during the convention. Registration fees are \$20. For more information, contact: CoastCon, P.O. Box 1423, Biloxi MS 39533.

GAMES PLUS DAY, Apr. 5

To be held at the Mount Prospect Holiday Inn, this gaming convention will feature numerous events, including FASA's Battledroids and Starship Combat Simulator and a large AD&D® tournament. Registration fees are \$5. For more details, contact: Games Plus, 20 W. Busse Avenue, Mount Prospect IL 60056, or telephone (312)577-9656.

WIZARDCON '86, Apr. 5

This gaming convention will be held in Ferris Booth Hall at Columbia University in New York, N.Y. Events will include demonstrations and tournaments of the DUNGEONS & DRAGONS® game, Diplomacy, Ace of Aces, Pente, and many more game systems. Although there is no admission charge, a nominal entry fee will be required for participation in each tournament. For more information, send a self-addressed, stamped envelope to: Columbia Games Club, 301 Ferris Booth Hall, Columbia University, New York NY 10027.

STAR CITY CON, Apr. 18-20

This convention will be staged at the Patrick Henry Hotel in Roanoke, Va. Orson Scott Card and Rudy Rucker will be the guests of honor. Panels, videos, an art show, author readings, and a dealers' room will be among the scheduled activities. For more information, send a self-addressed, stamped envelope to: Star City Con, 1305 Burks St. SW, Apt. #9, Roanoke VA 24015.

VIKING CON 7, Apr. 18-20

This science-fiction convention will be staged at the SFFC V.U. Building at Western Washington University. For more details about this event, contact: Tim Hoehner, Western Washington University, Bellingham WA 98225.

PURCON III, Apr. 19

This convention will take place at the State University of New York, College at Purchase. Special guest of honor will be Jonathan C. Hauff of American Games, Inc. Featured events include AD&D® tournaments, a miniatures and diorama contest, demonstrations, and open gaming. Registration fees are \$6 until April 12, and \$8 thereafter. For more details, contact: The Dungeon Masters' Guild, c/o SUNY at Purchase, Student Info. Booth, Campus Center North, Purchase NY 10577, or telephone (914) 253-5242.

DIXIE-TREK, May 2-4

Sponsored by the Atlanta Star Trek Society, this convention will be held in Atlanta, Ga. For further information, contact: Owen C. Ogletree, Jr., 454 Huff Street, Apt. 9, Lawrenceville CA 30245, or telephone (404) 962-8118.

HAVOC II, May 3-4

This convention sponsored by Battle Group Boston will be staged at South Middle School in Waltham, Mass. The weekend

activities will feature 15mm WRG Ancients, Napoleonic (Empire Three), Napoleonic sail (Heart of Oak), and Avalon Hill's WWII and Modern microarmor. In addition to these minatures events, Circus Maximus will be played, using chariot models. For more information, contact: Al Garnache, 142 Clark Street, Waltham MA 02154.

LITTLE WARS, May 9-11

This convention will be held at the Triton College Student Building in River Grove, Ill. This, convention will focus on miniatures events only. Over one hundred historical, fantastical, and science-fictional miniature battles will be offered. Registration fees are \$6. For more information about this miniatures convention, send a self-addressed, stamped envelope to: Todd Fisher, 6010 N. Maramora Ave., Chicago IL 60646.

TECHNICON III, May 16-18

This convention will be staged at the Blacksburg Econo-Travel in Blacksburg, Va. Featured at the convention will be a gaming tournament, video rooms, an art show, computer games, a masquerade, and a Star Wreck play. For more details, contact: Technicon III, P.O. Box 256, Blacksburg VA 24060.

TRI-STATE CON '86, May 16-18

Sponsored by the Cincinnati Adventure Gamers, Inc., this convention will feature board and role-playing games, miniatures events, an auction, and a large fantasy role-playing tournament. For more information, contact: Tri-State Con '86, P.O. Box 1754, Cincinnati OH 45231, or telephone Dave Rolf at (513) 931-6028.

CONJURATION III, May 23-25

This gaming convention will be staged at the Hilton Hotel in Tulsa, Okla. Gaming tournaments, open gaming, a video room, and a masquerade are among the scheduled events. For more details, send a self-addressed stamped envelope to: Conjunction, P.O. Box 690064, Tulsa OK 74169.

M.I.G.S. VII, May 25

The Military Interests and Gamers Society cordially invites all gamers to the society's seventh annual convention. This convention will be staged at the Kitchener-Waterloo Regional Police Association Recreation Centre in Cambridge, Ontario. This one-day event will begin at 10 A.M. and end at 6 P.M. Free tutorials, seminars, painting contests, board games, and adventure role-playing tournaments will be among the featured events. Registration fees are \$2. For more information, contact: Les Scanlan, President M.I.G.S., 473 Upper Wentworth Street, Hamilton, Ontario, Canada L9A 4T6.

DALLAS CON '86, June 6-8

This gaming convention will be held at the Ramada Hotel in Dallas, Texas. Events will

include AD&D® tournaments, Cars Wars, Champions, Star Fleet Battles, and miniature games. For details, send a self-addressed, stamped envelope to: Dallas Con '86, 3304 Crater Lane, Plano TX 75023.

