JUNE 1988, #134
$3.50 USA
12th Anniversary Issue!
Dragons: new and better Oriental RPGs reviewed
WE'RE LOOKING FOR A FEW GOOD MUTANTS

And we need you now more than ever. To join the mutant mutiny. Because the battle that's been raging in your favorite Marvel comic books is now the rage in role-playing games.

In the four new modules of the MARVEL SUPER HEROES™ MX Series from TSR, you're the mutant, with super powers ordinary men have only dreamed of. And you're going to need them. America's gone mad some fifty years into the future. And the powerful Sentinel robots are rounding up every mutant their sensors can find. The destination, extermination camps.

If you're not currently role-playing in the Marvel system, get in on the action! With TSR's MARVEL SUPER HEROES Advanced Boxed Set. The next step in the evolution of heroic role-playing games. The perfect way to join the revolution against the Sentinels.

Only you and your mutant army can prevent the fall of the mutants. If you've got the mettle to make it, enlist right away at most toy and hobby stores.

Marvel Super Heroes is a trademark of Marvel Entertainment Group, Inc. Used with permission ©1987 Marvel Entertainment Group, Inc. All Rights Reserved. The TSR Logo is a trademark of TSR, Inc. ©1987 All Rights Reserved.
Warhammer Siege takes your Warhammer Fantasy Battle and Warhammer 40,000 games into the new dimension of siege warfare. Combined with Citadel's Mighty Fortress set, it provides all the rules you need to storm the ramparts, batter the gate down, and take the fortress, or to defend the ramparts and drop things on your foes. So heat up the oil, wind back the catapult arms, and heave at it.

In the darkness of this universe, there is no light so bright as that cast by a burning enemy fortress.

- Eddan Bourne
**CONTENTS**

**SPECIAL ATTRACTION**

7 **Dragons:**
The heart and soul of the world of fantasy.

8 **The Dragon’s Bestiary** — The Readers
Seven dragons, from the deepest seas to astral space.

16 **Give Dragons a Fighting Chance** — Ed Friedlander
Creative ways to put fear back into the cry, “Dragon!”

24 **Serpents & Sorcery** — Vince Garcia
The intelligent dragon’s guide to spell-casting.

28 **Lords & Legends** — William Simpson
Dragotha: A dragon that became far more dangerous after it died.

32 **The Ecology of the Red Dragon** — Gregg Sharp
Red dragons have no ecologies: They ravage them.

61 **The Origins™ Awards Ballot:**
Here’s your official ballot — vote for the best!

**OTHER FEATURES**

42 **Bazaar of the Bizarre** — E. Paul Tobin
Magical paddleboards and other perverse items for jester NPCs.

46 **For Your Orcs Only** — Bruce A. Heard
A quick round of hack-n-slash with the ORCWARS! game rules.

48 **Eyes of Redemption** — fiction by James Brunet
How do you atone for the slaying of a dragon?

58 **Arcane Lore** — D.J. Fjellhaugen
Clerical spells that heal even when the cleric is gone.

66 **Sighting In** — Dennis McLaughlin
The tools of the ultimate hunter: sniper rifles for agent-assassins.

70 **The Game Wizards** — Steve Winter
SNIPER™ game variants, or “Is a hand grenade any good against a dinosaur, Fred?”

72 **Role-playing Reviews** — Jim Bamba
Three games explore the Oriental world of the samurai.

78 **Catching Some Rays** — Daniel Salas
Mutants are bad enough, but gamma radiation is forever.

80 **The Role of Computers** — Hartley, Patricia, and Kirk Lesser
You are now entering the Dream Zone. World War III is next.

88 **The Ultimate Addenda’s Addenda** — David Edward Martin
Take a deep (super) breath: Here are more MARVEL SUPER HEROES® game powers!

**DEPARTMENTS**

3 Letters
4 Forum
36 Sage Advice
56 TSR Previews
69 Index to Advertisers
92 Gamers’ Guide
94 Convention Calendar
98 Dragonmirth
100 SnarfQuest

**COVER**

“Sword of Dawn” is the first DRAGON® Magazine cover by noted illustrator Charles Vess, who said it was the first painting he ever did using a model. The painting was originally made for a magazine that ceased publication before the painting saw print. Apparently, we were luckier.
More last words

Dear Dragon:

I read your article “The Last Word” in issue #129, and I have some suggestions for the article’s sequel. They are:

“We don’t need to postguards at night. We’re too powerful.”

“What’s that?” “Aw, it was nothin’.”

“I ain’t afraid of no giants.”

“Are those drums I hear?”

“Hey, fellas!” “Shut up, Emie!” “But guys—”

Cliff Frazier
West Valley UT

Super errer found

Dear Dragon:

I was on vacation, two days after the arrival of my author’s copy of DRAGON® issue #132. I finished reading the editorial, “Errors,” then turned to page 70 to once again admire my own “errer” jumped off the page. In the first paragraph, I said, “the DC HEROES game measures power logaritically. I should have said “geometrically” [The game’s] AP power levels increase in a 2:1 geometric progression (each AP doubles the power level of the AP preceding it). Mea culpa. . . .

Jon Slobins
Damascus MD

No need to feel bad about it. We missed it, too.

More errers?

Dear Dragon:

Since in the editorial of issue #132 you talked about errors, I thought I’d point out a couple that I found.

First, on page 68 in “TSR Previews,” one of the contributing artist listings reads “the Brothers Hildebrandt.” Shouldn’t that be “the Hildebrandt Brothers”?

Also, right in the editorial on page 88, the third to the last sentence of the article reads: “The writer proofread his own work. . . .” I wasn’t sure if that was intentional or not, so I thought I’d mention it.

Keith Martens
Charlotte MI

As to the first point, it is proper to refer to the team of Greg and Tim Hildebrandt as either “The Brothers Hildebrandt” or “The Hildebrandt Brothers.” Both references may be found in the many works on which they have collaborated. As to the second point, “proofread” (with the “read” pronounced “red”) is the past tense of “proofread” (with the “read” pronounced “reed”), and was the appropriate choice, since the incident referred to in the editorial had already occurred. But keep looking!

Letter from the editors

Dear Readers:

As the cover of this issue notes, this is DRAGON® Magazine’s twelfth anniversary in print. DRAGON® Magazine started as a little-known gaming periodical and has grown into the largest, most popular, and most widely distributed role-playing game magazine there is. We could not have done it without you, and you have our sincere appreciation.

Sir Isaac Newton once noted in a letter that if he saw farther into the realm of physics than others, “it is by standing upon the shoulders of Giants.” The same may be said of our achievements in producing DRAGON® Magazine. We extend our thanks and best wishes to everyone who contributed to this magazine in any part over the years. Many of our writers and former staff members are still active in the field of gaming and publishing. We particularly extend our appreciation to Kim Mohan, who was for so long the cornerstone upon which this magazine’s very existence rested.

We’ve come a long way in twelve years — and we plan to be around for a long time to come. Your comments and support make it all worthwhile.

Thank you!

The editors and staff of DRAGON Magazine

Errata for Hotel Reservations

1988 GEN CON®/ORIGINS™ Game Fair

Important information was left out of the 16- page 1988 GEN CON®/ORIGINS™ Game Fair proper hotel confirmation for you; without it, insert in DRAGON® issue #132. The Official hotel reservations cannot be made for you and Housing Application form, used for making your party. We apologize for any inconvenience hotel reservations, is grossly in error. Before you send this particular form to the Housing Bureau, write down your arrival and departure dates in the space above the table listing hotel rates.

GEN CON is a registered service mark of TSR, Inc. ©1988 TSR, Inc. All Rights Reserved. ORIGINS is a trademark of the Game Manufacturers Association.
We ask that material submitted to the “Forum” be either clearly and neatly written by hand or typed out with a fresh ribbon and clean keys, in order for us to read and understand your comments. If we cannot read your letter, we cannot use it.

There has been in past issues of DRAGON® Magazine’s “Forum” section a tendency to tinker with or modify the workings of the magic-user class. Some maintain that a 1st-level mage is very weak; others believe the class to be fine just as it is. Some suggest altering the memorization rules and number of spells learnable, or giving bonuses on number of spells memorized for high intelligence similar to a cleric’s wisdom bonus.

This issue came into current prominence with the letter of W. Brian Barnes in issue #122. There, he maintains that 1st-level mages are “a one-shot magical item” and severely limited in their options once their one spell is cast. He goes on to criticize the standard argument that game balance requires weak low-level mages to offset powerful high-level wizards. True balance, he argues, should not be dependent on time, but rather should be constant over time. All in all, a very compelling argument. Most players that have played a magic-user at low levels can identify with their relative impotence — low hit points and one spell. After you’ve cast that one spell, your life can get real boring.

In issue #128, Steve Shewchuk tries to counter this argument by presenting a variety of alternative actions for low-level magic-users. Regrettably, these options are somewhat questionable in its totality. Mr. Shewchuk suggests first that magic-users proficient in darts can throw them at opponents. Unfortunately, this ignores a fundamental rule of combat — you never, ever, fire missile weapons into melee combat. I recommend that anyone who questions this conduct a mock fight with their friends. As anyone who has been in any kind of fight can tell you, positions change very rapidly, and where an enemy was just a second ago, a friend can appear at any time. So, here you have a mage, whose combat skills are not anything to boast of in the first place, lobbing darts into a melee. See page 63 of the Dungeon Master’s Guide for how to handle this. After a few accidental darts in the back, a mage’s fighter companions are probably going to tell him to knock it off, perhaps with some force. I would theorize that the spell magic missile was invented to deal with just this problem.

Another disadvantage to the dart idea is that, until 6th level, that dart is a mage’s only weapon of proficiency. Despite there being no provision for it in the rules, a mage should have considerable difficulty in engaging in melee combat with a dart. When attacked by an orc with a scimitar, a staff is a whole lot more useful. I would consider a mage (or anyone else for that matter) without a hand-to-hand melee weapon to be easier to hit, perhaps giving an attacker a +1 or +2 bonus “to hit.” A bow or crossbow might deflect a sword attack, but a dart? Never.

Another suggestion by Mr. Shewchuk is the extensive use of cantrips. Take a good look at those cantrips for a minute. Most of them have exceptionally limited combat usefulness at best. A smokepuff cantrip will make a puff of smoke that will dissipate in one round. A creature should get a saving throw and maybe even a bonus such as +2 if a mage actually tries to throw it so as to blind, or maybe the mage should have to make a “to hit” roll. It strikes me that a puff of smoke could very easily be cleared with a simple puff of breath. Any cantrip that makes noise will almost certainly be overwhelmed by the regular noises (get a shield and beat on it — pretty noisy business) of combat. If one actually does create a creature’s attention to its back, guess what? The group’s thief sneaking around back should have to make another roll to see if the monsters notice him. If he is spotted, there goes his back-stabbing which requires surprise. I personally have always found cantrips to be pretty silly — summon a honey bee indeed! They’re good for entertaining peasants, but in combat with bloodthirsty monsters, they just don’t cut it.

Next, Mr. Shewchuk suggests elven mages use woodsman skills. I find no reference in the ever or half-elven race descriptions to such abilities. But even if the mage has such skills, being a guide (or the elven ability to increase surprise of opponents) generally requires the guide to be near the front of the party, a place a 1st-level mage should avoid like the plague. Those with 1-4 hp cannot even take an average sword blow. This suggestion does nothing for those mages who are human. Finally, Mr. Shewchuk discusses multiclassed mages, which seems to miss the whole point. The discussion was about magic-users, not fighter/magic-users or magic-user/thieves, which are totally different classes with their own problems and circumstances. Here is a list of my suggestions:

1. If you like cantrips, give magic-users spell capacity for them in addition to that for 1st-level spells, not in exchange for them. Expecting mages to sacrifice a 1st-level spell for four lousy cantrips is going to doom cantrips to disuse. A good number might be two cantrips for every first-level spell a mage can memorize (a 1st-level magic-user would therefore have a first-level spell and two cantrips).
2. Drop the learning rules. A competent DM can control the number of spells the mage receives over time. This way, a low-level mage does not struggle to find magic missile — only to have it permanently removed from his use. The learning rules seem somewhat unfair anyway; clerics get instantaneous access to all their first-level spells and wisdom bonuses on top of that.
3. Consider starting magic-user players at 2nd level. It gives them a few more hit points and provides them with an extra spell. Under this interpretation, mages gained a level while in apprentice training. If you think this is unfair to others who have to start at first level, make the mage start with zero experience points — i.e., to reach 3rd level, he must gain 5,001 xp. That way, he has to pay for it all, but is less of a wimp at the very beginning of the campaign.
4. Avoid the spell-bonus system suggested by numerous people. Such a system creates something of an imbalance, effectively raising a mage two or three levels if he has high intelligence (and when was the last time you had a mage character with less than 16 intelligence?). Spell bonuses for clerics are less of an imbalance. A cleric’s spells are less flexible and there are fewer of them available — and none of them can do damage at a distance or affect multiple creatures as can magic missile or sleep. A first-level party containing a mage with three sleep spells is going to walk through most low-level encounters. After all, that sleep spell was designed to affect just the type and power level of monsters the party will be encountering.
It's not who wins or loses—
It's who lives or dies...

YOU CAN BE THE STAINLESS STEEL RAT
Harry Harrison

The ultimate role-playing adventure—fiendishly conceived and written by the creator of the one and only Stainless Steel Rat!

You are the newest recruit in the Special Corps. Your mission: kidnap a mad scientist who's invented a device that could end life as we know it. Oh yes, did we mention that the scientist is on a prison planet—home to the felonious refuse of a thousand human and alien worlds?

Good Luck. You're going to need it.
$2.95

PSYCHODROME 2: THE SHAPECHANGER SCENARIO
Simon Hawke

It was billed as the most realistic game scenario ever—Psychodrome's ultimate triumph of computer-generated fantasy. But it's not a game—the shape-changers are real. And they plan to launch a lethal telepathic assault...

$2.95
other problem with this system: What’s good for the good magic-user will be suddenly and without notice turned against the players out there start press your DMs to use such a system, be warned that the NPC-magic-users will have the bonus, too. And your DM can automatically assign them an 18 intelligence.

5. DMs and players should give some thought as to what mage structures individuals for adventuring groups even at low power levels: incredible intelligence. It is almost a truism to state that magic-users have the highest intelligence ratings in the party. Magics represent the smartest group of their particular race and probably can out-think most of the fighters, clerics, and other party members. If you’re low level, having someone along who can think his way out of a problem is an asset you must have. Raistlin of the DRAGONLANCE saga is an excellent example. Despite little actual spell-casting ability in the early stages, Raistlin was an invaluable companion. His example suggests further usefulness for mages. In the stories, Raistlin was by far the best educated of the Heroes of the Lance. In many worlds, mages may be the only literate members of the group, and certainly they should be by far the best read. Having someone well-educated about the world along on a low-level adventure just might be the difference between life and death. Some things are hard to simulate in a game in which the magic-user player has an intelligence equal to that of his companions, I’ll admit.

In my world, only magic-users can consult the Players Handbook concerning magic-user spells, and only clerics can look up clerical spells. This is to reflect the simple fact that the first thing mages ever do in their training is memorize all such information. Indeed, their ability to memorize the whole thing backwards and forwards is the first test as to their capacity for magic use. Thus, if the party wants to know about a spell, whether the mage has it or not, they have to ask him. I also give mages some knowledge of a variety of old, dead languages used on many worlds and other written information the group finds. Unless he’s high level, a thief is just not reliable on such things and he’s unlikely to have found. Unless he’s high level, a thief is just not reliable on such things and he’s unlikely to have found them. The school of magic was never supposed to be that way. The school of magic, including those suggested by the DMG, should be light (the occasional lecture and so on), but he would be on call to provide his special knowledge when needed. The chance of any school of magic attracting a sage to its faculty is: 60% for a small school; 80% for a medium school; and 90% for a large school.

I must take issue with Mr. Argall’s attack upon the financial guidelines set down in “The Mystic College.” Although he was able to prove that the school of magic was very unlikely to make a profit, he missed the point that it’s supposed to be that way. The school of magic was not supposed to be that way. The school of magic was never envisioned as a get-rich-quick scheme. Few universities that I know of are ever accused of making runaway profits. The school of magic is an alternative to conventional adventuring. It is supposed to be a drain on the chancellor’s purse and a challenge to keep it operating.

This doesn’t mean that the school of magic will eventually bankrupt the chancellor. Mr. Argall spoke of 30,000 gp per year minimum to keep a small school operating. That doesn’t seem too outrageous to me. Why, I’ve played hundreds of times where a DM paid out more than that a year in taxes. If the chancellor can get a tax break for setting up his school of magic in a given community, or better yet a subsidy for doing so, then his expenses will drop considerably.

Mr. Argall also seems to have overlooked the fact that schools lose magic-users to hand over to the chancellor a sizable portion of any monetary treasure they gain adventuring while attached to the school of magic. This will vary considerably, but in a good adventuring year it will also help to keep down the costs of running the school. Then there’s the hoped-for return on the various degrees that imaginative DMs and players can use to make extra cash for the school of magic, including those suggested by David Argall himself.

While on this subject, I will also explain why students who have passed the school of magic entrance test and pay DMG fee for joining the school of magic. Basically, it is because this is often all the character can afford. There are no student loans or government grants in D&D game worlds. This entry fee will in many cases represent the entire life savings of a faculty member or a student’s family. There simply isn’t any more money to be squeezed from these individuals. Even so, faculty members do pay out additional fees, in the form of the chancellor’s share of their adventuring treasure; students will pay when they become faculty members.

James A. Yates
Rockwood MI

I know that a number of people do not play the AD&D game by the rules; a lot of people ad-lib. I think this is good. People who play role-playing games should supplement the rules if they don’t agree with them.

I have been a player of the AD&D game for five years and have supplemented many rules. My friends and I change rules because the rules don’t seem as realistic as possible. For example, why should you get experience points for magical items? They help you get experience points in fighting monsters. Another question I have is about gold. How does it help you fight better? In my campaign, when we get the required experience points for a new, level, we don’t train. You learn by actually fighting in combat. You can play to get further training for more experience points or pay to train on a new weapon.

We give magic-users 50 xp per level of the spell cast times two, if the spell is purposeful. Magic-users also get experience points for killing monsters but pay to acquire new spells. We do a similar thing with thieving abilities. We have a lot of other variations on the game, but we must still see the rules from the DMG and Players Handbook most of the time.

What I would really like people to do is to change rules a little for their own enjoyment. It’s their game and they should do with it what they think is right. In this way, DMs can make their game more exciting and enjoyable for their group.

Ed Kruse
Strongsville OH

The current experience-point system for the AD&D game is very well thought out, but unrealistic. First I would like to know why experience points are given for finding treasure. It’s not very logical to say that all treasure must be guarded by powerful monsters. Perhaps it was lost by long-ago guards or the guards have died. An entire party could advance a level by accidentally stumbling on a treasure (not to say a DM would unbalance the game like that). Another problem is the way experience points are given out for killing monsters. It is crazy to say that an 18th-level party could gain experience from slaying a band of kobolds but not from 6 months of training. And what about fighting in the school’s dungeon for two years. Characters should study their skills for at least 30 minutes a day or lose experience points equal to their level x 10 unless this takes them below the level they are currently at. Also, those who study excessively for two days should receive the reverse effect.

David Choi
Etobicoke, Ontario

(continued on page 38)
Dragons of earth, sea, and space

Most people think of dragons in terms of their colors (red, green, blue, etc.), but we found some unusual dragons in our files that should provide a nasty turn for any adventurers. Unless otherwise noted, the dragons described here share the characteristics common to all dragonkind, as per pages 29-31 of the Monster Manual. Size categories are determined with a 1d8 roll, and all pass through the same age categories, with certain numbers of hit points per hit die. Most of these dragons have 60' infravision, superb senses allowing them to detect hidden or invisible creatures within 1" per age level, a fear-producing aura appearing at adult age, and improved saving throws. Additionally, most of them may be subdued, bribed, or flattered, and the amount of treasure they have depends on their ages.

**AQUATIC DRAGON**

Created by: Gregory Detwiler

<table>
<thead>
<tr>
<th>FREQUENCY:</th>
<th>Very rare</th>
</tr>
</thead>
<tbody>
<tr>
<td>NO. APPEARING:</td>
<td>1-2</td>
</tr>
<tr>
<td>ARMOR CLASS:</td>
<td>L (70' long)</td>
</tr>
<tr>
<td>MOVE:</td>
<td>9'/24&quot;</td>
</tr>
<tr>
<td>HIT DICE:</td>
<td>9-11</td>
</tr>
<tr>
<td>% IN LAIR:</td>
<td>15%</td>
</tr>
<tr>
<td>TREASURE TYPE:</td>
<td>H, S, T</td>
</tr>
<tr>
<td>NO. OF ATTACKS:</td>
<td>4 claws, 1 bite, and 1 tail strike</td>
</tr>
<tr>
<td>DAMAGE/ATTACK:</td>
<td>1-4/4-1/4-1/4-1/12-16</td>
</tr>
<tr>
<td>SPECIAL ATTACKS:</td>
<td>Breath weapon, spell use, high intelligence, six attacks per round</td>
</tr>
<tr>
<td>SPECIAL DEFENSES:</td>
<td>Acute senses, saving-throw bonuses</td>
</tr>
<tr>
<td>MAGIC RESISTANCE:</td>
<td>Standard</td>
</tr>
<tr>
<td>INTELLIGENCE:</td>
<td>High</td>
</tr>
<tr>
<td>ALIGNMENT:</td>
<td>Lawful evil</td>
</tr>
<tr>
<td>SIZE:</td>
<td>L (70' long)</td>
</tr>
<tr>
<td>PSIONIC ABILITY:</td>
<td>Nil</td>
</tr>
<tr>
<td>CHANCE OF:</td>
<td></td>
</tr>
<tr>
<td>Speaking:</td>
<td>95%</td>
</tr>
<tr>
<td>Magic Use:</td>
<td>10%</td>
</tr>
<tr>
<td>Sleeping:</td>
<td>25%</td>
</tr>
<tr>
<td>LEVEL/XP VALUE:</td>
<td>9-10 HD: VIII/2,900 + 14 per hit point; 11 HD: IX/5,800 + 16 per hit point</td>
</tr>
</tbody>
</table>

The aquatic dragon is a water-breathing relative of the terrestrial dragons, more closely related to them than to the dragon turtle or Oriental lung wang (sea dragon). It is fully as deadly as its winged cousins, although it cannot fly. This sea-green creature lives in all depths of the ocean, immune to changes in water pressure from some inborn magical ability. Although it cannot breathe air, it can take great draughts of water in its lungs to enable it to “hold its breath” out of the water for 10 rounds at a time, though it cannot then bite. The creature is thus able to raid surface vessels and coastal communities. The aquatic dragon, unlike most others, bears its young alive. Aquatic dragons live equally well in fresh or salt water.

The aquatic dragon is amazingly maneuverable for such a large beast. In this environment, it moves above or below a large enemy or a party of small foes, striking out at once with its jaws, all four clawed feet, and its spike-tipped tail. Even deadlier is the creature’s breath weapon. Three times per day, the aquatic dragon can exhale a concentrated cloud of heavy particles which, after being in contact with the water for 10 rounds, affect anything within the cloud as if it had undergone a lightning bolt attack for 4-40 hp damage. Aquatic dragons often use this attack on the underside of a major ship or warship; the ship’s bottom is thus blasted away, and the vessel sinks in 1-4 rounds unless the wood saves vs. lightning. This attack has no effect in the air.

Almost all aquatic dragons are capable of speaking, being intelligent; very few of them use magic, however, because of the difficulty in acquiring spell books and scrolls underwater. A spell-using dragon of this type often has as its lair a cavern with a chamber filled with air to preserve books and papers. Magical items of interest to aquatic dragons are those which enable their users to go without breathing or which are normally regarded by air-breathers as cursed, because they fill the lungs of the user with water. These items enable an aquatic dragon to conduct...
extended plundering and hunting forays on the land of coastal areas. As for spells, the dragon gains a 1st-level magic-user spell the first two stages of its life, a 2nd-level spell for each of the next two, a 3rd-level spell for each of the two after that, and one 4th-level spell for each of the last two life stages.

The entrances of aquatic dragon lairs are tangled in seaweed, one strand of which is often tied to the beast’s tail when it is asleep, thus awakening the dragon with its movement when someone tries to enter. Consequently, it is difficult at best to catch an aquatic dragon napping. Additionally, these dragons are immune to the effects of strangler weed, as their neck muscles and pressure-resistant bodies are so strong, so they often use this plant in their lairs as well.

Aquatic dragons gain +2 to their saving throws vs. water-based attacks, +1 to their saving throws vs. fire-based attacks, and have a -2 penalty to their saving throws vs. electrical attacks. These same values also apply to their chances to be struck in combat by creatures using these powers (such as elementals) and to the number of hit points taken per hit die of damage from such effects. Thus, an attack by a lightning quasi elemental would do +2 hp/HD damage and have a +2 bonus to hit.

**ICHTHYODRAKE**

*Created by: Gregory Detwiler*

**FREQUENCY:** Very rare

**NO. APPEARING:** 1-2

**ARMOR CLASS:** 2

**MOVE:** //15"

**HIT DICE:** 10-12

**% IN LAIR:** Nil

**TREASURE TYPE:** See below

**NO. OF ATTACKS:** 1 bite

**DAMAGE/ATTACK:** 8-64

**SPECIAL ATTACKS:** Breath weapon, swallowing whole, continuous damage, high-damage bite

**SPECIAL DEFENSES:** Acute senses, saving-throw bonuses

**MAGIC RESISTANCE:** Standard

**INTELLIGENCE:** Animal

**ALIGNMENT:** Neutral

**SIZE:** L (100' long)

**LEVEL/XP VALUE:** 10 HD: VIII/4200 + 14 per hit point; 11-12 HD: IX/6,100 + 16 per hit point

The ichthyodrake is one of the largest and most fearsome marine predators in existence. A rich deep green in color, it resembles a titanic fish with a dragon’s head. The creature is apparently a distant relative of the true dragons, as it shares the same size and age categories, sensory and detection powers (except for infravision, which it lacks), fear-producing aura, and saving-throw bonuses as other dragons. However, these dragons cannot speak or use magic, and they never seem to sleep. Worse yet, ichthyodrakes cannot be subdued, bribed, or flattered. A single V-shaped set of gills lies just behind the eyes and jaw attachments. Ichthyodrakes are so massive that they can ram and sink even the largest ocean-going vessels, though they prefer a diet of fish to a diet of people.

Few other sea creatures have developed the use of sound to the same degree as the ichthyodrake, which uses this ability well in its search for food. Ichthyodrakes reside at the top of the food pyramid, chiefly preying on “normal” predatory fishes such as sharks and barracudas. Such a monster’s fins can be made to quiver at will, sending vibrations which can be felt in a 10-mile radius. These vibrations attract the attention of oceanic predators and bring them swarming in, where they are attacked and eaten. The ichthyodrake’s jaws are so large that even the largest ordinary sharks can be swallowed whole. Once inside, prey takes 2-12 hp acid damage per round from the ichthyodrake’s digestive fluids until wholly digested. If a character is swallowed and digested, and the ichthyodrake is cut open afterward, any surviving magical or metallic gear that saved vs. acid is found in the creature’s stomach. Digested characters cannot be brought back to life by any means short of a wish.

When dealing with particularly powerful single foes, ships, or parties, the ichthyodrake can use its breath weapon three times per day. This is a *sonic blast* that sends severe vibrations through the water in a 20’-long by 80’-wide cone. Any creature caught in the area of effect takes 4-40 hp damage, and all nonliving materials must save vs. crushing blow. Because of this and the other powers it possesses, the ichthyodrake has no known natural enemies, except for powerful adventurers.
ASTRAL DRAGON

CREATED BY: Gregory Detwiler

FREQUENCY: Very rare
NO. APPEARING: 3-2
ARMOR CLASS: 2
MOVE: 6'/30' (MC: E); 150' on Astral plane
HIT DICE: 13-15
% IN LAIR: 40%
TREASURE TYPE: H, S, T, U, V
NO. OF ATTACKS: 4 claws, 1 bite, and 1 tail strike
DAMAGE/ATTACK: 1-4/1-4/1-4/1-4/2-16

SPECIAL ATTACKS: Breath weapon, spell use, bite severs astral cord, surprises on roll of 1-9 on 1d10 in Astral plane, six attacks per round, high intelligence
SPECIAL DEFENSES: Never surprised, acute senses, saving-throw bonuses, low armor class, magic resistance

MAGIC RESISTANCE: 50%
INTELLIGENCE: Genius
ALIGNMENT: Neutral
SIZE: L (80' long)
PSIONIC ABILITY: See below

CHANCE OF:
Speaking: 99%
Magic Use: 99%
Sleeping: Nil

LEVEL/XP VALUE: 13-14 HD: X/13,250 + 18 per hit point; 15 HD: X/1 7,550 + 20 per hit point

The astral dragon is, as its name implies, a native of the Astral Plane. It is also one of the most powerful of all dragons because of certain special abilities allied to its usual dragon advantages. The dragon is of the same cloudy silver color as the Astral plane, thus enhancing its surprise value on its home territory. Also, its vision can penetrate the silvery blur to a distance of 10 miles, so it cannot be surprised in turn. The astral dragon can traverse the planes at will, as if using plane shift, at a rate of one plane per round. In physical shape, it resembles a gold dragon or higher Oriental dragon, as it lacks wings and is whiplike and thin. On the Prime Material plane, a special organ in its head allows this dragon to fly; it has great difficulty walking on surfaces in gravity, however.

Surprisingly, the astral dragon can move very fast on the Astral plane, at 150" per round (an ability perhaps related to the unusual movement abilities of the githyanki, as per page 72 of the Manual of the Planes). Its body is so supple that it can tie itself in a knot, and it can bend so that the head and the spike-tipped tail, as well as the four clawed feet, can be brought to bear against a single opponent. Although they need little food, astral dragons like to gorge themselves — githyanki war parties being favorite prey.

The bite of the astral dragon is its most dreaded attack. The bite itself does 2-16 hp damage, but when the dragon's jaws hit, there is a 20% chance that a victim's silver cord (if present) will be severed, as if it were struck by a githyanki's special silver sword. Individual astral travelers are usually separated from their group and thus slain. If the spell-caster responsible for the trip (using astral spell or the like) is the one slain, the entire party dies in one blow. For this reason, magic-users and characters endowed with psionic abilities are primary targets when an astral dragon battles a party in the Astral plane. The astral dragon can sense the use of psionic or psionic-like powers (as per page 78 in the DMG) in any opponent within a range of 240'. The dragon cannot use psionics itself and is not immune to psionic attacks, though it gains a +6 saving throw vs. psionic blast.

The astral dragon may use its breath weapon six times per day. This breath weapon, a cylinder of magical force 180' long by 10' wide, affects characters caught in its radius in the same manner as a feeblemind spell if a saving throw vs. breath weapon is failed. This effectively short-circuits spell-casters and psionics-users (including creatures such as mind flayers) and may effectively strand the party in the Astral plane. Since movement in the Astral plane is based upon intelligence, this also means that affected characters can go no faster than 30' per round. Worse yet, victims cannot come up with battle tactics, and the DM must take this into account during combat.

The birth of an astral dragon is far different from that of ordinary dragons. A female astral dragon lays one 5'-diameter egg every few hundred years, then carries it with her for many years more. Over the years, the egg swells to 10' across, and a hole opens at one end through which the infant dragon can emerge. Since there are no regular caves or other lairs on the Astral plane, the dragon's egg becomes its lair. As the dragon gets older and larger, the egg continues to grow at a slow pace until it is 30' across and very thin, though still strong (how this is accomplished has never been resolved). The egg is the same color as astral space, making it virtually invisible unless one is within 30' of it or if peering in the darkened open end. It has AC -2 and takes 30 hp damage in order to break a hole in it large enough for a man to pass through. Young astral dragons use their eggs for treasure storage until more suitable lairs are found later in life. The astral dragon and its egg are always linked by some magical mental link; an astral dragon traveling to other planes or other parts of the Astral plane can always find its way back to its lair, even during a psychic wind. When an astral dragon enters adulthood, it leaves its egg for another lair — often the abandoned fortress or dwelling of another race of creatures (usually githyanki).

An astral dragon is one of the most powerful spell-casters of all dragons. A very young astral dragon has the spell repertoire of a 1st-level magic-user, the next age has that of a 2nd-level magic-user, and so on, so that an ancient astral dragon is equivalent to an 8th-level magic-user in spell ability. Further, for every 200 years of age beyond 401 years (when the astral dragon becomes ancient), the dragon gains another level of spell ability. Younger astral dragons typically spend a great deal of time on the Prime Material plane, where they are able to age quickly, and tend to pass more time in the Astral plane as they grow older. Ancient astral dragons almost never leave the Astral plane, and they have no known limits on their life spans. There are reports of an astral dragon with the powers of a 12th-level Wizard who was able to create magical items, and more powerful dragons are hinted at in legends among the githyanki.

An astral dragon can vary its spells through scrolls and spell books, being capable of learning any spell a normal magic-user can. The dragon's claws are slender and supple enough to enable the dragon to open and read scrolls, and the beast can cast any spell from a magic-user's scroll.

The astral dragon is, like all dragons, driven by its greed for acquiring treasure, and thus travels the planes looking for it. Its neighbors, the githyanki, are favorite targets; the ornate armor and weapons of the githyanki, being both magical and gem-encrusted, are a dragon's dream treasure. It is said that old and ancient astral dragons have more githyanki magical items and treasure than even the largest githyanki castle has. The gear of githzerai raiding parties and astral travelers is also much enjoyed. The treasure troves of...
Astral dragons are the richest of any in magical items, though due to the nature of the Astral plane, many of these items seem nonmagical until they are taken to the Prime Material plane. Those items that can be used by an astral dragon are usually carried with it on its travels.

Astral dragons are subject to a strange and rare disease, astralomitis, that eliminates the dragon's ability to travel back and forth between the planes. This ailment has a 1% chance per plane shift of striking the dragon when it reaches a plane other than the Astral plane. Once the dragon discovers that it is permanently separated from its home plane, it often goes insane, savagely attacking any and all creatures around it. Spell-casting of any sort is impossible to the dragon in its frenzied state, but its breath weapon is unaffected, and the strength of its madness causes all of its physical attacks to do double damage. The sick dragon fights unceasingly for 2-5 days without rest, then collapses and dies within 1-4 hours. No known cure exists for this disease, except for a wish spell. If the astral dragon can return to the Astral plane via a portal or someone else's spell (which must overcome the dragon's innate magic resistance), its illness and madness subside, although the dragon will never again be able to travel to other planes.

**WEREDRAGON**

*Created by: Ed Greenwood*

**FREQUENCY:** Very rare  
**NO. APPEARING:** 1  
**ARMOR CLASS:** 2 in wereform (10 in human form)  
**MOVE:** 9"/24" (MC: B) (12").  
**HIT DICE:** 7-9  
**% IN LAIR:** See below  
**TREASURE TYPE:** H, Q, S, T; X  
**NO. OF ATTACKS:** 2 claws and 1 bite (1 weapon in human form)  
**DAMAGE/ATTACK:** 1-6/1-6/4-24 (by weapon type in human form)  
**SPECIAL ATTACKS:** Minor breath weapon, minor spell use, high intelligence  
**SPECIAL DEFENSES:** Never surprised, spell immunities, silver or magical weapons needed to hit, acute senses, saving-throw bonuses  
**MAGIC RESISTANCE:** Standard  
**INTELLIGENCE:** Very to genius  
**ALIGNMENT:** Chaotic neutral  
**SIZE:** L (12-36' long) or man-size in human form  
**PSIONIC ABILITY:** Nil  
**CHANCE OF:**  
- Speaking: 100%  
- Magic Use: 100% (see below)  
- Sleeping: Nil  
**LEVEL/XP VALUE:** 7-8 HD: VII/1, 775 + 10 per hit point; 9 HD: IX/3,000 + 12 per hit point

Weredragons are exceedingly rare creatures. They are the source of many folk tales concerning beautiful women transformed into dragons; this is due the weredragon's ability to assume the form of a comely human female whenever desired. Weredragons usually live among humans, revealing their dragon forms only in times of personal peril or great crisis.

Weredragons are fertile in both human and dragon forms; they are always female and always produce other weredragons, whether the father was a human or another dragon of any sort. The name "weredragon" is not entirely accurate, as this creature does not seem to have lycanthropy in the same way other werecreatures do. Weredragons cannot be "cured" of their abilities, nor are they able to transmit them to other creatures by biting or any other means. Furthermore, the phases of the moon have no effect on the ability of weredragons to change form. They are, however, immune to attacks by normal weapons.

In human-form, a weredragon appears as a human female of about 20 years of age (regardless of the dragon's age), of any racial type, with a comeliness of at least 18. In addition to the usual abilities of dragons, a weredragon has 90' infravision, can detect hidden or invisible objects within 30', can use tongues (as in the third-level magic-user spell) at will, and can cast light and darkness 15' radius once each every six turns. Weredragons retain full knowledge and awareness in either form, and most are consummate actors, so that humans are usually unaware of the weredragon's true nature. A weredragon's strength in human form is the equivalent of 18/00.

Weredragons are immune to all mind-affecting spells, as if they possessed wisdom scores of 25 (see page 7, Legends & Lore). Otherwise, they have standard
magic resistance. Weredragons never truly sleep and cannot be surprised. They also eat prodigiously (without appearing to gain weight) whenever an opportunity like a banquet presents itself. Transformation from one form to another is completely silent, takes an entire round, does not affect the weredragon’s hit points, and utterly destroys any armor or clothing worn if used in human form. Weredragons can thus change shape or remain in one form for as long as desired.

In dragon form, weredragons are slim and splendid, usually an iridescent blue and silver in color, and most closely resemble wingless copper dragons in physical shape and size (a magical organ in their brains allows flight). A weredragon’s jaws do 4-24 hp damage, and it eats anything organic, including carrion. If attacked from behind, the weredragon’s rear claws do the same damage as the front claws; if it pounces from above, a weredragon can attack prey with all four claws and its bite in a single round. In dragon form, a weredragon is able to breathe a cloud of blue vapors three times per day, in a cone 70’ long and 25’ in base diameter. Within their confines, these vapors will (for 2-4 rounds): cause silence; snuff out (and prevent the creation of) natural or magical fire, heat, or electrical discharges or attacks; and dispel any illusions. The cone of vapors remains stationary despite natural or magical gusts of wind, and vanishes at the end of the 2-4 round period after having reacted with the surrounding air.

Weredragons do not consort with others of their own kind (whom they can recognize on sight in either form, just as they can recognize any polymorphed or shape changed dragon in any form). They prefer dwelling in cities or courts to wilderness solitude. These creatures are not as vain as other dragons and cannot be subdued as a dragon can, although they often submit to capture or temporary dominance if they deem it wisest. In human form, weredragons often amass great treasure by beguiling rich suitors; later, these suitors are slain by the weredragon, which has returned to its dragon form. Weredragons are usually the equal of any sage when dealing with the history of the lands they have inhabited. Much of the history and aims of these creatures, however, remains a mystery. They are known from legend in the FORGOTTEN REALMS™ fantasy setting, and one is said to have lived in the great city of Waterdeep as recently as 20 years past, having lived for years as the consort of a military officer.

**FANG DRAGON**

*Created by: Ed Greenwood*

**FREQUENCY:** Very rare  
**NO. APPEARING:** 1  
**ARMOR CLASS:** 1  
**MOVE:** 12'/22' (MC: E)  
**HIT DICE:** 9-11 plus special  
**% IN LAIR:** 30%  
**TREASURE TYPE:** A, R, S, T, Z  
**NO. OF ATTACKS:** 2 claws, 1 bite, and 1 tail strike  
**DAMAGE/ATTACK:** 2-8/2-8/3-18/2-16  
**SPECIAL ATTACKS:** Soulbite, four attacks per round, high intelligence  
**SPECIAL DEFENSES:** Acute senses, saving-throw bonuses  
**MAGIC RESISTANCE:** Standard  
**INTELLIGENCE:** Average to very  
**ALIGNMENT:** Chaotic neutral  
**SIZE:** L (36’ long)  
**PSIONIC ABILITY:** Nil  
**CHANCE OF:**  
  - Speaking: 80%  
  - Magic Use: Nil (but see below)  
  - Sleeping: 20%  
**LEVEL/XP VALUE:** 9-10 HD: VIII/3,300 + 14 per hit point; 11 HD: VIII/4,950 + 16 per hit point

Among the rarest of dragonkind in the FORGOTTEN REALMS setting is the fang dragon, a fearsome foe that is greedier and more rapacious than its cousins — and far less cowardly. Fang dragons have little magical ability, but instead have enhanced combative powers. They have thick body armor that rises into spurs on limb joints and a long, forked tail that ends in two scythe-like, bony blades. Fang dragons fly poorly but are skilled at rising with a single flap of their wings, to lunge forward with lightning speed and pounce on prey within 90’.

The attack of a fang dragon involves raking its victim with its claws and slashing with its tail (the tail attack having an 80% chance of knocking over a small- or man-size victim, and a 40% chance of stunning such a victim for one round). Any claw attack, in addition to its normal damage, has a 60% chance of slashing the intended target with the fang dragon’s body spurs, doing an amount of damage equal to the victim’s armor class (no damage for AC 0 or better).

Though a fang dragon has no breath weapon, its bite can have terrible effects. If a 20 is rolled for the dragon’s attack, the bitten victim must save vs. death magic or have his life force drained. The victim loses all of his hit points at once, and the dragon gains the current hit points of the victim (i.e., before the bite damage of the successful soulbite attack is subtracted) for 4-16 rounds. Damage done to the fang dragon is first subtracted from these “stolen” hit points during this time. The restoration of stolen life can be accomplished if enough *cure wounds* spells are placed upon the victim’s body to completely heal all the victim’s lost hit points; this must be done within a period of time...
equal to the victim's constitution score in rounds. Otherwise, the life force of the victim cannot be restored by any means short of a wish. Slaying the fang dragon within the same amount of time is also an option, though this merely brings the victim to zero hit points in an unconscious state. The victim's bow and breast must then be bathed with the fluids of the dragon's heart and brain to recover the lost hit points. Powdered fang dragon's fangs are a valued ingredient in the manufacture of a variety of magical swords (such as a sword +2, nine lives stealer).

Fang dragons do not cast magic spells, except by reading scrolls useable by all classes that they seize or bargain for. They have occasionally used certain wands, rods, and weapons that can be used by any class of character, but this is rarely seen. Fang dragons have excellent vocal control, and are thus able to mimic human voices very effectively, though they rarely use this for trickery.

**Sand Dragon**

**Created by:** Jeffrey S. Johnson

<table>
<thead>
<tr>
<th>FREQUENCY:</th>
<th>Very rare</th>
</tr>
</thead>
<tbody>
<tr>
<td>NO. APPEARING:</td>
<td>1</td>
</tr>
<tr>
<td>ARMOR CLASS:</td>
<td>0</td>
</tr>
<tr>
<td>MOVE:</td>
<td>12&quot;/24&quot; (8&quot; in sand)</td>
</tr>
<tr>
<td>HIT DICE:</td>
<td>10-12</td>
</tr>
<tr>
<td>% IN LAIR:</td>
<td>60%</td>
</tr>
<tr>
<td>TREASURE TYPE:</td>
<td>H, S, T</td>
</tr>
<tr>
<td>NO. OF ATTACKS:</td>
<td>2 claws and 1 bite</td>
</tr>
<tr>
<td>DAMAGE/ATTACK:</td>
<td>1-8/1-8/2-20</td>
</tr>
<tr>
<td>SPECIAL ATTACKS:</td>
<td>Breath weapon, spell use, surprise on 1-9 on 1d10, high intelligence</td>
</tr>
<tr>
<td>SPECIAL DEFENSES:</td>
<td>Low armor class, acute senses, saving-throw bonuses, magic resistance</td>
</tr>
<tr>
<td>MAGIC RESISTANCE:</td>
<td>20%</td>
</tr>
<tr>
<td>INTELLIGENCE:</td>
<td>Exceptional</td>
</tr>
<tr>
<td>ALIGNMENT:</td>
<td>Neutral</td>
</tr>
<tr>
<td>SIZE:</td>
<td>L (38' long)</td>
</tr>
<tr>
<td>PSIONIC ABILITY:</td>
<td>Nil</td>
</tr>
<tr>
<td>CHANCE OF:</td>
<td>Speaking: 80%</td>
</tr>
<tr>
<td></td>
<td>Magic Use: 80%</td>
</tr>
<tr>
<td></td>
<td>Sleeping: 30%</td>
</tr>
<tr>
<td>LEVEL/XP VALUE:</td>
<td>10 HD: VIII/4,950 + 14 per hit point; 11-12 HD: IX/7,250 + 16 per hit point</td>
</tr>
</tbody>
</table>

Sand dragons are a unique race of dragons which inhabit warm climates with large, sand-covered areas such as deserts or beaches. Sand dragons can be easily identified by their long, wormlike bodies and their four short, muscular legs which end in webbed feet suitable for digging and swimming. The dragon's head is diamond-shaped and flat, with bright blue eyes. A sand dragon's body has rows of seashell scales lining the back, from the base of the skull to the tip of the forked tail. The color of the dragon's hide varies with its natural environment; desert dwellers are brown in color, and beach dwellers are white.

Sand dragons are, for the most part, nonaggressive creatures. They will speak with adventuring parties, and may even aid them with information. However, when provoked, sand dragons can become powerful enemies. The devastating breath weapon of the sand dragon is a ray 2' wide and 120' long, which turns any living thing it touches into pure, loose, white sand (save vs. breath weapon at +1).

Restoration of a character is possible only with the use of a wish, though some reports have indicated that desperate adventurers successfully used rock to mud, mud to rock, stone shape, and stone to flesh (in that order) to restore characters, and achieved success against all expectations.

Sand dragons gain magic-user and druidic spells by age level, though they do not otherwise function as druids and must learn these spells from other sand dragons as they grow up. Only verbal components are required to cast these spells, which are acquired as follows:

- **Very young:** One first-level magic-user spell  
- **Young:** One first-level druidic spell  
- **Subadult:** One second-level magic-user spell  
- **Young adult:** One second-level druidic spell  
- **Adult:** One third-level magic-user spell  
- **Old:** One third-level druidic spell  
- **Very old:** One fourth-level magic-user spell  
- **Ancient:** One fourth-level druidic spell

Sand dragons bury themselves beneath the sand to sleep and hide from their enemies. When hidden, sand dragons are completely camouflaged and undetectable. When they choose, they pop their heads from beneath the sand, surprising their enemies 90% of the time. Sand dragons can hold their breath for up to half an hour in any environment.

The sand dragon often has a fixed lair, though it tends to wander over great distances. Treasures are important to dragons, and the sand dragon is no exception. The sand dragon's belongings are usually buried deep beneath the lair's floor.

The reproductive process of the sand dragon is relatively slow. Every 10 years, the female dragon lays three eggs, buries them deep beneath the sand, and abandons them. One year later, the eggs hatch, and the infant sand dragons must seek out their parents or other sand dragons in order to be brought into the loose community of their kind and to be educated in magic. Few sand dragons survive to adulthood near civilized areas, and this breed is usually found only in uninhabited deserts.
This solitary dragon inhabits rocky, deserted areas, and often makes its lair inside a cave with two or more exits. The stone dragon eats rocks for sustenance, with gems being considered delicacies. They rarely interfere with the affairs of men, though when confronted they can prove very helpful or harmful. Stone dragons share the same general characteristics that all dragons do, but they lack wings. Instead, stone dragons can leap five times per day as if using the first-level magic-user spell *jump.*

Stone dragons are gray in color, each looking very much like a clump of rocks. If located in rocky terrain, a stone dragon has a 55% chance of blending in with the rocks, effectively concealing itself. Sharp weapons do half damage and must save vs. crushing blow on contact with such creatures, breaking and doing no damage if they fail; missile weapons must also save or be destroyed. Blunt weapons do full damage and will not break. Stone dragons save vs. fire and acid at -1, and take +1 hp damage per die of damage done on these attacks. Stone dragons save vs. cold at +1, with damage being -1 per die. Earth-based spells that normally have no saving throw do only half damage or have half the effect against a stone dragon; for example, animated rocks and conjured earth elementals only do half damage when they hit, and *earthquake* has a 1 in 16 chance of killing a stone dragon. Earth-based spells that do allow a saving throw do half or no damage to stone dragons, depending on the dragon’s saving throw. *Flesh to stone* and *mud to rock* (and their reverses) have no effect on stone dragons.

The stone dragon has three breath weapons, each usable three times per day. The first breath weapon shoots 5-10 large (3’ diameter) rocks from its mouth. These rocks are waste products of the dragon’s diet. These rocks are expelled at a rate of one per segment, so one rock may be targeted at any opponent (thus, up to 10 people can actually be targeted, assuming 10 rocks are available). The range for hitting targets is 2”/4”/6” for short/medium/long range. A target must be at least 1” away from the dragon to be fired upon. The rocks have a +2 bonus to hit, and each rock does 2-7 hp damage. Note that normal missile range “to hit” penalties still apply.

The second weapon available to the stone dragon is a gas cloud 5’ wide, 6’ long, and 3’ deep which loses effectiveness after one round. This acts like a *slow* spell for as many rounds as the dragon has hit dice. A successful save vs. breath weapon means that the spell has no effect. The stone dragon is immune to its own breath weapon, but it is not immune to a magic-user’s *slow* spell.

The third breath weapon is also a gas cloud 5’ wide, 6’ long, and 3’ deep that loses its effectiveness after one round. Failure to save vs. breath weapon indicates that the victim has turned to stone. The effects of this are permanent, though the usual magical methods may be used to reverse the petrified victim’s condition.

Stone dragons prefer gems over the more common types of treasure, and will readily trade other treasures for them, sometimes paying a price twice the item is worth.

Upon reaching the fifth age category, a stone dragon receives the ability to cast *stone shape* once per day. At the seventh age category, he may cast it twice per day. At the eighth age level, the stone dragon may cast a *statue* spell once every two days with no chance of system shock failure.

Additionally, all stone dragons receive the following spells, each gained at successive age categories starting from very young age: *allies, shuter, passwall, transmute rock to mud, wall of stone, conjure earth elemental, stone tell,* and *earthquake.* Allies is a spell-like power that acts as a *charm monster* spell and takes one turn to cast. It affects only rock-based creatures (i.e., rock reptiles, xorn,umber hulks, earth elementals, etc.). The creature gets a saving throw to avoid the effects. All other information on this spell is treated as the *charm monster* spell.
The Kafers have been busy. They have gathered into a terrible host of creatures armed with machines of destruction, all the while with a greedy eye turned toward the warm stars infested with humans and their colonies. When the Kafers unleash their swarm, it'll be anyone's guess if humanity can survive this full-scale invasion!

_Invasion_ is a 72-page _2300 AD_ module covering the enormous Kafers' onslaught and its aftermath. Great hordes of savage Kafers will swarm along the Arm, smashing human defenses at Beta Canum, to get to the human fleet bases at 61 Ursae Majoris. There they will face the final stand of human fleets at Queen Alice's Star, where humans hold the alien invasion at bay. Of course, wherever the Kafers reach, they will leave behind ground troops on human colony worlds and spacecraft in hidden side systems, waiting to disrupt and destroy anything human.

_Invasion_ contains maps of all worlds involved, plus a map of the French Arm, with travel distances and crucial side routes. It also introduces a new type of Kafers' warship, the _Sigma_ class, used in many new _Star Cruiser_ scenarios. With adventure suggestions, important NPCs, and detailed information about the invasion forces, _Invasion_ will serve to generate _2300 AD_ action for months of exciting play. $8.
Give Dragons A Fighting Chance

Want to make your dragons really scary?

The dragons of legend are mighty individuals, but gamers can always use a few suggestions to keep dragons interesting and deadly. The suggestions herein can be adopted for AD&D®-game dragons of any sort — even for Oriental dragons and dragon turtles.

Physical attacks
Dragons will always be renowned for their breath weapons. Any dragon should be able to exhale a conical breath weapon of the appropriate type with a 30° width, extending at least 2' for every hit point the dragon possesses. Both the physical damage from a dragon’s breath weapon and the total length of the area of effect should equal the dragon’s maximum hit-point total (as in the AD&D® game) rather than its current hit points (as in the D&D® game), because damage to the dragon’s hide has little effect on the creature’s remarkable chest muscles and lungs.

A dragon’s size and strength surely increase as it grows. The maximum total damage from any dragon’s claw/claw/bite attack could be made roughly equal to its hit points. This requires only a little extra work when the DM creates the individual dragon. A newly hatched (6 hp) white dragon’s attacks might do only 1/1/1d4 damage points (enough to kill most zero-level humans), but a huge, ancient (88 hp) red dragon would do 5-20/5-20/4-48 hp damage. Other writers for DRAGON® Magazine have suggested similar systems, and have also assigned extra damage from a dragon’s rear claws, tails, and wings. [See: “Dragon Damage Revised,” in issue #98; “Dragon Damage Revisited,” in issue #110; and, “Self Defense For Dragons,” in the Best of DRAGON Magazine Anthology, volume III.] Of course, would-be dragon-slayers could be tossed into the air or dropped from great heights by a dragon in flight.

Since older dragons are far stronger than most other creatures with equal hit dice, it makes sense to add the number of a dragon’s age category to its “to hit” and initiative rolls. Newly hatched dragons have only a few hit points but are ferocious. Older dragons are truly exceptional fighting machines. Dragons defending their eggs or young are mad with rage; these parents might get +4 on all “to hit” and damage rolls, while suffering an armor-class penalty of -4.

Special abilities
Dragons in works of fiction have even more subtle abilities. According to J.R.R. Tolkien, Ursula Le Guin, and other authors, even talking with a dragon is a
severe test of one’s willpower. Thus, a speaking dragon may at any time make a reasonable suggestion to all creatures within earshot. Those who understand the dragon may be required to make saving throws vs. spells (with wisdom bonuses) or else comply.

The mere presence of a dragon inspires fear. If a dragon of adult age or older roars or otherwise acts dangerously, but is not flying overhead or charging its foes, all creatures within sight must roll a saving throw vs. spells (with wisdom bonuses) at +4, or else flee in panic for 1-10 rounds. Only creatures with hit dice greater than or equal to the dragon’s (and those creature immune to magical fear) are immune to this effect. Additional bonuses of +5, +3, and +1 apply against the presence of dragons of adult, old, and very-old age, respectively, as per the usual fear-aura saving throws.

Most dragons could have personalized abilities, and even nonspeaking dragons can have unexpected special powers. A dragon might surprise adventurers with jaws of sharpness, a hypnotic gaze, burning spittle, a roar of blasting, scales of scintillating color, or even claws of cancellation. Subtle clues — disarticulated skeletons, entranced victims, charred grass, discarded items that might once have been magical, etc. — may forewarn adventurers in a well-managed campaign of the presence of a uniquely magical dragon. Dragons could also have intelligent use of most magical items; experiment with the miscellaneous magical items table and see what you get.

The dragons of legend are also sturdy. Certainly, some of them can only be struck by magical weapons. Dragons could regenerate at least 1 hp per turn, and some might regrow severed limbs and wings overnight.

Even with spells, it is difficult to conquer a major dragon. Some dragons could be assigned a magic resistance of 10% per age category, and this could remain undiminished even if the caster is above 11th level. If a dragon fails its magic-resistance check, its saving throws should still be easy. If the spell normally allows a saving throw (command, charm monster, hold monster, and other popular antidragon magics), a DM might give any dragon only one chance in 20 of failure. If the spell does not ordinarily allow a save (harm, magic missile, power word, Otto’s dance, time stop, and other easy dragon-killers), it still has no effect if the dragon rolls its hit dice or less on 1d20. Any dragon should be immune to any natural or magical attack that duplicates its breath weapon (fire, acid, etc.). Because of their tremendous lung power, all dragons are probably immune to gas attacks, including stinking clouds and cloudkill.

Surprising a dragon should be very difficult. A silence, 15’ radius spell or silent movement must be used, or a group of adventurers will surely awaken a sleeping dragon. Unless the dragon is upwind, the smell of the approaching PCs should be enough to awaken it. Many intelligent dragons also keep lesser creatures as lookouts. Talking dragons could have personalities and political skills, and even chaotic ones could arrange alliances with monsters, humans, and other potential helpers.

**Dragon magic**

Another way to individualize dragons is to give them highly effective magical spells [as is also done in “Serpents and Sorcery,” in this issue]. Spells used by dragons might require only verbal components, and they probably have very short casting times. Since spell levels are low, the spells themselves could be more powerful counterparts to the usual spells, and they might have longer durations and larger areas of effect.

The following spells would doubtless be popular with dragons, and any DM can have fun developing a “dragon version” of any other spell from any category. Each shows how it could be altered when used by any dragon.

**Alarm:** This spell announces the type of intruder to the dragon. If silenced, the dragon still senses that the alarm has been triggered, This always awakens a sleeping dragon.

**Burning hands:** When used by a fire-breathing dragon, this spell does double its normal damage with twice the range.

**Charm person:** The saving throw is made by victims at -4.

**Charm monster:** The saving throw is made by victims at -4.

**Dimension door:** This spell becomes the equivalent of teleport without error.

**Fear:** The spell allows a saving throw at -4 for most creatures. Paladins, cavaliers, and those with Serten’s spell immunity are still immune but lose combat initiative. Other dragons, undead, trolls, golems, and those with mind blank are immune.

**Fireball:** This spell does 1d2 hp damage per hit die when cast by fire-breathing dragons, and 1d8 hp damage when cast by any other dragon.

**Haste:** This spell enables a dragon to use a claw/claw/bite attack routine plus a breath attack in one round, or two claw/claw/bite routines in one round. It also improves armor class by 4 levels, and automatically gives the dragon the initiative in any round.

**Hold person:** The saving throw is at -4, and the duration is one day per hit die of the dragon casting the spell.

**Invisibility:** This has the same effect as improved invisibility when cast by a dragon.

**Lightning bolt:** This spell does 1d12 hp damage per hit die when cast by lightening breathing dragons, and 1d8 hp damage when cast by any other dragon.

**Mirror image:** When used by a dragon, 1-8 images are produced. Each image has the same armor class as the dragon, and each must be struck to make it disappear.

**Polymorph other:** This spell is equivalent to the standard polymorph any object spell.

**Polymorph self:** This spell grants the special abilities of the new form, and is equivalent to the standard shape change spell.

**Shroud:** This spell improves a dragon’s armor class by one level per hit die of the dragon, and gives immunity to magic missiles.

**Shocking grasp:** When used by a lightning-breathing dragon, this spell produces a charge which delivers 1-6 hp damage per hit die of the dragon.

**Web:** This roaring spell permanently confines everyone in range who is not wearing ear plugs or protected by magical silence. Deaf spell-casters have a 50% chance of spell failure (see holy word, in the Players Handbook, page 53). Cure deafness or heal is required to remove the deafness.

**Spider climb:** A creature struck by any claw attack from a dragon who cast this spell must save vs. spells or stick helplessly to the claw. (DMs must decide how large a creature can stick to any particular dragon’s claw.) Only one creature can adhere to a claw at any time, but the claw can still injure other opponents.

**Strength:** This doubles the damage inflicted by each claw and bite attack.

**Suggestion:** The saving throw is made at -4 penalty at best. No saving throw is normally allowed (see fear) if the suggestion is very reasonable.

**Web:** This creates web-strands that will not burn and are invulnerable to the dragon’s breath, so the dragon can breathe upon trapped creatures at its leisure.

At the DM’s discretion, all magic-using dragons might use detect magic, read magic, dispel magic, vocalize, wizard mark, and identify at will, once per round, as often as desired. An adult magic-using dragon could cast legend lore once per day.

Finally, some AD&D®-game dragons should have more hit dice or more spells than usual (this is already true in D&D® games). An ancient gold dragon with 20 hit dice might be able to cast eight-level spells. Such a grand creature might come in response to a holy man’s gate spell.

Given the above suggestions for uprating the dragon in AD&D® games, what sorts of effects will using these ideas have? Let’s look at two examples.

**Razisz the Regular**

Razisz (from the DMG, page 81) is a huge, ancient, spell-casting blue dragon (AC 2; MV 9’/24’; HD 10; hp 80; #AT 3; Dmg 1-6/1-6/3-24; SA breath weapon, spell use, high intelligence; SD fear aura, saving
ONE RPG Rules System Links
A Universe of Adventures!

ROBOTECH™ RPG
The Mechanoids®
Teenage Mutant Ninja Turtles™
Heroes Unlimited
Ninjas and Superspies™
Beyond the Supernatural
The Palladium Fantasy RPG®

ROBOTECH™ The Role-Playing Game brings to life the power and adventure of the famous T.V. series. Pilot the giant war machines of the Robotech Defense Force, the transformable Veritech combat mecha and the 50ft tall Destroids packing more firepower than ten tanks. Everything you need to play is here for only $9.95. Please add $1.50 for postage.


ROBOTECH™ Book III: The Zentraedi. An in depth look at the menacing Zentraedi with more vehicles, characters and spacecraft, complete with floorplans. Sourcebook: $6.95. Please add $1.00 for postage.

ROBOTECH™ Book IV: Southern Cross presents an army of new mecha, high powered personal battle armor, energy weapons, vehicles, and the insidious Robotech Masters with their army of Biorganic Monstrosities. Much of this material is published here for the first time. 112 page. $9.95. Please add $1.50 for postage.

ROBOTECH™ Adventures: Ghost Ship. The first adventure module sends a special assault force into space to investigate a derelict Zentraedi battle cruiser; only it is far from being a derelict! $6.95. Please add $1.00 for postage.

The Mechanoids® RPG. A revamped and expanded version of our very first RPG, The Mechanoid Invasion®! It’s a desperate situation as hopelessly outnumbered Earth colonists battle insane mechanized aliens. A classic! $14.95. Please add $1.50 for postage.

Teenage Mutant Ninja Turtles™ and Other Strangeness RPG: A weird look at mutants, ninjas and comic book heroes. The TMNT RPG enables you to create and play any type of mutant animal with a variety of powers, abilities and martial arts. Plus adventures, an 8 page comic strip, the ninja turtles and other characters. One of our most popular games. The complete rule book is only $9.95. Please add $1.50 for postage.

The Revised Heroes Unlimited RPG enables you to create any type of comic book super character; robots, cyborgs, aliens, martial arts masters, super spies, psionics, mutants, magic and more! Heroes Unlimited is still the only game that covers every aspect of the comic book hero! 248 pages. $19.95. Please add $2.00 for postage.

Ninjas & Superspies: A complete new RPG or a great sourcebook for Teenage Mutant Ninja Turtles™ and Heroes Unlimited. Includes 41 forms of combat, from Kung-Fu to Ninjutsu, cybernetic disguises and implants, superspy organizations, superspy gimmicks, secret identities and special powers. $14.95. Please add $2.00 for postage.

Beyond the Supernatural RPG: Creates a believable contemporary world, where magic and mayhem lurks within the shadows of technology.

Highlights Include: A new contemporary magic system, psychic powers, places of power, the Bermuda Triangle, nine character classes (including the arcanist, psi-mechanic, psychic sensitive, and parapsychologist), monsters, equipment and four adventures. Over 250 pages. $19.95. Please add $2.00 for postage.

Contemporary Weapons is a sourcebook with over 350 small arms. It includes revolvers, automatic pistols, sub-machineguns, rifles, shotguns, and machine-guns from around the world. Designed to be adaptable to ALL game systems. $5.95. Please add $1.00 for postage.

The Revised RECON! A complete role-playing game of contemporary military jungle combat, adventure and espionage. Recreate the Vietnam drama or modern mercenaries. Includes extensive background and equipment section, mercenary skills, helicopter rules, encounter tables and over 15 adventure scenarios. $14.95. Please add $2.00 for postage.

The Palladium Fantasy RPG creates a fantasy world alive with magic, dragons, demons and adventure.

Highlights Include: 19 character classes, 13 different player races including human, dwarf, elf, ogre, gnome, changeling, and many others; a quick fun-playing combat system, dragons, faeries, monsters, demons, deities, psionics and aspects of magic (circles and symbols) unlike any other RPG. Plus an introductory adventure. Over 270 pages. $19.95. Please add $2.00 for postage.

Complete 1987-1988 Catalog
Send 50¢ postage and handling to receive the complete catalog of our fantasy, superhero, and science fiction role-playing games and supplements. Send orders to: Palladium Books®, 5926 Lonyo, Detroit, MI 48210. Dept. D

One day, Razisiz is caught napping by a small town’s leading citizens. The party contains two 7th-level fighters with normal long swords, an unarmed 3rd-level cleric, an unarmed 7th-level magic-user, and a 5th-level thief with a normal short sword. The fighters are naturally burly, and one has 18/10 strength. The cautious magic-user has cast *vocalize* on himself, and he used *clairvoyance on the dragon’s cave, so everyone knows Razisiz is asleep. No one has armor because no one can afford it.

**Round 1:** The cleric sneaks into the cave, stands 120’ away from Razisiz, and casts *silence, 15’ radius* on the dragon’s head. The cleric flees the scene with two *cure light wounds* spells (he has a 12 wisdom) to wait outside for the other adventurers. The rest of the party approaches the sleeping dragon.

**Round 2:** The fighters and thief walk to the dragon’s posterior and ready their weapons. The magic-user casts *slow* on the dragon while it continues to snooze, making sure the other characters are out of the area of effect.

**Round 3:** The magic-user casts a *stinking cloud* over the dragon’s head, away from the fighters and thief. This awakens the dragon but incapacitates it throughout this round and the next (we assume Razisiz makes his saving throw against the spell). At the same time, the fighters and the thief strike the dragon’s unprotected backside. When sleeping, *slowed*, or incapacitated, the dragon’s effective armor class is only 6, so the strong fighters need only a 7 or better on 1d20. Both hit; damage is 1d12, with a +3 strength bonus. The fighters each do 10 hp damage (about average). The thief, striking from behind, needs a 13 or better. He succeeds and rolls a 4 for damage which, tripled, gives 12 hp damage (again, about average).

**Round 4:** The fighters each hit again for 9 hp damage apiece, and are entitled to a second attack this round. Both hit, and they each do an additional 10 hp damage. The thief runs away. The magic-user runs to a distance of 110’, out of the range of missiles, *detects invisible and hidden objects,* and finds Razisiz’s cave. Razisiz is enraged — but the lawful Razisiz keeps careful records, gives receipts for the required annual tribute from surrounding lands, and styles himself a polite and honorable businessman providing “protection” to “his” people.

Of course, Razisiz’s demands are exorbitant. Razisiz’s cave is finally approached by an attack squad composed of the nation’s five toughest adventurers. The party includes two 13th-level fighters (100 hp each), a 12th-level cleric (80 hp), a 13th-level magic-user (40 hp), and a 13th-level thief (60 hp). The fighters are wearing gauntlets of ogre power and carry long swords +5. The cleric carries a *mace* +5, and the thief carries a *short sword* +5. The magic-user carries a *dagger* +5, and casts *minor globe of invulnerability, mirror image,* (four duplicates), and *Tenser’s transformation* (giving him 40 hp more). These spells were selected because of the known difficulty of affecting Razisiz directly by magic. All party members have constitutions of 16 or higher. Each has purchased druidical protection from *lightning* so that each will take only half or quarter damage from Razisiz’s fell breath and gain a +4 bonus on saving throws vs. lightning. Each carries many protective devices and now has AC -4, but Razisiz needs only a 6 on 1d20 to hit each one.

Razisiz was asleep when seen by *clairvoyance* a few minutes ago, and he appeared unguarded. But when the black cat spotted the adventurers, it awakened its master and warned him. Now Razisiz is only playing possum. With his mouth just out of sight beneath one of his rich tapestries, he begins conjuring silently, taking advantage of his natural *clairvoyance ability.* He casts his dragonish versions of *shield,*

**Razisiz redux**

Razisiz II (using a few of the above suggestions for improving the dragon) is a huge, ancient, spell-casting blue dragon (AC 2; MV 9’/24’; HD 10; hp 80; #AT 3; Dmg 5-20/5-20/4-40; SA +8 “to hit” and to initiative, breathes *lightning* in a 30’ arc extending 160’, spell use, high intelligence, SD *fear aura,* magic resistance 80%, *detects hidden and invisible objects,* *saving-throw bonus; AL LE).* His spells are: *charm person, shield, shocking grasp, ESP mirror image, strength, fireball,* and *haste.* He owns and uses a wand of conjuration. Razisiz has a set of spell books and has cast *find familiar,* he loves his cat very much. The lawful Razisiz keeps careful records, gives receipts for the required annual tribute from surrounding lands, and styles himself a polite and honorable businessman providing “protection” to “his” people.
PARANOIA
It’s Not Just A Game, It’s A Way Of Life.
shocking grasp, haste, and strength on himself. Shield drops his armor class to -6. Shocking grasp gives his body an electric charge which will deliver 10-60 hp damage to the first opponent he strikes or who strikes him with a metal weapon. Haste enables Razisiz to use both a claw/claw/bite routine and his breath weapon (or two claw/claw/bite routines) in the same round; it also lowers his armor class further to -10 (now the fighters will need to roll 10 or better to hit him; the thief and cleric will need 15 or better to hit; and the transformed magic-user will need 13 or better to hit). Strength doubles the damage from claw and bite attacks to 10-40/10-40/8-80. Finally, Razisiz manages to tell them to attack anyone who tries to cast a spell.

Round 1: The party enters the cave. The cleric casts silence, 15' radius on the “sleeping” dragon. Razisiz can no longer feel the vibrations of the approaching party, but he can smell them and can still cast his spells, thanks again to his vocalize ability. When the dragon can smell the party is within striking range, he casts mirror image, obtaining three duplicates. The battle is on.

Round 2: The hasted dragon automatically has the initiative. Razisiz sprays lightning on the magic-user (all mirror images) and one of the fighters. Each saves and takes only 20 hp damage, thanks to the protection from lightning spells. Razisiz’s claw attacks miss the same fighter, but the bite succeeds, doing 38 hp damage. The bite also delivers the shocking grasp charge (34 hp), but the lightning-protected fighter takes only 17 hp damage. Each fighter strikes twice and scores one hit; one hit struck a mirror image and caused it to disappear, but the second struck Razisiz and delivered 20 hp damage. The thief misses. The magic-user strikes twice and hits once, destroying another mirror image. The cleric had planned to try a charm spell but realizes he now has very little chance of touching the dragon. He is also mopped by six orcs.

Round 3: The dragon breathes more lightning on the magic-user and the injured fighter. Each saves and takes 20 hp damage. The dragon also claws and bites the same fighter; this time, a claw attack does 18 hp and the bite does 42 hp, killing the fighter. The second fighter strikes twice and hits once, destroying the last mirror image. The cleric and the thief each kill an orc. The magic-user misses twice.

Round 4: The dragon uses two claw/claw/bite routines against the second fighter. Two bite and two claw attacks succeed, doing total damage in excess of 100 hp; the second fighter is killed. The cleric and the thief are still preoccupied by the orcs, and each kills another. The magic-user strikes twice at Razisiz and hits once for 9 hp damage.

Round 5: The dragon uses two claw/claw/bite routines against the magic-user, and five of these hit. Four of them destroy the four mirror images, while the fifth is a claw attack that does 18 hp damage. The magic-user wisely chooses to flee. The cleric and the thief kill the last two orcs.

Round 6: The dragon uses his breath weapon against the fleeing magic-user. The magic-user fails his saving throw, and 40 hp damage from the dragon’s breath kills him. The dragon then uses his claw/claw/bite attack against the thief. Each succeeds, and the thief takes 65 hp damage, shredding him. The cleric casts dispel magic on the dragon, in order to remove one or more of the haste, strength, and shield spells.

Round 7: All but one of the high-level party members is dead, and the dragon is not badly injured. Did the cleric succeed in dispelling the dragon’s magic? Does the cleric now beat the odds, deliver a successful command spell, and conquer the dragon? Or does the cleric throw down his arms and appeal to the dragon’s vanity? Does the dragon charm the cleric or throw a fireball at him? Does the dragon hold the cleric hostage or eat him immediately? As the battle nears its end, the odds are definitely in the blue dragon’s favor.

Other groups of adventurers may develop other strategies to deal with Razisiz, and not all DMs handle combat details in the same way. Other DMs will think of ways to enhance dragons that are much better than my own suggestions. But dragons like Razisiz will always command respect. Defeating such a monster deserves a substantial reward in fame, experience, and wealth. A dragon should be a foe to remember — forever.

Other articles which have appeared in past issues of DRAGON® Magazine concerning the uprating of dragons include the following:

“Rearranging and Redefining the Mighty Dragon,” in issue #38, which discussed some of the points made above;

“True Dragons,” in issue #50, which also discussed some dragon-improvement points;

“Dragons and Their Deities,” from issue #86, concerning clerical dragons, their spell-casting powers, and worship; and

“Tailor-Made Treasure,” from issue #98, concerning the contents of a dragon’s treasure hoard.

Additionally, the dragon Flame, from “Into the Fire” in DUNGEON® Adventures issue #1, is highly instructive in terms of that dragon’s use of magical items, tactical planning, defensive construction in his lair and treasure-hoard composition. The crippled dragon Ancagaling, from “The Wounded Worm” in DUNGEON® issue #8, is also interesting for the same reasons, and is worth a DM’s study.
Prepare for the ultimate fantasy when the first official Advanced Dungeons & Dragons!

Game Product comes alive on your computer!

**POOL OF RADIANCE**

SSI proudly presents **POOL OF RADIANCE**, the culmination of its collaboration with TSR to bring the legendary ADVANCED DUNGEONS & DRAGONS® fantasy role-playing system to your home computer.

**POOL OF RADIANCE** is set in the huge, complex world of the Forgotten Realms, a world brought to life by the combined talents and skills of top designers and programmers from both companies. Its game system adheres faithfully to AD&D® standards. Its state-of-the-art graphics push the very limits of the computer's capabilities. The only way to believe it is to experience it for yourself — wherever game software is sold.

Look for the entire line of AD&D computer products coming soon from SSI.

Commodore 64/128. IBM PC/Compatibles. Conversions are in the works for Apple and other personal computers.

Roll up your characters and use their portraits and characteristics. (C-64/128 screen display.)

Every single monster type is individually drawn by superb computer graphics. (IBM PC screen display.)

STRATEGIC SIMULATIONS, INC.
1046 N. Rengstorff Avenue
Mountain View, CA 94043
(415) 964-1353

©1988 SSI, Inc. ©1985 Strategic Simulations, Inc. All rights reserved.
Serpents and Sorcery

A little dragon-magic can go a long way

by Vince Garcia

Although respected for their mighty breath weapons, dragons have a spell-using capability that is often passed over. Magic comes naturally to these creatures and provides them with both additional means of protection and a greater degree of control over the surroundings they claim as their own. Some new guidelines for the casting and use of spells for dragons are presented in this article.

All dragons possess an innate ability to read magic, and they learn new spells with the same chances based upon intelligence as given in the Players Handbook, page 10. However, dragons do not need to use the spell write in order to learn a new spell; they need only study a written spell to learn it, and it is by this that they may increase whatever knowledge of spell-casting they receive initially from their parents or other instructors, if they should acquire certain useful tomes and scrolls. Thus, dragons need not create spell books of their own. The photograph-ic quality of a dragon’s memory is well known, and unlike human and demi-human spell-casters, dragons do not lose the memory of a spell once it is cast. Rather, the casting of spells tires a dragon so that it merely requires a period of rest in which to gather its strength to recast a spell of that level of power. Upon successfully learning a spell, the dragon forevermore retains the correct vocal and somatic components in its memory. This further means that the spell-casting dragon need not memorize a specific selection of spells on a given day, but may pick from the spells it knows to find the ones most suitable in a particular situation, requiring only the proper material components unless they are unnecessary due to the creature’s special magical abilities or the spells requirements.

The level of experience at which a dragon casts spells is based upon the formula for noting its saving throws. Up to young adult age (having 4 hp per hit dice), the dragon’s level of magic-use equals its hit dice. From adult age onward, the dragon’s total hit points are divided by four, with the result reflecting the level at which it both saves against and casts spells. An 88-hp red dragon may boast that, although it doesn’t cast as many spells over the course of a day, its level of magic use is equal to that of a 22nd-level Arch-Mage!

The greatest problem posed to spell-casting dragons is the problem of handling material components. While some legends assert that the most ancient of these beasts have learned to do without material components in some instances, the overwhelming majority of spell-casting dragons find it a necessity to make use of standard material components. Some dragons, nevertheless, through polymorph or special abilities with a particular elemental
force, may be able to use material components efficiently.
The sorts of spells employed by dragons tend to reflect those things in which dragons have an interest or with which they are familiar. Red dragons, for example, are well versed in those spells dealing with detecting or divining the nature of various types of valuables or magic, and the offensive spells utilized by them tend to be fire-based. Silver dragons, on the other hand, tend to utilize electrically based spells and are known to be fond of mind-affecting magic (which benefits a creature with an interest in humanity). A listing follows of various Monster Manual dragons and the spells they are fond of employing, along with ideas on how these dragons might use their spells.

**Black dragons**
These dragons often reside in fens, dark woods, or caves near such places. Thus, the spells they often employ are those which may be put to good effect in such terrain. Although restricted in the level of spells they may employ, these dragons are unique in that they need not employ material components for some spells usually requiring them. The spells they usually use follow.

- First level: *detect magic, find traps, light, magic missile, shield, ventriloquism, and taunt.*

**Brass dragons**
Like blue dragons, brass dragons prefer secluded deserts in which to lair. The drawback to such locales is that all too rarely does the dragon have the opportunity to converse with other intelligent creatures, one of its favorite pastimes. It also must be wary of confrontations with more powerful blue dragons. The spells it most often employs are:

- First level: *charm person, comprehend languages, friends, magic missile, shocking grasp, sleep, taunt, and ventriloquism.*
- Second level: *continual light, detect evil, ESP, invisibility, magic mouth, and Tasha’s uncontrollable hideous laughter.*

**Blue dragons**
As is not surprising, blue dragons, who consider themselves masters of the sky, are prone to using electrical spells to protect their desert lairs. Their most frequently used spells include:

- First level: *detect magic, hold portal, magic missile, shield, shocking grasp, and sleep.*
- Second level: *continual light, darkness 15’ radius, detect good, forget, ray of enfeeblement, and strength.*
- Third level: *blinking, dispel magic, feign death, lightning bolt, material, and suggestion.*

**Bronze dragons**
Often referred to as sea dragons for their habit of lairing near seas or other large bodies of water, bronze dragons (not unlike their brass dragon cousins) exhibit quite a degree of curiosity about other creatures, especially humans and demi-humans. Renowned for their ability to assume animal form in which to get closer to targets of their interest, they retain the limitation of all polymorphing dragons in that their overall color is always prominently displayed on some portion of their altered form. The spells most often used by these dragons include:

- First level: *detect normal fires, charm person, dancing lights, detect magic, enlarge (this acts upon the dragon as the druidic animal growth spell, with comparable bonuses to damage potential), light, magic missile, shield, ventriloquism, and taunt.*

**Copper dragons**
Dwell, copper dragons are infamous for their lust for treasure. The spells they usually employ are geared to aid them in that regard and include:

- First level: *charm person, detect magic, identify, and magic missile.*
- Second level: *detect evil, know alignment, locate object, and stinking cloud.*
- Third level: *dispel magic, item, material, and suggestion.*

**Gold dragons**
The most powerful of all spell-casting dragons, gold dragons can be found in almost any climate. Because of their ability to assume human form, these dragons have no limitations on the spells they may cast when in that shape. Once again, however, the true color of the dragon is usually retained in the form of gold-hued hair or skin. In dragon form, the spells gold dragons most often use include:

- First level: *affect normal fires, detect magic, magic missile, and shocking grasp.*
- Second level: *continual light, know alignment, mirror image, and ray of enfeeblement.*
- Third level: *blinking, fireball, Melf’s minute meteors, and hold person.*
- Fourth level: *charm monster, dimension door, shatter, and stoneskin.*
- Fifth level: *doubling, dismissal, dolor, and telekinesis.*
- Sixth level: *anti-magic shell, eyebite, geo, and legend lore.*

**Green dragons**
Almost always encountered in woods or forests, green dragons are certainly among the most unpleasant of dragonkind, often using their powers as a means to bully and subjugate less powerful creatures. The spells they find most useful include:

- First level: *burning hands, charm person, detect magic, light, magic missile, shield, sleep, and taunt.*
- Second level: *detect good, mirror image, ray of enfeeblement, and strength.*

**Gold dragons**
The most powerful of all spell-casting dragons, gold dragons can be found in almost any climate. Because of their ability to assume human form, these dragons have no limitations on the spells they may cast when in that shape. Once again, however, the true color of the dragon is usually retained in the form of gold-hued hair or skin. In dragon form, the spells gold dragons most often use include:

- First level: *affect normal fires, detect magic, magic missile, and shocking grasp.*
- Second level: *continual light, know alignment, mirror image, and ray of enfeeblement.*
- Third level: *blinking, fireball, Melf’s minute meteors, and hold person.*
- Fourth level: *charm monster, dimension door, shatter, and stoneskin.*
- Fifth level: *doubling, dismissal, dolor, and telekinesis.*
- Sixth level: *anti-magic shell, eyebite, geo, and legend lore.*

**Green dragons**
Almost always encountered in woods or forests, green dragons are certainly among the most unpleasant of dragonkind, often using their powers as a means to bully and subjugate less powerful creatures. The spells they find most useful include:

- First level: *burning hands, charm person, detect magic, light, magic missile, shield, sleep, and taunt.*
- Second level: *detect good, mirror image, ray of enfeeblement, and strength.*

**Gold dragons**
The most powerful of all spell-casting dragons, gold dragons can be found in almost any climate. Because of their ability to assume human form, these dragons have no limitations on the spells they may cast when in that shape. Once again, however, the true color of the dragon is usually retained in the form of gold-hued hair or skin. In dragon form, the spells gold dragons most often use include:

- First level: *affect normal fires, detect magic, magic missile, and shocking grasp.*
- Second level: *continual light, know alignment, mirror image, and ray of enfeeblement.*
- Third level: *blinking, fireball, Melf’s minute meteors, and hold person.*
- Fourth level: *charm monster, dimension door, shatter, and stoneskin.*
- Fifth level: *doubling, dismissal, dolor, and telekinesis.*
- Sixth level: *anti-magic shell, eyebite, geo, and legend lore.*

**Green dragons**
Almost always encountered in woods or forests, green dragons are certainly among the most unpleasant of dragonkind, often using their powers as a means to bully and subjugate less powerful creatures. The spells they find most useful include:

- First level: *burning hands, charm person, detect magic, light, magic missile, shield, sleep, and taunt.*
- Second level: *detect good, mirror image, ray of enfeeblement, and strength.*

**Gold dragons**
The most powerful of all spell-casting dragons, gold dragons can be found in almost any climate. Because of their ability to assume human form, these dragons have no limitations on the spells they may cast when in that shape. Once again, however, the true color of the dragon is usually retained in the form of gold-hued hair or skin. In dragon form, the spells gold dragons most often use include:

- First level: *affect normal fires, detect magic, magic missile, and shocking grasp.*
- Second level: *continual light, know alignment, mirror image, and ray of enfeeblement.*
- Third level: *blinking, fireball, Melf’s minute meteors, and hold person.*
- Fourth level: *charm monster, dimension door, shatter, and stoneskin.*
- Fifth level: *doubling, dismissal, dolor, and telekinesis.*
- Sixth level: *anti-magic shell, eyebite, geo, and legend lore.*

**Green dragons**
Almost always encountered in woods or forests, green dragons are certainly among the most unpleasant of dragonkind, often using their powers as a means to bully and subjugate less powerful creatures. The spells they find most useful include:

- First level: *burning hands, charm person, detect magic, light, magic missile, shield, sleep, and taunt.*
- Second level: *detect good, mirror image, ray of enfeeblement, and strength.*

**Gold dragons**
The most powerful of all spell-casting dragons, gold dragons can be found in almost any climate. Because of their ability to assume human form, these dragons have no limitations on the spells they may cast when in that shape. Once again, however, the true color of the dragon is usually retained in the form of gold-hued hair or skin. In dragon form, the spells gold dragons most often use include:

- First level: *affect normal fires, detect magic, magic missile, and shocking grasp.*
- Second level: *continual light, know alignment, mirror image, and ray of enfeeblement.*
- Third level: *blinking, fireball, Melf’s minute meteors, and hold person.*
- Fourth level: *charm monster, dimension door, shatter, and stoneskin.*
- Fifth level: *doubling, dismissal, dolor, and telekinesis.*
- Sixth level: *anti-magic shell, eyebite, geo, and legend lore.*
Red dragons

The best known of dragonkind, these mountain-dwelling monsters are infamous for their greed and power. The spells they enjoy using include:

First level: affect normal fires, burning hands, charm person, detect magic, fire-water, hold portal, identify, magic missile, melt, and ventriloquism. Second level: continual light, flaming sphere, detect good, locate object, mirror image, pyro-technics, strength (this spell adds +2 hp damage to physical attacks), and wizard lock. Third level: blink, dispel magic, explosive runes, fireball, hold person, Melf’s minute meteors, suggestion, and tongues. Fourth level: charm monster, dimension door, fire charm, fire shield, fire trap, polymorph self bestow curse, and wall of fire.