SPOKON '86, July 18-20

This science-fiction and fantasy convention will be held at the Ridpath Hotel in Spokane, Wash. Contact: S.A.I.F., P.O. Box 9582, Spokane WA 99205.

DOVERCON II, July 19-20

This convention will be staged at the Dover Municipal Building Auditorium in Dover, N.H. Featured events will include D&D® and AD&D® tournaments and Diplomacy events. Artwork and miniatures will be judged, and winners will be awarded. Dealer inquiries welcome. Registration fees are \$5 for single-day attendance, and \$8 for the weekend. For details, contact: DoverCon II, P.O. Box 622, Dover NH 03820.

Convention Calendar Policies

In order to ensure that all convention listings contain accurate and timely information, all material should be either typed double-spaced or printed legibly on 8½" by 11" paper. The contents of each listing must not exceed 70 words in length.

The information given in the listing must be prepared in the following format:

- 1) title and date (not to exceed 2 lines of printed matter),
- 2) site and location,
- 3) guests of honor (if applicable),
- 4) special events offered,
- 5) registration fees or attendance requirements,
- 6) address (telephone number optional) where additional information can be obtained.

Sample listing:

EVERYCON, Mar. 1-3

This gaming event will take place in Nowhere, Ind. Fred Smith and Jane Doe are guests of honor. Role-playing games and miniatures events will be featured. Registration is free. For details, contact: Everycon, P.O. Box 000, Nowhere IN 46000.

Convention flyers, brochures, newsletters, and other mass-mailed announcements will not be considered for this column and will be discarded: We reserve the right to edit listings, but we are not responsible for updating them.

All listings must be accompanied by a cover letter which includes both an address and a telephone number. We are not, though, responsible for incorrect information provided to this office. If a cover letter is not provided, the listing will not be printed. No call-in listings will be accepted.

Foreign and domestic listings are welcome.

Convention listings should be mailed by the copy deadline date to Patrick Lucien Price, Convention Listings Coordinator, c/o DRAGON® Magazine, P.O. Box 110, Lake Geneva WI 53147.

Copy deadline dates are the last Monday of each month, two months prior to the on-sale date of an issue. For example: The copy deadline for the May 1986 issue is the last Monday of March 1986.

For any questions related to the Convention Calendar, please contact Mr. Price at (414) 248-3625, ext. 376.

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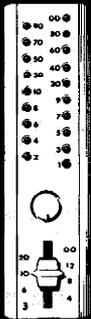
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The forum

strengths I have used (i.e., shrine and temple) can be found on page 66 of the *DMG*. I have used the maximum strengths shown there in creating these tables. Two more notes: The strengths of Law and Chaos should not exceed the above values in order to keep them secondary to Good and Evil; also, the strength of Good and Evil in a particular area should never fall below a factor of 2, i.e., -2 for a good cleric in an evil place and +2 for a good cleric in a good place.

Dana P. Simer
Bell Buckle, Tenn.

* * * *

In issue #101, page 6, Sam Swanson disagreed with the fudging principle described in issue #99 by David Godwin's "History of a game that failed."

"Why use the dice at all," he says, "if the DM 'decides' what's going to happen in critical situations?" He goes on to say that bias would play a big part in his/her decision, and that would bring an element of unfairness into the game.

On the face of it, I guess fudging doesn't sound that good, but it is necessary to realize that fudging is only to be used as a last resort when and only when the player in question has played well and will only die by this roll because of bad luck. Then you must take all things into account — e.g., the character's position in the party, how much the game will suffer by the loss of this character, etc. — because one of the things that a DM must strive to maintain is *game balance*. The loss of some particular character might prove discouraging to all the players — to the character's player, because he or she has played well but "died," and to the other players, because if their companion "died" while playing well, what chance have their characters got?

At the same time, it is realized that fudging all the time is not necessary. Sam also commented that if the DM kept fudging die rolls, characters would begin fudging on their characteristics, "to hit" rolls, and saving throws. Simply don't tell the players when you fudge a roll. Making secret rolls shouldn't be too difficult for the average DM.

I guess what I'm doing is agreeing with David and Sam. Fudge, but only when necessary.

Tom Humphries
Wellington, New Zealand

* * * *

Having been a D&D/AD&D game player since 1979, and a collector of DRAGON magazines since then, I recently came to a difficult decision. After issue #105 I will no longer be purchasing DRAGON magazine, nor shall I purchase further AD&D game materials. Since the publication of *Unearthed Arcana* I have concluded that less and less of the material being published was of use to me and my campaign.

In DRAGON issue #103 Mr. Gygax informed us that AD&D will be going into a second edition. This will combine, collate, and expand the information currently contained in the eight books published (including *Oriental Adventures*). However, the expansion seems to refer to the amount of rules and information, not to the scope of the game. Aside from *Oriental Adventures*, all the new rules seem to be bound to Mr. Gygax's own Greyhawk campaign.