Set up: Cunningly posing as a fire giant through the use of a polymorph self spell (and aided by a number of charmed helpers), a red dragon demands tribute from those making their way through a mountain pass it has decided to claim. Should the "giant" be attacked, those facing it realize what a critical understimation of their foe they have made.

Silver dragons

As most adventurers know, silver dragons prefer mountaintops and even cloud islands in which to dwell. As they may also assume the form of a human, typically a silver-haired damsel, they are unlimited in the types of spells they may cast. In dragon form, they most often employ these spells:


Set up: Finding itself bored, a silver dragon assumes the form of a maiden and approaches a party of adventurers. If allowed to, it will accompany the fellowship to have some fun — and possibly play a prank or two.

White dragons

Although the least intelligent of dragons, these creatures can, on occasion, employ low-level spells, including:

First level: Detect magic, light, magic missile, protection from good, sleep, and taunt.

The SORCERER’S GUIDE is an invaluable aid to the aspiring magician, and an indispensable reference work for fantasy role playing in the magical world of TALISLANTA.

Includes floor plans, course and faculty lists for the Lyceum Arcanum (Talislanta’s foremost institute of magic), archaic spells, lists of magical torques, enchanted items, extra-dimensional entities and much more. Price: $12.00

Also Available:
The Chronicles of Talislanta
World Book: $12.00
The Talislanthan Handbook
Campaign Book: $9.95
A Naturalist’s Guide to Talislanta: $12.00
Available at Waidenbooks, B. Dalton, and finer hobby stores.

Set up: Using a snow storm to screen its movements, a white dragon living in the mountains swoops down upon a group of adventurers, hoping to capture a pack horse for food. It utilizes spells only if it is attacked and finds escape impractical, preferring to hit and run.

Other notes on magic

If a huge dragon might have difficulty handling spell components, it would have the same difficulty manipulating a scroll without tearing it. The DM may then consider allowing scroll use only for dragons of young-adult age or less. If the DM permits older dragons to use their natural read magic ability to employ scrolls, the formula for noting the creature’s chances of successfully reading a scroll by level of magic-use should be the same as illustrated earlier. Divide the creature’s hit points by four if the dragon is of adult age or older to find its level of magic-use, using the dragon’s hit-dice score for magic-use level otherwise.

In considering the possibility of spells functioning differently for dragons than for normal spell-casters, the following suggestions are offered:

Alteration spells cast by a dragon upon itself will not permit the monster to dwindle its proportions as well as a smaller-sized being. Polymorph self, for example, might allow the largest dragons to assume human or giant proportions, but not smaller. Further, nothing done by a dragon allows it to completely hide its color; the true scale color will always be present somewhere in the dragon’s altered figure.

Other spells of this sort which might raise the strength of normal characters would effectively add an additional +2 hp damage to the creature’s claw/claw/bite routine.

Conjuration/summoning spells in most cases work the same for dragons as for other creatures. The subject of dragon familiars must be addressed, however. Assuming the dragon obtained a scroll of the spell find familiar (or found some other way of successfully casting the enchantment), the benefits imparted by a familiar would differ from the norm. A quasit, for instance, would not add a hit die to its dragon master, but would increase the dragon’s effective level of magic-use by one level. A brownie familiar would not impart an 18 dexterity to a dragon, but a bonus of +4 to armor class would be received instead.

Divination spells might work far more effectively for dragons. Legend lore and identify, for instance, could provide exacting information to dragon spell-casters.

Enchantment/charm spells with long durations might last indefinitely for dragons. Thus, a charmed monster or character would remain in that state without the necessity of periodic saving-throw checks.
The minions of Hughes and his New America have been busy for years, since well before the war, stashing supplies and excavating enormous secret underground hideaways, awaiting the days when America would, in their opinion, need new direction and guidance. Hughes himself controls his operation from one such hideaway, deep in the wilderness of the Alleghenies, isolated and heavily guarded from the outside world. Just locating his bastion estate will be tricky, but the characters are also charged with kidnapping Hughes himself from under the noses of the best troops in the toughest stronghold in the country, and bringing him to justice under the laws of the Constitution. Only the soldiers of New America, outlaw motorcycle marauders, and impending famine and pestilence stand between the characters and their quarry. Available July 1. $7.00.

The Last Submarine—New England is an unlikely home for the last remaining Los Angeles-class submarine in existence, the Corpus Christi. Anchored offshore, its diesel engines have been harnessed to provide power for a fishing village. Without technicians, its nuclear plant has been shut down, but a working submarine is too valuable a prize to be ignored for long. In The Last Submarine, the players are sent on a mission to recover the Corpus Christi, make it seaworthy again, and get it out of New England. But this is only the beginning of an odyssey which will lead the characters around the world in two other upcoming adventures, Mediterranean Cruise and Boomer, to be released later this year. The Last Submarine will be available August 1. $7.00.
**Fabulous riches and hideous death**

In the AD&D® module S2 White Plume Mountain (later incorporated into S1-4 Realms of Horror) is a map showing the environs around that fabled dungeon. Northwest of White Plume Mountain on that map is a passage that reads:

“BEYOND TO THE LAIR OF DRAGOTHA, THE UNDEAD DRAGON, WHERE FABULOUS RICHES AND HIDEOUS DEATH AWAIT.”

And that was all there was in all of the AD&D® game literature about Dragotha — until now.

**Dragotha**

**FREQUENCY:** Unique  
**NO. APPEARING:** 1  
**ARMOR CLASS:** -3  
**MOVE:** 12’/24’ (MC: E)  
**HIT DICE:** 19 (152 hp)  
**% IN LAIR:** 99% (see below)  
**TREASURE TYPE:** H, S, T, U, W x 2 (see below)  
**NO. OF ATTACKS:** 3  
**DAMAGE/ATTACK:** 5-12/5-12/6-36  
**SPECIAL ATTACKS:** Breath weapons; spell use; disease; fear aura; creation of undead followers  
**SPECIAL DEFENSES:** Surprised only on a 1 on 1d12; spell and psionic immunities (see below); immune to electricity; regeneration; takes half damage from edged weapons; cannot be turned by clerics  
**MAGIC RESISTANCE:** 15%  
**INTELLIGENCE:** Supra-genius  
**ALIGNMENT:** Neutral evil  
**SIZE:** L (48’ long)  
**PSIONIC ABILITY:** Nil  
**Attack/Defense Modes:** Nil/Immune to all attacks  
**CHANCE OF:**  
**Speaking:** 100%  
**Magic use:** 100%  
**Sleeping:** Nil  
**LEVEL/XP Value:** X/30,560

Originally from the first plane of the Nine Hells, Dragotha was in life a huge, ancient, red dragon — a consort of the evil dragon queen Tiamat. Being the most powerful of Tiamat’s companions, he enjoyed privileges that no other dragon could hope for. However, like all who are in league with Tiamat, he was expendable. When Dragotha murdered another dragon who threatened his position with Tiamat, the dragon queen became furious and ordered Dragotha’s death. Ready to obey her will (as well as eliminate a rival), the other dragons killed Dragotha. Dragotha, however, had made plans before his death to insure that he lived forever. He had contacted an unknown deity of death who, for personal reasons, agreed to restore “life” to Dragotha’s body when Dragotha died. The deity restored Dragotha, but instead of renewed life, Dragotha was placed in an eternal cursed state resembling lichdom. Dragotha was allowed to escape to the Prime Material Plane, where the deity was sure Dragotha’s rage would cause massive death and destruction — which would please this evil deity, who is rumored to have been Nerull the Reaper (described in the WORLD OF GREYHAWK™ fantasy setting booklets).

Dragotha now lives in his lair on Oerth, in the northern part of the Flanaess.

Though mention of his lair on the map in White Plume Mountain makes it appear that he is located near that volcano-fortress (hex T3-70 on the maps that come with the WORLD OF GREYHAWK™ fantasy setting boxed set), Dragotha’s lair is actually in hex K4-58, on the edge of the Cold Marshes just north of the Howling Hills. He ventures out once every century or so to spend his fury on whomever he can find. The rest of his days are spent preparing for the day when he can challenge both Tiamat and the deity responsible for his curse. He does not venture out often, for he does not wish to draw unwanted attention. His influence across Oerth is thus small, though his ultimate plans are of mighty and merciless revenge. His lair is said to extend endlessly into the earth, and is filled with treasure and riches — but it is also said that Dragotha chooses only magical items that he can use himself, and he uses them freely if need be.

Dragotha appears to be a huge, skeletal dragon, with wings covered by a thin, clear membrane that allows flight when he flaps his wings. His eyes glow with a pale blue light, and his movements are intelligent and carefully considered most of the time. If enraged for some reason, Dragotha loses all self-control and lashes out savagely at all living beings nearby. It is said that his voice is always that of a soft, lisping whisper. Dragotha knows most of the languages of the Flanaess, and collects trivial bits of information from captives (apparently for his own curiosity) before slaying them.

While a red dragon, Dragotha was considered one of Tiamat’s best fighters. He is still very capable. Dragotha attacks with his two powerful claws and his vicious bite. Any hit made by Dragotha not only does normal damage but also casts cause disease on living beings (a saving throw vs. spells negates this effect). Although his claws and bite are powerful, they are nothing compared to his powerful breath weapons. Because of his curse, Dragotha can use three different breath weapons, including a cone of frost similar to that of a white dragon, and a poisonous chlorine gas cloud similar to that of a green dragon. The cone of frost is 90’ long with a base diameter of 30’, the gas cloud is 60’ long, 40’ wide, and 30’ high. Each breath weapon does 152 hp damage if the victim fails his saving throw vs. breath weapon; the victim takes half damage if he makes his saving throw. Dragotha can use each of these two breath attacks two times daily.

However, sometimes Dragotha wishes to use his opponents to serve his needs. In this case, he uses his most powerful breath weapon: his dreaded death wind. This wind of negative energy causes all beings within range to save vs. breath weapon or die; slain humans, demi-humans, humanoids, and giantkind are then transformed into undead warriors who serve his sayer. Those who save take no physical damage, but have a -4...
penalty applied to all saving throws, attacks, and ability scores (to a minimum score of 1) for 2-12 turns. Such survivors are weak from having their life force almost drained, and a second saving throw vs. spells (with wisdom bonuses applicable) must be made or else the victims are filled with fear, causing them to flee in terror and be unable to return to face Dragotha for 4-24 hours. This breath weapon may be used twice per day, resembles a blast of rippling black energy, and has the same dimensions as the cone of frost weapon.

A person changed by Dragotha into an undead warrior (known in legend as a drakanman) retains all hit dice, hit points, and strength scores, but loses all other learned skills and bonuses as well as psionic and spell-casting abilities. Each drakanman (unless magical items or armor dictate otherwise) has a base AC 7, with a bonus of -1 per level of the victim over 1st level to a limit of AC 0. (To determine the level of multiclassed characters, average the levels and round up.) Beings with less than 1 HD or of zero level simply become 1 HD drakanmen. Drakanmen (like Dragotha himself) are immune to all enchantment/charm and illusion/phantasm spells, all forms of fear and paralysis, poison, insanity, death-related spells, sunlight, psionic attacks, and all cold-based spells and effects. They strongly resemble zombies but gain normal reaction in melee. Holy water does 2-8 hp damage per vial to them. Drakanmen are semi-intelligent, but they follow only Dragotha’s orders, which are given in a coded language that only Dragotha speaks. They can use armor, shields, weapons, and simple magical devices — often the very ones that they used in life when they came to attack Dragotha. A resurrection spell can reverse this condition, if cast within seven days of the drakanman’s creation; after that, only a wish will work (affecting only one drakanman per wish).

A drakanman is usually useful for 10-40 years, after which time it collapses and disintegrates; the victim cannot then be returned to life by any means. All drakanmen have a movement rate of 15’. If unarmed, they strike once per round with a fist, doing 1-4 hp damage, plus any strength bonuses possessed in life.

Dragotha can control as many hit dice of warriors as he has hit points (152). Because of his powerful nature, Dragotha is aware of how close to this limit his combined force of drakanmen is, and he knows the relative power of individual drakanmen. Dragotha’s control over his drakanmen allows him to select one of his individual drakanmen and see whatever that drakanman sees, though this activity cannot be performed while doing anything else. Switching to another drakanman’s viewpoint takes one round. Dragotha can still receive brief mental warnings from any one of his drakanmen at any time, if such were placed on guard duty and ordered to notify Dragotha if intruders appear. In such an event, Dragotha would receive the warning but would have to look through the drakanman’s eyes to see what the problem was, as no other information but the “paging call” could be sent. The range of this mental effect is one mile. One of Dragotha’s favorite tricks is to place his drakanmen in positions whereby they not only frighten away potential looters but also serve as spies.

Excess drakanmen not controlled by Dragotha (but produced by him) are given one last command by Dragotha and sent away; the command is limited to a few words, typically “Go back from whence ye came and kill all that ye see.” The demigod Luz, who rules the land south of Dragotha’s lair, was rumored to have sent a hundred goblins to test his neighbor. Dragotha sent them back as 1-HD drakanmen that caused Luz much regret.

In addition to his terrible breath weapons, Dragotha can also cast spells at the power of a 14th-level magic-user. He can cast seven first-level spells, six second, fifth, fourth, third, sixth, and first seventh. He can choose from any magic-user spells but must memorize them as any other magic-user. It is believed he already knows the spell write and has the permanent power to read magic and see invisible objects.

If wounded, Dragotha regenerates damage at the rate of 1 hp per turn. The mere sight of this monster causes all creatures within 120 yards and under 5 hit dice or levels to flee in panic. More powerful beings are allowed a saving throw vs. spells, though those with 8 hit dice or levels are immune to this effect. Living dragons who meet Dragotha immediately flee without bothering to attack, as they have heard of him and are terrified to be in the same area with him.

Dragotha has few weaknesses. Attackers may hit him with nonmagical weapons, and holy swords do double damage to him (edged weapons, however, do only half damage to his skeletal form). Like all undead, he is affected by holy water, which does 4-10 (2d4 +2) hp damage to him. Dragotha, although formerly a red dragon, is now vulnerable to fire due to his undead status, taking +1 per hit dice of damage.

Because Dragotha has many guards (20-80 levels worth at any one time) and because of his innate ability to see invisible creatures (even through the eyes of a drakanman), he is rarely surprised. All of his mazelike caverns are closely watched and trapped due to his desire for privacy. If caught in a no-escape situation, Dragotha attempts to bargain his way out. This does not mean that he will serve an earthly master, however, for he has vowed to never again be placed in the role of a servant.

ROBOTECH™ Book III: The Zentraedi. An in depth look at the menacing Zentraedi with more vehicles, characters and spacecraft, complete with floorplans. Sourcebook: $6.95. Please add $1.00 for postage.

ROBOTECH™ Book IV: Southern Cross presents an army of new mecha, high powered personal battle armor, energy weapons, vehicles, and the inside story of Robotech Masters with their army of Boroids! Much of this material is published here for the first time. A 112 page sourcebook. $9.95. Please add $1.50 for postage.

New!
ROBOTECH™ Book V: The Invid Invasion

Earth is decimated, its survivors enslaved by the conquering Invid. Only scattered groups of freedom fighters, armed with the most advanced Mecha (the Cyclone and Mospeada Battle-Bikes, Alpha and Beta Fighters) and raw courage, dare to strike at the insidious Invid.

This lavishly illustrated book has it all: the Invid, Invid hives, new mecha, new weapons and vehicles, new character classes, T.V. characters, random encounter tables, adventure and more. Available Now!

- $9.95. Please add $1.50 for postage.

ROBOTECH™ Book VI: The Sentinels. The SDF-III, Rick, Lisa, Max, Brettai, new Mecha, new Invid and a whole lot more! Coming late July. Over 120 pages.

- $14.95. Please add $1.50 for postage.

---

ROBOTECH™ Adventures

RDF Accelerated Training Program

Your team has been accepted into the Robotech Defense Force Advanced, Accelerated Training Program. Newly developed holographic simulations pit cadets against all types of encounters/environments: underwater, space, wastelands, urban and so on. Best of all combat exercises will add to a character’s experience levels.

A super-whammy book of adventures (simulated and real), dozens of encounter tables,random ideas and other data.

- Available: Now — $6.95, add $1.00 for postage.

ROBOTECH™ Adventures

Ghost Ship

Several spacecraft have recently disappeared during standard flights between the Moon and Mars. Now a derelict Zentraedi Cruiser has drifted out of the debris ring that orbits Earth. Sensor probes register no signs of life, nor any energy readings. Convincing data, but hardly conclusive. Is it just a Ghost Ship from the First Robotech War? Or is it more? Suitable for all Macross and/or Southern Cross mecha.

- Available now!

- $6.95, please add $1.00 for postage.

ROBOTECH™ The Role-Playing Game

Book One: Macross

Bring to life the wonder and adventure of the famous T.V. series. Book One: Macross provides all the game rules for the entire series. A complete game in itself, ROBOTECH™ offers a wealth of information on giant Mecha, equipment and characters from the first segment of the trilogy. Never before has a game captured the awesome power, super high-technology and fever pitch action of ROBOTECH™

Highlights Include: . . .

- Transformable Combat Mecha.
- Destroids: 50ft tall metal Battloids, packing more firepower than ten tanks.
- A combat system with mega-power, and quick, fluid actions that accurately reflect the T.V. series.
- Missiles and Aerial Combat.
- $9.95 gets you the complete game. Please add $1.50 for postage.

---

Complete 1987-1988 Catalog

Send 50¢ postage and handling to receive the complete catalog of our fantasy, superhero, and science fiction role-playing games and supplements.

Send orders to: Palladium Books®, 5926 Longo, Detroit, MI 48210. Dept. D

Palladium Books® is a registered trademark owned by Kevin Siembieda.
Characters copyright © 1982 Harmony Gold USA, Inc./Taunton Production Co., Ltd. All Rights Reserved. "ROBOTECH™" is a Trademark Owned and Licensed by Harmony Gold U.S.A., Inc.

ONE RPG Rules System Links A Universe of Adventures!
The Ecology of the Red Dragon

The color of blood and fire

The slender, middle-aged man considered the question for a moment, then pulled a map from a drawer and unfolded it on top of his desk. Placing bric-a-brac on the corners, he glanced from it to the young men who faced him in his study.

“You’re sure that you want to hunt down a dragon?” he asked quietly. “Isn’t there something smaller and less offensive you could go after, then work your way up?” He jabbed a finger down at a wooded area on the map. “Now, here is reputed to be the lair of a wondrous sort of being known as a cyclopskin. Much less impressive than a dragon, to be sure, but not as deadly. This cyclopskin—”

The brawny youth who seemed to be the leader placed a hand on his sword. “You calling me a coward, Nimodes?” he asked casually. “I have lost interest after hearing the stories in the hall—though perhaps weaker, too, as he is at least six centuries old.” He may yet have other vulnerabilities.

After a short silence, the sage coughed—“I think that one would not be worth the trouble.” The brawny leader said casually. He had lost interest after hearing the words “hoards only knowledge.” The sage noted this and dropped his gaze back to the map. It was as he’d expected.

“The second dragon is probably not worth it, either,” he said, “as she is employed by the City-State of Helsford as a guardian, and even has a rank in the army there. She is Frostbite’s daughter. Here, then. Look over on the other end of this range, where another sort of dragon makes his lair. Pyre is his name, a red dragon. If I recall the passage correctly, The Lorebook of Aramar writes of him:

“Red blood his color and delight, Red flame his breath that burns the night, Long scimitars he has for claws, A fang-ringed cavern ‘twixt his jaws, Red armored is this deadly Pyre, Who stole our gold to stoke his fire; A hundred men sought out his lair — Not one did Pyre the dragon spare.”

At the mention of gold, the youths smiled and nudged one another. They didn’t seem at all bothered by the last two lines—except, noted Nimodes, for one youth in the rear, who had an intense, bookish look about him. The sage briefly wondered if the youths had some powerful talisman or magical weapon that gave them such confidence. He immediately rejected the idea. They had nothing but youth and enthusiasm—and a fatal naivete. Nimodes vaguely recognized most of them as being of farming families. Nothing wrong with that, but challenging a red dragon wasn’t in their league. Damn those lying adventurers, he thought, who had passed through the region last month. Loose talk about mounds of gold and easy victories had obviously borne results that he should have foreseen. These boys were going to die.

The brawny youth grinned widely. “Pyre. That sounds like the dragon for us. What can you tell us of it?”

“Him. A point in your favor.” A worthless one, Nimodes added mentally. “Of the red dragons, it is the female which is the most dangerous, for she is less likely to bargain or surrender under duress.” This does not mean that males are weak. The city that sent the small army after the gold was burned to the ground shortly thereafter. Only a handful of the residents survived the firestorm. That was two hundred years ago; since dragons grow throughout their lifespans, Pyre is all the mightier now—though perhaps weaker, too, as he is at least six centuries old. He may be even older.”

Much of the grinning ceased, but the youths did their best to look only mildly concerned at the news. The one youth in the rear who seemed to have doubts rejected the idea. They had nothing but naivete. Nimodes vaguely recognized most of them as being of farming families. Not

The Lorebook of Aramar writes of him:

“Red blood his color and delight, Red flame his breath that burns the night, Long scimitars he has for claws, A fang-ringed cavern ‘twixt his jaws, Red armored is this deadly Pyre, Who stole our gold to stoke his fire; A hundred men sought out his lair — Not one did Pyre the dragon spare.”

At the mention of gold, the youths smiled and nudged one another. They didn’t seem at all bothered by the last two lines—except, noted Nimodes, for one youth in the rear, who had an intense, bookish look about him. The sage briefly wondered if the youths had some powerful talisman or magical weapon that gave them such confidence. He immediately rejected the idea. They had nothing but youth and enthusiasm—and a fatal naivete. Nimodes vaguely recognized most of them as being of farming families. Nothing wrong with that, but challenging a red dragon wasn’t in their league. Damn those lying adventurers, he thought, who had passed through the region last month. Loose talk about mounds of gold and easy victories had obviously borne results that he should have foreseen. These boys were going to die.

The brawny youth grinned widely. “Pyre. That sounds like the dragon for us. What can you tell us of it?”

“Him. A point in your favor.” A worthless one, Nimodes added mentally. “Of the red dragons, it is the female which is the most dangerous, for she is less likely to bargain or surrender under duress.” This does not mean that males are weak. The city that sent the small army after the gold was burned to the ground shortly thereafter. Only a handful of the residents survived the firestorm. That was two hundred years ago; since dragons grow throughout their lifespans, Pyre is all the mightier now—though perhaps weaker, too, as he is at least six centuries old. He may be even older.”

Much of the grinning ceased, but the youths did their best to look only mildly concerned at the news. The one youth in the rear who seemed to have doubts before now appeared concerned but very thoughtful. For some reason, Nimodes was pleased to see it.

“Oh, to be sure,” Nimodes said smoothly, “the red dragon has its weaknesses. Pyre is old and getting to be slow, despite his incredible power. Sadly, his age has not diminished his might once he brings it to bear. He may yet have other vulnerabilities peculiar to him, if legends are to be believed.”

“What sort of vulnerabilities?” It was the
Dragons that were abandoned at birth cannot even speak, much less cast spells, but they are rare ones in these lands. Pyre is the hatchling of Infernalle, a female dragon who would not accept that any offspring of hers would be anything less than a menace to civilization. It is known that Pyre favors fire-based spells — ah, I had forgotten to say, yes, Pyre is a spellcaster, and he was very good at it, too. I cannot say whether he has learned that he has not been seen in some time. Pyre is said in legend to rejoice in the casting of fiery spells, always in the service of destruction.

"Magic is of little consequence to cold steel," sneered the brawny youth as he drew his blade to brandish it. Nimodes noticed that he held his blade in the manner of a club. A few rust splatters marred the steel, and there were notches along its length. Not a magical sword, though one that had seen quite a bit of use in its long ago. Nimodes returned to talk to the apprentice later, privately if possible; it was a shame to throw away talent.

"Pyre uses magic, yes, and he breathes a cone of flame. His senses are exceptionally acute. Should he taste your blood, he can track you by scent to the ends of the world." His bite is powerful, his claws can hold a target fast, and his cone of fire can cleanse all remains away. Pyre is quite capable of melting away even . . . ah, nevermind. I know — fire is of little consequence to cold steel." Nimodes wished he could smile, but it was too painful.

The apprentice spoke up again. "Do your books mention any of Pyre's habits or traits that could be exploited?" At a bored look from the leader, he added, "No point in spending more time than we have to." Nimodes nodded, pleased. "All red dragons share certain traits with the common house cat. They play with their food, lose an eye to a machine-hurled bolt. A survivor of the battle saw the dragon bleeding from his head, roaring as he clutched his right eye with a foreclaw. Pyre is now many hundreds of years old, and even a dragon's senses won't improve forever. He might be blind now."

The youths grinned at the news. "Another weakness of the red dragon is its greed," Nimodes continued. "A red dragon seeks gold above all other things in life, for gold gives it status among other red dragons. The male red dragon's second great love is to eat, the third is to sleep. But a love of gold will drive a male red dragon to any lengths. That focus has been used to their disadvantage in traps and trickery against them on a few occasions, though a veneful red dragon is the worst of enemies. It is best to kill them swiftly rather than to tease or bargain with them; they are too dangerous."

The scholarly young youth spoke up again. "I have heard that some dragons somehow resist spells."

Nimodes instantly placed the boy. Rumor said a river-town wizard had recently turned his apprentice into a dragon. "True enough. Some are indeed able to throw off spells, but they cannot negate the existence of magic itself. They are merely tougher than we are, and they are partly magical in nature. Speaking of which, you should know that some dragons have gained from their parents knowledge of spell-casting.

The sage looked up into the leader's eyes, stared hard at him, then turned away. "As you wish. If you have the chance and can strike there, hit the eyes. A direct hit upon the eyes will cause any dragon to draw back. If the blow doesn't go deep, the dragon will go berserk and scour the area with flames and claw. It is told that the red dragon Firetongue was struck so, and only one returned to tell the tale. That one escaped when the enraged dragon brought the cavern down on her attackers and herself. Any dragon fears the loss of its senses. Blindness is the worst fate that a dragon could imagine, worse even than the loss of its wings and limbs. A blind dragon is at the mercy of all other creatures, vulnerable when it was once all-powerful; it cannot bear it."

"As for exploitable fears, Pyre has none that anyone knows about. Perhaps he has only the one common to all dragons — fear for his own life. Dragons are cowards at heart. But you must be very strong to bring this fear out. I can't encourage them, Nimodes thought. "Fear, however, will certainly be your problem."

"And why is that, mighty wizard?" sneered the leader.

Nimodes just looked back, refusing to be baited. "Most dragons project fear itself as an effect of having a magical metabolism. This is the dragonaura, a literal cloud of terror which surrounds the dragon when it wants to show itself in its glory. Some with special training, such as knights and paladins, can throw off this effect, and certain magical protections can also negate this terror-cloud."

"Yet even the dragonauras is pathetic compared to the most valuable and critical trait of dragons like Pyre — their cleverness, pure and simple. Pyre has lived a long and full life, and has learned every trick in the book. His lair will be filled with traps and perils, ready to be unleashed at a moment's notice. A red dragon on the southern coast once located casks of alcohol so that they could be shattered with a swipe of his tail, sending alcohol down onto his cavern floor. One breath would have ignited the whole cavern in a fiery blast that would not have harmed the dragon greatly. He was a clever dragon."

"What happened to him?" asked the youth in the back.

Nimodes smiled and glanced at something on his wall. "Oh, the dragon ran into adventurers more clever than he."

The apprentice cleared his throat. "What can you tell us about what a red dragon eats and drinks?"

"Nothing that can be poisoned in a way that will affect the dragon, except perhaps in centuries. The red eats what it can catch and kill." As for drink, alcohol is its preference, though it will never become drunk. Water is taken in small doses, as living prey is moist enough for its needs. A dragon need not eat or drink during the time its sleeps, regardless of the time.
involved, and it suffers little even from a loss of fresh air while asleep. One red dragon was buried by a rock and mud while asleep, only to awaken and dig its way out later in the year. When it does eat, the red dragon can consume twice its body weight before dragging itself off to digest the meal.

And where will its greatest treasures be? asked the brawny youth loudly, not liking to be left out of the conversation.

"Now, that depends on what you mean by treasures," said the sage. "Coins, of course, make up a red dragon’s bed. Gems and other precious materials will be placed around its lair in highly visible locations, pleasing to the eye. Unlike the silver, the red dragon collects little art. Unlike the gold, it rarely shows a preference for gems, which the gold dragon eats. Unlike the vain brass, the red does not usually surround itself with reflective surfaces, by men, such as magical armor, are often placed at the back of the lair, to draw attackers in with their own greed. Knowing greed as well as a dragon does, it is no wonder it can use the same to trap its prey.

"Magical items are separated from their owners before the latter are devoured, and these items will most likely be in a side cave. These are trophies of the kill, and they are watched over and counted almost continuously. With red dragons, one faces the possibility that a hollow has been dug into the rock, the treasures placed with red rocks forced into place with the dragon’s massive strength."

Nimodes sighed. "And that is all I know to tell you. If you have more money, I could research the topic in the library at the Castle Mardelaine, where—"

The leader cut him off. "That’s enough, old man," he said with a wave of his hand. "We have what we need. Good day." He turned and forced his way through the group of youths around him, and they followed after him, muttering strategies among themselves. Nimodes watched them go, wondering if he should stop them. They were fools who had as much chance of killing Pyre with those swords and farm implements as they would with snowballs. He thought, then slowly released his grip on the arms of his chair. No, they would never listen. So be it. It was a waste.

Then he noticed the apprentice, who had stayed behind. The boy was staring at the object on the wall at which Nimodes had stayed behind. The boy was staring at it and smiled faintly. "A relic of my youth," he said with interest.

"I wish them well, and they will be missed. But I want to do this right the first time. Good day, Nimodes, and my thanks."

Staring at the closed door a moment later, Nimodes was lost in thought. He had a feeling he would indeed see the apprentice again. He knew it in his bones.

Footnotes
1. Female red dragons, at the DM’s option, may be harder to subdue than male ones. When attacking to subdue, take one and a half times the female dragon’s hit-point total to calculate her effective hit-point value for subdual purposes. Thus, a 44-hp female red dragon effectively has 66 hp for purposes of subdual combat; if 33 hp subdual damage is inflicted on her, there is only a 50% chance that she will be subdued. Double her hit-point total for subdual purposes if the female red dragon is defending her young or eggs. Female red dragons are not territorial. Though they will fight, though flattery may impress them.

2. Like many dragons, red dragons shed their skins as they pass into each new life stage. Red dragons eat their old scaled skins, so as to gain certain nutrients from them. A very young red dragon is about 6’ long; between its fifth and sixth years, it grows to 12’, then gains another 12’ in length for every stage of life thereafter. Thus, an adult red dragon is 48’ long. The size differences of “small,” “average,” and “huge” refer to the dragon’s body mass; a small dragon is thin and wiry, and a huge dragon is thick-bodied, muscular, or fat, with length remaining constant for all body types.

Red dragons of particularly advanced age (600 years old or more) suffer debilitating effects from their age. Their chances of sleeping increase by 10% per decade thereafter, with additional reductions of ½% per decade in the range of their ability to detect hidden or invisible creatures, and of 5’ per decade in the range of their infravision. Dragons that are 700 years old or more have a 95% chance to be found sleeping, and have infravision to a range of 10’; they cannot detect hidden or invisible creatures except within a range of 3’.

Their chances of death per decade after their 700th year are 5% per decade, cumulatively. Dragons that can cast spells suffer a 5% spell-failure penalty for every decade of age past their 600th year, to a 95% spell-failure maximum. For a few weeks prior to its death, a red dragon may become senile and insane, and is especially dangerous as it becomes so unpredictable.

3. Dragons of ancient age are disoriented when awakened from sleep. Allow a loss of initiative when appropriate for their response to an attack or confrontation if suddenly awakened. A dragon older than 600 years loses initiative for the round following its awakening and makes no attacks in the round it was awakened.

4. Female red dragons differ from males in their preferences. Females like to fight, first and foremost, and especially love to fight females of their own kind. They are even more territorial than males and less tolerant of other species. A male might be bribed to look the other way while a “mor sel” escapes, while a female will take bribe and briber both. The female is also the aggressor in mating. It has happened that when young dragons leave their nest, the female becomes temporarily insane and slays the male. She then devours her former mate and any of the hatchlings which return. After fighting comes an interest in food, then in gold and treasures, the female liking reflective surfaces. Female red dragons have only a 15% chance to be caught sleeping.

5. A red dragon that has tasted someone’s blood can track that person as can a ranger of a level equal to the dragon’s age stage, using the information in Unearthed Arcana, page 21. Thus an adult red dragon has a 60% chance of tracking a wounded victim. Using smell, sight, and hearing alone, the dragon has one-half this chance of tracking someone that it has previously detected but not wounded.

6. Dragons value their sense of sight highly, even above their senses of smell and hearing. A blind dragon makes all attacks at –4 to hit and will retreat whenever possible from determined opposition.
If cornered, the dragon snaps at every sound and scent, but may be more than willing to bargain or plead for its life. Dragons without senses of smell or hearing are not affected in this manner. Dragons may be struck in their eyes only if attacked while sleeping. There is a 10% chance per level of the attacker that a blow aimed at a dragon’s eyes will drive into the most sensitive part and not be turned aside by the tough eyelids (this chance rises to 20% per level of the attacker if he is a fighter or cavalier, or one of the subclasses thereof). At least 8 hp damage must be done to permanently blind the dragon in one eye; otherwise, the dragon is blinded for only 2-5 rounds, then has a -2 to hit for 5-10 days thereafter, then sees and fights normally.

7. Some dragons, notably the green, red, bronze, and white, swallow small stones and bits of metal which go into a small second stomach. This is similar to the gizzard of a bird, needed because these dragons cannot be fried off. These coins and other bric-a-brac aid digestion and are eventually left in waste products. Many dragon breeds, particularly the fastidious red, bury these wastes outside their lairs. Red dragon wastes, in addition to including small bits of metal, contain large amounts of sulfur and potassium nitrate. Thus, a sharp odor is a clue to the location of such a burial spot. To the surprise of many, the presence of sparks or fire, whether from a shovel striking a rock or from a dragon’s fiery breath, causes these sites to suddenly explode with tremendous violence. Red dragons have used this physical property of their wastes as a secret weapon; they lure a group of attackers to either dig into a waste-pit or stand over it as the dragon breathes upon the ground. The explosion produced, as a rule of thumb, does half as many hit points of damage as the dragon’s own normal hit points, or one-quarter of this amount if a saving throw vs. breath weapon is made. The radius of effect equals the dragon’s hit points expressed in feet. Red dragons, given their tough hides and resistance to fire, take only one-quarter or one-eighth damage, depending on their saving throws if they are within the area of effect.

8. Since dragons are reluctant to discuss their dietary habits (beyond their threats to eat those who inquire into such matters), little information is available to PCs on this topic. Red dragons are, as everyone knows, carnivorous. Also, thanks to their magical metabolism, red dragons can go for prolonged periods without actually eating (this is how they can sleep for durations of 5-500 days). If awakened after a sleep lasting at least 30 days, a red dragon will do anything to get food before performing most other actions. Red dragons have a +4 bonus to their saving throws vs. poison and take only half damage from it (or lose half their normal hit-point maximum if a failure to save means death).

### SAGE ADVICE

**by Skip Williams**

If you have any questions on the games produced by TSR, Inc., write to:

Sage Advice

c/o DRAGON® Magazine

TSR, Inc.

P.O. Box 110

Lake Geneva WI 53147

We return to the D&D® game system in this column, with bits of advice for D&D® game players and Dungeon Masters. Page references are for the most recent editions of the various rule books — 1983 and later unless specified otherwise.

**Campaigns**

**What do you think of house rules?**

House rules are fine — sometimes.

House rules are rotten at other times. Here are some of the key rules about house rules:

1. Make sure they are really necessary.
2. Make sure everybody knows about them ahead of time.
3. Enforce them consistently. They should be written down and used just like the published rules.
4. Change them promptly when they don’t work out.
5. Remember that your house rules go only with your “house.” Don’t assume that they’re just different.

**My friends and I are starting in a new D&D® game campaign, but the only characters we have are from an old AD&D® game campaign. Can we just transfer these characters to the new campaign?**

We don’t recommend transferring AD&D® game characters to the D&D® game; create new D&D® game characters instead. The two game systems involved are only superficially alike.

**Is it okay for a player to have more than one character in a campaign?**

Many players have more than one character in a given campaign. This allows a choice of characters for any particular adventure, and it insures that the player has a character to play if one of his characters gets involved in a prolonged adventure or project. Some DMs allow players to play more than one character at a time, but we recommend this when only a few people are playing; otherwise, it becomes too complicated to manage.

**Characters**

Is it possible for demi-humans to follow other classes after they have reached their maximum level? The notes in the demi-human section of the Companion Set Players Companion (page 29) seem to indicate that this is so.

Demi-humans never follow other classes. The notes that have you confused refer to the increased fighting abilities that demi-humans can gain after they have reached maximum level.

**What are the “attack ranks” (A-M) noted in the Players Companion, pages 30-31?**

“Attack Rank” refers to the column of the combat chart that the character may use. This allows demi-humans with extra experience to fight almost as well as fighters. The small letters (a-d) refer to other special abilities that demi-humans can get after reaching maximum level. These special abilities include multiple attacks per melee round and the other fighter combat options (Players Companion, page 18), and resistance to various attack forms. A careful rereading of the demi-humans section (Players Companion, pages 29-31) should clear up your confusion.

**How long does lycanthropy take to set in? Can it be cured? Can a player character who is turned into a lycanthrope continue play?**

Lycanthropy has an onset time of 2-24 (2d12) days, and until that time this magical disease is curable by a cleric of 11th or higher level. Once the change occurs, however, the afflicted character becomes a DM-controlled monster.

**What happens when a cleric turns undead? Does the turning have a duration?**

The undead run away from the cleric for one turn, then avoid the cleric for a full day, unless the cleric attacks them.

**Other than for weapon mastery, what good are experience points**
after a character has reached maximum level?

Weapon mastery requires money and time, not experience points. Experience earned after a character has reached maximum level has no effect on the game.

When druids fight for a level, does the loser drop to the next lower level?

Yes. The defeated druid loses a level, and he cannot challenge another druid until he has gained enough experience to regain the level.

Exactly how many druids are there at each level above 30?

Here are my (unofficial) suggestions:

<table>
<thead>
<tr>
<th>Druid level</th>
<th>Number of druids</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>8</td>
</tr>
<tr>
<td>32</td>
<td>6</td>
</tr>
<tr>
<td>33</td>
<td>5</td>
</tr>
<tr>
<td>34</td>
<td>3</td>
</tr>
<tr>
<td>35</td>
<td>2</td>
</tr>
<tr>
<td>36</td>
<td>1</td>
</tr>
</tbody>
</table>

I find the fighter options rules in the Players Companion unclear and contradictory. The options section sets conditions for use of these options, but the striking section seems to indicate that anybody can use the fighter options!

Fighter options can be used when striking (as explained in the Players Companion, page 6), but only when the fighter in question qualifies for the option in the first place (as explained on page 18).

How many spells does a 1st-level magic-user or elf have in his book?

When can he add new spells? Does adding spells cost anything?

A 1st-level magic-user or elf has a book of two spells (see the Basic Set Players Manual, page 38, and the Basic Set Dungeon Masters Rulebook, page 19). A magic-user or elf can add spells to his books each time he gains a level. The spell added to the book will be the same level as the spell gained on the spell progression chart. For example, a 2nd-level magic-user gains a new first-level spell for his book, since he has gained the ability to memorize an additional first-level spell; a 3rd-level magic-user gains a second-level spell for his book, since he has gained the ability to memorize a second-level spell.

A magic-user or elf can also add spells to his books when he finds scrolls or other magic-users’ books; see the “Sage Advice” for DRAGON® issue #129 for details.

Monsters

Is it possible to sever a slain medusa’s head and use it to turn opponents to stone?

The hero Perseus did exactly that in Greek mythology. I recommend that the head retain its power for not more than a day (and possibly less). Note that any treasure carried by a petrifed character or creature also turns to stone and cannot be recovered until the victim is brought back. The DM might rule that the medusa’s snakes will stay alive for a short time and will attack a character who tries to carry the head.

The rules say that if a victim of a medusa’s gaze makes his Saving Throw vs. Turn to Stone, the medusa will petrify itself. Is this correct? If so, how is it possible? Are the snakes on a medusa’s head poisonous?

The medusa’s description in the Basic Set is missing text in the Basic Set Dungeon Masters Rulebook, page 34. When a victim makes a Saving Throw vs. Turn to Stone, there is no other effect. The only time a medusa can petrify herself is when she sees her reflection in a mirror. The medusa gets a Saving Throw vs. Turn to Stone against the reflected gaze. And a medusa’s snakes are poisonous.

Why are normal bats more powerful than giant bats?

They are not; the statistics in the Basic Set Dungeon Masters Rulebook, page 25, were reversed.

What kind of special damage does a tiger beetle do?

None. The statistics for the tiger beetle and oil beetle were reversed in the Basic Set Dungeon Masters Rulebook, page 26.

How does wolfsbane affect lycanthropes?

Any lycanthrope struck by wolfsbane must make a Saving Throw vs. Poison or flee in fear. The wolfsbane can be used as a melee weapon or thrown at opponents. Lycanthropes driven away by wolfsbane will stay away unless pursued and attacked, or until the next moonrise.

Is there any way to restore the strength loss inflicted by shadows?

No, but it only lasts eight turns.

Will a rod of cancellation cancel the power of magical creatures such as gargoyles?

No.

I can’t find a description of the devil swine anywhere. Was it left out of the books?

The devil swine appears on page 48 of the Expert Rulebook. The devil swine appears on page 30 of older editions of this text.

Can small rocs be used as mounts? How much weight can a roc carry? What class do rocs make Saving Throws as?

Rocs, being gigantic birds of prey, are difficult to train as mounts no matter what their size. While such training is possible, it would be very expensive. Humans and demi-humans can only tame the smallest rocs as mounts. Giants might have some success with the larger varieties. A small roc can carry 5,000 cn without hindrance, large rocs can carry 9,000 cn, and giant rocs can carry 18,000 cn. A roc can carry ½ times its base load and still fly at half speed, but it must rest at least 20 minutes for every hour that it flies. A roc can carry up to twice its base load, but can only walk at half speed. A roc makes Saving Throws as a fighter of a level equal to the roc’s hit dice. See the Expert Rulebook, page 55.

What is a war horse?

A war horse is a horse trained to carry a person into combat. Compared with common horses, they are courageous and aggressive. Statistics for war horses are given in the Expert Rulebook, page 51.

How lawful can an unintelligent repeater be? What magical properties do its teeth have, and how many teeth are there?

A repeater is an intelligent creature — thus its communication and power abilities. “How lawful is it?” is an irrelevant question. How lawful is a lawful character? It is sufficient to say that repeaters aren’t the fanatics that archons are, since a repeater’s alignment arises mostly from its association with the Sphere of Time.

Each repeater has 1d20 + 20 teeth; each tooth may be ground up and added to a potion (DM’s option as to cost and time of manufacture). Each potion, when imbied, allows the drinker to reflect power attacks just as a repeater does for one round. The potion lasts one turn, or until the reflection power is used. See the DM’s Guide to Immortals, page 47.

Why is no experience-point value listed for the megalith? Do megaliths have treasure? Where do they keep it?

A creature’s experience-point value is based on its hit dice. Since megaliths have almost, infinite hit dice, this system doesn’t work. PCs should get no experience for seeking out and destroying these planet-sized creatures. In scenarios that require PCs to combat and defeat megaliths, assign an experience value on a case-by-case basis. A megalith’s treasure, if it has any at all, is located in its mantle. See the DM’s Guide to Immortals, pages 42-43.

Magical items

What is the encumbrance of a spell book?

This is up to the DM, but 400 cn (backpack size) is a good figure.
What does a DM do when the PCs get their hands on a magical item that is too powerful for them?
The DM has to contend with an out-of-balance campaign until the item leaves the game (by being destroyed, stolen, emptied of charges, or sold), or until the party gains enough experience to be on a par with the item.

What is a pocket of holding?
A pocket of holding is similar in design and function to a bag of holding. It is permanently attached to a garment and may not be removed without destroying both the pocket and the garment. The pocket can hold up to 10,000 lb, but it weighs only 600 lb when full. The largest item that can be placed in the pocket is 5’ x 2’ x 1’.

Can a high-level magic-user get increased effects from wands? For example, can a Wizard do more than 6-38 hp damage with a wand of cold? What about other magical items?
The user’s level does not effect the function of any magical item unless the item’s description specifically says it does.

How does a +1 weapon help a character? How does a ring of protection +1 help a character?
A +1 weapon gives the wielder a +1 bonus to hit and damage rolls. A ring of protection +1 gives the wearer a +1 bonus on all Saving Throws, and improves the wearer’s armor class by one place.

The rules say that a bag of holding can hold an item up to 10’ long. Is this right, or should this be 10’? Also, is there a rule against placing one bag of holding inside another?
The measurements for a bag of holding are in feet; bags of holding are very big inside. There is no official rule against putting a bag of holding inside another, but it is reasonable to assume that the extra-dimensional space contained in one bag will not fit inside another.

If a character actually gets younger after drinking a potion of longevity, does he also lose experience? No. Although the drinker does get younger, he loses no experience.

Is there any way to avoid being trapped by a scroll of shelter? Characters are trapped only if they are in the “room” when the scroll is taken down or falls down. The characters can simply step out of the “room” and take down the scroll any time before the scrolls 12-hour limit expires. If a monster appears and takes down the scroll, PCs in the “room” are trapped unless they get out before the scroll is taken down (Dungeon Masters Companion, pages 50-51).

Can the DM add creatures from the Masters Set to the egg of wonder?
The DM may add whatever creatures he likes to the list — including creatures from the Masters Set. We suggest, however, that you limit any additions to creatures with approximately the same hit dice or experience-point value as those already listed in the Dungeon Master’s Companion, page 55.

Can an arrow of blinking blink past the enemy’s first rank in order to strike spell-casters? Can it blink through a wall?
No, on both counts. A missile of blinking avoids creatures friendly to the shooter, thus allowing missile fire into melee. The missile does not negate the effects of cover or allow the shooter to fire at targets he can’t see.

When you shoot a magical arrow or crossbow bolt, does it lose its magic?
Yes; firing the missile expends the magic.

Can any elf or magic-user use a crystal ball without instruction? If so, what is the chance for accuracy? Can a character use a crystal ball owned by another character?
All elves and magic-users know how to use crystal balls. A crystal ball always works when an elf or magic-user tries to use it, but the clarity of the image varies with how well the user knows the subject. If the subject is well known, the image is very clear and sharp, just as if the subject were standing on the other side of a window. If the user knows very little about the subject, the image will be faint and blurry. A crystal ball works only for its owner.

The Masters Set rules say that suit armor protects the wearer from most area attacks, including breath weapons. Does this include spells such as fireball and lightning bolt?
From fireballs, yes; from lightning bolts, no. Metallic armor offers no protection from electrical attacks. The armor protects the wearer from all other spells that produce nonelectrical energy.

Can player characters create intelligent swords or other magical items? If so, how?
Intelligent swords and other magical items are usually constructed by having a normal item of exceptionally high quality made, then enchanting it with wish spells. Several wishes are required to create even a simple magical item (see page 10 of the Master Players’ Book for guidelines on wishes). When creating permanent magical items with wishes, a magic-user loses experience equal to the gold-piece price for the magical item (see the Master DM’s Book, page 4, for prices).

(continued from page 6)
Many people who play AD&D® games think that the thief, assassin, and thief-acrobat should be mostly evil. What about Robin Hood, who stole from the rich and gave to the poor? I think that the rule stating that thieves should start off as evil and may progress into being good should be banned. Some thieves do not steal out of greed but out of hunger and survival. Players who say that they need to watch out whenever a thief is around don’t know what they are talking about. I agree that some thieves need to have an eye kept on them, but that is the choice of the players, not the DM. If thieves are going to be continually thought of as greedy, I think it is the same as saying that a fighter should be watched so he won’t kill someone in the party.

Greg Pierson
Baton Rouge LA

Bryan Caplan’s article in issue #129, “Who’s in charge here?” presented a simple and effective method for determining the special characters in a group. We have used a similar system in the campaign in which I play (twice as many 1st levels as 2nd levels, twice as many 2nd levels as 3rd levels, etc.) and have found that the trend can be continued almost indefinitely, leading to a reasonable, well-balanced world. For example, there would be one 9th-level fighter per 2,000 human men, one 10th-level fighter per 5,000, and so on. This leads to one 20th-level fighter, one 19th-level cleric, one 19th-level thief, and one 19th-level magic-user per 10 million men. When raising a level requires combat, the next higher level is ten times rarer instead of twice, unless otherwise specified. Thus, if there were one 13th-level assassin per 500,000 men, there would be one 14th-level assassin per 5 million men and one Grandfather of Assassins per 50 million men.

We have referred to this scheme in all areas of our campaign. The most powerful knight in a kingdom with a million men would be about 17th level, and the most powerful cleric of a deity with 100 million worshipers (throughout the Prime Material plane) would be about 22nd level. As a reference, the Earth had 100 million people in 1000 AD and 300 million in 1600 AD. Thus, an AD&D® game world might have around 200 million humans, dwarves, orcs, and others. A world with only one 18th-level magic-user would not be very rare.

I hope some of these ideas will help other DMs when playing Arch-Mages and similar rare characters, as well as in deciding how hard Joe Fighter has to search to find a 17th-level cleric willing to heal his clay-golem wounds!

Steve Komnurnsch
Cambridge MA

I write in response to an article by John Prager in issue #129. Perhaps it is better to say that I respond in horror to the article, which provides information for “hopping up” demi-human ability scores at the time of character generation. His reasons for this include the existence of the human’s table for the same purpose in Unearthed Arcana (which allows for much more power to human PCs), the demi-human’s ability to progress to the upper reaches in the few classes they are permitted, and the demi-human’s unfair inability to specify a cho-
sen class prior to ability generation.

Well, perhaps I am a player/DM of the old school, outmoded by hordes of gung-ho campaigners. I feel that the curve of progression will soon have all player characters and most NPCs wandering around at incredibly high scores and commensurately incredible abilities, even at 1st level. Is this practice to continue unchecked?

Many of my players and I enjoy playing characters without extraordinary abilities, because it is not only conducive to good role-playing but is more of a power-balancing philosophy. But many novice players are doubtless convinced by material [like Prager's article] to sneak out of role-playing any character with less than five 18 ability scores. True, playing such is great fun for a time. But going to 1st-level characters (something I personally enjoy) being billed as your average townsfolk, able to be developed as chosen by the players — well, I'd like to avoid the town where the “average” human or demi-human conforms to the standards put forth in the tables in issue #129.

Perhaps times have changed since last I went to conventions, but I'm sure many experienced gamers feel the way I do, and have noticed the new players who never came back that second time because “the evil, cruel DM-thing took away all our magic but our short sword +2, even if we have double specialized and have a 2nd-level ranger with 18 strength.”

Each day, I am convinced to allow more and more new ideas into the campaign, which is good (change denoting creative thought), but each change seems to somehow benefit PCs, regardless of race, class, or abilities.

David Poythress
Kansas City MO

In issue #130, Brent Silvis asked how he should handle characters who catch lycanthropy, but who want to be free of its curse. He seemed to think that once a person had the curse, he would not want to be free of it, so the DM is forced to resort to all sorts of strange methods to force the curse. I feel, however, that this is unnecessary. While it is true that *eventually* a lycanthrope will not want to be “cured” of the curse, at first there will be no noticeable change in the PC’s temperament or alignment while in human form.

While the physical changes happen almost at once, the mental changes take far longer. The terrible pity of such stories is created not just because a man turns into a raving beast, but because he regrets the change. In all the classic werewolf films, the hero is filled with horror when he realizes what has happened to him. It is with the passage of time that these feelings of horror fade as the character’s mind changes to accept the physical changes. One of the best examples of these changing attitudes is the unnamed narrator of Lovecraft’s “The Shadow Over Innsmouth,” whose horror at his transformation slowly turns into delight at his new-found powers. So, too, would a PC react if he discovered he was a lycanthrope. At first there would be horror and revulsion at the terrors he inflicts on the innocent, but as time passed he would come to accept the new state as something wonderful, making him superior to common man. During the earlier time, however, a character could seek treatment. The DM should set a time limit in which the character must act in order to gain help; otherwise he will resist such help to the best of his abilities.

Furthermore, by having a needy character seek out a temple for help, he could be exposing himself and his group to the world of church politics. Instead of taking gold as payment for the antilycanthropy treatment, a cleric might ask a healed character to perform some sort of quest for his church, which could lead to all sorts of adventures as the one-time lycanthrope falls afoul of the enemies of the church he is serving.

Paul Astle
Larchmont NY

In the argument about harpies [in issues 115, 121, 125, 130, and 131], the word “genetics” occurs very frequently. In a world in which humans can mate with demons, and ogres and produce young, the laws of genetics are going to be changed, if they aren’t nonexistent. Where do baby harpies come from? They come from eggs, of course. A harpy lays an egg, which hatches and grows into a bigger harpy. People in primitive societies, magical or not, do not know anything about reproduction, let alone genetics. Remember that the populace of the fantasy world of AD&D does not have electron microscopes or lab equipment of any sort more complex than magnifying lenses. All of those sages who argue about harpies seem to have an awful lot of modern knowledge, something that exists in 1988 Earth but not in the far-away lands of fantasy. Harpies could very well come from meteorites or from trees, for all I care. In my campaign, matter isn’t even composed of atoms.

Lucas McNeill
Shutesbury MA

When I wrote the article “Surely, You Joust!” in issue #118, *Oriental Adventures* had just come out, but the two AD&D game Survival Guide rule books were yet to be published. Using the proficiency system in *Oriental Adventures*, I based a type of save vs. unhorsing roll in the joust on the horsemanship proficiency described on page 54 of the book. With the publication of the two Survival Guides and their more sophisticated proficiency system, I hoped the riding proficiencies described therein could be used as the best way to decide whether a knight hit in the joust would be unhorsed or not. Alas, I couldn’t reconcile myself to the idea that the knight’s save vs. unhorsing roll would be a form of Wisdom Check.

To accommodate the riding proficiencies with the needs of jousting combat and to make the riding proficiencies a bit more realistic, I suggest the following changes: Each riding proficiency should be divided into two separate rolls based on either wisdom or dexterity. The revised riding proficiencies are given here in the accompanying table.

Common sense should dictate which appropriate ability would be used in a given situation. When a rider needs to roll a proficiency check in order to control his mount, or to urge the mount on to do something the mount normally wouldn’t want to do (such as leap over a chasm or move at a greater speed), then wisdom is the appropriate ability. If the question to be decided is whether the rider remains in the saddle or falls or gets knocked off his mount, then the appropriate ability is dexterity. All female characters gain a -1 die-roll modifier to their dexterity rolls, because of their lower center of gravity compared to males. When a character spends an additional proficiency slot to improve his riding proficiency, both the wisdom and dexterity proficiency checks improve by -2.

To reflect the great power of the lance charge in jousting combat, an additional die-roll modifier must be applied to the dexterity proficiency check. Cavaliers must make their proficiency checks with a +5 penalty applied to the roll. All other fighters with experience in jousting combat have a +7 penalty applied to their proficiency checks. Whether paladins receive a +5 or +7 modifier depends on whether the Dungeon Master considers the paladin to be a cavalier subclass or merely a fighter subclass (and if the paladin has jousting experience, of course).

All other characters with riding proficiency but no experience in jousting make their proficiency checks at +10 to the rolls. Characters without riding proficiency are automatically unhorsed by a lance charge, with no Proficiency Check or saving throw allowed.

If the system described here is used, then the various modifiers on pages 24-5 of “Surely, You Joust!” are ignored and the DM needn’t bother with the complexity of the APF and DBU business. I consider the method for handling unhorsing in the joust described above to be superior to the system in “Surely, You Joust!” both because of its greater simplicity and because it takes advantage of the existing riding proficiency.

S.D. Anderson, of Whittier, Calif., and I have had an interesting correspondence on the question of whether a mounted character with his feet planted firmly in the stirrups is entitled to an armor-class bonus for high dexterity. After all, a mounted character does not have much freedom to bob and weave to avoid attacks. After a bit of thought, I decided to allow a character in my campaign to retain his dexterity bonus to armor class, provided that: a) the character has riding proficiency with the mount, where skilled control of the mount makes the rider unhorsed or not, and b) the mount is a fairly quick and agile one, such as a well-trained pegasus, unicorn, or war horse of quality, but not a slow and unwieldy mount such as a mule, camel, or elephant.

By the phrase “well-trained war horse of quality,” I mean a horse of fine breeding that has received much training in the art of mounted combat. If you use the excellent system described in Robert Harrison’s “Let the Horse Buyer Beware” article of issue #92, only a horse of “excellent” or “superb” quality that has received the full course in “combat” training will enable the rider to retain his armor-class bonus while mounted. Any lesser horse simply won’t do. So, if a character wants to retain his dexterity bonus to armor class while mounted, the character will have to spend a pretty penny on his horse for the privilege.

Len Carpenter
West Chester PA

---

<table>
<thead>
<tr>
<th>Proficiency</th>
<th>Slots required</th>
<th>Appropriate ability</th>
<th>Die-roll modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Riding, airborne</td>
<td>2</td>
<td>Wisdom</td>
<td>+2</td>
</tr>
<tr>
<td>Riding, land-based</td>
<td>1</td>
<td>Dexterity</td>
<td>+1</td>
</tr>
</tbody>
</table>

---

Appropriate modifiers are listed below:

- **Wisdom**: +3
- **Dexterity**: +1
One of the bigger pains in the AD&D game is dealing with the players of silly characters in a serious adventure/game world. These players have their characters relabel other characters' potions because it might be fun (they apparently seriously) deal with the players of silly characters in a serious adventure/game world. These players dealing with the players of silly characters in a serious adventure/game world.

One is to not permit the fighter subclasses in a serious adventure/game world. Even if you have a PITA (pain in the, um, arteries) character who created great havoc with such a wand until another PC charmed him and forced him to break his own wand (to the applause of every player in the game except the PITA).

The problem with these wands is that there really isn't any effect that hurts the wielder. The character might be deluded for a whole minute that the wand did something else, or be blinded (with everyone else in the area) by a swarm of conjured butterflies, but unless he is in an enclosed area when the wand lets loose a fireball, the person with the wand is reasonably safe. The rest of the party is at risk. This is why PITAs use and abuse this item in the ways they do.

Basically, I'd like to make a modification to the wand, one that would expose the wielder to a bit of danger. It also is quite in keeping with the random-effects nature of the item: Roll 1d12 before checking the effect of the wand. On a roll of 1, the wand backfires and instead affects the person holding it. The odds favor the wand functioning (ab)normally, but the risk of being turned into a puff of smoke is kept the idiocy from using the wand first, last, and always, giving legitimate players a chance for success and survival.

S.D. Anderson
Whittier CA

The articles on the fighter class in issue #127 were much appreciated. However, there continues to be little discussion on how to role-play a fighter in the current AD&D game system and to what goal. What follows is my opinion on how to make the fighter a more interesting role.

I have always preferred the fighter class ever since I began playing D&D games in May 1976. This preference is based on the traditional heroic concept of the warrior as the defender or champion of his people or society. In the myths and tales based on this concept, the priest and wizard were sources of advice or treacherous opponents, and the thief was at best an annoyance or the warrior's companion. However, it was the warrior who was regarded as the leader.

As originally established, the fighter could be role-played as anything: knight, barbarian, scout, mercenary, etc. However, the fighter class had only one skill: weapon use. It was not surprising that players eventually preferred clerics, magic-users and thieves, with a broad variety of skills as reaction, they developed the split classes and the fighter subclasses of cavalier/paladin, berserker, ranger, bard, and barbarian, each with their special capabilities that made them fun to play as the other classes. This development has resulted in the fighter class itself being even less desirable.

There are two solutions to help the fighter. One is to not permit the fighter subclasses in the campaign, placing the role of cavalier, ranger, or barbarian in the imagination and not the rules. The other is to find a role for the fighter, given the subclass of the subclasses are used, the role of feudal lord or knight errant is filled by the cavalier, the savage outsider by the barbarian, and the wanderer in the wild by the ranger. The remaining roles that a "generic" fighter can fill are those of soldier or thief.

The role where the use of the fighter as a strong-arm thief. The fighter class doesn't need any embellishment to be played in this role. It could be argued that this is how most fighters are role-played anyway.

The soldier role is more complex. It relates to leadership, the ornamental service to a state or potentate. The other fighter subclasses are unsuitable for this task. A cavalier would lose status by associating with mere troops, a barbarian would rather raise a horde of his own people, a ranger would rather be alone in the woods, and a split-class character has the other profession to spend time on. The fighter is the class that has the inclination, expertise, and opportunity to raise and lead military forces. It is a role that fits the class.

In order to fill this role, the fighter needs to have skills based on his charisma, intelligence, wisdom, and experience. One role of leadership, which is the most difficult to define but is necessary to unify a group to a common purpose. Knowledge of that, and an ability to train soldiers in weapon handling and battle drill, are necessary, as these are the foundation of a unit's quality. Additionally, there are other military skills, such as engineering to build and take fortifications, the matter of arms and supplying, strategy and tactics, etc. that could be assigned to the fighter class.

The DMG lists the number of troops NPC henchmen could correspond to their level. This is also a good rule of thumb for PC fighters. It is not necessary for the PC to control all the troops he possibly can. If the PC prefers, he can remain a small-unit leader. However, a PC should not be able to jump from being a leader of 10 men to being a marsh of 10 field armies overnight. After all, no ruler is going to entrust such a force to someone with no experience in or reputation for leading large bodies of troops. The progression from small commands to large should be based on successes, not the level of the fighter.

The quality of a unit depends on its leadership, equipment, and the time spent on and rigor of the training. DMs can initially adjust the morale and skill of the commanded troops based on the charisma, intelligence, and wisdom of the leader PC, and the amount of time spent on training. Further adjustment can be based on the successes and failures the PC encounters in completing the assigned missions, and the number of casualties taken in doing so. DMs should remember that success justifies the sacrifices made, and failure can exacerbates the impact of deaths and wounds.

In poor quality units, each soldier will fight as an individual and the unit's cohesion will break down under stress. High-quality units will fight as a group with each individual supporting the others. Fighting as a unit, the impact of each individual soldier will be higher. Also, well-trained or experienced men-at-arms should not be treated as zero-levels. These men-at-arms have the skill to defend themselves. I would suggest that men-at-arms trained by a fighter should be considered 1st level for melee and saving throws.

Several possible scenarios for a soldier player character would fit nicely with a wilderness campaign. Border patrols, scouting, route reconnaissance, raiding parties, etc. can lead to some interesting situations. For example, a general is considering sending his army through a mountain pass; the PC could be assigned to determine if it is possible to move wagons through it, and also check out rumors of an abandoned castle. Or the PC could be sent into orc territory to bring back a couple of prisoners for interrogation. It's hard to determine where the source of the conflict is going to raid this summer. In an underworld setting, the fighter could be assigned to clear a particular section of a dungeon. Instead of providing a room-by-room kick-in-the-door and trash-the occupants scenario, the DM should provide a sustained struggle with opponents who are very resentful that their particular home is being trespassed. Regardless of the setting, the DM should award experience points on how well the fighter soldiered and led; e.g., did he properly train and supply his troops for the mission, complete the mission, keep losses to a minimum, recognize the opposition was too stiff in time to cut losses and extricate his command, etc.

Gregory D. Scott
Ocean NJ

Recently there seems to have been a flood of correspondence revolving around the topic of illusions and illusionists. This correspondence has apparently culminated into two articles: "Hold On to Your Illusions" by Brian Tillotson in issue #130, and "Illusory Solutions" by Matt Battison in issue #131.

I must admit that both articles are appropriately titled. "Hold On to Your Illusions" gives excellent advice on controlling illusions and adding to the balance of play, not to mention adding to the spirit of the game. "Illusory Solutions" is just that. You are fooling yourself if you think it is a solution. Brian Tillotson should be congratulated on the method of saving throws that he has suggested. The article gives an objective but concerned view of a sometimes touchy subject. Mr. Tillotson's suggestions have a basis to them that the original authors of the AD&D game could truly appreciate. "Illusory Solutions," on the other hand, allows an average of +4 to +9 saving throws against all illusions! That should put most players (if not all) off from considering playing an illusionist character, as well as cause various reactions from illusionist PCs. Also, despite Mr. Battison's argument, his system is cumbersome and slow. This is not something that the already taxed DM needs to contend with.

I get the impression that Mr. Battison heavily favors and probably plays a magic-user. The observation comes from his use of spell comparisons. There is a significant difference between a real dragon and an illusory dragon. A magic-user will always dominate over the illusionist. Even with my objections, I must admit that Mr. Battison does touch on some valid points. On the issue of illusion firesballs, how does the target know that it is a 30 HD fireball? It is obvious what the abilities of an ancient red dragon are, but a fireball does not come with a tag that states how much damage it will do. Therefore, it seems logical to limit the amount of illusion damage done so that it does not exceed the ability of the illusionist (i.e., a 5th level illusionist can do a maximum of 8d6 points of damage).

Michael Anderson
Kennesaw GA

Ω
The greatest treasures for any AD&D® or D&D® game are found in DUNGEON™ Adventures, the only module magazine of its kind. Begin your quest today.

Fill out and mail the subscription card in this issue.

If the card is missing, write to:

Subscriptions
DUNGEON Adventures
P.O. Box 110
Lake Geneva WI 53147
The jester NPC class appeared in DRAGON® issue #60 and was reprinted in the Best of DRAGON® Magazine Anthology, volume IV, pages 21-23. Magical items for jesters are often quite unpredictable, as is only fitting. Unfortunately (at least from the jester’s point of view), these items are also quite rare, typically being in the possession of other high-level jesters or in the private collections of the rich and powerful. The DM should see to it that the powers of such items, especially such items as the paddleboard of wondrous transformation or blowgun of wild emotions, are kept secret. The DM can also come up with his own ideas for weird magical items, but all such items should be introduced only for everyone’s enjoyment.

Blowgun of wild emotions

This item is a blowgun 3½’ in length, made of a light, strong, blue metal similar to mithral. At unpredictable times the metal changes color, sometimes glowing or even growing fur or scales. None of these changes affect the powers of the blowgun. Its range is normal for a blowgun, as per Unearthed Arcana, page 28. Only seven such blowguns exist.

Any dart fired from one of these blowguns is briefly enchanted to cause emotional changes in the creature struck by it. When a creature is hit by such a dart, roll on the following chart for the dart’s effect:

<table>
<thead>
<tr>
<th>1d100</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-10</td>
<td>Envy</td>
</tr>
<tr>
<td>11-20</td>
<td>Greed</td>
</tr>
<tr>
<td>21-30</td>
<td>Pride</td>
</tr>
<tr>
<td>31-40</td>
<td>Hatred</td>
</tr>
<tr>
<td>41-50</td>
<td>Paranoia</td>
</tr>
<tr>
<td>51-60</td>
<td>Love</td>
</tr>
<tr>
<td>61-70</td>
<td>Sloth</td>
</tr>
<tr>
<td>71-80</td>
<td>Euphoria</td>
</tr>
<tr>
<td>81-90</td>
<td>Sadness</td>
</tr>
<tr>
<td>91-00</td>
<td>Lust</td>
</tr>
</tbody>
</table>

This item affects any being with an intelligence of 5 or greater who fails a saving throw vs. spells after being struck. Darts fired from this blowgun do no physical damage. A jester is automatically proficient in the use of this (and only this) blowgun. Only one dart may be fired per round, and only one emotion can affect a being at any one time. The duration of effect of these emotions is one turn. PCs struck by these darts should be role-played to an extreme; while these emotional effects have no real game effect, they can create remarkable role-playing situations. Anyone other than a jester who uses this item finds that it functions as a normal blowgun.

XP Value: 100
GP Value: 500

Exalted book of ethnic humor

This 9" X 12” tome is leatherbound and appears to be quite thin. It is a magical study of insulting comments and gestures that a jester can make toward all known
intelligent races and creatures. The jester need merely state the race that he wishes to insult and open the book to receive the information. The jester using this item must fluently speak the creature’s language (or a mutually known one) in order to properly insult it. The insulted creature must save vs. spells or else have a 90% chance of being filled with magical shame, causing the creature to flee and hide for 2-12 rounds. There is a 10% chance that the taunting enraged any listener of the appropriate species, causing it to chase the jester regardless of other circumstances in an attempt to attack the jester in hand-to-hand combat. The enraged victim makes all attacks and saving throws at -2 from his blind, all-consuming rage. Only a jester may read and understand this book.

**XP Value:** 250  
**GP Value:** 1,250

### Extendable band of enjoyment

This device is an iron rod 18” in length with a hand mounted on the end. The hand is wrapped in leather and feels warm. The hand is also jointed as a normal hand, and can grasp objects like a normal hand with 18 (nonpercentile) strength upon mental command, so long as it is held by a jester. In addition, the rod can extend up to 30’ at the jester’s mental command, without gaining any weight. The jester can mentally create two different joints (or elbows as it were) in the rod wherever he wishes. The extendable hand can be used to pick pockets at the same chances for success as the jester using it has, but it cannot catch hurled objects.

**XP Value:** 300  
**GP Value:** 1,500

### Larynx of deafening

This item appears as a small patch of leatherlike material, approximately 2” X 4” When placed against the throat of a jester, it adheres to his skin and magically blends so as to be indistinguishable from the jester’s throat. A jester with this magical larynx attached is able to yell at incredible volume. Furthermore, the yell is both audible and understandable at up to three miles distance. Anyone within an enclosed space 100’ across or less who hears this shout (with no solid interposing barriers) must save vs. spells or be deafened for 3-30 turns; the jester is immune to this effect. The larynx is removable.

**XP Value:** 250  
**GP Value:** 1,250

### Magical paddleboards

Although magical paddleboards come in a variety of types, all look like normal paddleboards. Such a paddle is 1’ long and made of wood, thus being quite susceptible to fire damage but never from impact damage (such as from falling, or normal or crushing blows). The string appears to be made from interwoven sinews, and the paddleball is usually an opaque crystal that is resilient and nearly indestructible. Only jesters may use these items. When a magical paddleboard is found, roll upon the Paddleboard Table to determine its powers.

Magical paddleboards can be used to batter opponents up to three times per round, using either the paddle or the ball. The damage caused per hit equals 1 hp plus the magical bonus of the paddleboard and the jester’s strength bonus, if any. These items can become quite deadly in the right hands! Once per round, a jester can attempt to stun a human, demi-human, or humanoid foe with his paddleboard or paddleball. The base chance for success if a hit is made is 5%, modified by +2% for every magical plus of the weapon and +1% per jester level. The sinew thongs are normally 1’ long, lengthening magically to their full range during use. The range given for each paddleboard cannot be exceeded by any means, and paddleboard strings are impossible to cut.

<table>
<thead>
<tr>
<th>Paddleboard</th>
<th>XP Value</th>
<th>GP Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>type</td>
<td>+1</td>
<td>50</td>
</tr>
<tr>
<td></td>
<td>+2</td>
<td>100</td>
</tr>
<tr>
<td></td>
<td>+3</td>
<td>150</td>
</tr>
<tr>
<td></td>
<td>+4</td>
<td>200</td>
</tr>
<tr>
<td></td>
<td>+5</td>
<td>275</td>
</tr>
<tr>
<td></td>
<td>+6</td>
<td>300</td>
</tr>
</tbody>
</table>

### Paddleboard of wondrous transformation

This paddleboard appears much the same as other magical paddleboards, but it holds much more power. Sometimes it will have the form of an animal or monster carved on the back of the paddle. The paddleboard of wondrous transformation may strike once per round at a range of up to 15’, its sinew cord stretching in the same manner as other magical paddleboards. When struck, a target creature takes no damage but must save vs. polymorph or else be polymorphed into a new being of some sort for a duration of six turns. All items the victim possesses are polymorphed into that shape as well. The affected being (if the new form allows) retains all spell-casting and fighting powers, and undergoes no change in personality, knowledge, or intelligence. No innate powers of the new form are gained, except for those normally gained by the use of a polymorph self spell. This paddleboard is a dangerous weapon, for it is impossible to predict what shape the affected creature will assume. When a creature is struck, consult the Paddleboard of Wondrous Transformations Table.

A particular creature may be polymorphed only once per day. No system-shock roll need be made by the victim. In some forms, all the victim’s previous powers are lost for the duration of the transformation; for instance, even a 20th level mage is nearly helpless as a rot grub, having no hands, mouth, or components with which to cast spells. It goes without saying that the paddleboard of wondrous transformation is not always a wise weapon to use. Turning your opponent into a purple worm during a bar fight is considered bad form by the other patrons. This is a weapon that works only in the hands of a jester.

**XP Value:** 3,000  
**GP Value:** 15,000

### Random-target daggers

These normal, if somewhat exquisite, throwing daggers are +2 to hit and damage, and function normally if used in hand. There is a catch: If thrown, the daggers pick their own targets. Whenever thrown, everyone within a range of 3’ (including the jester) is counted as a potential target, up to a maximum of the 20 closest creatures. An appropriate die is then rolled to randomly determine the target. The usual steps for “to hit” determination are then followed. To most people, these daggers would seem evil or cursed, but they are weapons which jesters love in...
Table 2
Paddleboard of Wondrous Transformations Table

<table>
<thead>
<tr>
<th>1d100</th>
<th>Creature</th>
<th>1d100</th>
<th>Creature</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Piercer</td>
<td>51-53</td>
<td>Elf</td>
</tr>
<tr>
<td>3-4</td>
<td>Leucrotta</td>
<td>54-55</td>
<td>Otyugh</td>
</tr>
<tr>
<td>5-6</td>
<td>Wight</td>
<td>56-58</td>
<td>Halfling</td>
</tr>
<tr>
<td>7-8</td>
<td>Purple worm</td>
<td>59-60</td>
<td>Hill giant</td>
</tr>
<tr>
<td>9-10</td>
<td>Iron golem</td>
<td>61-62</td>
<td>Rust monster</td>
</tr>
<tr>
<td>11-12</td>
<td>Orc</td>
<td>63-64</td>
<td>Lich</td>
</tr>
<tr>
<td>13-14</td>
<td>Giant centipede</td>
<td>65-66</td>
<td>Giant weasel</td>
</tr>
<tr>
<td>15-16</td>
<td>Blink dog</td>
<td>67-68</td>
<td>Minotaur</td>
</tr>
<tr>
<td>17-18</td>
<td>Hydra (eight-headed)</td>
<td>69-70</td>
<td>Troll</td>
</tr>
<tr>
<td>19-20</td>
<td>Frost giant</td>
<td>71-72</td>
<td>Type III demon</td>
</tr>
<tr>
<td>21-22</td>
<td>Will-o-wisp</td>
<td>73-74</td>
<td>Ember hulk</td>
</tr>
<tr>
<td>23-24</td>
<td>Catoblepas</td>
<td>75-76</td>
<td>Vampire</td>
</tr>
<tr>
<td>25-26</td>
<td>Giant fire beetle</td>
<td>77-78</td>
<td>Carrion crawler</td>
</tr>
<tr>
<td>27-28</td>
<td>Subterranean lizard</td>
<td>79-80</td>
<td>Black pudding</td>
</tr>
<tr>
<td>29-30</td>
<td>Nightmare</td>
<td>81-82</td>
<td>Rot grub</td>
</tr>
<tr>
<td>31-32</td>
<td>Copper dragon</td>
<td>83-84</td>
<td>Storm giant</td>
</tr>
<tr>
<td>33-34</td>
<td>Brass dragon</td>
<td>85-86</td>
<td>Troglyte</td>
</tr>
<tr>
<td>35-36</td>
<td>Elder titan</td>
<td>87-88</td>
<td>Ankhkree</td>
</tr>
<tr>
<td>37-38</td>
<td>Lizard man</td>
<td>89-90</td>
<td>Brown mold</td>
</tr>
<tr>
<td>39-40</td>
<td>G a r g o y l e</td>
<td>91-92</td>
<td>Gorgon</td>
</tr>
<tr>
<td>41-42</td>
<td>Giant poisonous snake</td>
<td>93-94</td>
<td>Beholder</td>
</tr>
<tr>
<td>43-44</td>
<td>Giant slug</td>
<td>95-96</td>
<td>Medusa</td>
</tr>
<tr>
<td>45-46</td>
<td>Ki-rin</td>
<td>97-98</td>
<td>Mind flayer</td>
</tr>
<tr>
<td>47-48</td>
<td>Ogre</td>
<td>99</td>
<td>Skeleton</td>
</tr>
<tr>
<td>49-50</td>
<td>Shadow</td>
<td>00</td>
<td>DM’s choice</td>
</tr>
</tbody>
</table>

Their own mischievous ways. Random target daggers are usually found in groups of three.

XP Value: 200 each
GP Value: 1,000 each

Playthings of the Roller Hoopers

These objects have been handed down through the generations for hundreds of years. They are a pair of roller skates and a hula hoop, both hot pink in color. If found, the DM should describe these objects without giving away their true titles or functions, as adventurers don’t know what these objects are. Both items are unique.

Skates of the Roller Hoopers

Any jester wearing these skates can move at a rate of 24” over any surface (water, mud, stairs going down, etc.) — even over walls or ceilings. When doing so, a strange, soft sound may be heard that resembles the purring of a giant cat (it’s the whirring of the skates). These function as normal skates for anyone else.

XP Value: 3,000
GP Value: 15,000

Hula-hoop of the Roller Hoopers

Once this hula-hoop is set in motion, it can only be stopped by the jester using it. The hula-hoop cannot be grasped, and it has AC -2 and 35 hp if it is attacked by an opponent of the jester using that hoop. The hoop unerringly deflects incoming missiles as if the jester had a protection from normal missiles spell cast upon him. Additionally, the hoop blocks 10 hp of magic missiles cast against the jester per round, and reduces all damages from giant-hurlcd boulders and siege-engine missiles by half if they strike the jester. Damage-causing spells with areas of effect (like fireballs) can penetrate the hoop’s defense to harm the jester, but even their damage is reduce by 1 hp per die of damage. Harmful gases are dispelled within 5 yards around. If both the skates and hula-hoop are owned, the combined effect of using these two objects is to add another + 1 to the jester’s initiative die roll.

XP Value: 6,000
GP Value: 30,000

Tome of the Fool

In the hands of anyone but a jester, this book is a 9” X 12” leatherbound book of approximately 100 pages. In the hands of a jester, the tome of the fool radiates a hot-pink glow that is visible for up to 100 yards around.

By careful study of this tome over one month, a jester may gain enough experience points to place him at the midpoint of the next level of experience. The tome works only once before disappearing, and that jester may never again utilize any tome of this sort. Any person other than a jester who reads this book immediately becomes a jester of 1st level (no saving throw allowed).

XP Value: 8,000
GP Value: 40,000

Tome of the Humorous Perspective

This book looks exactly the same as the tome of the fool, and it is usable only by jesters. Like the tome of the fool, anyone who is not a jester and who reads it immediately becomes a 1st-level jester.

When read, this book enables a jester to attain a different outlook on things — one in which death and other morbid topics are merely punch lines in the great game of life. The jester, because of his calm control of the situation, receives an extra +10% modifier to his morale-changing ability (special ability #6 in the description of the jester NPC class in the Best of DRAGON® Magazine Anthology). The same jester may cast friends and charm person once per day in addition to his normal spell-casting abilities. Finally, the reader of this tome is forever immune to emotion-changing spells involving fear, hate, despair, discord, hopelessness, and rage, as received from symbols or emotion spells.

XP Value: 4,000
GP Value: 20,000

Yo-yo of Fate

This yo-yo looks like a normal yo-yo of a bright cherry-red color whose string glows faint yellow. This magical yo-yo adds a +1 to all of a jester’s saving throws and +2% to all normal jester abilities when carried by that jester. Most of the time, it functions as a normal yo-yo. However, when the jester desires, the yo-yo allows its owner to alter fate during the course of a day. A particular 1d20 die roll, made for that jester’s combat or saving-throws purposes, is chosen and altered (but only before the roll is made). The jester then uses his yo-yo to “get lucky.” When used to alter fate, the yo-yo’s string permanently shortens by 1” for every +1 bonus added to the die roll to be altered. Note that the yo-yo of fate does not guarantee that a die roll will succeed; it merely adds to the chance involved. The yo-yos come with strings of various lengths. When such a yo-yo is found, roll on this chart:

<table>
<thead>
<tr>
<th>1d100</th>
<th>String length</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-60</td>
<td>3”</td>
</tr>
<tr>
<td>61-80</td>
<td>5”</td>
</tr>
<tr>
<td>81-90</td>
<td>9”</td>
</tr>
<tr>
<td>91-95</td>
<td>13”</td>
</tr>
<tr>
<td>96-98</td>
<td>17”</td>
</tr>
<tr>
<td>99-00</td>
<td>20”</td>
</tr>
</tbody>
</table>

If such a yo-yo’s string is too short to permit the size of the die-roll bonus asked for (e.g., a 2” string cannot allow a +5 bonus on a die roll), then the yo-yo grants the maximum bonus it can allow (in the above case, a +2 bonus) and vanishes forever. No jester can use or own more than one such yo-yo at a time.

GP Value: 6,000 per inch
XP Value: 500 per inch
THE ARMORY MUSEUM
OF MILITARY HISTORY
THROUGH ITS AWARDS PROGRAM
PROUDLY PRESENTS THE
SECOND ANNUAL 1988
NATIONAL PAINTING
CONTEST

16 DIFFERENT AWARDS
AT EACH LOCAL CONTEST
1st, 2nd, & 3rd PLACE IN VIGNETTES,
DIORAMAS, & ARMIES, PLUS
NOVICE AWARD
YOUTH AWARD
MICRO ARMOR AWARD
SCIENCE FICTION AWARD
MASTER PAINTERS AWARD
SPECIAL AWARD
BEST OF SHOW MEDALLION

LOCAL WINNERS MAY ADVANCE
TO NATIONAL & INTERNATIONAL
EVENTS. LOCAL PRIZES WILL
INCLUDE RIBBONS AND PLAQUES,
NATIONAL LEVEL AWARDS
FEATURE PLAQUES & MEDALS,
INTERNATIONAL COMPETITION
WINNERS WILL BE AWARDED
PLAQUES & TROPHIES. ALL ENTRIES
WILL RECEIVE FRAMABLE
CERTIFICATES OF PARTICIPATION.

THE CONTEST IS OPEN TO ALL INDIVIDUAL HOBBYISTS. SEE YOUR LOCAL HOBBY/GAME/COMIC SHOP FOR ENTRY BLANKS. ENTRIES CAN BE EITHER
FANTASY OR HISTORIC. EACH ENTRY MUST BE ACCOMPANIED BY
A $6.95 ENTRY FEE WHICH ENTERS YOU TO A CHOICE OF A
"PAINTING CONTEST STARTER PACK" WITH 10 JARS OF PAINT, BRUSH,
& TWO MEDIEVAL/FANTASY KNIGHTS (OVER $15.00 RETAIL VALUE).
OR DELUXE 10 FIGURE SET OF 25mm MUSEUM QUALITY MINIATURES.
SEE DEALER LISTING FOR THE CONTEST SPONSOR
NEAREST YOU, AND START PAINTING!

NATIONAL PAINTING CONTEST PRODUCTS...
PC-004 NATIONAL PAINTING CONTEST STARTER KIT...
PC-005 LIVING HISTORY FIGURE SET...
PC-006 KINGS COURT DELUXE FIGURE SET...
PG-01 PAINTING GUIDE TO MINIATURES 2nd Ed...
JM-01 JUDGES MANUAL 2nd EDITION...