This creeping co-opting of the individual's creative input can be seen as far back as the forewords of the *Players Handbook* and *Dungeon Masters Guide*, where players were informed that "official" AD&D was a framework to insure some degree of uniformity from campaign to campaign. But in *Unearthed Arcana* the uniformity seems to be coming from a specific campaign. On page 20 the barbarian homelands are given for the WORLD OF GREYHAWK. The name of the race of valley elves is "derived from the Valley of the Mage, where the subrace is headquartered in the World of Greyhawk. . ." and on page 82 Mr. Gygax supplies a social class system, something which in the *DMG* he said would be of little value, or would "abridge your freedom with respect to the development of your campaign milieu."

In addition to this, I find a marked bias in DRAGON toward TSR and TSR products. There is no way, I am sure, to eliminate the influence of the parent company on DRAGON magazine, but as the premier science fiction and fantasy gaming magazine, DRAGON owes its readers more balanced coverage of the field.

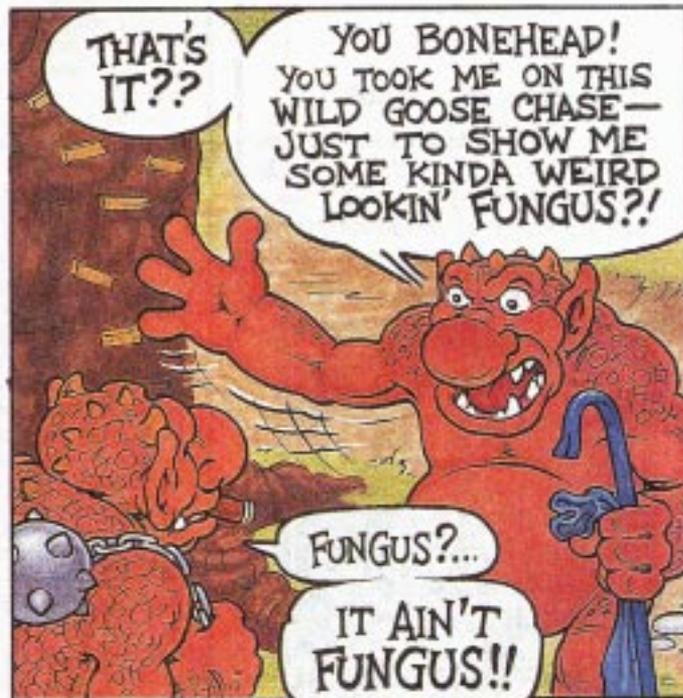
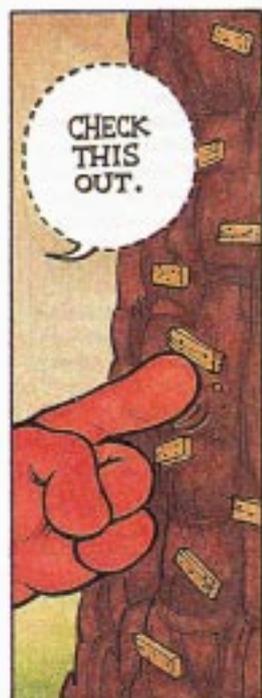
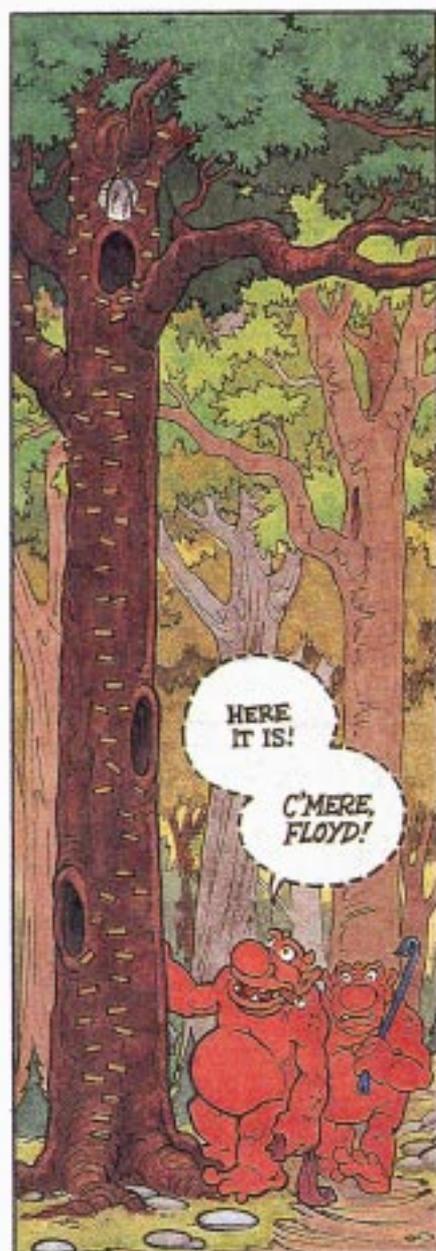
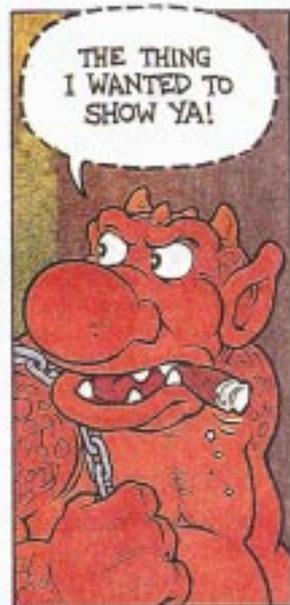
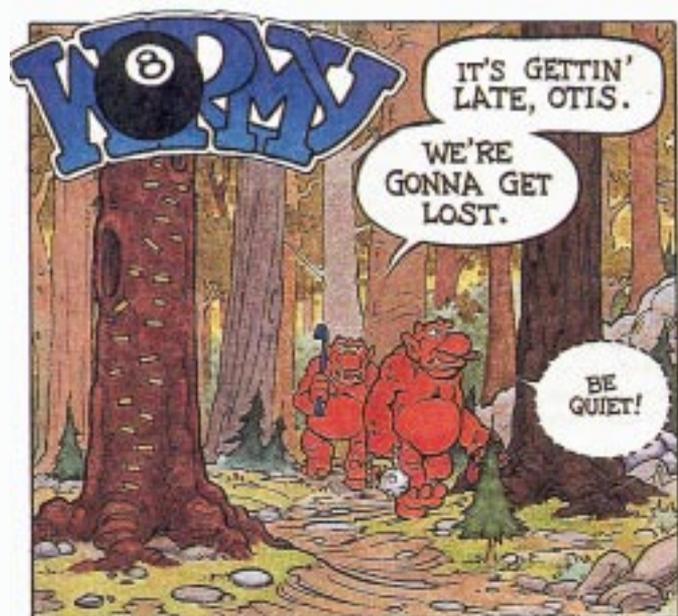
I have addressed my letter to the forum because I would like to know if my views are shared by anyone else, or if I am just one dissatisfied customer.

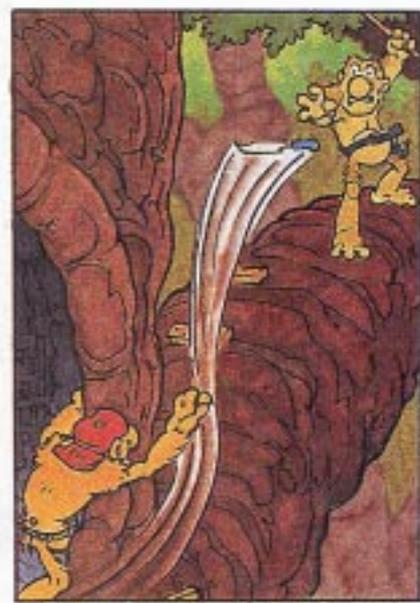
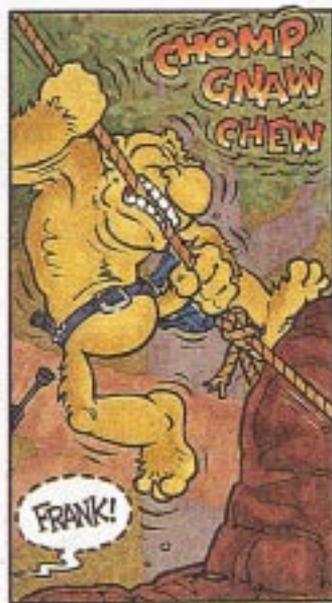
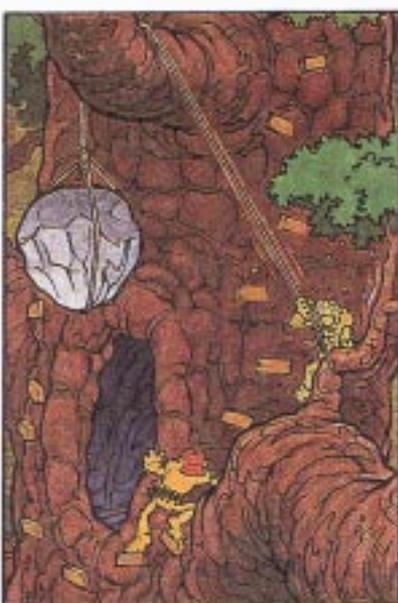
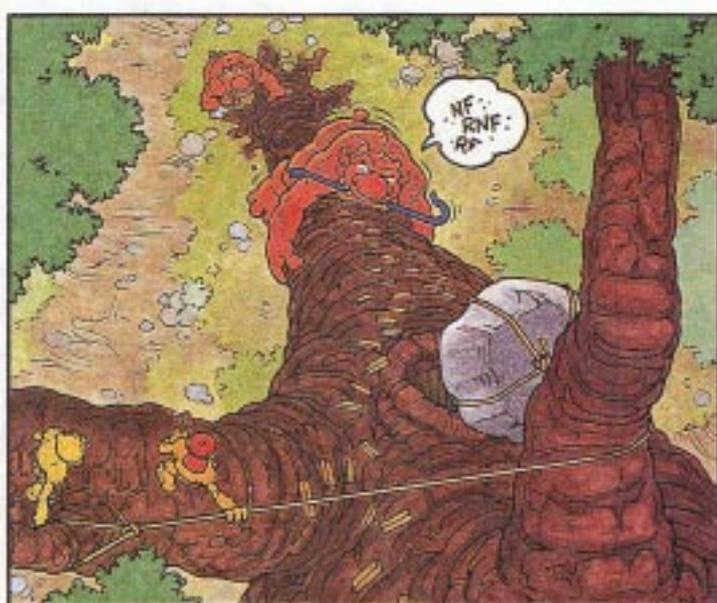
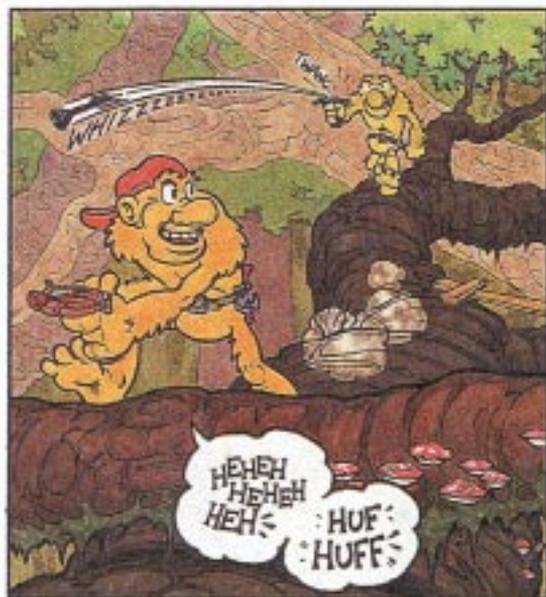
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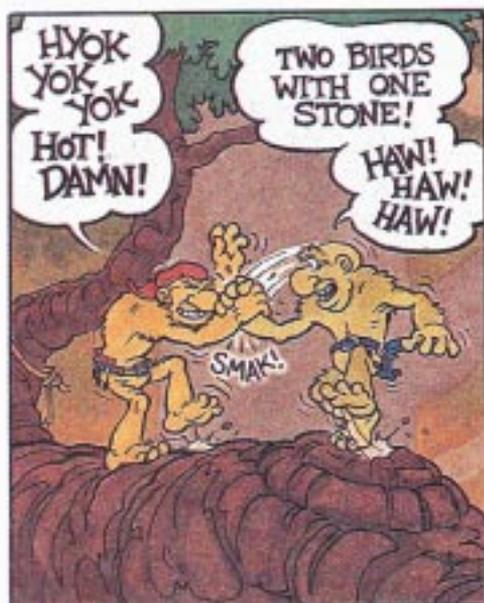