CONTEST SCHEDULE
LOCALS - MAY 15th - JULY 4th
NATIONALS - AUG 18th - 21st

NATIONAL PAINTING CONTEST SPONSORS
AL AUBURN HOBBY HALL
AL HOMEPAGE HOMEPAGE TOY & HOBBIES
AZ TUCSON THINGS FOR THINGS
CA BELLFONUO ALPHANUOMEGA GAMES
CA CAMPBELL GAME TABLE
CA CITRUS HEIGHTS SUNRISE HOBBIES
CA FULLERTON GAME CASTLE
CA GARDEN GROVE BURHURST HOBBIES
CA LONG BEACH BALBOA GAME COMPANY
CA SAN DIEGO GAME TOWN
CA SANDIEGO MONICA AERO HOBBIES
CA SANTA CLARA COLNA HOBBIES
CA SANTA CRUZ COACH HOBBIES
CA SPRINGFIELD COLNA HOBBIES
CA TUCSON ULTIMATE HOBBY
CA SAN FRANCISCO BAY AREA
CA BEST/WESTERN JOINT CONVENTION CENTER (MECCA)
CA INTERNATIONAL CONVENTION CENTER (MECCA)
CA LONDON ENGLAND - FALL 1988

DEALERS NOTE: IF YOU WOULD LIKE TO SPONSOR A LOCAL PAINTING CONTEST, CALL THE ARMORY MUSEUM
GEN CON is a registered service mark owned by TSR, Inc.
Errata, clarifications, and more for the ORCWARS! game

Can hordes fight in or occupy a territory without a chief?
Yes; see rule sections 8 and 9. Hordes can be left in a territory by their chief to defend the territory against invasions. Also, if hordes rebelled at the time of levy and defeated the levying chief, they remain in their territory; they are neutral (under no players’ control). Uncommanded hordes (neutral or not) cannot move but can defend themselves when attacked.

Can hordes without a chief remain with their coalition and thus retain control over territories for their coalition?
Yes; see section 7 and the description of tribal coalition markers in section 1. To remember which uncommanded hordes belong to which coalition, use the tribal coalition markers. Uncommanded hordes without a tribal coalition marker are neutrals. Empty territories remain under a tribal coalition’s control as long as a chief does not claim it or an army does not capture it. Leave tribal coalition markers in your empty territories after you gain control of them.

How does the Code of Ethnics (section 15) apply to combat when one side is without a chief?
See section 7, case 1. Uncommanded hordes (neutral or not) automatically join a chief of the same race.

How can uncommanded hordes retreat after combat?
See section 15, under the “R” (Retreat) entry. Uncommanded hordes (neutral or not) are automatically destroyed on a “retreat” result.

Can uncommanded hordes mine for their coalition?
Yes; see section 18. Chiefs are not needed for mining. Neutral hordes can mine, and their gold is then placed on the map.
Can chiefs of the same coalition exchange hordes?  
Yes. Suppose Chief A leaves uncommanded hordes in a territory. Chief B could then take over these uncommanded troops, as per section 8’s last paragraph. Neither chief A or B actually need to move at all to accomplish this; there is no rule against that. Watch out, though! If these uncommanded hordes are of a different race and the new chief fails his Authority Check, they immediately become neutral and attack him (and the other chief, if still present; see section 12).

When can a chief pick up uncommanded hordes?  
He can do so at any time during his turn, when in the presence of uncommanded hordes. This applies before or after movement, or even after retreat!

If an army is forced to retreat into a space outside the Broken Lands, does this army roll an Authority Check? Should the army make a second such check on that turn if it began the turn out there?  
No. I don’t understand where you have the idea that armies must make an Authority Check when entering outside nations. Perhaps you are confused about the “Orcs on a Rampage” rule (section 21). The rule says: “Each time an army raids foreign lands, its chief must make an Authority Check.” The player decides whether or not to raid a foreign land. Entering a foreign land, voluntarily or not, does not automatically mean it is raided. Collecting gold on a rampage occurs only on the player’s phase B7 — that is, after his movement and combat have been completed.

Do hordes receive a gold counter from rampaging a territory into which they have retreated?  
No; see section 21. Collecting gold from orcs on a rampage only occurs on a player’s phase B7. If the player’s army retreats after being attacked during someone else’s turn, the retreating player cannot collect any gold.

If a caravan is attacked outside the Broken Lands and the chief is the only survivor, what happens to the remaining gold?  
It is lost.

Can war machines be lost by the larger army on a “X” result to balance the smaller army’s loss?  
Yes, but only if they were used in an attack. War machines cannot be used defensively; see section 13. In this case, if the smaller army was actually the attacker, the larger army would not have been able to use its war machines, and could not sacrifice them to cover exchange losses.

Can an army retreat into a territory controlled by its own coalition?  
Yes. The rules allow retreat only into empty areas. Areas controlled by the retreating army’s coalition are, of course, eligible for retreat.

According to the rules, a player could take his combat step before movement, then move an army that has already fought into an enemy-occupied space, necessitating a battle. Is this as it should be?  
No. A rule addition is called for: No army can attack more than once per turn. It may be attacked any number of times by different armies, though. If an army has already attacked something that turn, it can only move into an unoccupied area or a friendly one. Exception: If underground movement causes an army to randomly pop up into an enemy-occupied territory, the battle must be fought. An unlimited series of retreats and battles may occur using random underground movement.

When using a spy to take a counter from an opponent, can you look at his counters’ faces before you chose?  
No; see section 19: “A spy can be used to steal a counter from an opponent’s Hand, peek at the opponent’s entire Hand, or attempt treachery.” The spy cannot do more than one of these three things at the same time.

Does a tribal coalition retain control of a territory after moving out?  
Yes. The only ways to lose control over a territory occur when it is captured or claimed by an invading chief, or traded during the Trade Phase.

Does an enemy chief capture a territory by simply moving into it?  
Yes. He must end his move in that territory, however.

Can a chief move into an unoccupied enemy territory to levy troops?  
Yes; see section 8. When ending a move in an empty territory, it is automatically captured. Troops can then be levied.

Is TSR, Inc., planning to release ORCWARS! in a boxed set?  
Not yet, but we are thinking about it. ORCWARS! will be published again in the 10th D&D® game Gazetteer (to be released in January 1989) with solid counters; rules and map clarifications will be added then.

Are Gold Country East and West different territories?  
Yes. The Streed River is the border between the two. The city of Corunglain is part of Gold Country East.

Can Multiple Chief Operations be used defensively?  
Yes; see section 12.

Designer’s notes  
The Tribal Coalition Markers are the ones with the black background. You’ll notice that they have different symbols on each side. This is not an error, but a trick to make their use more flexible. For example, if a player needs more than 10 skull markers printed face up, he may “borrow” another player’s markers that have skull symbols on the back.

The ORCWARS! game was originally designed and playtested for four players. Due to our graphic designer’s ingenuity, it appeared we could add more counters in the course of production. This explains why there are six sets of Tribal Coalition Markers. The game can be played in a six-player variant; however, you should realize that the chances that some players will run out of chiefs are then much greater. Chief counters are likely to end up in the players’ Hands early in the game, preventing “chief-less” factions from starting over. I would suggest the following cutthroat variant be used for the six-player game:

1. Any time a chief is killed while another player has no chief (either on the board or in Hand), that player may show his entire Hand and automatically pick that chief counter. The chief is placed in the player’s Hand, and the counters are turned face down. Then discard any excess counters.

2. After showing his entire hand, a chiefless player may use a spy with a +2 bonus to any roll the spy makes, without paying any gold at all. His Hand is then flipped face down after the treachery attempt (see section 19). For example: A chief-less faction causes the Spy Master to be worth four points instead of two.

3. If a player is unable to prove he has a chief in Hand (by showing the counter) within three turns following the demise of his last chief, the player is out of the game. Return all his counters to the appropriate cups. This makes for a much deadlier game; however, it keeps the playing time within reasonable limits. A six-player game is otherwise likely to be much longer than the original version.

4. Of course, if all players except one are eliminated using this game variant, the surviving faction automatically wins the game.

A final note: ORCWARS! is best played aggressively. This is what makes the game fun. As an incentive for a purely orich attitude, I would allow a weak attacker (1-2 combat ratio or worse) to pick a free counter from either the Gold Cup or the Tribe Cup, and place it directly in his Hand — whether he survives the battle or not. Such is the reward for daring and glory.

The true winner of ORCWARS! is the one who bullies the others the most. And if you die trying — well, at least you did the right thing any self-respecting follower of Gruumsh would have done. Just hit your chest with your fist and bellow “Skum!” and you’ll know that you’ve been a good orc commander.
Eyes of Redemption

by James Brunet

Illustrations by John Lakey

Illustrations by John Lakey
of Worms recently declared dragons to be the spawn of Satan. Scholars say only half a dozen survive in all the region between the fjords of Sweden and the gates of the Bosporus. It took meticulous effort over a period of months just to find this one lair. Men of faith and righteousness will soon see that they are no more.

But though I fear God, I am no theologian, only a simple mercenary captain. For me, the dragon is simply another adversary, no more than a traitorous city to be sacked or an opponent’s army to be defeated on the field. The weapons are the same: guile, cunning, treachery, decisiveness, and well-tempered steel.

The sun beats at me like a swordsman wearing down a foe. My mouth is dry. Is this defeat I taste? It will be iron-decisiveness, and well-tempered steel.

The weapons are the same: guile, cunning, treachery, decisiveness, and well-tempered steel.

The dragon has forelimbs not much larger than a man’s arms. At the ends of these are taloned hands, clasped in the manner of a bishop hearing confession.

The dragon’s body is my resting place. My head has lain above his heart, directly on the heartscale. I stare at his chest for a long moment before returning my gaze to his eyes.

“Yes, water,” I croak.

The dragon nods and reaches a taloned hand behind him. There is a scrape and then a gurgle as a spring fills a gourd with precious life. I drink greedily, water spilling down my beard and onto my jerkin. With a start, I realize my breastplate has been removed, rendering me most vulnerable. For the moment, it does not matter. I am at the dragon’s mercy. My knife is gone. My sword, at least, still rests in its scabbard.

“The gourd was a lucky find,” says the dragon, “carelessly abandoned when I appeared over a well. There is a chicken, too. It is difficult for me to hunt game so small, but I considered a whole deer or goat to be impractical. You will need to build a fire, unless you eat flesh raw. I have gathered wood for you at the mouth of the cave. Flint, however, I do not have.”

I look at the yellow eyes once more. The expression is unfathomable. I detect no sign of malice, nor of compassion.

“I have a flint. But my leg is broken.”

The eyes stare, unblinking. “If you are hungry enough, you can crawl or hobble.”

I look the length of the cavern toward its opening and then back at the dragon. Is there amusement in his attitude? I cannot tell. “I will walk.” It is painful, but I negotiate the passage.

It takes me a short while to tear enough bark and splinters from the gathered branches and logs to provide sufficient kindling. Soon a fire is burning, the plucked chicken roasting over flames that dance and jump as the fat drips sizzle upon the wood. The acrid smoke drifts past my eyes. I peer outward from the cave’s mouth. It is as I had surveyed it, close to the peak of the mountain, a scant bowshot away from the ledge where I maintained my vigil. The sun is already low in the west; I must have slept the better part of a day. Or two.

After I eat the chicken, I feel more complete, my body and mind refreshed. The pain in my leg has subsided to a deep ache. Perhaps it is not broken after all. Fatigue carries me along toward sleep, but I hobble back to the dragon. He has not moved.

For a moment I am again transfixed by his yellow gaze. A surge of emotion comes over me. At once I am defiant and humble, awestruck and grateful.

“I came to kill you.” Naked and unadorned by deceit, the words spring from my mouth before fear can check them. Inexplicably, I feel blood rushing to my cheeks.

“What is your name?”

The dragon’s question catches me off guard. An exchange of pleasantries is not usual, in my experience, after one has announced a mortal intent. "Von Hertzenstein. Joachim von Hertzenstein."

“And I am Eskahelion, von Hertzenstein who came to
I have no response to this. I briefly meet the stare of his yellow eyes before shifting my gaze back to the dark golden scales that cover his body. The dragon — I cannot bring myself to call him by name; indeed, I marvel at his speech and am wonderstruck at the idea of a dragon bearing a name — is silent for better than a minute.

At length he says, “Sleep.” I eye the expanse of his belly that previously served as my bed and think better of resting there again. I lie myself out at one side of the cavern and use my folded arms as a pillow. For a moment, my mind is filled with images of the cardinal’s face, plump and colored with passion, as he lectures me on the magnitude of my sin and duty to the Church. It is extraordinary that a prince of the Church troubles himself over much about the death of innocents. Yet how much more extraordinary that I have spoken with a dragon. I fall asleep.

The Olivetian convent is aflame. The French defenders are throwing down their weapons and trying to escape through the smoke before my men cut them down. From the convent, the piteous cries of the wounded and the holy sisters trapped within assault my ears. I begin to choke on the smoke, gasping for air, and I shut my eyes as tears begin to sting. Suddenly, the cries cease.

I open my eyes. It is morning. I close my eyes once more and pray for forgiveness. Then I remember the dragon.

In the following days, I slowly regain my strength. Eskahelion — the name comes easier to my tongue now — flies from the mountain daily to hunt small game or to raid farm stock so that I may eat.

He is a magnificent creature in flight, his wings widespread as he soars. It appears that the manner of a dragon’s flight is closely related to that of the birds inhabiting the lands near the ocean, seldom beating their wings, instead riding the currents of the air as an experienced boatman might use those of the water. None of the learned manuscripts I have read concerning dragons mention powers of speech or the nature of their flight. I wonder what other surprises await me.

My leg mends; I’ve fashioned a splint from two pieces of firewood, binding them with the laces from my jerkin. I suspect that the break, if indeed it is a break, is of the least sort where the bone is not displaced. My ribs are also sorely hurt, and from the pain I suspect one or two may be cracked, but I have no doubt that I will soon be well enough to ride into battle once again.

Long before my body heals, though, I will know whether or not my soul will be fit to pass into Heaven. Torching the convent was a wasteful gesture. The walls of the city had already been breached, the enemy’s spirit already broken. The detachment inside the convent could not have held out long. It was only my pride and my impatience that demanded an immediate victory. Six of the holy sisters burned to death. I must not be impatient now.

On the fourth day in the cave, I find my breastplate in a side grotto, the metal ripped and torn as if it had been the flimsiest fabric of a lady’s gown. In the rear of the cavern, I find Eskahelion’s hoard, if such it might be termed. Not a single coin, not a lone bar of bullion, not one bracelet for the neck or arm, nor even a solitary sparkling gem of red or blue or green comprises his trove. Instead, there are mounds of books and scrolls, full of diverse writings in scripts and tongues that I do not recognize. Many are tattered, crumbling with age; even the best have torn pages.

That night, I ask Eskahelion about the books and scrolls, and he tells me this tale.

“In the earliest days, dragons tended the tree of wisdom, and men revered them. But as time passed, men came to fear the power of dragons, and relations between the two races became marked with discord. Only a few brave sons of man endured in their relations with dragons. These were the wizards, to whom the dragons gave the secrets of wondrous magics.”

I think of the wizard of Lübeck in his gray, tattered robes, and I imagine him working side by side with the dragon.

“They reaped the fruits of the tree of wisdom,” continued Eskahelion, “writing down their discoveries in the great books and scrolls. But then came a time when the wizards, ever the sons of man, grew jealous, seeking powers that even dragonkind has not. And so all men became set against dragons.

“Knowledge was still left to man, ready to be redeemed from the books and scrolls. But the wisdom was not guarded well and many writings were lost. One last great king, possessed of wisdom, decreed that as many books and scrolls as could be found should be gathered at Alexandria.”

Alexandria. Founded by the greatest conqueror the world has known, one who surpassed even the Caesars. A noble city, founded by a noble man. Many a soldier has...
spoken of its grandeur.

“For a generation — two, three — the darkness was held back. If the wisdom was not reclaimed, at least it was gathered and held. But then dark forces threatened Alexandria with sack and plunder.

“And the dragons, companions to man from the earliest times when the world seemed a flowering garden, despaired. And from their despair a desperate hope was born. From the four winds came the dragons, descending upon Alexandria. Ill it was that even then our numbers were so few; ill it was that many were turned back from the city by hurled spear and bowed arrow, even as the armies of man approached the gates. But some few dragons prevailed, grasping what few books could be carried away. And then noble Alexandria was sacked. Dark columns of smoke rose from the library, dispersing wisdom upon the wind. My small hoard is all that now remains.”

I have witnessed the sack of many cities, but none that I recall contained any great library such as Eskahelion describes. I imagine, though, that the smoke from so much paper would indeed be dark and rich.

I listen to Eskahelion’s tale politely and take profit from it. With a seed of truth, clearly it is a fabrication designed to cloud my mind. Fortunately, I am well toward recovery and my wits are regaining their quickness. Men and dragons companions? Such an obvious lie puts me on proper guard.

And yet, though I be no theologian, the tale interests me. The story of the garden and wisdom and scaled serpent finds its echo in Holy Scripture. Thus I must be cautious about what I reject, at the peril of my soul. I mumble an expression of polite thanks for the tale, much as one might acknowledge a round of ale provided by a fellow traveler at an inn. And then my head nods and with little pretense I make to sleep.

It is the seventh day since I awakened upon the dragon’s belly. My sleep has been troubled, and I grow wary of the dragon’s intent. He brings me food that I may sustain myself, yet he seems to bide his time with purpose unknown. The thought occurs that I am being fattened for the slaughter, but I dismiss the supposition as unlikely. Studies of nature by learned men show that dragons rarely devour human flesh.

My thoughts dwell upon my penance and the needs of Christendom. All Europe had reverberated with terror when the infidel Turk summoned the djinn that wrought such havoc at the walls of Belgrade before that city fell.

Faced with such a threat, Christendom may have need for a holy hero to transform himself into some powerful creature to defeat the vile magics of the East. Indeed, when His Eminence the cardinal laid this quest upon me, I doubt that he knew what power could be obtained from a heartscale potion. My mission, then, is not only one of personal absolution, but of duty to my Church and my sovereign, Charles V, whose Holy Roman Empire is a bulwark against both heresy and infidels.

Yet thoughts of duty aside, I am uncertain how to proceed. In my present condition and without the advantage of surprise, I am no match for the dragon. Though he is much smaller than I would have thought — his body is not more than twice the length and girth of a man if the tail not be counted — he moves with great agility. Furthermore, he never seems to sleep. And my broken breast-plate bears mute testimony to the strength and sharpness of his claws; I fear his strength is indeed supernatural.

For a weapon, I have my sword only, which cannot be concealed. I might wish I had included an arquebus, for shot does terrible damage. But it is a clumsy weapon, woefully inaccurate. In any event, it would have been too much an encumbrance when stealth and concealment counted for all. And yet if I cannot fight, I cannot flee. Should I dare to essay an escape down the mountainside, I fear the dragon would hunt me and pluck me up as neatly as a hawk does a rabbit.

My desperation grows. The dragon rests in the rear of the cave and watches me silently, his yellow eyes set upon me as if he awaits some event. Inaction is the cardinal sin of the soldier; decisiveness, the golden virtue. My leg is now well enough that I can walk with some little difficulty, so there is no holding back on that account. I have worn my sword without his comment for these seven days. Now its weight grows at my side. Yet even as I wonder why the dragon has let me remain armed, I doubt I can succeed unless I take him unawares. A plan takes shape in my mind.

“I have given much thought, Eskahelion, to your tale of the fruits of wisdom. Perhaps. . . perhaps I might study the writings so that some of what knowledge remains might come into the world once again.”

The dragon lumbers forward on his hind legs and instantly I am frightened. Have I made a fatal error? His yellow eyes gaze at me intently, seeming to penetrate my soul. I am astounded at his reply.

“Joyful indeed is this night!” he exclaims. “Redemption must come from within the heart of man, and for this I have waited. When I saw that a son of man had the courage and daring to come to this remote place to kill me, I hoped that perhaps such a one might have the spirit to undertake the challenge of wisdom.” He puts his forelimbs upon my shoulders and embraces me as I contain a shiver.

“Which of the writings do you feel that I might attempt to understand first?” I venture, struggling to keep all quaver from my voice. The dragon’s eyes stare into mine for a long instant and then he lowers his forelimbs.

Does he doubt my sincerity? For a moment, I am again afraid. Then he turns and shambles to the rear of the cave. I follow. He leans over and begins scrabbling through the manuscripts until at last he espies the one of his choice and nestles it in his foreclaws. “Now this one dates to the Elder Days, after the time of the Garden, but before —”

I draw my sword as he speaks, hoping his words will cloak any small scrape of blade against scabbard. As he turns to face me, he sees the drawn blade. Aiming to miss the heartscale, and praying that the point will pierce the leather-like scales and strike some vital spot, I thrust. It plunges deep into his chest.

For a moment, there is no reaction. I stand half-
paralyzed, a ringing noise in my ears. And then blood, dark and red, begins to gush from the wound.

“Ever the son of man,” he whispers, and dies.

The body tumbles sideways to the floor; his tail and wings twitch for a moment and then lie quiet. I have slain a dragon!

Only, the lidless yellow eyes do not close. I withdraw my sword from the dragon’s chest. One thrust has felled my quarry. Yet the yellow eyes unnervme. For a moment I think of thrusting my sword into the eyes, hacking and slashing at them again and again. But then, with trembling hand, I wipe my blade against the dragon’s skin, shear the it, and survey the cave. The fire that cooked my supper grows dim. Tonight, I will sleep near the coals; tomorrow, I will begin my journey back to Vienna and thence to Milan.

I awaken. I have passed the night in a dreamless sleep. Hunger gnaws at my gut; no dragon will bring me food today. I walk to the rear of the cave. The dragon’s corpse is cool, and the yellow eyes have lost their glow. Yet, even lifeless, they stare at me. Grimly and deliberately, I set to work. Sliding my sword under their edges, I pry up the lifeless, they stare at me. Grimly and deliberately, I set to

I am done, leaving exposed a dark patch of raw flesh. Blood still oozes from the wound, covering my blade and my hands; some has even spilled onto my boots. I wonder that the blood still runs.

Carefully, I tuck the scales inside my jerkin. The heartscale will serve as an ingredient for my potion. The remainder will be payment to the wizard and serve to make lesser potions of his own.

As I leave the cave, I feel yellow eyes staring at my back. Soon I shall receive my absolution. Comforted by thought of my purified soul, I clamber down the mountain.

I reclaim my possessions from the solitary inn of the village at the foot of the mountain and tip the innkeeper handsomely. Fresh clothes, a shave, a bath, draughts of ale, and a midnight romp with one of the serving maids, who gives delight worth twice the few coins that I press into her grateful hands, do much to restore my spirit. At dawn, I set out for Lübeck, a week’s journey.

The wizard is standing outside his hut; he seems surprised to see me. The surprise turns to sadness as I press into his hands the linen bundle containing the dragon’s scales. The wizard is an old man, doubtless a Jew or worse, head bowed, with scraggly gray curls falling haphazardly past his ears. He is dressed in the shabbiest of cast-off cloaks, his skin is the color of dirty sandstone, and his face is covered with furrows not unlike those cut by a plow on a hilly field.

“I did not think you would best a dragon in battle,” he says softly. “I wonder who has died.” I look at the wizard, uncomprehending. The dragon has died, is it not obvious?

Apparently, my thoughts are clear upon my face, for he continues. “Whenever a dragon gives birth, a new wizard gains powers. When the last dragon dies, so passes the last wizard. A strict equality, born of a long-ago curse in response to an ancient betrayal.”

Unaccountably, I envision my blade thrusting through scales dark and gold, the blood oozing forth and coating my steel as yellow eyes regard me. *Ever the son of man.*

“It is of little import,” says the wizard. “No one has been added to the count of wizards in half a lifetime.” His fingers stroke the scales slowly, reverently. “The time of magic and dragons approaches its end. Now to your potion.”

Yes, my potion. My heart sings praises to God. The wizard turns and calls out. A young man, as ill-kempt as his master, comes out of the hut. The wizard speaks to him in an arcane language. A question, an answer, and then the young man cautiously accepts the scales. I watch him, fearful that my ordeal will be for naught if the heartscale is somehow mistreated.

“My son, my apprentice,” explains the wizard. “Though I doubt the power will ever come to him, unless I die before the next dragon falls. Fear not. He will take the greatest care in making the preparations. I myself will mix the potion. You may return to claim it a fortnight hence.”

“A fortnight?” This is preposterous. Now that I have nearly completed my obligation, it seems unbearable that some rogue in a dark alley or some vile flux could relieve me of my life and consign my soul to Hell before absolution is granted. With a melancholy temper, I take my leave. I count the days until I am reconciled with God.

I spend the next two weeks in alternate bouts of elation and gloom. Visions of a grateful and holy Cardinal Vitelli accompany nearly every waking moment. I pass the days drinking and gambling; my fortune with the dice is sufficient to provide more than adequate suppers and companionship in a suitably entertaining bordello. One game, though, I lose when I roll a pair of aces. The yellowed dice stare at me like dragon’s eyes. I am in ill temper for the remainder of the evening.

News arrives that good Pope Adrian has died suddenly. Worse, a Florentine of the accursed Medici family has been elected in his place, taking the name of Clement. Oh, my Church. Almost better that that heretic Luther be elected. I down a great quantity of wine as I contemplate these events, and have to be carried to my room by the innkeeper’s servants.

I return to claim my potion from the wizard. His son waits at a distance, watching intently. Remembering that a dragon’s death means death for a wizard, I understand a wizard’s reluctance to hunt dragons. The scales must be coveted all the more, then, and I worry that greed on the wizard’s part may have led him to dilute my potion and keep a part of the heartscale for himself. The old man assures me that I have naught to fear. I remind myself that a guarantee writ in steel hangs in my scabbard as I accept the flask from his hands.

“He who drinks the potion must simply state his desire to be transformed,” says the wizard. “But, I beg of you to take the utmost care. Many desires will consume you.”

Well, the problem will not be mine. The potion will pass
I am dressed in my best velvet breeches and a silk doublet. A blue woolen cloak, embroidered with fine silver thread, hangs from my shoulders. My hair has been trimmed, my beard shaved, and a jaunty, wide-brimmed hat sporting the plume of some exotic bird adorns my head. The hilt of my sword has been polished and the scabbard leather buffed with finest soap. The leather pouch holding the potion hangs from my belt.

I stride up the broad white steps of the Castello Sforzesco and am guided by a series of functionaries toward the chambers where Cardinal Vitelli conducts his business. My boots produce an echo as I walk down a vaulted hallway of rose-colored marble and past a row of tall windows that admit the afternoon sun.

At last I am admitted to the antechamber of His Eminence Giuseppe Cardinal Vitelli, Archbishop of Milan. His secretary, a dour man wearing a black cap that hangs over his ears, looks up from the desk where he is scribbling some letter, bids me have a seat, and returns to his scratchings. He glances at me every few moments, fixing a cold gray eye upon me. The secretary would make a fine watchdog.

The bench upon which I sit is cushioned with a dark velvet pallet secured by straps of gold brocade. On the wall opposite, in a gilded frame, is a painting of the Madonna — the work of Signor Raphael, if I am any judge.

It is gratifying to know that the cardinal is a patron of the arts. I believe that all great and holy men should be acquainted with some of man's nobler impulses.

At last the secretary finishes whatever task had occupied him, folding the paper and sealing it with wax. He turns his attention to me.

"The signor's name and business with His Eminence?"

"Joachim von Hertzenstein. I have completed my penance and have come to seek the cardinal's blessing.”

The secretary's brow furrows with thought. "Von Hertzenstein, von Hertzenstein... Oh, yes. The soldier who fired the convent, killing Sister Felicia."

"Killing six sisters," I say, remembering the flames and the cries.

"Hrrmph. Well, yes, but only Sister Felicia was one of His Eminence's mistresses at the time, at least insofar as I know," says the secretary, looking at me dolefully. "In any event, His Eminence is not in the city this week, being, ah, entertained at the estates of the Visconti."

The secretary sees the expression on my face, but misunderstands. "Come, come, signor. I'm sure His Eminence will be happy to grant you his blessing upon his return. If you care to leave a donation of five gold ducats, I can assure you the blessing will be granted in absentia. Perhaps that might be a better course anyway."
summit and a cave where once glowed two yellow eyes
was still a considerable climb in front of me. But I needed
to go no farther.
I stopped to survey my world a final time. A gray sky
loomed overhead, a tiny river threads its way in the dis-
tance below. Dark forests on the lower slope concealed
their mysteries and their bounty of game.
I looked skyward, half-expecting to see two yellow eyes
and a pair of golden wings. Of course, the sky was empty.
I pulled the stopper from my flask and drank steadily, one
swallow at a time. The color was blood red, the smell like
burnt flesh, the taste bitter, bitter with greed and envy and
hope. I uttered my desire. In moments, the transforma-
tion was complete. The potion was as powerful as the
wizard claimed. Ever the son of man, I prayed for
redemption.
Mountains and valleys spread out below me, a wrinkled
blanket covering the landscape. I am happy. I soar among
the clouds, looking upon the world with yellow eyes.

I've seen opposing RPGs
approaches the status of urban
legend. The information is widely
heard and sometimes believed.
Even reputable sources in the
news media contribute to the
mess, as CBS News did in a 60
Minutes broadcast in September
1985, when it attempted to link a
murder-suicide in Colorado to
role-playing. This was interesting
in light of a subsequent interview
with the victims' family, carried
by the Associated Press during
the week after the show, which
showed that the victims' mother
did not believe the D&D game
was connected with the tragedy.
Even the police investigating the
case dropped any connection
between the game and the event
— yet this tragedy is still connect-
ed in the minds of some with
role-playing — which, to my understanding,
ever bothered to investigate

The issue of whether certain
games are harmful or not is a
serious one. I have no trouble
understanding how some games,
like lawn darts or those using
gunlike infrared-targeting pistols
or paint-pellet guns, could be
called into question. But the case
against role-playing is confound-
ed with rumor, false information,
and sensationalism. How could
anyone take the opponents of
role-playing seriously when they
have such difficulty acquiring
facts to support their thesis? But
then, this is attempting to reason
with an unreasoned response. If
you don't want to believe that
role-playing is helpful and fun,
then you won't. If you want the
truth, you have to be open to
more than one side of an issue.

This situation is analogous to
the claims in recent years that
role-playing games are harmful
in various ways to the gamers.
The "evidence" linking role-
playing games to antisocial or
destructive behavior is often ill-
made. In some cases, the material
NEW PRODUCTS FOR MAY

THE HUNT FOR RED OCTOBER™ Game
Boxed boardgame by Douglas Niles
The Americans and the Soviets struggle on the brink of World War III in the North Atlantic in this fast-playing, dramatic boardgame, based on the best-selling novel by Tom Clancy. Colorful stand-up pieces on plastic bases are the ships and submarines that meet in deadly combat from Florida to Norway. Multiple scenarios allow for every sort of modern naval battle imaginable. And coming in 1989 — the RED STORM RISING™ Game!
Suggested Retail Price: $19.95
Product No.: 3025

GAZ The Dwarves of Rockhome
D&D® Gazetteer
All the secrets of the dwarven clans, clerics, craftmagic, customs, heroes, laws, and Clan Wars of the D&D® game's Known World are at last revealed in this 96-page Gazetteer (with almost 20 pages of adventures), useable by characters of all levels.
Suggested Retail Price: $7.95
Product No.: 9226

H4 The Throne of Bloodstone
AD&D® module
Is your 30th-level ArchMage/Lord just gathering dust on the shelf? Do you want to stir up trouble in Orcus's own back yard? TSR, Inc., presents the most dangerous AD&D® game adventure ever published, for characters of levels 18 and up, with 96 pages of the most intense gaming excitement imaginable. Bring only your best, and bring all of your friends, too — you'll need them. Nuff said.
Suggested Retail Price: $8.96
Product No.: 9228

I14 Swords of the Iron Legion
BATTLESYSTEM™ campaign module by the TSR staff
For the first time, here's a BATTLESYSTEM™ supplement with everything you need to fight a mercenary campaign across the face of the FORGOTTEN REALMS™ setting. This module is for characters from 1st to 15th level, who join forces with the warriors known as the Iron Legion against any foe who will face them — be it human or monster! Pick up this 64-page book and learn about the thrill of victory first hand!
Suggested Retail Price: $7.95
Product No.: 9226

NEW PRODUCTS FOR JUNE

FR4 The Magister
AD&D® FORGOTTEN REALMS™ accessory
by the TSR staff
The Magister is the ultimate guide to magical items and magical spells in the FORGOTTEN REALMS™ campaign setting. This softbound, 64-page accessory is filled with new material to enhance any DM's campaign, from magical-item making to new random treasure tables — the lore of Elminster himself!
Suggested Retail Price: $7.95
Product No.: 9229

MF2 Ragnarok and Roll
MARVEL SUPER HEROES® module by Troy Denning
This is the second part of the greatest Marvel Universe saga ever told! The mightiest super heroes in existence go head-to-head against the almighty Elders of the Universe — and the battleground lies in the homes of the gods themselves: Asgard and Olympus! Can your heroes withstand the coming storm?
Suggested Retail Price: $5.96
Product No.: 6880

The BULLWINKLE AND ROCKY™ Role-Playing Party Game
Boxed role-playing game by David Cook and Warren Spector
"Now here's something you'll really like!" It's the most hilarious role-playing game of them all: the BULLWINKLE AND ROCKY™ game! It features short rules, fast game play, a spinner instead of dice — and, of course, Bullwinkle, Rocky, and all of their friends from the animated Jay Ward TV series. Full-color character cards and hand puppets are included. This RPG is for gamers of any age who love a good time. Look for "moose and squirrel" now!
Suggested Retail Price: $15.00
Product No.: 4005

The Magister
AD&D® FORGOTTEN REALMS™ accessory
by Jeff Grubb
This, the second of the DRAGONLANCE® graphic novels, recounts the adventures of the Heroes of the Lance in the ruins of Pax Tharkas. The spirit and excitement of the novels by Margaret Weis and Tracy Hickman are captured in this 80-page paperback.
Suggested Retail Price: $9.95
Product No.: 8430

TSAC4 F.R.E.E. Lancers
TOP SECRET/S.I.™ game accessory by Jeff Grubb
It's 10 years into the future, and the free world is being defended by secret agents with super powers! From the depths of the supercities to the reaches of space, these renegades join forces against the enemies of mankind in a fight using the highest of high technology. Espionage and science fiction meet in this 96-page TOP SECRET/S.I.™ softcover book. The future is now!
Suggested Retail Price: $8.95
Product No.: 7629

The KAGE™ Game
MASTER MOVES™ strategy boardgame by Jay Myers
This simple, high-strategy game challenges you to "kage" your opponent's playing piece — without being "kaged" yourself! This game design won the Parent's Choice Award and is part of the new MASTER MOVES™ strategy boardgames series from TSR, Inc. The simple rules allow for complex levels of play, and the game comes in its own durable vinyl box.
Suggested Retail Price: $12.95
Product No.: 1034

The CROSSER™ Game
MASTER MOVES™ strategy boardgame by Dave Rea
Another strategy boardgame from TSR, Inc., this family game reverses the strategy of checkers: Can you force your opponent to jump all of your pieces, thus being the first player to have no pieces left? This unique and intriguing game comes in its own vinyl carrying case.
Suggested Retail Price: $12.95
Product No.: 1041

The STEPPÉ™ Game
MASTER MOVES™ strategy boardgame by Dave Rea
This game was the winner of the Chicago Tribune's Top 25 Games award, and now it's part of the MASTER MOVES™ strategy boardgames series. Sample play and 3-D stacking strategies combine to create challenging and unique entertainment for the whole family. This game comes in its own vinyl carrying case.
Suggested Retail Price: $12.95
Product No.: 1033

AD&D® FORGOTTEN REALMS™ 1989 Calendar
1989 full-color calendar
For years, TSR has brought you the most beautiful fantasy calendars made — and the 1989 calendar opens up the FORGOTTEN REALMS™ campaign setting. Stunning and powerful scenes of war, sorcery, and adventure are showcased in this high-quality creation, featuring works by Jeff Butler, Clyde Caldwell, Jeff Eastly, Larry Elmore, and Keith Parkinson — the top names in the world of fantasy art.
Suggested Retail Price: $7.95
Product No.: 8889

©1988 Marvel Entertainment Group, Inc. All Rights Reserved. Marvel, Marvel Universe, Marvel Super Heroes, and all Marvel character names and likenesses are trademarks of Marvel Entertainment Group, Inc. Unless otherwise noted: © and ™ denote trademarks owned by TSR, Inc. ©1988 TSR, Inc. All Rights Reserved
The Armory
LIMITED EDITION 25mm MUSEUM QUALITY FIGURE SET
NOTE: THIS FIGURE SET CAN BE USED IN OUR NATIONAL PAINTING CONTEST SHOWN ELSEWHERE IN THIS ISSUE!

NEW! KINGS COURT

U.S. RETAIL
$6.95

SET CONTAINS:
King Bishop
Queen Monk
Prince Jester
Princess Earl
Duke Servant of Armory
(Sold as a 10 figure set only)

NEW ARMORY HERALDRY DECALS
Ideal for super detailing all scales of miniature figures. Dozens of Lions, Eagles, Crosses, etc. in 6 colors!
HA - Eagles, Lions etc. HB - Crosses, Fleur-de-lis etc.
HC - Ermine, Vair, etc. HD - Axes, Shells, Crowns etc.

#PC-006 $2.95 PER SHEET

COLORS - RED, BLACK, YELLOW, WHITE, BLUE, & GREEN

ARMORY KING FIGURE COURT SET & HERALDRY DECALS ARE AVAILABLE AT THESE FINE SHOPS

OVER 100 DESIGNS ON EACH SHEET

AL BIRMINGHAM LION & UNICORN 923-0777
AL COTHAN HEROES FOR HIRE 702-5862
AL TEMPEL EXCLUSIVE DEPORT 706-4727
CA CITRUS HEIGHTS SUNRISE HOBBIES & GAMES 728-8776
CA BELLFLOWER'S BOARD GAME CITY 862-0861
CA GARDEN GROVE BRICKHOUSE HOBIES 636-3580
CA LONG BEACH BALDIA GAMES 424-3180
CA MADERO'S BOARD BillingGAMES 732-8910
CA RIVERSIDE BOBB'S COMICS PLUS 682-5229
CA SAN DIEGO GAMETOWN 291-1660
CA VACAVILLE FRIELAND GAMES 969-6216
CA VENTURA RALPH'S COMIC CORNER 653-2732
CD SASKATCHEWAN WIZARDS CORNER 934-4777
CT HAMPTON FLOCK STOCK & BARREL 455-0572
CT WEST HARTFORD WAR & PEACE 232-0608
DE CLAYMONT BOOK THIRI 788-3278
DE NEWARK MUNHAN BOOKS 367-7657
DC WASHINGTON ANOTHER WORLD 353-8650
FL CAPE CORAL A & M MODELS 534-6358
FL DAVIE COMPLETIST STRATEGIST 961-5660
FL FT. WALTON BEACH DAVE'S HOBBY 862-2014
FL JACKSONVILLE XENO'S 368-6202
FL LAKELAND THE FANTASY FACTORY 648-8613
FL NEPTUNE BEACH HOBBY ORASIS 249-0688
FL ORLANDO ENTERPRISE 1701 669-1704
FL ST. PETERSBURG GATEWAY BOOK & GIFTS 577-5888
GA CONVERS DRAGONWARE HOBBIES 459-2229
HI HONOLULU SPACE CASTLE 528-2003
IL BLOOMINGTON HOBYYLAND, INC. 828-9232
IL CRVE COEUR ALTERNATE GAMES & HOBBY 696-0137
IL MT. PROSPECT GAMES PLUS 577-9263
IN ELKHART BOOKS & BEYOND 262-1798
IN INDIANAPOLIS BOARD GAME PRESERVE 257-7116
IN MUNCIE WIZARDS KEEP 298-1545
IA DAVENPORT THE GAME EMPORIUM 323-2670
KS KANSAS CITY J'S HOBBY HAVEN 283-6200
KS WICHITA BRADS HOBBIES 262-0009
KY LOUISVILLE'S GREAT ESCAPE 456-2216
LA BATON ROUGE ELOITS BOOKS 924-1600
LA SHREVEPORT THE HOBBY HUT 797-6837
MA BOSTON COMPLETIST STRATEGIST 267-2941
MA MALE falls HOBIES 320-2669
MA PITTSFIELD FUN & GAMES 445-5437
MI BATTLE TOY SOLDIER 440-3717
MI ANNAPOLIS THE SHOP 268-1141
MD BALTIMORE ARMORY MUSEUM OF MILITARY HIST. 764-8100
MI MINNEAPOLIS THE GAME EMPORIUM 483-3438
MI GLEN BURNE GALACTIC ENTERPRISES 760-9538
MD WELDORF SMALLWOOD VILLAGE CENTER 645-1961
MI FLINT RIDER'S HOBBY SHOP 234-4051
MI LANSING RIDER'S HOBBY SHOP 485-3004
MI MONROE MONROE HOBBIES 242-3130
MI MINNEAPOLIS THE GAME EXCHANGE 623-3049
MI MINNEAPOLIS PHOENIX GAMES 823-3222
MI OVERLAND GAMES, CRITTERS & HOBBIES 423-2199
MT MISSOULA TREASURE CHEST 549-7992
NV LAS VEGAS PAGE AFTER PAGE 334-1690
NV CONCORD TOY CITY 225-0576
NV KEENE TOY CITY 552-3131
NH MANCHESTER THE COMIC STORE 669-7055
NH NASHUA THE COMIC STORE 881-4855
NH LINDEN KIDDY MART 862-4426
NH MONTCLAIR COMPLETIST STRATEGIST 744-6622
NJ PARMSAU GAME MASTER LTD 643-3008
NJ VOORHEES PAST PRESENT & FUTURE 172-0482
NJ WILLOWWOOD PATS IN GIFTS & MORE 729-4351
NJ WOODBRIDGE GAME ROOM 636-1111
NM HOBBS GREEN SWIRL BOOKS & COMICS 302-6615
NM BABYON'S COMICS 321-4347
NY FOREST HILLS HOBBIES N SUCH 268-2155
NY MIDDLEBURY MEN AT ARMS HOBBIES 604-6545
NY NEW YORK COMPLETIST STRATEGIST #1 685-3860
NY NEW YORK COMPLETIST STRATEGIST #2 960-1732
NY SPECTRACRAFT ARMY GAMES 277-6134
NY SYRACUSE TWILIGHT SCIENCE 471-2139
NY WATAUGA COLLECTION'S 702-8700
NC WASHINGTON JAS HOBBY & CRAFT 768-3046
NO GRAND FORKS THE COLLECTOR'S CORNER 772-2518
OH FAIRVIEW PARK BLUE PHOENIX COMICS 393-7788
OH TOLEDO MIND GAMES 531-5640
OK TULSA OK HOBBIES & GAMES 743-8726
VA BETHELL'S DEN COMIC & GAMES 867-1178
PA KING OF PRUSSIA COMPLETIST STRATEGIST 265-8852
PA LEBANON SPELLBOUND HOBBIES 273-0567
PA PHILADELPHIA COMPLETIST STRATEGIST 583-2963
PA STRoudSBURG THE ENCOUNTER 424-6132
PA YORK CITY COMIC STORE WEST 845-9198
RI PROVIDENCE THE GAME KEEPER 351-0362
RI WARRIVCOM ACES PRODUCCHOBIE ZONE 732-5273
SC CAYCE SILVER CITY 791-4002
SC N CHARLESTON GREEN DRAGON 787-2052
TN MADISON THE GREAT ESCAPE 865-8052
TN NASHVILLE THE GREAT ESCAPE 337-0666
TX EL PASO RUTS PAPERBACK BOOK EXCHANGE 751-1143
TX LUBBOCK STAR BOOKS & COMICS 744-9150
TX MALLENE WITH VENUSES 687-3154
TX SAN ANTONIO DUNGEON BOOK & COMIC 732-2272
TX SAN ANTONIO TOSS OF THE DICE 679-2543
VA ALEXANDRIA EAGLE & EMPIRE GAME SHOP 386-5863
VA ALEXANDRIA LITTLE SOLDIER 548-7057
VA CHARLOTTESVILLE STANDARD BEARER 793-1439
VA FALLS CHURCH COMPLETIST STRATEGIST 532-3477
VA NORFOLK CAMPAIGN HEADQUARTERS 583-7641
VA ROANOKE ONE-EYED-JACKS 359-5163
VA STERLING PARK WARSHARMS IN THIS SHOP 420-6738
WA LYNWOOD FANTASY FANTASY GAMES 775-8471
WA MERGER ISLAND WRESTLING BUILDERS LTD. 296-2511
WA BROOKFIELD HOBBY HOBSE 782-2170
WA MADISON HOBBY HORSE 241-3961
WA SHOREWOOD MARVELS 982-6730

FOR A LIST OF ARMORY PRODUCTS SEE ANY OF THE FINE DEALERS IN THIS ADVERTISEMENT, OR SEND A LARGE SASE TO: THE ARMORY MUSEUM 4145 AMOS AVENUE BALTIMORE, MD 21215. DEALERS IF YOU WOULD LIKE TO BECOME AN ARMORY CO-OP DEALER AND APPEAR IN FUTURE DRAGON MAGAZINE ADVERTISING CALL 1-800-638-3888

WHEN IN BALTIMORE VISIT THE ARMORY MUSEUM OF MILITARY HISTORY
Arcane Lore

Time heals all wounds (but these spells help)

Presented here are four new clerical spells, all of which deal with regenerative healing: regenerate light wounds, regenerate serious wounds, regenerate critical wounds, and regenerate heal. They are very similar to the three cure wounds spells and heal, but instead of receiving the healing all at once, the spell recipient slowly regenerates hit points at the rate of a few hit points each round. This, coupled with the fact that regenerate wounds spells heal less total damage than cure wounds spells of the same level, makes these newcomers to the cleric’s arsenal less desirable than the older standbys, except for one thing: The regenerate wounds spells may be cast before the party encounters danger. This is helpful, especially to smaller parties, because it allows the cleric to fight or cast other spells in combat. At worst, the cleric will be free for a few rounds because the wounded will not need attention as soon. These spells also allow solo adventurers and parties without clerics to enlist the aid of friendly clerics (for a price, of course) before the adventure begins.

In adventures lasting more than one day, the cleric with these spells is faced with a choice: He must choose many of the newer spells or concentrate on the older favorites of clerics who worship gods of deception or trickery. There are several ways to fight users of regenerate wounds spells. The most obvious tactic is to do only a slight injury to the user (hitting him with a low-level spell, for instance) and waiting for the injury to heal, dispelling the regenerate wounds dweomer. Another is to cast a healing spell on the user, which will also dispel the regenerate wounds spell. This latter action will not dispel a regenerative heal spell unless the recipient has not yet been injured; otherwise, it returns him to 4 hp or less of his hit-point maximum. And don’t forget dispel magic as a possible form of attack.

DMs should note that most stupid monsters will not even realize that the regeneration of the PC is taking place, much less take logical steps to stop it. NPCs, on the other hand, especially high-level ones, will probably take very effective steps to negate regenerate wounds spells.

As a final note, none of these spells will work for a PC who has been slain. Hit-point recovery is possible if a character has fallen into the negative hit-point range (down to and including -9 hp), but if a PC falls below -9 hp or is struck by a magical effect (like symbol of death) that slays him outright, all regenerate wounds spells previously cast upon that person are dispelled at once.

**Regenerate Light Wounds**
(Necromantic) Reversible
Level: 1
Components: V,S
Range: Touch
CT: 7 segments
Duration: See below ST: None
AE: Creature touched

**Explanation/Description:** This spell is much like the first-level clerical spell, cure light wounds. When it’s cast on a wounded individual, he regenerates 1 hp per round for 2-5 rounds. If the recipient of the spell is at full hit points before the regenerate light wounds spell is cast, the spell has no immediate effect. Instead, if the individual is later injured (suffers at least 1 hp damage within the spell’s duration), the regeneration “waits” to take place at that time. When the individual reaches his maximum hit points or has regenerated the full 2-5 hp, the spell dissipates. If the spell recipient has a subsequent curative spell (including another regenerate wounds spell) cast upon him, drinks a potion of healing, or uses other magical healing powers, the original regenerate light wounds spell is dispelled, although all healing already gained from the spell is retained.

The reverse of this spell, degenerate light wounds, causes the recipient to suffer 2-5 hp damage at the rate of 1 hp lost per round. This degeneration begins after the recipient is subsequently healed (or regains a hit point from resting) or gains hit points by any means. The degeneration stops when the spell has run its course or the victim dies. The regenerate wounds and degenerate wounds spells affect only those creatures affected by cure light wounds spells, and the healing or injury is only as permanent as that provided by a cure light wounds spell.

The “waiting” duration of a regenerate light wounds spell is 24 hours per level of the spell’s caster; its healing effects are permanent. The duration of this spell’s reverse is equally long.

**Regenerate Serious Wounds**
(Necromantic) Reversible
Level: 4
Components: V,S
Range: Touch
CT: 9 segments
Duration: See below ST: None
AE: Creature touched

**Explanation/Description:** This spell is the same as the first-level clerical regenerate light wounds spell except for its duration (48 hours per level of the caster for a “waiting period” with permanent effects) and magnitude. This spell heals 5-11 (2d4 + 3) hp at a rate of 1 hp per round. The reverse of this spell has the opposite effect, as per a degenerate light wounds spell.

---

**Spell-Casting Costs Table**

<table>
<thead>
<tr>
<th>Spell</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Regenerate light wounds</td>
<td>200 gp</td>
</tr>
<tr>
<td>Regenerate serious wounds</td>
<td>650 gp</td>
</tr>
<tr>
<td>Regenerate critical wounds</td>
<td>1,300 gp</td>
</tr>
<tr>
<td>Regenerate heal</td>
<td>5,000 gp</td>
</tr>
</tbody>
</table>

58 JUNE 1988
Discover exotic, post holocaust Australia

Mutants Down Under
A supplement for Heroes Unlimited and Teenage Mutant Ninja Turtles

It is Australia, generations after nuclear war has ravaged the Earth. Human-kind clings to survival by a thread.

A new breed of intelligent life, mutant animals, has risen from the ashes of destruction. To the Aboorigine survivors, the appearance of the mutant animals is the fulfillment of the “Dream Time” legend. They believe the animals have returned to live with man as brothers. But their life of peaceful coexistence is threatened by invaders from what once was Indonesia.

They call themselves the Masters of Bio-Technology. And they have claimed Australia as an extension of their empire. Their plan is one that has never failed them yet; to “seed” Australia with deadly mutant plants that will trap and devour the enemy. The tribes of Australia, human and mutant animal, must unite to combat the invaders or become their slaves.

Highlights Include . . .
- Over 20 new mutant animals.
- The Dream Time Sorcerer
- Post-Holocaust Australia mapped and described.
- The Masters of Bio-Technology and their monstrous minions.
- Plus adventures to get you started.
- A companion book for After the Bomb™ and Road Hogs™
- $6.95 Please add $1.00 for postage.

TEENAGE MUTANT NINJA TURTLES
Teenage Mutant Ninja Turtles & Other Strangeness captures the adventure and weirdness of the Ninja Turtles’ comic book and T.V. show. The rules enable you to create and play any type of mutant animal with a variety of powers, abilities and martial arts. Plus an 8 page comic strip, adventures, the Ninja Turtles and other characters. The complete rule book is only $9.95.

TMNT Adventures provides five different adventures that will send your characters around the world. Includes the infamous “Death Trials” scenario. $6.95 Please add $1.00 for postage.

TMNT Guide to the Universe gives you never before revealed data on the Turtles, and dozens of other aliens which have appeared in the TMNT comic book. Plus rules for space and aural combat, four adventures and comic strip. $6.95 Please add $1.00 for postage.

TMNT Sourcebook: After the Bomb! A science fiction extrapolation of our world decades after nuclear holocaust and where mutant animals are the new order of life. Plus six adventures, maps and world description. Great Stuff! $6.95 Please add $1.00 for postage.

TMNT Sourcebook: Road Hogs! An “After the Bomb” companion of post-holocaust mayhem on the highways of the shattered West Coast. Vehicle combat rules, 20 new animal mutations and four adventures complete this package. $6.95 Please add $1.00 for postage.

The Revised Heroes Unlimited RPG enables you to create any type of comic book super character: robots, cyborgs, aliens, martial arts masters, super spics, psionics, mutants, magic and more! Heroes Unlimited is still the only game that covers every aspect of the comic book hero! 248 pages, Compatible with TMNT. $19.95 Please add $2.00 for postage.

Ninjas & Superspies, a complete new role-playing game that is interchangeable with Heroes Unlimited and Ninja Turtles. Play superspies with high-tech gimmicks and cybernetic implants. Or play martial art masters with unusual powers. Includes 39 forms of martial arts, secret organizations, secret identities, cyborgs and more. $14.95 Please add $2.00 for postage.

Complete 1987-1988 Catalog
Send 50¢ postage and handling to receive the complete catalog of our fantasy, superhero, and science fiction role-playing games and supplements. Send orders to: Palladium Books®, 3926 Lonyo, Detroit, MI 48210.

Teenage Mutant Ninja Turtles are a registered trademark and copyright © 1984, 1988 Mirage Studios.
Regenerate Critical Wounds
(Necromantic) Reversible
Level: 5
Components: V,S
Range: Touch
Duration: See below
CT: 1 round
ST: None
AE: Creature touched
Explanation/Description: This spell is the same as the first-level clerical regenerate light wounds spell, except for its duration (72 hours per level of the caster for a "waiting period," with permanent effects) and magnitude. This spell heals 9-18 (3d4 + 6) hp at a rate of 1 hp per round. The reverse of this spell has the opposite effect, as per degenerate light wounds.

Regenerative Heal
(Necromantic) Reversible
Level: 7
Components: V,S
Range: Touch
Duration: See below
CT: 12 segments
ST: None
AE: Creature touched
Explanation/Description: This spell is similar to the first-level clerical regenerate light wounds spell. When this spell begins to heal wounds, it does so at a rate of 4 hp per round and continues until the recipient is 4 hp or less from his maximum hit-point total, regardless of how much damage or healing the individual receives before that time. In other words, if the recipient is wounded again after receiving the wound that triggers this spell, the spell continues to heal the recipient until he is 4 hp or less from his hit-point total, at which point the spell ceases to function. This spell has no effect on disease, blindness, insanity, loss of limb, or disabling spells. The "waiting" duration of this spell is one week per level of the caster, with permanent effects.

The reverse of this spell, degenerative harm, causes 4 hp damage per round once triggered by subsequent healing or injury. This spell ceases when the victim has 4 hp or less left, so it can weaken but not slay a victim. It causes no other harm to the recipient in the form of disease, insanity, etc.

Notes
When the regenerate wounds spells were first conceptualized (in the summer of 1983), I planned to make the regenerate light wounds spell a second-level clerical spell, one useful for adventuring parties but not meant to free the cleric for a more offensive role in combat. It was only while attending the GEN CON® 17 Game Fair in 1984 (where I played a warrior cleric in an AD&D® game adventure) that I realized how difficult a task it is for a cleric to add measurably to his party’s offense. One of the most valuable things a cleric can do is to heal fellow PCs. Unfortunately, this often becomes an overwhelming responsibility, and the cleric is often excluded from doing all else to tend to the wounds of his colleagues. This situation is only exacerbated by the introduction of a second-level healing spell, as the party members expect the cleric to pray for a number of these each day as well as for a number of first-level cure light wounds spells. This obviously reduces the number of hold person and spiritual hammer spells the cleric can gain. Make the regenerate light wounds spell a first-level spell, and not only can the cleric keep his party’s hit points up, but he can participate in combat without having to weave his way back and forth through the group or abandon his spiritual hammer spells to tend to the wounded.

The DM can easily create regenerate wounds spells for druids as well. I recommend regenerate light wounds be a second-level druidic spell, regenerate serious wounds be a fourth-level spell, and regenerate critical wounds be a sixth-level spell, each having the same effects as its corresponding clerical version. I also recommend no regenerative heal spell for druids. Furthermore, all druidic regenerate wounds spells require mistletoe in order to be cast.

Optionally, the DM may require an additional material component (such as trolls blood) for the powerful clerical spell, regenerative heal.
The following are the final nominees for the Origins Awards for 1987, to be awarded at 7:00 p.m., Saturday, August 20, at the 1987 GEN CON®/ORIGIN® Game Fair in Milwaukee, Wis., which runs August 18-21. The Origins Awards are presented annually for outstanding achievement in Adventure Gaming. Members of the Academy of Adventure Gaming Arts and Design nominate products for the awards.

This page is your official ballot. To vote, simply fill in only ONE box under each of the following 19 categories. Fill out the information at the bottom, then mail your completed ballot to: Origins Awards, P.O. Box 2712, Fairfax VA 22031. The deadline for returning your ballot is July 15, 1988. To obtain additional ballots, write to: ORIGINS '88, c/o TSR, Inc., P.O. Box 756, Lake Geneva WI 53147. Enclose $1.00 per ballot in check, cash, or money order to cover postage and handling. Members of the Academy of Adventure Design and Design will receive a final ballot in the mail, and should forward their ballots to the Academy. If you have any questions concerning either the ballot or the Academy, please write to: Origins Awards, P.O. Rev 2712, Fairfax VA 22031.

1. Best Historical Figure Series, 1987
   - American Civil War, 15mm (Stone Mountain Miniatures)
   - American Pilots Line (Ranf Co., Inc.)
   - Shogun Hard Guys: The New Samurai (R. Partha Enterprises)

2. Best Fantasy or Science-Fiction Series, 1987
   - BattleTech Mech Warriors (R. Partha Enterprises)
   - DUNGEONS & DRAGONS® game figures (Citadel Miniatures)
   - Gnome the Wanderer (Dark Horse Miniatures)
   - Julie Guthrie's Fantasy Line (Kremlinger Models)
   - Renegade Legion: Interceptor Line (FASA Corporation)

3. Best Vehicle or Accessory Series, 1987
   - BattleTech Mech (R. Partha Enterprises)
   - Civil War Artillery (Ranf Co., Inc.)
   - Hovels and Buildings, 15- & 25mm (Stone Mountain Miniatures)
   - Machineries of Destruction (Citadel Miniatures)
   - Star Trek Miniatures (FASA Corporation)

   - Chaos Wars (R. Partha Enterprises)
   - Harpoon (Game Designers' Workshop)
   - Warhammer 40,000 (Games Workshop)

5. Best Role-Playing Rules, 1987
   - Megatraveller® (Game Designers' Workshop)
   - Paranoia, second edition (West End Games)
   - Star Wars: The RPG (West End Games)
   - Thunder from Outer Space (R. Thalbayan Games)
   - TOP SECRETS/S.I.® game (TSR, Inc.)

6. Best Role-Playing Adventure, 1987
   - Blood of the Kanka, ADA® Oriental Adventures (TSR, Inc.)
   - Future in Flames series, MARVEL SUPER HEROES® game (TSR, Inc.)
   - Ochimio the Spirit Warrior, ADA® Oriental Adventures (TSR, Inc.)
   - Scared Stiffs, Ghostbusters (West End Games)
   - Tournament of Demons, Pendragon (Thalbayan, Inc.)
   - Who Watches the Watchmen? DC Heroes (Mayfair Games, Inc.)

   - FORGOTTEN REALMS® fantasy setting, ADA® game (TSR, Inc.)
   - GURPS Horror, GURPS (Steve Jackson Games)
   - Manual of the Planes, ADA® game (TSR, Inc.)
   - Missakatonic U. Graduate Kit, Call of Cthulhu (Chaosium, Inc.)
   - Star Wars Sourcebook, Star Wars: The RPG (West End Games)

8. Best Graphic Presentation of a Role-Playing Game, Adventure, or Supplement, 1987
   - FORGOTTEN REALMS® fantasy setting, ADA® game (TSR, Inc.)
   - Gazetteer: series, ADA® game (TSR, Inc.)
   - Missakatonic U. Graduate Kit, Call of Cthulhu (Chaosium, Inc.)
   - Star Wars: The RPG (West End Games)
   - Star Wars Sourcebook, Star Wars: The RPG (West End Games)

   - Blood Royale (Games Workshop)
   - Britannia (The Avalon Hill Game Company)
   - D'Esplan-Talaver (Clash of Armies Games)
   - LA GRANDE ARMEE® game (SPI/TSR, Inc.)
   - Shogun (Milton Bradley Company)

10. Best Boardgame of the Period 1900-1946, for 1987
    - Battle For Moscow (Game Designers' Workshop)
    - MOSCOW 1941® game (SPI/TSR, Inc.)
    - ONSLAUGHT® game (SPI/TSR, Inc.)
    - Patton's Best (The Avalon Hill Game Company)
    - scorched earth (Game Designers' Workshop)

11. Best Boardgame Covering the Period 1947 to date, for 1987
    - Air Superiority (Game Designers' Workshop)
    - Central America (Victory Games, Inc.)
    - Fire Team (West End Games)
    - Seventh Fleet (Victory Games, Inc.)
    - Team Yankee (Game Designers' Workshop)

12. Best Fantasy or Science-Fiction Boardgame, 1987
    - Arkham Horror (Chaosium, Inc.)
    - GAMMA AURUS® game (TSR, Inc.)
    - Renegade Legion: Interceptor Line (FASA Corporation)
    - Isaac Asimov Presents Star Traders (Steve Jackson Games)
    - Star Warriors, Star Wars: The RPG (West End Games)

13. Best Graphic Presentation of a Boardgame, 1987
    - Chase (TSR, Inc.)
    - GAMMA AURUS® game (TSR, Inc.)
    - ONSLAUGHT® game (TSR, Inc.)
    - Shogun (Milton Bradley Company)
    - Star Warriors, Star Wars: The RPG (West End Games)

    - Almanac (Pegasus Productions)
    - Heroic Fantasy (Flying Buffalo, Inc.)
    - Nuclear Destruction (Flying Buffalo, Inc.)
    - World Wide Battle Plan (Flying Buffalo, Inc.)

15. Best Fantasy or Science-Fiction Computer Game, 1987
    - The Eternal Dagger (Strategic Simulations, Inc.)
    - Phantasia III (Strategic Simulations, Inc.)
    - Pirates! (MicroProse Software)
    - Realms of Darkness (Strategic Simulations, Inc.)

    - Airborne Ranger (MicroProse Software)
    - Panzer Strike (Strategic Simulations, Inc.)
    - Project: Stealth Fighter (MicroProse Software)
    - Shilo: Grant's Trial in the West (Strategic Simulations, Inc.)
    - Sons of Liberty (Strategic Simulations, Inc.)

    - Airborne Ranger (MicroProse Software)
    - Pirates! (MicroProse Software)
    - Project: Stealth Fighter (MicroProse Software)

    - Autoduel Quarterly (Steve Jackson Games)
    - Computer Gaming World (Golden Empires Publications)
    - DUNGEON® Adventures (TSR, Inc.)
    - Fire & Movement (Diverse Talents, Inc.)
    - Gateways (Gateways Publications, Inc.)
    - Strategy & Tactics (World Wide Wargames)
    - White Dwarf (Games Workshop)

    - Alarums & Excursions (Lee Gold)
    - POLYHEDRON® News (ITSR, Inc.)
    - Volunteers
    - Wild Hunt

Name ____________________________
Address ____________________________
City ____________________________  State ____________  Zip ____________
The 1988 GEN CON®/ORIGINS™ Game Fair has more things to do than you can ever imagine! We cannot begin to detail in this brief brochure, all the amazing events and guests that are planned for you at this year's Game Fair. Besides the hundreds of gaming events and tournaments, the seminars, workshops, game demonstrations, art show, and dealers exhibit, we also feature a popular highlight that has always been synonymous with the GEN CON® Game Fair. And that, is called the Games Auction.

Ah yes, the extravagant Games Auction. We're hoping to make this the biggest and best Games Auction ever, and we can achieve this challenge with your help.

The Games Auction has always had the best deals anywhere, on games that range from never-used, shrink wrapped current games to the tried and true classics from decades past. Games from virtually every game company in the world are sold at this auction. Not only do hundreds of gamers submit their games for sale, but game companies sometimes sell brand-new games at the auction for prices that are as low as 10% of the prices you would pay in stores.

In addition to the great prices on games, the auction enables you to find that rare game or magazine to add to your treasured collection that you can't find anywhere else. Here is your once a year chance to purchase these rare and unusual items of the gaming industry. Please take advantage of it! If you have a rare game, this is the place to sell it, as you will find eager buyers bidding for your games at prices you'll not find elsewhere.

Last year, hundreds of miniatures were snatched up by bargain hunters at the Game Auction. Fantasy miniatures were in the majority, but there were also a lot of modern armor, aircraft, infantry, Napoleonic figures, colonial figures, and much more.

More and more computer games are being sold at the Game Auction every year--games for every computer system. Don't have a computer? We've even sold computers at past auctions.

Not only are thousands of games and accessories selling for pennies on the dollar, but lots of non-gaming items are offered at the auction as well. Pieces of art, sculptures, ceramic figures, and medieval-style clothing are among the various staples of the auction. Tremendous values in professionally crafted authentic weapons also have been found at past Game Auctions.

How can you afford to miss this annual extravaganza? Just turn the page to see how to become a part of this special Game Fair highlight. We hope you will be there to help make this year's Auction the biggest and best ever!
When is the Game Auction?
The selling times of the Auction are:

Thursday, August 18  10:00 A.M. to 9:00 P.M.
Friday, August 19   9:00 A.M. to 9:00 P.M.
Saturday, August 20 9:00 A.M. to 9:00 P.M.
Sunday, August 21   9:00 A.M. to 12:00 P.M.

When Can I Check In?*
The Check-In times for the Auction are:

Wednesday, August 17 12:00 P.M. to 6:00 P.M.
Thursday, August 18   8:00 A.M. to 5:00 P.M.
Friday, August 19     8:00 A.M. to 5:00 P.M.
Saturday, August 20   8:00 A.M. to 5:00 P.M.
Sunday, August 21     8:00 A.M. to 10:00 A.M.

When Can I Check Out?
The Check-Out times for the Auction are:

Friday, August 19   9:00 P.M. to 10:30 P.M.
Saturday, August 20 9:00 P.M. to 10:30 P.M.
Sunday, August 21   12:00 P.M. to 3:30 P.M.

* Note that you can check in auction items on Wednesday, before the Game Fair starts. You may purchase seller cards, auction forms and bags for modules and magazines at this time, which will help to avoid the rush during the Game Fair. You can even mail in items ahead of time, even if you don’t attend the convention. Read on!

BUYING ITEMS

Whether you are buying items, selling items, or doing a bit of both, you will need an auction card. Only those people with valid auction cards will be allowed to place or bid on items for sale at the auction. These cards cost a paltry $1 and can be bought at the PAW booth outside the auction room on the second floor.

To bid on an item, you simply hold up your auction card until the price of the item is too high for you. If you are the last person holding a card up, the item is yours at the last price given. The auctioneer will record your card number with the price.

We ask that you pick-up purchased items only once per day, and that you wait until you leave the auction for the day. This will lessen the traffic at the check-out counters and move the lines much faster.

SELLING ITEMS

If you bring your items to the auction for sale the following procedures apply. (If you want to mail in your items, information is coming up)

First, purchase an auction card and auction forms ahead of time (use the coupon on the back page) or at the PAW booth in front of the auction room. You will need one form for each item you want to sell. The seller card costs $1 and each form will set you back a nickel.

Fill out the forms and attach one each to the appropriate item. You should write in an honest description of the item and condition of the item and its contents (which should note any missing parts or defects). Also, fill in the minimum acceptable bid price in the space provided. This is the lowest amount you agree to accept for your item. No items will be sold for less than 50 cents! And, all minimum bids must be in multiples of 50 cents.

When you have filled out the forms, bring your items to one of the check-in areas noted in the On-Site Game Fair Program. Auction personnel will check your forms and items and then return a copy of your forms to you as a receipt. Make sure you receive and keep your copies of these forms—you will not get paid or get your unsold products back if you lose them!

During one of the listed check-out times, you can pick up your unsold items and the money due to you for your sold items. Neither money nor games will be returned at any other time.
MAIL-IN PROCEDURE
You can now mail your games and other auction items to us before the Game Fair even starts! This means you won’t have to be delayed by registering your auction materials when you come to the Game Fair. You won’t have to pack your auction items in the car, tote them on the plane, lug them on the bus, cart them on the train, bring them on the boat, or worry at all about how to get all of that stuff to the Game Fair.

Here is how it works. First, request the Games Auction forms by mailing in the coupon from the back page of this ad. You must pay five cents for each form you request, plus $1 for an auction card (which also serves as your bidding card at the auction, so hang on to it). Checks or money orders only—made out to TSR, Inc., will be accepted with your form request coupons. You will also need an auction card, even if you will not be at the Game Fair.

Once you receive your auction card number and forms, fill out one form for each item you intend to put up for sale. Include an honest description title and condition of the contents of the item, as well as a minimum acceptable bid price. NO ITEMS WILL BE SOLD FOR LESS THAN FIFTY CENTS! All minimum bids must be in multiples of 50 cents. Put the completed form (including all three parts) inside the item for sale. Do this for each item you wish to sell. Box the items and mail them to the address on the form. When we receive them, we will return your copies of the forms, along with an acknowledgement of what items were received.

Each module and magazine must be put in a separate plastic storage bag. This insures that we don’t have to tape the form to the cover of the module or magazine, which risks tearing the cover. If you require plastic storage bags, they can be purchased for 25 cents each.

SUBMIT ITEMS FOR SALE EVEN IF YOU CANNOT ATTEND THE GAME FAIR
To make your dealings with the Games Auction convenient for you, and to alleviate the ‘convention crush’ on our end, we offer this option to you. Request the auction forms and send in your items as above. Please include a second check for return postage. The amount of the check should be for half of what it cost you to mail the items to us (this assumes that at least half of your items will be sold). After the Game Fair, we will send you an accounting of the items sold and their selling prices, along with a check covering the sold items. Unsold items will only be returned if you sent a check to cover their return postage, or if the sale prices of your other games cover your return postage. If you do not want your unsold games back, write a note to that effect, sign it, and send it along with your items. This option also helps us to sort and organize items ahead of time and alleviate some of the convention crush in August.

AUCTION STORE--SALES AT MINIMUM BID PRICE
To avoid buyer frustration and to keep the auction running smoothly, the vast majority of modules and magazines will be sold in the Auction Store. In the Auction Store, items are placed on tables and racks. Buyers may browse, buying items for the minimum bid price.

All modules, all single-copy DRAGON® magazines later than issue #40, and common issues of other magazines (those with minimum bids of less than $10) are automatically sent to the Auction Store. Common items that do not sell in the Auction at the end of each day will, at the discretion of Auction Management, be moved to the Auction Store to be sold at the minimum bid price. Certain items, such as low-number DRAGON® magazines, rare magazines, rare games, etc., will NOT go into the Auction Store, even if they do not sell the first time or two in the auction. If you do not want an item to go into the Auction Store, you must state this on the auction form.

OTHER RULES
• Commissions: TSR, Inc. charges a 15% commission on all items that are sold in the auction and the Auction Store. (The buyer doesn’t pay this—it comes out of the seller’s proceeds.)

• Methods of payment:
  1. MasterCard and VISA are acceptable, with a valid driver’s license.
  2. Personal checks cannot be accepted without a valid MasterCard or VISA and a valid driver’s license. Auction management reserves the right to refuse any check.
  3. The Auction accepts only U.S. currency.

• Buyers Obligation: Placing a bid on an item is legally binding. If yours is the accepted bid, you are obligated to pay that price. If you don’t show up to pay for an item you successfully bid on, you will be billed at a later date and the cost of shipping and handling will be added to your bill.

• Special Auction Schedule: There will be several specific scheduled times for the sale of various categories of items, to encourage buyer interest and bidding competition. We will be posting notices of these times throughout MECCA and the auction room. Look for them at the Game Fair.
**Buyers Beware:** All items sold are sold 'as is'. This means that you could purchase an item that is damaged or is missing parts. The auction staff will try to inspect every item to insure that it is properly described on the form. In the long history of the Auction, it is rare that an item has been sold without the buyer knowing what he or she was getting.

**Management Rights:** The auction staff reserves the right to refuse to sell an item if it is felt to be offensive or otherwise unacceptable fare for the auction. Photocopied versions of games or books will be confiscated and will not be sold.

• Any items that are left over after check-out on Sunday become the property of TSR, Inc. Excluded from this policy are items that were mailed in by sellers who made provisions for the item's return.

• The auction staff reserves the right to remove anyone who, in the opinion of the auction staff, is being disruptive, or otherwise acting in a manner that interferes with the enjoyment of others at the auction. Also, TSR, Inc. will continue its diligence in apprehending and prosecuting shoplifters.

• Because of the tremendous volume of auction items, the auction staff cannot assume responsibility for items submitted to the auction. We do not accept liability for possible damage or loss of items. (We do try to be careful about this, however.)

---

**Auction Order Form**

Please fill in this form and send it to the address below if you plan to mail your auction items to us before the Game Fair. You may also use this form to order an auction card and auction forms early to avoid the rush at the auction booth during the Game Fair.

**Please Check One:** ☐ I will be ☐ I will not be attending the Game Fair.

Please send me __________ three-part Auction Forms (5 cents each)
Please send me __________ auction card ($1.00 each)
Please send me __________ plastic bags for my modules and magazines (25 cents each)

If you are not attending the Game Fair, do you want us to take the shipping charges for your unsold items out of the proceeds from your items that do sell? ☐ Yes ☐ No

(Answering 'no' means that you must send us a check for the return shipping charges when you send us your items, or the unsold items become the property of TSR, Inc. Send a check equal to half of the amount it cost you to mail the items to us.)

<table>
<thead>
<tr>
<th>Description</th>
<th>Quantity</th>
<th>Price</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>Number of seller cards (Typically one)</td>
<td></td>
<td>$1.00</td>
<td></td>
</tr>
<tr>
<td>Number of Three-Part Auction Forms</td>
<td></td>
<td>$0.05</td>
<td></td>
</tr>
<tr>
<td>Number of Plastic Bags</td>
<td></td>
<td>$0.25</td>
<td></td>
</tr>
<tr>
<td>Return Shipping Charges, if any:</td>
<td></td>
<td>$0.25</td>
<td></td>
</tr>
</tbody>
</table>

**Total Amount Due to TSR, Inc.**

<table>
<thead>
<tr>
<th></th>
<th>Amount: $</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>------------</td>
</tr>
<tr>
<td></td>
<td>$</td>
</tr>
</tbody>
</table>

Please enclose a check or money order made payable to TSR, Inc. Return all cards and forms, as well as to mail your items to:

Games Auction  
TSR, Inc.  
201 Sheridan Springs Rd.  
Lake Geneva, WI  53147  
USA
Assassination, like it or not, is a common practice of military forces and certain espionage agencies in both the real world and in the TOP SECRET® game. It is often the sole purpose of an espionage mission. As a result, a special piece of equipment — the sniper rifle — was developed. This article discusses some of these modern weapons in game terms.

The weapons listed in Tables 1 and 2 are mostly military issue. Sporting rifles can be used for sniping, though often not as effectively as true sniper weapons. Hunting calibers such as the .308 Winchester (7.62 NATO), .223 Remington (5.56 NATO), and 30.06 are the best ones for sniper applications.

Few of these weapons are commercially available, and many are completely inaccessible to all but the best agents, so do not allow TOP SECRET® game agents to simply pick one; sniper rifles must be located and purchased. Weapon descriptions follow.

**Steyr SSG-69:** This Austrian rifle (which is also available in sporting models) has a very long barrel and is very accurate.

**FN 30-11:** Used in Belgium, the FN 30-11 is a handy rifle which can be easily disassembled. It uses the famous Mauser action.

**Fusil Model 1:** An expensive French weapon that looks like a fine target rifle, the Fusil Model 1 is highly accurate and extremely expensive.

**Mauser SP-66:** This standard West German sniper rifle is available in many calibers but most commonly in 7.62 NATO.

**Parker-Hale 82:** One of two British rifles listed here, the Parker-Hale 82 is an accurate, well-made rifle.

**Sterling Sniper:** This fine British weapon also uses the Mauser action. Except for its single-shot capability, the Sterling Sniper is an exceptional weapon.

**Remington 700:** One of three sniper rifles in the American arsenal, the Remington 700 is basically the same rifle sold commercially but with a different finish.

**M-40A1:** This custom-made rifle was designed for the U.S. Marine Corps specifically for sniper use. It is very accurate but cannot be obtained commercially. Besides theft (not recommended, as most guards are authorized to shoot to kill), the only method of obtaining one is to build one to military standards. This is expensive but often worth it.

**M-21 Semi-automatic:** A sophisticated version of the U.S. M-14, the M-21 SA is similar to the National Match. Although not as accurate as some sniper rifles, this weapon is noted for its reliability.

**HK PSG-1:** One of the most accurate rifles made for sniping, the HK PSG-1 was made to replace the SP-66. It is capable of ½" groups at 100 yards, and it is presently being tested for police use in the United States.
sniper rifle is very expensive.

HK G-11: Although not actually a sniper rifle, the HK G-11 fires a 4.7mm caselless round that is useful in some sniping situations because there is no spent brass.

Walther WA-2000: This brand-new rifle looks like a futuristic laser. Originally chambered in .300 Magnum, it is also available in 7.5mm Swiss and 7.62 NATO.

Galil Sniping: This weapon is a sniper variation of the Israeli Galil assault rifle, but chambered for 7.62 NATO instead of .223 Remington (5.56 NATO) rounds. The Galil Sniping rifle has a bipod and flash suppressor, as well as a folding stock.

Dragunov SVD: This standard Warsaw Pact sniper rifle has a wooden stock and is fairly accurate. The Dragunov SVD will very likely be the standard weapon of agents from Communist bloc countries. It fires a 7.62 X 54mm round that is different from 7.62 Soviet ammunition.

Remington XP-100: Actually a single-shot target-and-hunting pistol, the Remington XP-100’s small size and relatively large caliber make it perfect for sniping. This rifle is available in several calibers, such as 7mm and .221 Fireball, but is best suited for sniping in .223 (5.56mm) chambering.

.30 L-RRS: This specially made rifle was designed by Research Armaments, Inc. to meet military standards. It is part of the Long-Range Rifle System (as is the .338/.416 below), and fires the .300 Browning machine-gun round. It is a single-shot rifle; as such, the bolt must be completely removed to reload. Nevertheless, the .30 L-RRS has a devastating capability due to its large caliber. This is not a military-issue rifle; it is a custom-built firearm made at high cost.

.338/416 L-RRS: Another weapon made by Research Armament Industries, Inc., this rifle uses a .416 cartridge necked down to accept a .338 caliber bullet. Although less powerful than the .50, the .338/416 L-RRS is nevertheless an effective firearm. It can be rechambered quickly in the field to 7.62 or 5.56 NATO by changing barrels and bolts. Both rifles are very large and impossible to conceal unless completely disassembled.

With the exception of the XP-100, none of these rifles are concealable, and only the FN 30-11 can be broken down for attache-case concealment. However, a character with high AOK in Mechanical Engineering or Military Science/Weaponry would probably be able to strip the weapons into packages small enough for transport.

All game statistics given are for the given caliber on the chart. The Administrator’s judgment should be used for other calibers.

Table 2 lists specifications for each weapon. “Caliber” is the chambering of a gun; the predominant caliber is listed first. “Weight” is given in pounds and ounces for an unloaded gun without a scope or suppressor. “Action” refers to the rifle’s bolt, semi-automatic (SA), or selective-fire (SF) capability (which means the gun can fire single rounds, bursts of rounds, or fully automatic rounds, respectively).

Scopes

There are a variety of telescopic and special-purpose sights on the market today that are perfect for sniping. All are legal, and many are necessary for the weapons to be used correctly. For simplification, it is assumed that none of the weapons above are purchased with scopes already installed. This allows the player or Administrator to choose the type of scope that best suits the operation at hand. All weapons need to have a scope mount before a scope can be attached. Again for simplicity, it is assumed that rifles come equipped with a mount on which a scope may be placed. Table 3 gives details on various types of scopes.

Telescopic sights are the most common types of scopes, allowing the sniper to observe the target as if through binoculars. Telescopic sights come in a wide variety of powers (magnifications) ranging from 2x to 12x for most scopes, with higher magnifications possible. Also, a number of vari-power scopes are on the market which can be set to any power within their ranges. These sights are extremely useful and deadly. Different sight pictures are also available, though the individual type doesn’t influence the TOP SECRET® game’s combat system. However, using a scope without a sight picture requires a -5 PWV. The most common types of sight pictures are: cross hair, dot, post, and duplex (a combination of two pictures).

Most commercial scopes can be purchased with one or more of these pictures. Special types of scopes include the following:

- 25x image intensifier: This is actually a small spotting scope used by the sniper’s partner. It is too large and unwieldy to mount on a weapon, but if used in conjunction with a scope, it can add +30 (total) to the PWV. The bonus to PWV gained from using a scope is lost by using the image intensifier. The intensifier is powered by batteries and costs $500.

- Thermal sight: This allows the user to “see” the body heat of a target or other heat source. It does not allow the sniper to

Table 1
Sniper Rifle Statistics for the TOP SECRET® Game

<table>
<thead>
<tr>
<th>Weapon</th>
<th>PWV</th>
<th>PB</th>
<th>S</th>
<th>M</th>
<th>L</th>
<th>WS</th>
<th>Rate</th>
<th>Ammo</th>
<th>Depc</th>
<th>A</th>
<th>C</th>
<th>F</th>
<th>P</th>
<th>R</th>
<th>HWV</th>
</tr>
</thead>
<tbody>
<tr>
<td>Steyr SSG-69</td>
<td>88</td>
<td>-5</td>
<td>-15</td>
<td>-25</td>
<td>-45</td>
<td>S</td>
<td>1</td>
<td>5,10</td>
<td>NC</td>
<td>23</td>
<td>0</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>14</td>
</tr>
<tr>
<td>FN 30-11</td>
<td>90</td>
<td>-5</td>
<td>-17</td>
<td>-27</td>
<td>-40</td>
<td>S</td>
<td>1</td>
<td>9</td>
<td>NC</td>
<td>24</td>
<td>0</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>15</td>
</tr>
<tr>
<td>Fusil F-1</td>
<td>91</td>
<td>-5</td>
<td>-13</td>
<td>-23</td>
<td>-38</td>
<td>S</td>
<td>1</td>
<td>10</td>
<td>NC</td>
<td>22</td>
<td>0</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>15</td>
</tr>
<tr>
<td>Mauser SP66</td>
<td>90</td>
<td>-5</td>
<td>-12</td>
<td>-23</td>
<td>-36</td>
<td>S</td>
<td>1</td>
<td>3</td>
<td>NC</td>
<td>20</td>
<td>0</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>15</td>
</tr>
<tr>
<td>P-H 82</td>
<td>93</td>
<td>-5</td>
<td>-18</td>
<td>-34</td>
<td>-41</td>
<td>S</td>
<td>1</td>
<td>4</td>
<td>NC</td>
<td>24</td>
<td>0</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>15</td>
</tr>
<tr>
<td>Sterling</td>
<td>93</td>
<td>-5</td>
<td>-16</td>
<td>-31</td>
<td>-40</td>
<td>S</td>
<td>1</td>
<td>4</td>
<td>NC</td>
<td>23</td>
<td>0</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>15</td>
</tr>
<tr>
<td>Remington 700</td>
<td>93</td>
<td>-5</td>
<td>-12</td>
<td>-25</td>
<td>-38</td>
<td>S</td>
<td>1</td>
<td>5</td>
<td>NC</td>
<td>26</td>
<td>0</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>15</td>
</tr>
<tr>
<td>USMC M-40A1</td>
<td>95</td>
<td>-5</td>
<td>-10</td>
<td>-20</td>
<td>-35</td>
<td>S</td>
<td>1</td>
<td>5</td>
<td>NC</td>
<td>29</td>
<td>0</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>15</td>
</tr>
<tr>
<td>M-21A4</td>
<td>84</td>
<td>-5</td>
<td>-15</td>
<td>-28</td>
<td>-45</td>
<td>S</td>
<td>6</td>
<td>20</td>
<td>NC</td>
<td>20</td>
<td>0</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>15</td>
</tr>
<tr>
<td>HK PSG-1</td>
<td>95</td>
<td>-5</td>
<td>-8</td>
<td>-21</td>
<td>-30</td>
<td>BA</td>
<td>2</td>
<td>5</td>
<td>20</td>
<td>NC</td>
<td>25</td>
<td>0</td>
<td>5</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>HK G-11</td>
<td>80</td>
<td>+6</td>
<td>-9</td>
<td>-50</td>
<td>-100</td>
<td>S</td>
<td>2</td>
<td>100</td>
<td>NC</td>
<td>25</td>
<td>0</td>
<td>5</td>
<td>1</td>
<td>3</td>
<td>10</td>
</tr>
<tr>
<td>WA-2000</td>
<td>90</td>
<td>-5</td>
<td>-14</td>
<td>-27</td>
<td>-35</td>
<td>BA</td>
<td>2</td>
<td>6</td>
<td>NC</td>
<td>26</td>
<td>0</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>15</td>
</tr>
<tr>
<td>Galil Sniping</td>
<td>83</td>
<td>-5</td>
<td>-16</td>
<td>-25</td>
<td>-37</td>
<td>A</td>
<td>2</td>
<td>20</td>
<td>NC</td>
<td>26</td>
<td>0</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>12</td>
</tr>
<tr>
<td>SVD</td>
<td>83</td>
<td>+7</td>
<td>0</td>
<td>-35</td>
<td>-90</td>
<td>BA</td>
<td>2</td>
<td>10</td>
<td>NC</td>
<td>26</td>
<td>0</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>15</td>
</tr>
<tr>
<td>Rem. XP-100</td>
<td>85</td>
<td>0</td>
<td>-8</td>
<td>-30</td>
<td>-45</td>
<td>A</td>
<td>1</td>
<td>1</td>
<td>-10</td>
<td>26</td>
<td>0</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>12</td>
</tr>
<tr>
<td>.50 L-RRS</td>
<td>95</td>
<td>-1</td>
<td>0</td>
<td>-15</td>
<td>-25</td>
<td>32</td>
<td>XS</td>
<td>1</td>
<td>1</td>
<td>NC</td>
<td>30</td>
<td>1</td>
<td>1</td>
<td>3</td>
<td>6</td>
</tr>
<tr>
<td>.338/.416 L-RRS</td>
<td>93</td>
<td>-1</td>
<td>0</td>
<td>-16</td>
<td>-25</td>
<td>33</td>
<td>XS</td>
<td>1</td>
<td>1</td>
<td>NC</td>
<td>28</td>
<td>0</td>
<td>4</td>
<td>5</td>
<td>6</td>
</tr>
</tbody>
</table>

XS = Extra slow (-20)
All abbreviations are as per the Weapons Chart on page 21 of the second-edition TOP SECRET® game rule book.
A pair of light-intensifier goggles in scope can be mounted on a gun — at a very high cost, of course, that the target instantly knows the bullet will hit. Useful only at short range, the laser sight has the effect of inducing terror in the person being targeted; the major disadvantage to this is, of course, that the target instantly knows he is a target.