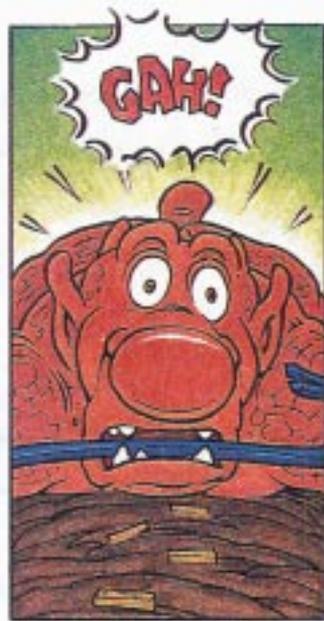
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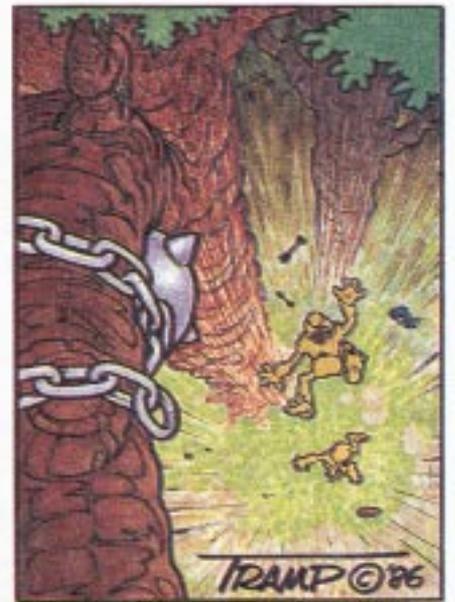
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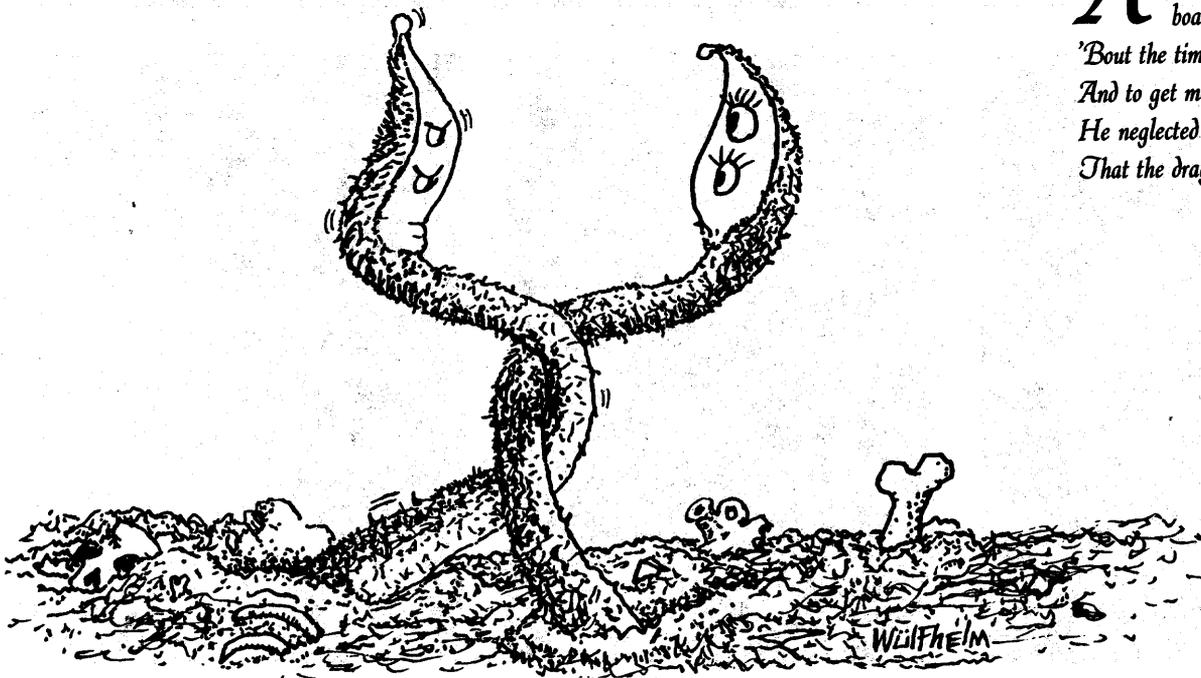


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And to get more attention
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— Toni Leigh Perry

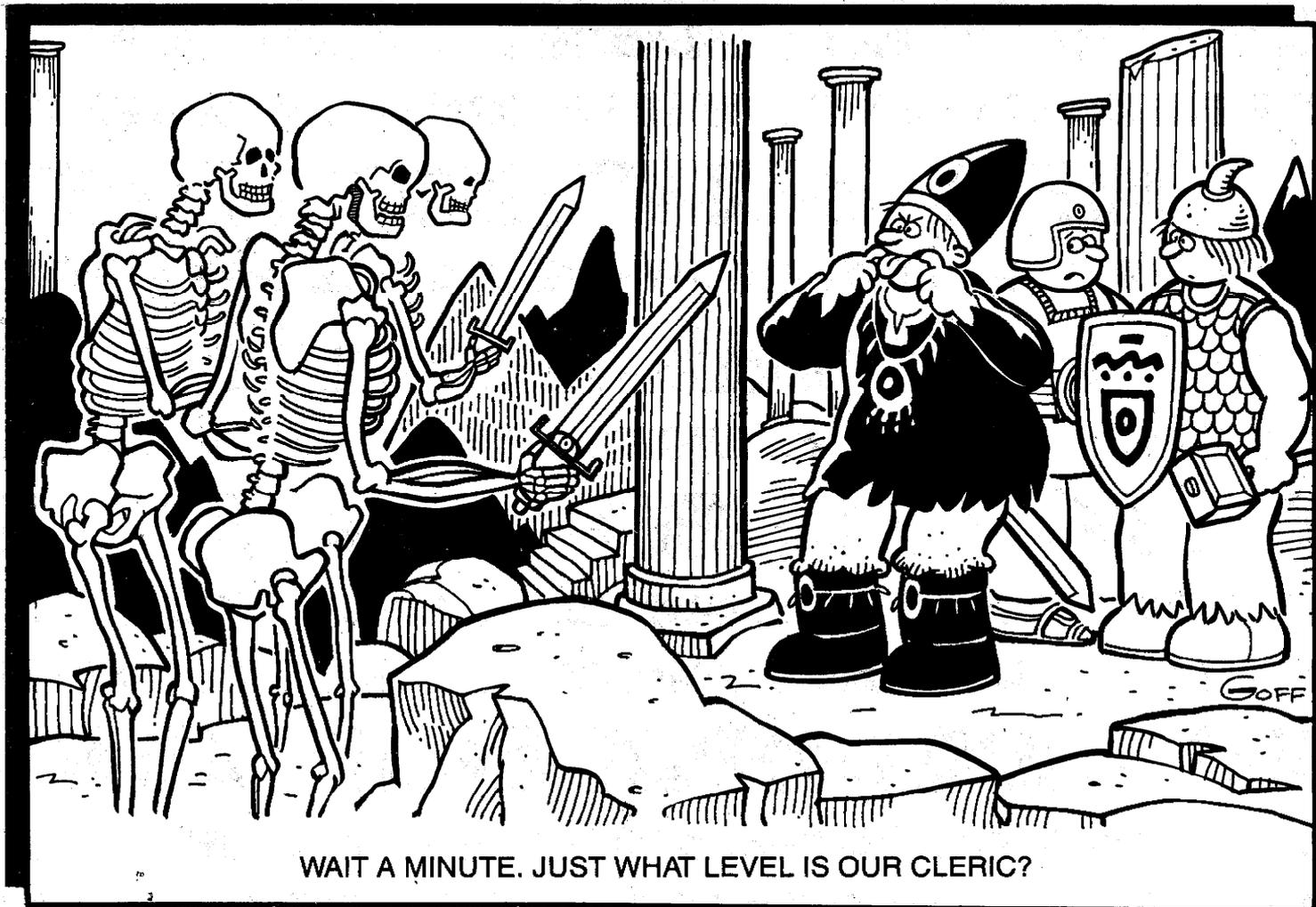
TOMASIC



A jester was seeking a rhyme
To placate his lord for a time.
He joked of undead
And kept wearing his head.
A lich in line saves mime.

— Tomi Leigh Perry

OH, NOT MUCH. . . . JUST ABOUT TO BAKE SOME BROWNIES!