**Starlight scope:** This scope is basically a pair of light-intensifier goggles in scope form, allowing the shooter to see outdoor objects at night as if it were daylight. More compact and useful than a thermal sight, the starlight scope is also more expensive. All restrictions for light-intensifier goggles apply to this item.

**Laser sight:** This is a small laser generator that can be mounted on almost any firearm. When activated, it aims a bright red or orange beam on the exact spot where the bullet will hit. Useful only at short range, the laser sight has the effect of making the bullet easily visible to the target. A noise or flash suppressor slows down the bullet, which prevents a sonic boom from occurring while simultaneously venting the high-pressure gases creating the gun’s report. The added length of a suppressor improves the accuracy of the weapon because the bullet is stabilized on its trip down the longer barrel. Suppressor types are as follows: Noise: The so-called “silencer” is not accurately a silence-producing item because, as stated above, the suppressor vents the gases of a gunshot and prevents the sonic boom. This results in a 90% reduction in sound, which makes a 7.62 NATO shot sound like a weak “pop” at 100 yards. Noise suppressors can be fitted to any weapon caliber, and they add +5 to the PWV from their added length. They are available in pistol and rifle/shotgun configurations.

**Automatic weapon:** A modified rifle suppressor built to withstand automatic fire is necessary for submachine guns or machine pistols, since a standard suppressor is useless after 20 to 30 rounds of automatic fire.

**Flash:** A flash suppressor is an adapter which fits on the end of a pistol or rifle barrel. It vents the gases from the explosive discharge of the bullet and prevents a bright muzzle blast. This is an absolute must for night operations. A flash suppressor cannot be fitted on an automatic weapon because of the rate of fire builds up gases faster than they can be vented.

**Noise/flash:** A combination of a noise suppressor with a flash-hider on the end is the perfect tool for a sniper rifle; it is, however, very expensive and only lasts for about 15-150 (15d10) shots. Likewise, it is not available for automatic weapons.

**Training**

To use the above equipment to its full potential, training is required. NPC snipers are assumed to have already been trained, but PCs must spend game time to obtain their training. A PC can gain sniper rifle and equipment experience in two ways: through the military, or through an espionage school by rolling 1d100 with the results as shown on Table 5. In normal circumstances, no one over the rank of Lieutenant is accepted to a sniper school. Sniper courses are available at espionage colleges at a cost of $250 per week for a.

### Table 2
**Other Sniper Rifle Specifications**

<table>
<thead>
<tr>
<th>Rifle</th>
<th>Caliber</th>
<th>Weight</th>
<th>Action</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Steyr SSG-69</td>
<td>7.62 NATO</td>
<td>10 lb., 2 oz.</td>
<td>Bolt</td>
<td>$1,050</td>
</tr>
<tr>
<td>FN 30-11</td>
<td>7.62 NATO</td>
<td>10 lb., 11 oz.</td>
<td>Bolt</td>
<td>$2,000</td>
</tr>
<tr>
<td>Fusil F-1</td>
<td>7.62 NATO</td>
<td>11 lb., 7 oz.</td>
<td>Bolt</td>
<td>$1,100</td>
</tr>
<tr>
<td>Mauser SP-66</td>
<td>7.62 NATO</td>
<td>13 lb., 2 oz.</td>
<td>Bolt</td>
<td>$2,000</td>
</tr>
<tr>
<td>Parker-Hale 82</td>
<td>7.62 NATO</td>
<td>10 lb., 9 oz.</td>
<td>Bolt</td>
<td>$1,200</td>
</tr>
<tr>
<td>Sterling Sniper</td>
<td>7.62 NATO</td>
<td>9 lb.</td>
<td>Bolt</td>
<td>$2,100</td>
</tr>
<tr>
<td>Remington 700</td>
<td>7.62 NATO</td>
<td>6 lb., 2 oz.</td>
<td>Bolt</td>
<td>$9 5 0</td>
</tr>
<tr>
<td>USMC M-40A1</td>
<td>7.62 NATO</td>
<td>14 lb., 8 oz.</td>
<td>Bolt</td>
<td>$5,000*</td>
</tr>
<tr>
<td>M-21 SA</td>
<td>7.62 NATO</td>
<td>8 lb., 2 oz.</td>
<td>Bolt</td>
<td>$1,100</td>
</tr>
<tr>
<td>HK P59-1</td>
<td>7.62 NATO</td>
<td>17 lb., 3 oz.</td>
<td>SA</td>
<td>$5,000</td>
</tr>
<tr>
<td>HK G-11</td>
<td>4.7mm caseless</td>
<td>7 lb., 4 oz.</td>
<td>SA</td>
<td>$1,000</td>
</tr>
<tr>
<td>WA-2000</td>
<td>7.62, 7.5, .300</td>
<td>15 lb., 4 oz.</td>
<td>SA</td>
<td>$3,100</td>
</tr>
<tr>
<td>Galil Sniping</td>
<td>7.62 NATO</td>
<td>14 lb., 2 oz.</td>
<td>SA</td>
<td>$2,300</td>
</tr>
<tr>
<td>SVD</td>
<td>7.62 X 54 R</td>
<td>9 lb., 8 oz.</td>
<td>SA</td>
<td>$1,850</td>
</tr>
<tr>
<td>Remington XP-100</td>
<td>5.56 NATO, 7mm</td>
<td>6 lb.</td>
<td>Bolt</td>
<td>$450</td>
</tr>
<tr>
<td>.50 L-RS</td>
<td>.50 Browning</td>
<td>30 lb.</td>
<td>Bolt</td>
<td>$7,000*</td>
</tr>
<tr>
<td>.338/.416 L-RS</td>
<td>.338/.416</td>
<td>12 lb., 8 oz.</td>
<td>Bolt</td>
<td>$6,500*</td>
</tr>
</tbody>
</table>

* Custom-made weapon.

### Table 3
**Scope Specifications**

<table>
<thead>
<tr>
<th>Scope</th>
<th>Range Modifier</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>2x</td>
<td>+10 +15 300</td>
<td>$36</td>
</tr>
<tr>
<td>2.5x</td>
<td>+15 +20 375</td>
<td>$40</td>
</tr>
<tr>
<td>3x</td>
<td>+20 +25 400</td>
<td>$45</td>
</tr>
<tr>
<td>4x</td>
<td>+25 +30 500</td>
<td>$48</td>
</tr>
<tr>
<td>6x</td>
<td>+30 +35 600</td>
<td>$100</td>
</tr>
<tr>
<td>7.5x</td>
<td>+35 +40 1,000</td>
<td>$120</td>
</tr>
<tr>
<td>10x</td>
<td>+40 +45 1,500</td>
<td>$250</td>
</tr>
<tr>
<td>12x</td>
<td>+45 +50 1,800</td>
<td>$275</td>
</tr>
<tr>
<td>25xII</td>
<td>+50 +70 3,500</td>
<td>$550</td>
</tr>
<tr>
<td>Thermal</td>
<td>+70 +90 5,000</td>
<td>$650</td>
</tr>
<tr>
<td>Starlight</td>
<td>+80 +100 8,000</td>
<td>$850</td>
</tr>
<tr>
<td>Laser</td>
<td>+100 +200 1,000</td>
<td>$1,100</td>
</tr>
</tbody>
</table>

Of course, a scope is useless if the gun is not carefully aimed when it is fired.
Table 4
Suppressor Specifications

<table>
<thead>
<tr>
<th>Suppressor</th>
<th>PWV Mod</th>
<th>Deep Mods</th>
<th>Length</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pistol</td>
<td>+5</td>
<td>-4</td>
<td>6&quot;</td>
<td>$50</td>
</tr>
<tr>
<td>Rifle/shotgun</td>
<td>+5</td>
<td>-1.6</td>
<td>12&quot;</td>
<td>$80</td>
</tr>
<tr>
<td>Automatic weapon</td>
<td>+5</td>
<td>-1.2</td>
<td>9&quot;</td>
<td>$75</td>
</tr>
<tr>
<td>Flash</td>
<td>+5</td>
<td>-2</td>
<td>3&quot;</td>
<td>$25</td>
</tr>
<tr>
<td>Pistol suppressor/flash</td>
<td>+5</td>
<td>-6</td>
<td>9&quot;</td>
<td>$150</td>
</tr>
<tr>
<td>Rifle suppressor/flash</td>
<td>+5</td>
<td>-18</td>
<td>15&quot;</td>
<td>$150</td>
</tr>
</tbody>
</table>

Who performs an assassination without Agency control should be reminded that most countries think of snipers as terrorists, and will punish these criminals with the utmost severity (and the Agency won’t lift a finger to help — perhaps even hunting down the renegade with other agents). Above all, remember that the sniper can be the deadliest individual force in the game, and that no PC is truly safe from him. The only thing an agent can do is walk quickly and check the rooftops before crossing the street.

I would like to thank Lt. Col. J.M. Chambers Jr., USMC, and Lt. Col. S.E. McLaughlin, USMC, for their help in researching this article; Charles Chambers, Steve Spain, Mike McCarty, and Kevin Brown for suggestions; and the Second Marine Division Scout Sniper/STA School, MCB Camp Lejeune, N.C., for supplying information on the M-40A1.

Bibliography

Kevin Brown for suggestions; and the Second Marine Division Scout Sniper/STA School, MCB Camp Lejeune, N.C., for supplying information on the M-40A1.

Bibliography

Kevin Brown for suggestions; and the Second Marine Division Scout Sniper/STA School, MCB Camp Lejeune, N.C., for supplying information on the M-40A1.

Bibliography

Kevin Brown for suggestions; and the Second Marine Division Scout Sniper/STA School, MCB Camp Lejeune, N.C., for supplying information on the M-40A1.

Bibliography

Kevin Brown for suggestions; and the Second Marine Division Scout Sniper/STA School, MCB Camp Lejeune, N.C., for supplying information on the M-40A1.

Bibliography

Kevin Brown for suggestions; and the Second Marine Division Scout Sniper/STA School, MCB Camp Lejeune, N.C., for supplying information on the M-40A1.

Bibliography

Kevin Brown for suggestions; and the Second Marine Division Scout Sniper/STA School, MCB Camp Lejeune, N.C., for supplying information on the M-40A1.

Bibliography
Like a lot of people at TSR, Inc., I played wargames long before I had ever heard of role-playing games. After I got involved in role-playing, wargames took a back seat. Now that RPGs are my livelihood, I find more and more of my personal gaming time is again spent with wargames.

Unfortunately, some RPG players have an attitude problem about wargames. While the roots of this problem are unfathomable by me, its symptoms are easily recognized: Its victims won’t play wargames. I believe that these people simply haven’t been exposed to the right wargames. They need to check out the SNIPER™ games from TSR.

SNIPER™ games deal with 20th-century combat at the man-to-man level. Each counter represents a single man or a single vehicle. A player usually controls a squad of infantry plus its support weapons. So far, there are three games in the line: the SNIPER™ game, HETZER, and SPECIAL FORCES. The SNIPER™ game covers World War II, the Korean War, the Vietnam War, and contemporary Europe in broad strokes. HETZER focuses on Western Europe in World War II. SPECIAL FORCES concentrates on contemporary situations throughout the world, with an emphasis on insurgency and terrorism. HETZER and SPECIAL FORCES, having a much narrower scope than the SNIPER™ game, have correspondingly greater detail.

The fourth (and probably final) game in the series will be BUG HUNTER (as in, “Is this gonna be a stand-up fight, sir, or just another bug hunt?”). This is a science-fiction game of desperate combat between humans and alien monsters. The maps portray 12 decks of a spaceship on one side and a planetary colony on the other. The aliens run the gamut from lone, nightmarish killers to hordes of crawling larvae. The humans are either lightly armed colonists and space crews or heavily armed marines. Typically, the colonists have too little firepower to deal with the aliens and the marines have too much.

Something completely different
I have role-playing friends who occasionally play wargames, but with the attitude that “If it really happened, I don’t want to play the game.” That’s fine if your wargaming is limited to science-fiction and heroic-fantasy titles, but sometimes it’s nice to try something new. With that in mind, I present three new, multiplayer scenarios for any SNIPER™ game: “Dash for the Stash,” “The Longest Day (of the Dead),” and “Blast from the Past.”

Dash for the Stash
This scenario can accommodate any number of players from two on up. It is a free-for-all in which each player tries to grab the stash from the middle of the board and escape with it.

First, the players must decide whether they want to play a pre-1960 scenario or a
post-1960 scenario. (Automatic weapons proliferate in the post-1960 scenario, making it much more dangerous.) Each player then rolls two dice. The high roller selects one of the squads listed below; subsequent choices are made by the other players in descending-roll order.

Pre-1960 forces
German: 6 B, 2 MP, 1 MG, 1 RL or FT; track B
French: 8 B, 2 MP, 1 AR, 1 RL or FT; track D
British: 5 B, 4 MP, 1 AR, 1 RL or FT; track C
U.S. Army: 10 SR, 1 AR, 1 RL or FT; track C
USMC: 8 SR, 2 AR, 1 RL or FT track B
Japanese: 13 BR, 1 AR, 1 FT; track D
Soviets: 6 BR, 3 MP, 2 AR, 1 FT; track E
ChiCom: 5 BR, 4 MP, 1 AR, 1 RL or FT; track C

Post-1960 forces
U.S. or NATO (any): 8 AW, 1 MG, 1 GL or FT; track C
Viet Cong: 5 AW, 3 MP, 1 AR, 1 RL or FT; track C
Warsaw Pact (any): 9 AW, 1 MG, 1 RL or FT; track D
Israelis: 9 AW, 2 AR, 1 RL or FT; track B
Third World regulars (any): 8 AW, 3 AR, 2 RL; track D
Guerrillas (any): 5 AW, 4 MP, 2 AR, 1 RL or FT; track D
Terrorists (any): 8 AW, 6 MP, 1 RL; track E

In addition, each player gets two satchel charges. The stash is represented by a flare marker. Place it, by mutual consent of the players, somewhere near the center of the map. It can be on the upper floor of a building, in the basement, or out in the open, as long as players agree. Next, each player chooses an entry area (reversing the order in which squads were chosen). This entry area consists of all map-edge hexes in one map area. All players set up their squads along their chosen edges.

During the turn, players perform their rounds in the order determined during the Initiative step. The first shot of the game does not trigger universal panic. No combat tasks are allowed during the first turn (this gives everyone a chance to get to cover).

The stash can be picked up and carried like a weapon, exchanged, or dropped. The squad that carries the stash off the map along its entry area wins the game.

The Longest Day (of the Dead)
The platoon is back, and it’s dead! One player controls a terrified, hunted group of humans. The other player controls a horde of rotting zombies who hunger for human flesh.

The human player can choose any nationality he wants. He gets six BRs and two SGs (generating ratings and scores as usual). The humans use activation track B and have no grenades.

The zombie player chooses a different nationality and randomly selects 40 soldiers. The zombie player is only concerned with activation ratings; weapons, panic, and abilities are irrelevant to zombies.

The human player chooses one building in which to set up in any manner he wishes. All zombies are then set up at least five hexes away from the building.

As you might expect, there are some special rules regarding zombies:
* Zombies use activation track F.
* Zombies move as if wounded (they are dead, after all).
* Zombies never get any defensive multiple from movement.
* A standing zombie can cross a window haxside on a die roll of 1. Any other roll means the zombie does nothing that round.
* Panic and Wound results have no effect on zombies.
* Zombies are never stunned.
* An “H” result knocks the zombie prone but has no other effect.
* A “K” result destroys the zombie completely; remove its body.
* Zombies are never isolated.
* Zombies have no leaders.
* Zombies can only attack in hand-to-hand combat. They always attack using the MG column of the Hand-to-Hand Combat Results table, and they never have any weapon modifiers.
* If any human is wounded by a zombie, the zombie player rolls two dice during every Artillery Impact phase. On a roll of 11 or 12, that soldier becomes a zombie under the control of the zombie player. He cannot use his weapon but retains his activation rating.

All normal rules apply to the humans: activation, panic, leadership, etc. The only exception is that the humans are not subject to preservation effects.

The human player wins if any humans survive. The zombie player wins if all of the humans are killed or become zombies. If the zombies seem to win all the time, give the humans one MP in place of a BR. If the humans seem to win all the time, allow a human to run completely out of ammunition if he rolls a two on the Fire Combat Results table.

Blast from the Past
A Behemosaurus Rex is attacking Newtown, and negotiations have failed! This is a short solitaire scenario in which the player controls the army forces trying to kill B. Rex (or at least drive him away).

The behemosaurus rex (a prehistoric monster so frightening that its existence has never been announced to the public) is represented by two truck pieces. These pieces, which actually represent the creature’s feet, are initially placed near the center of the map, within five hexes of each other.

The player draws his squad from any nationality of his choice. He gets six BR, three MG, three RL or FT, two APCs (with crews), two tanks (with crews), and four satchel charges. Activation tracks and individual ratings are determined with the standard procedure. Preservation limits do not apply.

B. Rex has an activation rating of 1 and uses activation track A. Every time he moves, roll two dice in sequence. The first die indicates what direction B. Rex moves his foot. The second die result, doubled, indicates how far in hexes B. Rex moves his foot. B. Rex moves his right foot first, then alternates right and left for the rest of the game.

A few simple rules guide the placement of B. Rex’s feet:
* All movement of the feet is counted from the right front hex of the piece. Before moving the foot, rotate the piece around its right front hex so that it points in the direction of movement.
* The right front hexes of B. Rex’s feet can never be more than 12 hexes apart. If the dice indicate that the feet should be moved farther apart, they move to 12 hexes and stop.
* B. Rex’s feet never leave the map. If the dice indicate a foot should be moved off the map, it stops at the map edge.
* If a foot lands inside a building, every room containing any part of the foot is demolished to ground level. Place smoke markers in demolished rooms. Every soldier or vehicle in a room when it is demolished is killed or destroyed. Treat a demolished room as dense rough #2 terrain.
* Any soldier or vehicle that winds up wholly or partially beneath one of B. Rex’s feet is killed or destroyed.

Whenever B. Rex is activated with chit 1, he exhales a blast of intense fire. Roll one die to determine where he breathes:

1: area A 4: area E
2: area B 5: area F
3: area C 6: area G

Every soldier in the open in that area is attacked once on the “5” column of the Combat Results table. Every soldier in a building or vehicle is attacked on the “1” column. Every vehicle is attacked as if it were hit on the front by a rocket launcher. Any unit with a line of sight to one of B. Rex’s feet can attack the creature. The feet have an inherent defense value of 5, which is never modified. Results are compounded continuously; two Ws make an I, and two Is make a K. P results have no effect. B. Rex flees when 10 K results have been accumulated against it. (You didn’t think you could kill it, did you?) The human player wins if B. Rex flees before it has trashed 20 rooms. Otherwise, B. Rex wins.
Role-playing Reviews

This month, let’s go Oriental and try some games based on Japanese fantasy instead of some European version. You can play samurai, ninja, magic-users, or priests (the latter are not allowed to kill). Just think about the way of the warrior in a land where your honor is worth more than your life. We can have a great time with that fancy armor for the samurai, neat gimmicks for the ninja, and loads of new spells.

But you also have terrible constraints on your character. Some local daimyo always tells you what to do. You don’t get much freedom of action, and if you screw up (which may happen frequently), you may have to destroy your character. It’s not like the West, with feudalism, big castles, rambling dungeon complexes, and orcs.

Role-playing in fantasy variants of Europe presents few problems for Western gamers. We all have some knowledge of life in the Middle Ages or ancient times. Whether we gained our information from reading history or fantasy books, or from watching movies, it translates readily to our own gaming worlds. The image of the armored knight is one with which we can all identify. Similarly, the spell-casting wizard, the devout cleric, and the sneaky thief are all familiar to us. We recognize the setting: Strong, stone castles and walled towns dot the landscape; merchants ply their trades in towns; and adventurers travel the rivers and roads of the world in search of wealth.

Our own motivations are easily transferred to the fantasy world. While the modern world colors our thoughts and ambitions, it doesn’t pose any great barrier when it comes to having a good time slicing up orcs or blowing away skeletons.

The setting encourages a free-wheeling attitude among player characters. Lust for adventure often takes precedence over social ties. Player characters cheerfully take on the roles of troubleshooters or wandering mercenaries. Adventurers rarely owe allegiance to anyone other than their fellow adventurers and possibly to their religious leaders. Ready to oppose evil forces for combat and monetary rewards, the PCs wander the world in pursuit of power and excitement. All in all, European fantasy is easily accessible, and actions are based on a character’s alignment or individual conscience.

To the East

Now, let’s board a vessel and head east to the mysterious Orient — Japan in particular. Here we enter a different world: the houses are made from paper, and active volcanoes are commonplace. But it is more than the architecture and landscape that makes the Orient different. The people who inhabit the lands of the East behave differently. Their lives are directed by giri (roughly translated as “honor” or “duty”) and by karma.

Giri: Free will, while not totally absent, takes second place to Oriental social obligation. The saying “Death is a feather, duty is a mountain” sums up many of the ways of the East. An Oriental character is expected to abide by traditional customs and to faithfully complete any tasks assigned by superiors. Giri, one’s duty, is all-encompassing and deeply rooted; it must be fulfilled, even if doing so would bring death or dishonor to a character. Characters’ obligations to their lord take precedence over personal wishes and can at time conflict. The honorable path is that of giri.

Honor: Honor is of primary importance to Oriental characters. A loss of honor brings a loss of face. A character without honor is despised by others and, more importantly, possesses little or no self-esteem. To live without honor is to live in perpetual shame. People go to great extremes to regain lost honor, even by embarking on suicidal missions, tracking down enemies, and facing fearsome monsters. One other way is to perform seppuku — ritualistic suicide.

Seppuku: This is the ultimate action available to dishonored characters and to those in situations in which they are faced with an unavoidable loss of honor. Death by one’s hand was once widely accepted as the only honorable course of action in such situations. Seppuku could also be performed to demonstrate the evil or dishonorable acts of one’s lord, or to display a hatred for a powerful foe. People would willingly carry out these actions, believing it was their karma to do so.

Karma: Karma is the belief that every thing that happens to a person is due to his actions in a previous life. Life is preor-
dained, but failure to strive to the best of one’s abilities stores up bad karma for the next incarnation. To this end, perfection in all things is a primary concern. Whether it is the use of the sword or the pen, honor-able characters strive to do their best.

Courtly graces: Miyamoto Musashi, one of the most famous warriors of his day, wrote that the warrior’s is the twofold Way of pen and sword, and he should have a taste for both Ways.” Unlike his relatively uncounted Western counterpart, the Oriental warrior dedicated himself to more than just the way of the sword. The ability to wield a pen was just as important as the ability to slice an enemy. The cul-
tured samurai was proficient in the art of calligraphy, the game of go, poetry, drama, the tea ceremony, and other pursuits. Oriental warriors devoted themselves to achieving perfection, channeling their ki to achieve their best. Ki: Ki translates roughly as “spirit.” It is an inner power which may be drawn upon when performing warlike and peace-
ful arts. Ki allows feats to be performed that would normally be beyond a person’s capabilities. In the modern world, ki can be seen in the power of a martial artist to break concrete slabs with his hand and in the ease with which an akido master throws an attacker. This inner reservoir of power may be developed over time, allowing truly heroic feats to be performed. Those who can channel their ki effectively seem to frequently achieve the impossible. Beliefs: Oriental beliefs did not develop in isolation to society; they are an intrinsic part of it. Honor and giri determine how the warriors of the Orient think and act. By placing warriors in a strict relationship to their social superiors, honor and giri work to ensure the supremacy of the nobility.

Oriental warriors cannot act without considering the effects of their actions on the honor of their lords and families, so they are not free to do as they wish. Every action has to be weighed in terms of its consequences. To act wrongly is to bring dishonor on all family members. This makes for careful consideration when carrying out any action. For example, even an action which seems to be the only one available in terms of self-survival or advancement must be carefully weighed against the lord’s wishes and the continuing honor of the family. To act out of self-
ishness is to act without honor.

Is Oriental society one of unthinking self-sacrifice and heavily constrained actions? On the face of it, it would appear so, but there is plenty of room for free action. Normally, only the samurai are so tightly constrained. Before going into this further, here’s a quick look at ancient Japanese society.

Historical Japan
Throughout most of Japanese history, a caste system existed. At times, it was rig-

Oriental role-playing games
To be successful, an Oriental RPG must balance PC freedom with the obligations of giri and honor. Characters have to feel that they are part of a society different from our own. They must act in ways consistent to the beliefs of Oriental society, but the players must be able to enjoy the freedom to which they are accustomed in games inspired by the West.

The inclusion of yakuza, ninja, magic-users, and priests provides this to a cer-
tain extent. Characters wishing to be free of the rigorous constraints placed on the samurai can always choose one of these character types. But without the existence of samurai, Oriental games simply become variants of more traditional RPGs.

Systems for honor can overcome many of the problems inherent in being a samu-ai. Rating a character’s honor by assessing abstract point values allows a player a large measure of freedom, as honor can then be increased or decreased during play. A character placed in a difficult situation can afford to sacrifice some
THE PREMIERE OF THE AWESOME INCREDIBLE CHECKLIST

You have asked us to start putting more information about our adventures in this gaming supplement: Okay. Now every DPGS will have a section called the CHECKLIST. (Original, eh?) We'll fit it in a description of either a sourcebook or an adventure every month. The listing will vary between the older and newer modules, so you'll eventually have a description of the whole line.

To kick this off we're going to describe not one, not two, but a perfectly ridiculous six modules. Just to prove we believe in excess, as well as "Truth, Justice and the American Way."

- **FOUR HORSEMEN OR APOKOLIPS™:**
  This module features the first appearance of Darkseid's™ minions: War™, Famine™, Pestilence™, and Death™ who are also in the Legion of Super-Heroes™ adventure, King For All Time. Darkseid and Desaad™ have placed these warriors at the four corners of modern day Earth, and your equivalent of the Justice League of America™ or Justice League International™ must stop them destroying the world.

- **BLOOD FEUD**
  The reviewer at White Dwarf magazine called this, "The best super hero adventure I've ever seen."
  The Teen Titans™ battle against the New Brotherhood of Evil™ in defense of Brother Blood™. Not only is there plenty of action, there is the moral dilemma of defending a villain who assaulted and tortured you. It's an archetypal adventure about what it means to be a hero.
  Blood Feud contains stats and bios for the New Brotherhood of Evil Brain™, Monsieur Mallah™, Phobia™, Warp™, Hougan™, Plasmus™.

- **PROJECT PROMETHEUS**
  A powerful new weapon has been created and your heroes fly to Crete to investigate and neutralize any threat. Power-mad villains, political manipulations, a murder, slugfests, and an airstrike are all part of this deadly mission.

- **KING OF CRIME**
  This is one of our favorite modules. It has everything you could want in a DC™ Heroes Role-Playing Game adventure, from the Carmine Infantino portrait of some of the members of Flash's Rogues' Gallery™ gloating over a burning Central City™ to histories and stats on the members of the Secret Society of Super-Villains™.
  This version of the society includes Goldface™, Captain Cold™, Cheetah™, Chronos™, Copperhead™, Golden Glider™, Killer Moth™, Matter Master™, Mirror Master™, Pied Piper™, Shadow Thief™, and the Shark™. Your heroes must stop them from looting Central City™.

- **FIRE AND ICE**
  The Fearsome Five™ (Jinx™, Shimmer™, Gizmo™, and Mammoth™) races against eight other villains to the top of the world to battle for the secrets of a crashed alien spaceship. Your heroes are caught in the middle. Fire and Ice has a great George Perez cover.

- **ETERNITY, INC.**
  People turning into Sabretooth tigers! Ancient Neanderthal shamans and Gorilla Grodd™ attempting to send the world back in time? Infinity, Inc.™ in the Pleistocene Age? Yes, all this and more. Eternity, Inc. sports a great cover by Denys Cowan.

Well that's the first CHECKLIST. Next time we'll have stats for the new Manhunter™, our summer convention schedule, and a CHECKLIST entry for Wheel of Destruction.

**DC HEROES RPG CONVENTION TOURNAMENTS**

Tournaments will be run at the following convention:

**Westerton**
July 1-4, 1988
Ilyatt Regency & Adama Hilton
Phoenix, AZ
P.O. Box 26665
Tempe, AZ
85282

If your convention will be running a DC™ Heroes RPG tournament, please contact Mayfair Games for prizes. If we're notified 3 months in advance, we will list your convention in this Daily Planet™ Gaming Supplement.

Mayfair Games will have a booth at the International Superman™ Exposition at the Cleveland Convention Center on June 16-19th. Stop by, and see us.

Mayfair Games, Inc.
P.O. Box 48539
Niles, IL 60648

* indicates a Trademark of DC Comics Inc. All character names, renditions, associated signs, and indicia are Trademarks of DC Comics Inc. Copyright © 1988 DC Comics Inc. All Rights Reserved. Used under license. Superman is a registered Trademark of DC Comics Inc.
honor in the knowledge that, by performing honorable actions later, he can restore the lost honor or even increase it. Players therefore receive a fair degree of latitude in determining how their characters act. By being familiar with the workings of the honor system, it is possible to role-play the samurai effectively and to enjoy the intricacies of Oriental adventure.

The availability of ki powers is also essential. The Oriental character must have that extra something which Western characters lack. The feeling of being able to do something really special has lots of appeal. It’s that extra ability which sets a character apart from others. How ki powers are defined is also a big consideration. Ki powers are of little use if they do not allow impressive feats to be performed, as more mundane actions could simply be a result of special tricks picked up here and there.

Oriental games must “feel” Oriental. The game’s background must come across in a satisfying manner, and the character classes available must be Oriental, not renamed copies of their Western counterparts. All these factors have influenced the three games under consideration this month. Let’s see how they measure up.

**BUSHIDO game**

Fantasy role-playing game  
Fantasy Games Unlimited  
$18.00  
*Design:* Paul Hume and Bob Charrette

The BUSHIDO game was the first game to open up the mysterious East to role-players — but at a cost. While admirably capturing the flavor of medieval Japan, the BUSHIDO game is densely written and difficult to grasp. It is a game for dedicated gamers who, in their pursuit of Oriental action, are willing to struggle with rule books that make advanced nuclear theory texts seem like light reading by comparison.

The game is presented using a numbered case system, the type of presentation associated with complicated wargames. This would not be too bad in itself, provided the rules were ordered in a logical fashion — but they’re not. On opening the rule book, the reader is presented with a character design system which makes no reference to the character types available, and makes no attempt to deal with the system in anything more than an abstract way.

Meanwhile, you plow your way through pages dealing with improving attributes, saving throws, abilities, general information on brawling, climbing, swimming, and a section on skills and how to improve them. This is all very interesting, but it is still out of context. We are then treated to a weighty section on status and its uses. Just before the section on characters comes the lowdown on honor and experience points.

Reading through all this material is hard work. Concepts spring out of the rules without being placed properly in context. At least two readings of the rule book are required before it is possible to put this information into any usable format.

To a large extent, the BUSHIDO game can be forgiven its bad organization; it’s an old game that is clearly aimed at the hardcore gamer. A revamping and reordering of this material would go a long way to making the game more accessible. Compared to more recent games, the BUSHIDO game is a work of enthusiasm, with little or no thought given to presentation or ease of use. In terms of accessibility, it barely scrape in at the bottom of the scale.

Having gotten that out of the way, is there anything in this game to justify the amount of brain-ache involved in fathoming its systems? Well, yes. The BUSHIDO game is emphatically stamped with an Oriental feel. Players can take on the roles of samurai, bushi (warriors who are not samurai), ronin, shinpan (magic-users), gakusho (priests), yakuzas, budokas (unarmed-combat specialists), and ninja.

The background sections are presented at a higher standard than the rules themselves. The history of Nippon (this game’s fantasy Japan) and the structure of society are clearly explained, as are customs and religious beliefs.

**Character design:** This is difficult and involved. Expect to do this at least twice before you are able to create a reasonable character. Some examples would have been a great help here. Having decided on character type and allocated the points to abilities, it’s time to roll on the birth table to determine social origins. As random rolls can lead to a wide variation in the social standing of PCs, GMs should dispense with the dice rolls and instead tailor PCs’ origins to the campaign.

The game’s mechanics work fairly well but are convoluted in places. Striving for realism, the designers have sacrificed playability in a few places. The combat system allows for a number of tactical options — characters can swing, thrust, and deliver a butt stroke with the shafts of certain weapons. It is reminiscent of a set of skirmish rules, and while being slow, it works well enough.

**Ki powers:** The ki powers provided in the BUSHIDO game are both general (available to all characters) and specific (with special powers available to each character class). While not being immediately accessible, ki is gained as characters increase in experience levels and master skills, making limited amounts of ki available after a few gaming sessions.

General ki powers allow characters to maintain consciousness, avoid death, improve saving throws, and enhance abilities, skills, and saving throws against magic. Specific powers allow warriors to increase the amount of damage inflicted, improve armor class, and act more quickly in combat. Ninja may use their ki to become invisible, secrete poison from their hands, or resist the effects of poisons, heat, and cold. Nicely tailored to each character’s abilities, ki powers are one of the BUSHIDO game’s strong points.

**Karma:** If a PC dies, any karma gained during the character’s adventuring career may be used to enhance the player’s next character. Karma points are based on the amount of ki and honor possessed, and on the manner of the character’s death. These points are then added to the next character’s attribute points or used to influence a die roll on the birth table.

**Honor:** Honor is a measure of a character’s personal esteem; it is a necessary requirement for characters to gain levels. A character with honor insufficient to attain the next level is frozen at his current level until he gains the requisite amount of honor. A character who later loses honor may find himself reduced in level until the loss is made good.

Characters also possess status, which is used when dealing with NPCs and is a measure of a character’s standing within society. While it could have been integrated into honor, it has been given a life of its own, reflecting the designers’ desire for realistic systems but adding to the book work involved in running a PC.

**Ninja:** As social outcasts, ninja do not adventure with other PCs. GMs wishing to run ninja should dispense with the birth table and instead assign ninja characters to...
adventures, which are all oriented toward samurai in service to a lord.

To help players feel at home, a list of names and places of origin are provided. Character design follows the normal RUNEQUEST game procedure, and the addition of new skills (such as arrow cutting and fast draw) give characters a distinctly Japanese cast. Notably, there are no rules for unarmed combat. This is strange as one of the attractions of the Orient is the widespread practice of unarmed-combat techniques. There’s definitely room for expansion here.

**Background:** Sections of society, families and clans, customs, and religion present the background in a clear and concise manner. Rather than laboring the intricacies of Japanese society, the designers have let authentic Orientals speak for them in the form of quotes extracted from learned Japanese texts. These quotes help to get the flavor across in a readily accessible form, and a glossary of terms helps to guide the newcomer through Oriental language and terminology.

**Ki powers:** Ki powers are not generally available; only those characters who have mastered their profession by achieving a skill rating of 90% have access to ki powers. The average NPC is unable to use them, and PCs will have to strive hard before they are able to employ their own sources of inner energy. I would have preferred ki abilities to be more easily attainable as they are such an integral part of Oriental adventuring. Even those characters who do possess ki powers have to wait a long while before they can use them effectively.

To use ki, one or more magic points are expended and the skill is rolled as normal. If the result is the same as or lower than your ki score, you have been successful. Ki powers allow characters in combat to automatically cause critical hits. Armed with a nunchaku (rice flails connected by short lengths of chain) or a jo stick (a short wooden staff), you can make additional attacks until you fail your ki roll. In the hands of characters with high ki scores, this can make for devastating combat.

An area in which Land of Ninja’s ki powers excel is in their applicability to noncombat situations. This allows characters to produce wondrous works of art imbued with magical abilities or to track a foe in otherwise impossible conditions. It’s a pity that characters have to be so highly skilled before these additional powers take effect.

**Honor:** This is simple to use and keep track of. You start with no honor, regardless of family ties, and either work your way up or down. (That’s right; you can have negative honor and be so dishonorable that people fear you.)

Seppuku is not directly tied to honor; it’s really up to you when you throw away your PC. But be careful: Too cavalier an attitude to one’s personal honor, particularly when it reflects on your family and lord, could bring a request for your PC to commit seppuku. Honor also affects dealings with social superiors: The higher your honor, the easier it is to have superiors grant you a favor or have them defend you in times of need.

**Ninja:** As in the BUSHIDO game, ninja are only available as PCs in ninja-based campaigns. Whether used in this fashion or as NPCs, ninja (along with their special abilities and gimmicks) are fully described.

**The adventures:** These are well-presented and offer a variety of situations primarily for use with samurai players. There are plenty of opportunities for players to become involved in intrigue and detective work. The requirements of honor have been integrated into the adventures with good effect. Prying too closely or accusing someone without solid evidence can place you in a tricky situation. As you’ve been sent on these missions by your lord, failure or social blunders reflect badly on him, so if you want to emerge with honor unscathed, tread carefully.

I have access only to the Games Workshop edition of Land of Ninja, so I cannot comment on the Avalon Hill edition. However, although maps are referenced in the text, I cannot find any in the book. This makes running these adventures difficult, to say the least.

**Evaluation:** Land of Ninja has some strong features to recommend it to RUNEQUEST game players. Its neat handling of the background makes it readily accessible to those already familiar with RUNEQUEST games. The transition from West to East is done smoothly. If you don’t want to abandon existing characters, Western characters can easily travel to Nihon and adventure in this environment.

For those of you who don’t already play RUNEQUEST games, Land of Ninja’s use is more limited. The RUNEQUEST game system is slick in places and slow in others, particularly when it comes to combat. Try standard RUNEQUEST games first, and if they appeal to you, you’ll love Land of Ninja.

**Oriental Adventures**

AD&D® game supplement

TSR, Inc. $15.00

**Design:** David “Zeb” Cook

**Editing:** Steve Winter, Mike Breault, Anne Gray, and Thad Russell

As one of the most popular RPGs in the world, it was only natural that the AD&D® game should make the transition to the Orient. And it makes the change with style. New character classes and spells admirably capture the flavor of the Orient, and the inclusion of nonhuman character types gives Oriental Adventures the strongest flavor of all the Oriental RPG systems described here.

**Character classes:** This benefits the AD&D game’s style, a wide variety of character classes is available — Oriental equivalents of the standard ones, plus some specials like the kensai and sohei.
These character classes are well conceived and fit smoothly into the existing system. They include bushi (peasant warriors), kensai (masters of the sword or another chosen weapon), the samurai, the Oriental barbarian (similar to the one in Unearthed Arcana), the shukken (priests who are forbidden to kill, and who gain experience points for healing NPCs), the wu jen (the Oriental magic-user — much tougher and with a wider range of weapons than its Western counterpart), and the yakuza. The monk has been revised to fit snugly into the Oriental world. Ki powers replace the monk’s ability to avoid magical damage, and the monk’s martial-arts training is handled in a more logical fashion. The monk is now well and truly where it belongs.

No Oriental game would be complete without the ninja. To be a ninja, a character must qualify for one of the “normal” classes as well as that of the ninja class. In keeping with their secret nature, ninja use their normal class as a cover identity. They may adventure with other characters, but they must be careful to keep their ninja identities secret, as loss of honor (and sudden death) may occur if the PC is unmasked.

**Martial arts:** Monks are not the only characters who have access to martial arts. All characters may study them, providing they can find masters to teach them. Monks and shukkenja, however, start their adventuring lives with some martial arts training. The martial arts are wide and varied, and characters can even devise their own styles. This part of Oriental Adventures really shines. It gives practitioners a wide range from which to choose and adds a very interesting dimension to combat. In keeping with their total dedication to martial arts, monks gain special bonuses which are unavailable to other characters.

**Ki powers:** In addition to being able to learn martial arts, each character class has its own unique ki powers, making for variety and giving each character class a distinctive feel. These powers are available at 1st level and become more effective as characters increase in levels. By using ki powers, kensai may automatically cause maximum damage on a successful hit, samurai may fight at 18/00 strength, and wu jen may employ a +3 bonus to initiative rolls once a day and may cast one lower-level spell at maximum strength. Ninja can hold their breath for a long time, walk across water and, at higher level, walk through walls.