WAIT A MINUTE. JUST WHAT LEVEL IS OUR CLERIC?

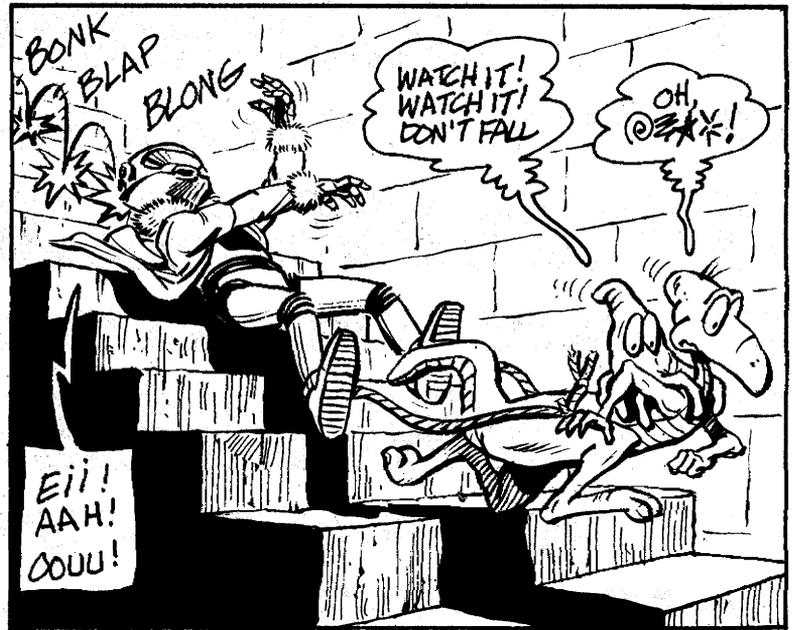
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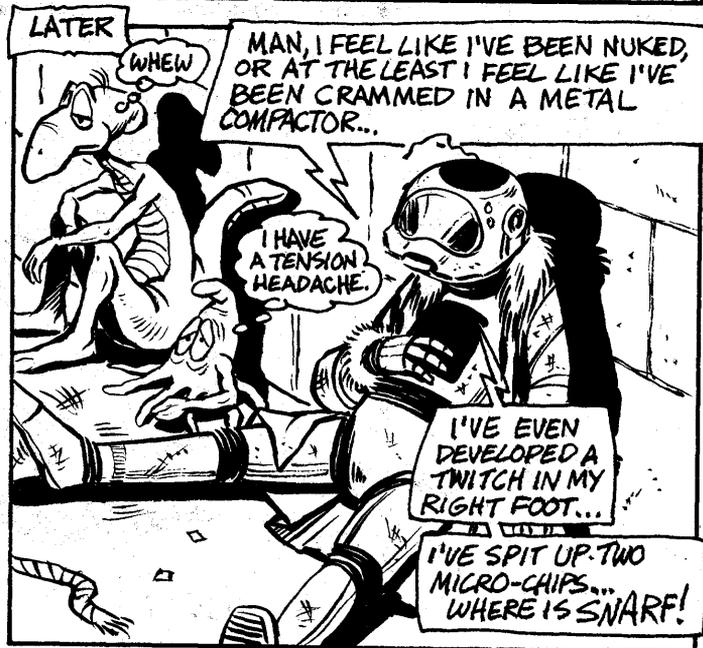
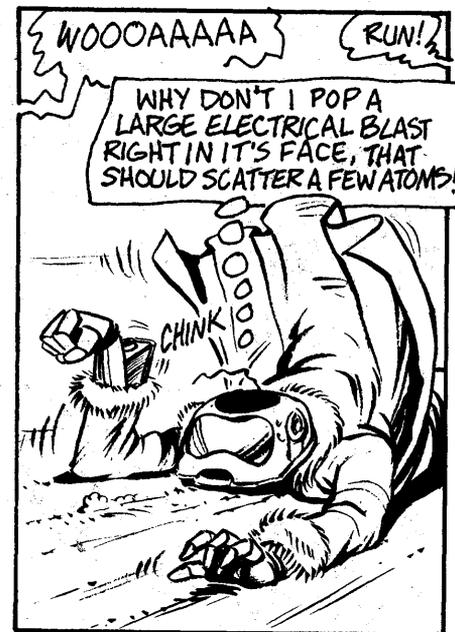
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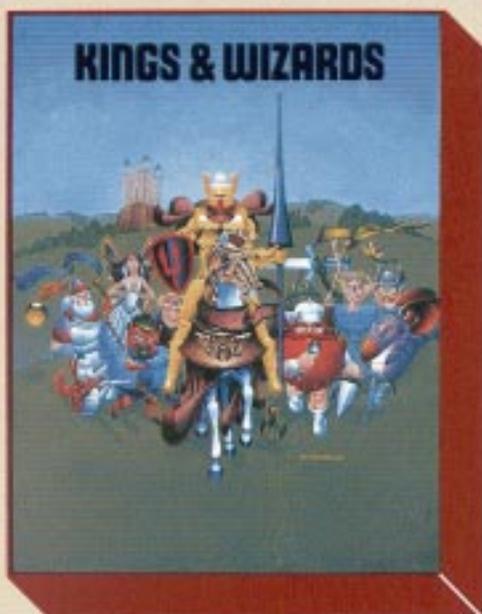
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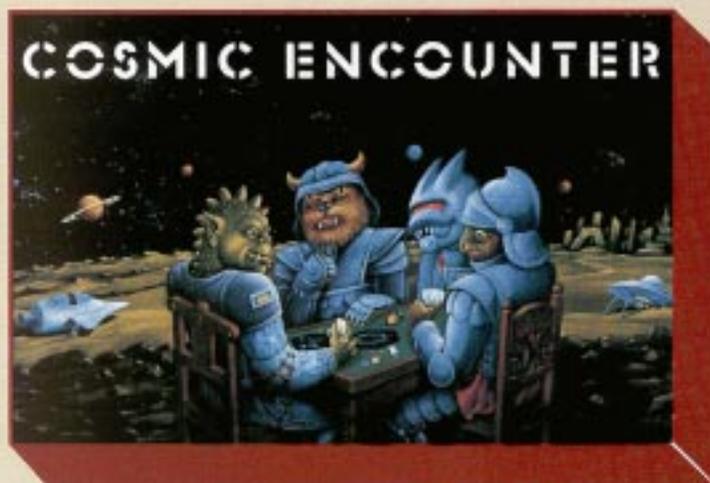


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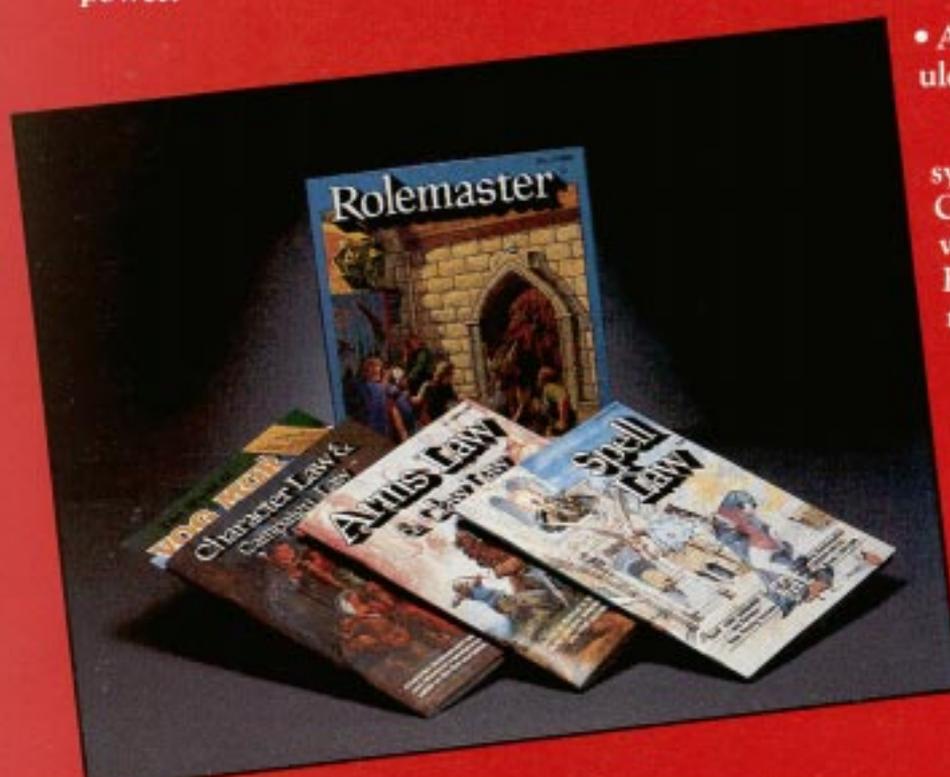
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