**Noncombat proficiencies:** Every character is expected to possess proficiencies in the noncombat arts. Gained in the same manner as weapon proficiencies, these noncombat proficiencies make characters more three-dimensional by giving them skills such as calligraphy, etiquette, animal handling, iaijutsu (fast draw), and bowyer. As samurai were much more than just fighting machines, proficiencies make it possible for characters to become involved in a wide range of activities. Adventures can therefore revolve around courtly pursuits like flower arranging or poetry. The proficiencies are each rated by a roll for success, so it is possible to take part in contests in which success gains a character both honor and experience points.

**Family background:** The system for determining family backgrounds generates a character’s immediate family and ancestors. As well as determining family honor and status, it also provides characters with their birthrights. The more powerful the family, the more impressive the birthright. The inclusion of a family chart makes this system both graphically appealing and easy to use.

**Honor:** A character’s honor is determined during character generation, and it may rise and fall in the course of the game. Extensive guidelines are provided to allow the DM to give out and take away honor points. Characters whose honor falls to zero simply have their character sheets thrown away, instead of performing seppuku. This is clean and certainly final.

Characters who attain a high honor score enjoy benefits in this world and in the next. In this world, they are renowned and in demand by powerful lords. In the next world, they gain a number of points which can be used to add to the ability scores and hit points of the players next characters.

**Background:** Unlike the BUSHIDO game and Land of Ninja, Oriental Adventures is set in its own fantasy world, Kara-Tur. While primarily drawing on Japan for inspiration, it also contains elements of medieval China and Korea. Sections on religion, money, daily life, clothing, food, and buildings help bring this world alive and allow DMs to base their campaigns in any desired location.

The background is made even more vibrant by the addition of tables to generate yearly and monthly events in the campaign world. With this system, a GM can easily outline a game year and design specific adventures to flesh it out. The system is loose, yet detailed enough to allow characters to adventure against a backdrop of grand events.

**Evaluation:** Unlike the traditional AD&D® game, with its more abstract Western setting, the background of Oriental Adventures is fully integrated into the rules, making it a very complete and playable system. There is no need to learn a whole new set of rules to enjoy play in the Orient, and its wide range of character classes allows all manner of adventures to be played. Oriental Adventures is solidly Oriental in feel and is an excellent addition to the AD&D game.

**Short and sweet**

To stay with this month’s Oriental flavor, let’s take a quick look at two campaign packs for Oriental Adventures, both of which have lots to offer players of the BUSHIDO game and Land of Ninja as well.

*OA1 Swords of the Daimyo,* by David “Zeb” Cook. TSR, Inc., $12.00. This campaign and adventure pack for Oriental Adventures provides an overview of the politics and climate of the lands of Kozakura, a fantasy version of feudal Japan. Closely resembling the war-torn period of Japanese history between the Kamakura and Sengoku periods, when rival daimyos engaged in bloody struggles for power, Kozakura is a land of opportunity. By employing clever maneuvering and military muscle, anyone can rise to the heights of power.

After giving a brief overview of Kozakura, the pack focuses on the province of Miyama — its government, samurai families, temples and landholdings. A gazetteer describes important sites and is crammed full of adventure ideas. Three detailed adventures are also included. The first deals with Western characters traveling to the East; the other two are for Oriental characters and form a linked package (although separated by time and a few character levels). Using the gazetteer, the DM is expected to design a few adventures to fill out the time between the two detailed ones. This is no great problem, but it would have been nice to have them more closely linked.

A list of names and maps of various residences commonly found in the province rounds out the package and makes it an invaluable asset to anyone running an Oriental campaign.

*Blood of the Yakuza,* by David “Zeb” Cook. TSR, Inc., $7.95. The island of Wa is featured in this second campaign pack for Oriental Adventures. Wa draws its inspiration from the Tokugawa Shogunate of Japan and presents a more centralized and less war-torn period. Intrigues abound, however, as the powerful families of the land turn to more subtle ways of increasing their influence.

Where Swords of the Daimyo presents a predominantly rural background, Blood of the Yakuza details the city of Nakamaru and its politics. Information on the rival yakuza gangs and the political machinations of the important families and temples makes this an ideal setting for all types of adventurers.

Rather than presenting the adventures as straightforward encounter plots, a number of narratives have been provided. Depending on their character class and background, adventurers can interact with these in many different ways. The DM must make the narratives work effectively, but the background on the major NPCs of the city, plus lists of names, occupations, and personalities for detailing minor NPCs, lighten the load considerably. Blood of the Yakuza is another excellent addition to the Oriental line.
Catching Some Rays

Radiation damage and the GAMMA WORLD® game

Given the real worlds recent encounters with widespread contamination from nuclear accidents, second-edition GAMMA WORLD® game players should take a closer look at radiation and the hazards it can present. The information here is designed to make player characters more cautious when dealing with this hazard, though it is not necessarily realistic (you don’t really mutate just from being exposed to radiation, though your offspring might).

In nuclear science, there are three types of radiation: alpha, beta, and gamma. Alpha particles are weak and relatively harmless. Beta particles can cause damage, but their long-term effects are beyond the scope of the fast-paced GAMMA WORLD game. However, the effects of high-energy gamma rays are quite immediate. Player characters are already aware of the damage they can sustain from exposure to dangerous radiation, but the full effects of such exposure need to be more specific than simple hit-point loss, mutation production, and instant death.

Expanded radiation rules
Radiation damage is cumulative, and should be recorded in addition to hit-point loss. For example, if a character with 85 hp takes 20 hp damage from radiation, then he now has 65 hp and 20 radiation damage points (RDP). This amount is increased each time the character takes more radiation-caused damage. The RDP score heals by one point each day.

On the Radiation Matrix (Adventure Booklet, page 27), the letter “M” indicates new mutations for Humanoids and Mutated Animals, and 8d6 hp damage for Pure Strain Humans. Why would a Humanoid gain a beneficial mutation while his companion, a Pure Strain Human, lose hit points? Instead, all creatures should take 8d6 damage from such a powerful blast of gamma rays. Any new mutation gained is determined by Table 1 of this article; the chances of gaining a beneficial mutation are poor.

When “D” is indicated on the Radiation Matrix, the character exposed takes 9d6 damage. If the character’s RDP score is less than 60, then increase it immediately to 60.

Table 2 of this article outlines the effects of radiation at different RDP levels. These effects occur each time the RDP score reaches the indicated level; thus, a character can suffer repeated effects if repeatedly exposed to gamma rays.

The following illnesses occur from radioactive poisoning:

Anemia: This illness is caused by a lack of red blood cells, which carry oxygen throughout the body. The victim is left in a weakened state which reduces Mental Strength, Dexterity, and Physical Strength by half. At the end of the illness, the victim recovers at a rate of two points per attribute per day, until the original scores are restored.

Five-Week Sickness: This illness develops over a period of several weeks. The first signs are nausea and vomiting, which strike 2-5 hours after exposure. Anemia lasts for 2-3 days, and the victim feels tired and run-down, but appears to recover. Then, 21-30 (1d10 + 20) days after exposure, the second phase of this illness begins. The victim suffers from anemia (again), arterial weakness, and bacterial susceptibility for the next 13-16 (1d4 + 12) days. The latter two effects are treated as per the mutations on pages 8-9 of the second-edition Basic Rules Booklet, and even Pure Strain Humans are subject to their effects (though these conditions are not acquired by victims as permanent mutations). On the last day of the illness, the percentage chance of the victim’s survival equals the victim’s current Constitution score times eight. Failure means immediate death. Success means immediate recovery from arterial weakness and bacterial susceptibility, as well as recovery from anemia as described above.

Gastrointestinal Syndrome: This fatal illness begins like Five-Week Sickness. Nausea and vomiting strike within 2-5 hours. Anemia, arterial weakness, and
bacterial susceptibility strike within 2-5 days; at the same time, the victim begins to lose one Constitution point per day (also deduct the appropriate hit-point loss from the reduced attribute). When the Constitution score reaches zero, the victim dies from bleeding ulcers and bacterial infection in his digestive system.

Central Nervous System Syndrome (CNSS): This is the most severe form of radiation sickness. Vomiting begins 2-5 minutes after exposure. Damage to the central nervous system affects Mental Strength, Intelligence, and Dexterity; each of these attributes are reduced at the rate indicated on Table 2. Death occurs when any attribute reaches zero.

Mutations and weapons
Due to the new dangers now presented to player characters, the effects of certain mutations and weapons should be reevaluated. Any characters who use radiation as a natural weapon (specifically, Radiation Eyes and Gamma Hands) must have penalties to diffuse the increased power of these mutations. Though these characters are immune to the effects of gamma rays, their bodies constantly give off radiation at Intensity 3, affecting all creatures that come within one meter of them. Also, these characters have Weight Decrease as an additional mutation. This mutation is not counted as one of those rolled up in character creation.

A fusion rifle is given disadvantages for similar reasons. First, the Atomic Energy Cell that powers the weapon gives off continuous low-energy gamma rays, causing 1 hp damage per March Turn to characters not properly protected from the item. Second, the weapon’s user must endure an Intensity 3 blast for each shot he fires!

A dirty fission bomb creates a permanently radioactive crater where it explodes. This crater is 520 meters wide and 50 meters deep, and it glows at Intensity 15. For every 20 meters beyond the edge of the crater, the Intensity drops by one level. Thus the entire blast radius of the bomb is filled with radioactive* fallout that lasts for 5,000 years.

Protection and treatment
Aside from a Force Field, the best physical protection against gamma rays is lead. For each meter of solid lead between a character and a radioactive source, the Intensity of exposure drops by 3 levels.

The same amount of protection can be gained from two meters of concrete or three meters of wood or soil.

The best treatments for radiation poisoning are the medicinal drugs created before the Social Wars. Though an accelerator dose will not heal damage from gamma rays, antiradiation serum will certainly help if applied in time. Two new drugs should also be mentioned.

Antibiotic serum: This is a 10-cm-long, disposable, jet-spray tube of a substance that destroys harmful bacteria and viruses. Once taken, the drug cures colds and pneumonia, and eliminates all infections. It does not prevent later attacks from bacteria and viruses. Cost: 50 gp.

Blood-stimulant serum: This is a 10-cm-long, disposable, jet-spray tube of a chemical that stimulates the production of red blood cells, white blood cells (which attack bacteria and viruses), and platelets (which block open wounds and stop bleeding). This chemical prevents the effects of anemia and arterial weakness for 24 hours. It also acts as an antibiotic serum. Cost: 150 gp.

Keeping the balance
One last point remains: how to restore the balance of the game. Are the player characters doomed to die miserably for the sake of detailed radiation rules?

One solution is for radioactive hazards to be well known to residents of affected areas. PCs will know of these restricted zones in their own home territories, and can learn about them from the inhabitants of unfamiliar territories. This “need to know” could stimulate some good PC-NPC interaction, as the characters scavenge for maps and information so that they don’t wander into their own radioactive tombs. Another solution is for referees to create fewer encounters with radiation.

Deathlands, gamma-beam weapons, and radiation-spitting monsters should become rare ingredients in the GAMMA WORLD game campaign.

Under these conditions, the PCs’ encounters with radiation will be challenging, nerve-racking, and maybe a little more frightening — as they are in real life. As they say, gamma rays are forever.
The Role of Computers

Lost in the Dream Zone

There are times when we take recreational software too seriously. If you don’t get to play a five-star-rated game, it will probably not adversely affect your life. Reviews and comments must be taken as personal observations from people who have had experience with the reviewed products and are offering subjective views of the programs. Like all gamers, we enjoy our recreational time as well. We want to enjoy the games to which we commit time to review, so the product examined should offer more than just a little recreational value to the user.

The reader must make the final decision as to whether a particular game is of personal value. To that end, retailers and dealers should make it a policy to offer some method for the consumer to try out a software program before buying it. This not only results in a sale of a product that the customer really wanted, but also ends the flow of returns and subsequent paperwork for the retailer.

The final proof of any program’s viability should be measured by positive reviews, dealer support and knowledge of the product, company support of their product, and consumer word-of-mouth. Our comments in this column are simply one of many measuring sticks you should consider before spending your hard-earned money on any product.

Baudville
5380 52nd Street SE
Grand Rapids MI 49508
(616) 698-0888

Dream Zone
Apple IIGS version

Dream Zone captures the player in his own dream, thanks to a rotten elixir that a scientist has brewed up. The only problem with this dream is that if you cannot escape the weird world of your own imagination, you may never reach reality again. The dream is full of nightmarish creatures and contains magic, airships, a floating castle, and the most troublesome bureaucracy you’ll ever encounter. You can save and recall as many as 10 in-progress games.

Let’s take a look at a typical Dream Zone screen, as shown above. The menu bar at the top of the window allows you to manage the game in any way you wish. The Load and Save commands simply retrieve or write your games in progress. The Edit menu allows you to cut, paste, and copy text you have typed into the command line, which is at the bottom of the screen and accepts action commands, such as “Go north” or “Enter window.”

The Options selection allows such niceties as colorizing the text shown in the display line and description window. You can also turn the Visible Objects option on or off. When activated, objects that appear in the picture area of the screen can be captured and moved with the mouse. The objects appear as icons, and you position the mouse’s cursor on top of the icon and click once; the object’s name then appears in the command line. You can then click on the Get command in the display line, click on the object again, and the command line will say “Get [name of object].” You press the return key, and the object is removed.

Dream Zone is in receipt of a superbly produced graphic-adventure game. Entitled Dream Zone, this game offers fantastic stereo sound effects, a superb musical score, enhanced graphic screens, and wonderful animation. The programmers also utilized one of Baudville’s own programs to create the game. Baudville is the company responsible for such well-known and widely used Apple-specific graphics programs as 816/Paint (for both the Apple II and IIGS family), Blazing Paddles (a paint program), Take 1 (an animation program), and Prince (a color-printing program).

Your life in Dream Zone is somewhat colorless and unappealing until you sleep. Suddenly, the screen bursts into a dazzling array of graphics and colors, initiating an extremely strange and thought-provoking adventure. The game is easy to play. You can use the mouse as well as the keyboard to input commands and manage your character’s movements while seeking clues and deciphering mysteries.
from the screen and placed in your inventory. To make the game more of a challenge, this option can be turned off.

Another option in this menu is the Special Inventory which, when activated, moves your inventory display from the icon bar to the description window, so that the objects in your inventory can be easily used; each item in the inventory is then shown as an icon. You can turn the music on with the next command, select a new game, or quit. You’ll use the Special Options menu quite often during the course of a game. As we have so often pointed out: You must save, save, save your games whenever you change screens! The time taken to save your game in progress will negate many destructive surprises.

The picture area shows a panoramic view of your character’s current location. As many as 12 objects can exist in one location at a time, so your picture area can be fairly well stocked with icons. By clicking your mouse cursor on all visible objects, you can get a good idea of what is in this location.

To the far right of the screen is the control pad. Each button lists either a specific compass direction or up and down. By moving the mouse cursor atop any of these pads and clicking, your character moves in that direction. Clicking directly in the center of the control pad is the same as commanding your character to enter an area. You can either use the control pad to move your character or else type the movement direction in the command line.
The line below the picture area is the display line. At the far left of this line are the names of those who are accompanying you on your quest to escape your dream. By double-clicking on a name, you can talk to that individual. The center section of the display line has a brief description of your location; when double-clicked, this provides you with a far more detailed description of your surroundings. To the far right of this line is the information indicating what direction you are currently facing. Double-clicking on the View command automatically enters the word “About” in the command line. When you press return, this provides you with information about your location.

Next on the screen agenda is the icon bar. You’ll note several action words which, when clicked on, put that word in the command line. Double-clicking on a word produces an alternate command, which is entered in the command line. For example, by double-clicking on the command Buy, the command Steal is entered into the command line. Other double-clicks provide Look Around, Get All, Drop All, Say, Show, Wear, Kill, and Eat.

Your character can talk to other characters in the game, which provides a wealth of information from occasional chats. You can “Say hello” to someone, then “Ask about [something]” if you wish. If your question is understood, the reply will be given to you in the description window. Color-coding in the text gives special meaning to the accented words. For example, if the text is light blue in color, then you are engaged in a conversation. Red means that something serious is about to occur. It is important to not only read the words in the description window but look at the hue of the words as well.

So much for the game mechanics. The actual play requires hours of concentrated effort before you solve your dream. The first few scenes are in black and white, and this environment continues until you decide you are ready to fall asleep. Some essentials must be obtained before deciding to enter your dream, requiring a visit to the bathroom and to your brother. Fortunately, you don’t start out empty-handed — you’ve got a few coins in your pocket which might enable you to coax your little brother into relinquishing something that could later be useful. And the game states, “Good dental hygiene is the secret to good relationships,” although your brother won’t be able to help you in this regard.

Once you are prepared for bed, it’s off to dreamland you go. With luck, you’ll be able to escape the dream; until you do, only the dream sequences are displayed in full color. Initially, you’re going to be tempted to revisit those areas you only viewed in black and white. Don’t dally, however, near the “throne.” This device seems to have suffered quite a nasty change of mood since the dream began.

There’s a suspended causeway with a locked gate that requires a good look to ascertain the correct key needed to enter its portal. Once beyond the gate, you’ll wander around a town square for a while, trying to figure out not only how to get into a bar but how to obtain the correct forms from the bureaucratic Department of Information. The latter can absolutely drive you crazy! Before losing all of your cool, remember that bribery works in some cases. And as the officers who populate the Bureau of Information are “porkers,” perhaps there is something in your inventory that would get one of them to obtain a vital form. Continued hassles by the various officers in this department could also lead you to violence, which in some cases is exactly the answer required. Should you become too frustrated and enter expletives into the command line, you get the chance to read graffiti to understand your sudden dilemma.

After you decipher the Bureau of Information’s information miasma, the bar is a good place to talk with all sorts of characters, including two gals who appear to have been rejects from a Doublemint commercial. Remember that carnivals waste your money and your time, and while indebtedness can be of assistance in some cases, it may have a grounding effect in others.

Should you manage to return something owned by a relative of yours, escape from the dream occurs. Congratulations: You’ve won! Now take several aspirins to relieve that booming headache received from intense participation in Dream Zone.

As one of the earliest IIGS-specific adventures, this offering is excellent and quite playable by both novice and experienced adventurers. There is something in
this game for everyone, and the addition of a few animated sequences highlights several areas of investigation. We doubt you’ll ever get bored with *Dream Zone,* and we look forward to Andy and Jason’s next adventure offering, which we’re told is in the works.

If you cannot solve the puzzles, Baudville has prepared a poster-size map and hint guide for *Dream Zone.* These items can be ordered directly from the company for $6.00, which includes shipping and handling. To purchase these hints, you must be a registered owner of the game!

---

**Electronic Arts**
1820 Gateway Drive
San Mateo, CA 94404
(415) 571-7171

**Strike-Fleet, The Naval Task Force Simulator**

Commodore 64/128 and Apple II versions

If you own a Commodore 64/128 or Apple II computer and enjoy strategic scenarios, then *Strike-Fleet* (developed by Noah Falstein, Ken Macklin, and Larry Holland of LucasFilm Games) is a software program you must consider for purchase. The scope of this naval warfare simulation is staggering, and the graphics are absolutely top-notch. What is amazing when first opening the 60+ page user’s guide is that so much information can be included in a tactical game. You get 10 scenarios that cover the range from command of one ship to command of a complete task force involving 16 ships, with American, English, and enemy forces included in the scenarios. With information on strike-ship weaponry (ranging from a broad selection of missiles and torpedoes to defensive weapons) and air forces, you have a game that offers hours of intense excitement.

Your success in the missions is revealed at the conclusion of a scenario. The game program considers your actions and how well you followed the scenario directions, then displays any rank advancements or certificates of merit earned for your management of the fleet. The game is menu-driven through the early selection stages and can be played equally well through use of the joystick or keyboard. The first menu is called “Mission Briefing” and allows you to select one of the 10 scenarios as your first test of leadership. We highly recommend that you start with the first scenario. The scenarios include: “Stark Realities” (protect yourself while firing at the Depths). We required five full games before we finally managed to get enemy patrol craft being detected by radar.

With helicopter capabilities and a variety of weapons aboard, players might think that they have the upper hand. Nothing could be further from the truth. After nearly 10 hours of play, we’ve moved up to the third scenario with the rank of Lieutenant Commander. The second scenario, which involves two Argentine submarines, requires a different play mode. You have to think like a submariner: full speed to a location, then drift, sonar ping- ing at the depths. We required five full games before we finally managed to get the hang of submarine warfare. Even then, during the fifth scenario, we still lost one of our vessels to the enemy. We cannot speak highly enough of this offering. LucasFilm is to be heartily congratulated for developing a tactical game that is completely engrossing, thoroughly exciting, graphically pleasing, and capable of portraying what it must be like to command a Strike Fleet. You can also save one game in progress on a blank data disk; believe us, you’ll need it!

**Computer-Game Conversions Table**

<table>
<thead>
<tr>
<th>Company</th>
<th>Contact Number</th>
<th>Formats</th>
</tr>
</thead>
</table>
| *Activision, Inc.* | (415) 960-0410     | IBM micros and compatibles version with an EGA board (**% without an EGA board**)
| *The Pawn*      |                    |                           |

**Data East**
(408) 286-7074

*Ikari Warriors* for IBM and the Apple II computer family

**MicroProse**
(301) 771-1151

*Gunship* to Atari ST format with enhanced capabilities over other formats

**Mindscape**
(312) 480-7667

*Deja Vu: A Nightmare Comes True* for Macintosh and Amiga computers
met who can be of great assistance (or
danger) to you.
The IBM microcomputer can be used for
far more than business operations. With
the price of IBM clones tumbling to below
$500, more and more personal computers
are finding their way into homes and into
the hands of software gamers. IBM com-
puters require graphics adapters to dis-
play graphics on screen. There are now
several types of displays: monochrome
(black-and-white graphics, usually referred
to as MDA); Hercules Graphics Adapter
(also monochrome, but with a much high-
er resolution than MDA, developed by
Hercules Technology and referred to as
HGC); Color Graphics Adapter (the stand-
color-graphics mode as developed by
IBM and known as CGA); Enhanced Graph-
ics Adapter (the new graphics standard
that displays a wide range of colors at
higher resolution than CGA); and the
future graphics standard, also known as
VGA. The latter is a result of the new
technology found with the recently
released IBM Personal system/2 computer
family (known as PS/2).

To fully appreciate the detail and work
of the graphics incorporated into The
Pawn, you must have an IBM with at least
EGA capability. Otherwise, the game is
simply run as a text-only version, and we
feel it loses some of its appeal without the
fine graphic portrayal of game scenes. If
The Pawn is to be at its best, we also rec-
ommend running the game on at least an
80286- or 80386-based computer. The
speed of these latter machines allows the
display of graphics to take place without
too much of a wait. We’re fortunate in that
we now have a Tandy 4000 80386-based
IBM compatible, and we are absolutely
delighted with its performance on graphic-
intensive software.
The Pawn is not only great for experi-
enced adventurers, but because of the in-
teractivity of the scenario’s characters, it
also enables novice gamers to learn as
they progress through the land of Kerov-
nia. This is certainly one offering that any
computer-game library should contain.

News and new products

**Accolade**
20813 Stevens Creek Boulevard
Cupertino CA 95014
(408) 446-5757

A new and unusual strategy-action game
has made its debut from Accolade. Entitled
The Train: Escape to Normandy, the player
becomes French Resistance leader Pierre
Le Feu, who is in charge of seizing an
armored war train and guiding it through
effemy lines to safety at Riviere, Nor-
mardy. The player must not only engineer the
train, which contains France’s art trea-
sures, but avoid enemy traps, ambushes,
and sabotage attempts. The game has been
released for the C64/128 and is priced at
$29.95.

**Activision, Inc.**

Activision has absolutely gone berserk
with new game releases, not only for
microcomputers but for the Nintendo and
Atari 2600 game machines as well. A quick-
rundown of the Atari 2600 entries include:
Commando, a fight against overwhelming
odds to defeat advancing rebel forces;
Kung Fu Master, a quest through five
levels to rescue the fair maiden from the
wizards temple; Title Match Pro
Wrestling, a choice of four different wres-
tlers to take on the computer or a friend
with different wrestling moves; and Skate-
boardin’, a skateboard ride through a
maze of city streets to get to school on
time. For the Nintendo Entertainment
System, Super Pitfall will be released with
270 screens of danger as Pitfall Harry
searches a vast cave in the Andes.

In the microcomputer arena, Rampage
has been introduced for the C64/128, IBM
and compatibles, and Apple II computers.
In Rampage, the player controls one of
three nasty creatures in this monster-
movie action game for one or two players.
Destroy your favorite city and eat tanks
and innocent bystanders – it’s all in fun.
Activision has also beefed up their Solid
Gold line of lower-cost entertainments.
Some extremely popular games are now in
this line with prices ranging from $14.95
to $19.95. The new entries include: Hacker
II: The Doomsday Papers (IBMs, Apple II,
C64/128, Macintosh, Apple IIGS); The
Transformers: The Battle To Save Earth
(C64/128); Zork I (IBM, Apple II, C64/128
and Macintosh); Hitchhiker’s Guide to the
Galaxy (IBM, Apple II, C64/128 and Macin-
tosh); Championship Golf (IBMs); and Star
Rank Boxing and On-Court Tennis (combo-
pak for C64/128).

From MicroIllusions, one of Activision’s
affiliated labels, comes a host of new
games. These include: Land of Legends, a
fully animated fantasy role-playing game
with a unique overhead view that lets
players watch their adventurers take on
adversaries blow-by-blow; Ebonstar, a
seek-and-destroy space adventure that can
be played by as many as four players (the
game’s objective is to destroy black holes);
Galactic Invasion, an intergalactic dogfight
that pits galaxy against galaxy; and Plane-
tarium, a powerful, accurate, and graphi-
cally spectacular home planetarium that
features over 9,000 stars. Initial game
versions will be for the Commodore Ami-
ga, with C64/128, Apple IIGS and IBM to
follow later this year.

Activision has also signed an agreement
whereby the company will now be distrib-
uting such adventure games as The Pawn,
The Guild of Thieves, Elite, and Starglider.

---

**The Avalon Hill Game Company**
4517 Harford Road
Baltimore MD 21214
(301) 254-9200

*Wooden Ships & Iron Men* recreates the
battles and campaigns of the great Age of
Sail. Ships can crash into each other, run
afoul, grapple, or end up in position for
deadly raking fire. There are 18 nationali-
ties and 13 ship types available for the
player’s own designs. Included are 30
historical actions ranging from two-ship
duels to 20-ship fleet actions. The game is
in the C64/128 format.

**Broderhund Software**
17 Paul Drive
San Rafael CA 94903-2101
(415) 492-3200

This company’s winning Carmen San-
diego series continues with the release of
Where in Europe is Carmen Sandiego?,
which covers 34 European countries as
players chase the elusive Carmen and her
gang of thieves. There is a new, on-screen
“Crimestopper’s Notebook” for recording
clues as well as the “Factfinder’s Database.”
Rand McNally’s Concise Atlas of Europe is
included. This exciting game has been
Who Says We Don’t Do Fantasy?

Gary Gygax presents

FANTASY MASTER
Role-Playing Accessories

FANTASY GAME ACCESSORIES

Town of Baldemar

Baldemar is a complete medieval town setting, compatible with any fantasy role-playing game. It describes over 450 buildings and 125 noteworthy residents, which you can customize for your own campaign with less than an hour’s work. Full personality sketches of Baldemar’s most important citizens are included for maximum role-playing enjoyment, but you determine their actual powers and abilities. Baldemar includes a large full-color poster map with a political record chart on the back.

AESHEBA: Greek Africa

by Bob Blake, Frank Mentzer & Jeff O’Hare

Start with Africa, around 300 B.C., and shrink it a bit. Remove the Nile, so the Egyptians remain a primitive culture, and redesign the terrain features while leaving the ecology and the climate about the same. Now add Greek colonists along the north coast, and let the whole thing brew for three centuries. AESHEBA: Greek Africa includes a large full-color poster map of theAESheban continent, details on the government and society of four Greek city-states, and cultural notes on real African tribal societies.

FANTASY ADVENTURE MODULES

The Abduction of Good King Despot

by W. Niebling, S. Niebling & R. Stambaugh

Good King Despot has been abducted! The Kingdom has lost this benign, honest, charitable ruler (at least, that’s what he said he was, and the dubious tax-crippled citizens found it prudent to agree). The King is held in a magical prison of the arch-friend Ignax. A party of brave adventurers will get the unenviable task of digging him out—perhaps even literally. The warped mind of Ignax has created the zaniest dungeon setting they have ever experienced, with weird and dangerous monsters, strange traps, improbable encounters, cryptic clues and utterly mystifying situations.

Those Darn Dwarves

by Hal McKinney

It’s those darn dwarves. You know, the odd ones from the Iron Mountains. The ones who inspired such phrases as “a dwarf’s dozen” (ten), a “dwarvish sense of humor” (like inviting you to dinner and sticking you with the bill), and so forth. Well, those darn dwarves are back in town at their favorite tavern, the Dancing Pig. They’ve got magical weapons and horses for sale. And they need adventurers—like you—to rescue trapped miners, battle a giant bear, and partake of other light amusements. But you’ve got to remember three things: always watch your wallet; always look a gift horse in the mouth; and never, never, ever say Yes.

NEW INFINITIES PRODUCTIONS, INC.
P.O. BOX 657
DELAVAL, WI 53115
released for the Apple II and IBM and compatible computer systems. C64/128 users certainly haven’t been forgotten — Broderbund has released a C64/128 version of the Arcade Game Construction Kit. This kit provides gamers with professional and easy-to-use tools for designing their own games. There are six “starter kits” plus tools for creating games with as many as 50 levels.

Electronic Arts
One of the largest, brand-new, computerized FRPGs has been unveiled by Electronic Arts: Deathlord, which contains 157 dungeon levels, 128 different kinds of monsters, 16 separate continents to explore, and 84 magic spells, as well as problems with the weather, time of day, and climate. Characters from The Bard’s Tale II and Wizardry I, II, and III and Ultima III can be transferred into this game. For the Apple II computer, the game will also be available for the C64/128 later this year.

Mindscape, Inc.
3444 Dundee Road
Northbrook IL 60062
(312) 480-7667

Mindscape has introduced a thrilling new adventure for Macintosh owners: Citadel. Players are involved in a quest on an unknown world to vanquish serpents, dragons, and other deadly foes. With 3-D graphics and digitized sound, players traverse a subterranean stone maze in search of the secret it holds. You can also create in-depth characters for the campaign. A do-it-yourself scenario is also included. Also from Mindscape are some yet-to-be-released Cineware programs: Rocket Ranger, The Three Stooges, and Warp Speed.

Spectrum HoloByte
A division of SPHERE
2061 Challenger Drive
Alameda CA 94501
(415) 522-3584

A new graphics quest series has made its debut from Spectrum HoloByte, with the first module entitled Dondra – A New Beginning, now shipping for the Apple II computer family. The player embarks on a journey in the futuristic world of Dondra to find the Crystal Prism of Heheutotol. There are over 100 original pictures and more than 30 animated sequences. Versions for the Apple IIGS and C64/128 will also be released shortly.

Strategic Simulations, Inc.
1046 North Rengstorff Avenue
Mountain View CA 94043-1716
(415) 964-1353

We’ve been waiting for this sequel to be announced for some time! Questron II is the sequel that begins where Questron left off, with your character in possession of the Evil Book of Magic that was stolen from the crazed magician, Mantor. In this follow-up fantasy adventure, your character must journey back in time to Landor to make certain that this book is never created. There are over 60 different creatures and a wide variety of magical spells. The game will be available for the C64/128, Apple II, IBMs and compatibles, Atari ST, and Commodore Amiga computers.

The Beasties
On a final note, we want your nominations for The Beasties, the best recreational-software offerings of 1988. Just write your name, address, and computer system on a 15-cent postcard and give the name of your favorite recreational software package. If you have more than one favorite, list them in order of preference, and please indicate the computer version for each game receiving your vote. Until next time, game on!
## WEAPON SUMMARY

### BASIC WEAPONS

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Short Range</th>
<th>Long Range</th>
<th>Shooting to Hit</th>
<th>Strength</th>
<th>Damage</th>
<th>Save Mod.</th>
<th>Type</th>
<th>Area</th>
<th>Tech</th>
</tr>
</thead>
<tbody>
<tr>
<td>Autogun</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Boltgun</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Bolt pistol</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Grenade gun</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Laser</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Nutshell</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Plasma gun</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Rocket</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Smoke Grenade</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
</tbody>
</table>

### HEAVY WEAPONS

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Short Range</th>
<th>Long Range</th>
<th>Shooting to Hit</th>
<th>Strength</th>
<th>Damage</th>
<th>Save Mod.</th>
<th>Type</th>
<th>Area</th>
<th>Tech</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anti-aircraft</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Ballista</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Grenade Launcher</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Howitzer</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Heavy plasma gun</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Heavy sub-gun</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Heavy rocket</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Multi-laser</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Multi-shot</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
</tbody>
</table>

### CLOSE COMBAT WEAPONS

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Short Range</th>
<th>Long Range</th>
<th>Shooting to Hit</th>
<th>Strength</th>
<th>Damage</th>
<th>Save Mod.</th>
<th>Type</th>
<th>Area</th>
<th>Tech</th>
</tr>
</thead>
<tbody>
<tr>
<td>Antique gun</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Bolt pistol</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Chain gun</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Combat knife</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Grenade launcher</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Heavy flamer</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Heavy flamethrower</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Heavy subgun</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Rocket</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Smoke Grenade</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Smoke Rocket</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
</tbody>
</table>

### GRENADES AND MISSILES

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Short Range</th>
<th>Long Range</th>
<th>Shooting to Hit</th>
<th>Strength</th>
<th>Damage</th>
<th>Save Mod.</th>
<th>Type</th>
<th>Area</th>
<th>Tech</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arm grenade</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Bolt pistol</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Grenade launcher</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Howitzer</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Heavy plasma gun</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Heavy sub-gun</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Heavy rocket</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Multi-laser</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Multi-shot</td>
<td>0.75</td>
<td>2.00</td>
<td>+1</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>A</td>
<td>5</td>
<td>6</td>
</tr>
</tbody>
</table>

* All ranges and hit modifiers apply to grenades only. For missiles see details of launcher.

---

"My Lord Emperor... I have grievous news. We have found a complete planetary sub-unit - a nation - who do not have the required fervour. While many of them glory in the valiant deeds of your Space Marines, or relive the exploits of the Imperial Army, there are others... They have not heard the call. They do not, Your Highness, "play the game...""

The Emperor did not move within his confining birethron. Only the great heartbeat of distant pumps disturbed the stillness.

"As you so command, My Emperor. You are merciful to limit the purge to only the Ignorant."

Avoid Purging. The Warhammer 40,000 game is your only salvation.

Warhammer 40,000 is available from Inquisition Approved stores or, in case of difficulty, contact Games Workshop US, 1220 Key Highway, Baltimore, Maryland, 21230.

NOTICE TO ALL LOYAL SUBJECTS OF THE EMPEROR:
The above Weapons Summary has been approved by the Inquisition as morally sound. Use of any other Weapons Summary is a Deviant Act. Hail The Emperor.
The Ultimate Addenda’s Addenda

Yet more superpowers for the MARVEL SUPER HEROES® game

As promised in the last “Ultimate Addenda” (from DRAGON® issue #122), here are more superpowers that were created by you, the role-playing public, for the MARVEL SUPER HEROES® Advanced Set game. These powers are designed to fit with the format of MA3 The Ultimate Powers Book (herein known as the TUPB). Each new power is credited to the people who suggested it. This column also deals with a new class of “rule powers,” which are powers that alter the game mechanics. Players and Judges should rewrite the Power Generation tables on pages 14-16 of the TUPB in order to accommodate these additions, if they are used.

New Physical Form
S32/Collective Mass: Tom Lamphier looked at the Marvel Super Villain Swarm and came up with this variation of the S16/Physical Gestalt body type. The body of the character is a collection of individual bodies held tightly together and functioning as a single unit. Unlike Physical Gestalt, the individuals retain their distinct physical forms (though admittedly it may be hard to actually spot any given individual if they are tiny). One helpful side effect of this power is that the individual bodies do not physically suffer while they are joined together; breathing is assumed to occur without difficulty. However, the Collective Mass will probably have to break apart in order to allow the individual units to eat.

Primary and secondary abilities are rolled on Column 1 of the Rank Table on page 11 of the TUPB. Because of its peculiar dual nature, a Collective Mass has two sets of primary abilities. The first set represents the average abilities possessed by the individual component entities; the second set is that of the Collective Mass. The majority of powers can only be manifested by the Collective Mass. Individual entities can at best exhibit Feeble-rank versions of the available powers; otherwise, why bother to be a Collective Mass in the first place? The Collective Mass’s abilities may be affected by the loss or addition of more individual entities to it.

A Collective Mass gains +2CS Resistance to physical or directed energy attacks (lasers, for example). Its unique physical structure allows it to simply create holes in its body to avoid making contact with the attacking force. However, such beings have a peculiar weakness: A successful Grappling attack breaks the body into two masses! The body can automatically rejoin in 1-4 turns unless something prevents this, like teleporting half the body into a parallel dimension.

The Collective Mass can be any size, depending on the size and number of the individuals entities that compose it. Most Collective Masses in Marvel Universe campaigns are human-size and composed of smaller creatures generally less than 3” long (between the size of a mouse and a dragonfly). If the Judge allows, a Collective Mass may be a giant composed of human-size entities. In special cases, the Collective Mass may even be a titan composed of relatively large beings.

Ordinarily, the number of individuals composing the Collective Mass is less than the rank number of the Collective Mass’s Reason, multiplied by 100. The individual entities can be of any nature, whether animal, plant, or machine; the individual components may be sentient or not. If the Collective Mass is composed of relatively ordinary creatures (as opposed to something strange, like a colony of snakes mutated by a nuclear test at Los Alamos), the Collective Mass has the option of absorbing more of these component creatures into itself. A Red Psyche FEAT allows this to occur. In such a case, the addition may have the effect of increasing the Collective Mass’s primary abilities.

In an Earth-based Marvel Universe campaign, the Collective Mass has the ability to transform itself into a human likeness by making a Psyche FEAT. However, the visual appearance of the individual bodies does not change; a disguise is needed if the Collective Mass is to impersonate a normal human.

New superpowers
Each of these superpowers has a 2% chance of appearing during the random power-selection process.

P18/Invincible/Feast: This power was in my original TUPB proposal, yet not only did I forget to put this in the TUPB, I also forgot to put in the original addenda article! This power is usually referred to as “Super Breath” and, while it is technically a Matter Control power, should be listed under the class of Physical Enhancement powers in the TUPB. The hero has the ability to ingest awesome amounts of matter, retain them indefinitely, then expel them with power rank force. When creating a hero with this power, the player must decide what the hero can handle. A random die roll determines his chance of having the power to handle gas, liquid, solids, or some combination of these.

Die roll Category
01-16 Gases only
17-32 Liquids only
33-48 Solids only
49-64 Gases and liquids
65-80 Liquids and solids
81-00 Gases, solids, and liquids

This power enables the hero to absorb quantities far exceeding the normal volume of the human body. He can absorb a volume of gas equal to the power rank number times 100 cubic feet. Liquids and solids are limited to the number of cubic feet equal to the power rank number. A side effect of this power is that the ingested matter is somehow compressed, diminished in size, or displaced into a pocket dimension; this enables the hero to retain his ordinary shape, although his weight does increase a token amount. It is up to the Judge’s discretion as to how much weight is gained, with a 1% weight increase being a rule of thumb. Note that a sudden failure of this power can be disastrous! Such catastrophes range from (at best) the sudden expulsion of all ingested matter, retention of the ingested matter with the hero suddenly bearing all of its weight, or the rapid expansion of the ingested matter to its original size (this latter possibility being quite fatal).

Normally, a hero can retain the ingested matter indefinitely. A side effect of the power gives the hero internal invulnerabil-
Die Power

<table>
<thead>
<tr>
<th>Power Name</th>
<th>R1</th>
<th>R2</th>
<th>R3</th>
<th>R4</th>
<th>R5</th>
<th>R6</th>
<th>R7</th>
<th>R8</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-12 Attribute Change</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>13-29 Attribute Pool</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>30-41 Attribute Rearrangement</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>42-47 Award Change</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>48-59 Award Pool</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>60-65 Award Rearrangement</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>66-71 Initiative Change</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>72-00 Power Combination</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Table for Random Rule Powers

- **Die Power**
  - 01-12 Attribute Change R1
  - 13-29 Attribute Pool R2
  - 30-41 Attribute Rearrangement R3
  - 42-47 Award Change R4
  - 48-59 Award Pool R5
  - 60-65 Award Rearrangement R6
  - 66-71 Initiative Change R7
  - 72-00 Power Combination R8

With the player's imagination, the hero's background and physical type, and the campaign setting. The randomly rolled power rank becomes the material strength of the item.

A Unique Weapon is just that; lose it and you're out of luck. The hero can acquire his item in a number of ways. The most common are "I Found It," "I Received It," and "I Created It." The player should roll once on the Origin of Power Table (page 10, TUPB) to see what the background on his item is. If the device was attained by accident or as a gift, the hero might not be able to replace or repair it. Such conditions must be resolved by the Judge.

**M34/Omni-Knowledge**: A reader named "Comalite J" created this interesting variant on the learning process. A character with this power has an innate, subconscious link to a sort of cosmic reference library. When he is presented with a question concerning information of which he was previously ignorant, the PC must make a FEAT Green FEATS give him access to contemporary human knowledge. Yellow FEATS give him access to alien knowledge. Red FEATS give him access to Entity-level knowledge. Success means he is able to give a short, concise answer that only answers the initial question. As a limit to this power, the question must be asked of the hero by another person. Also, despite his ability to "know" any given topic, the PC might not be able to understand it. His comprehension is still limited by his Reason. This power enables the Judge to create idiot savants who can decipher the workings of Galactus's Worldship but are unable to tie their shoelaces.

For example: Ref-Book and his buddy Jaunt find themselves in the Watcher's recreation room, facing a piece of alien technology. Ref-Book has no idea of what the thing is, but when Jaunt asks the magic question "What is that?" Ref-Book's power goes to work. He makes a Red FEAT, gains the necessary knowledge, and says "It's a television set." "Well, how do we turn it on?" asks Jaunt. Ref-Book fails his next FEAT and says, "Beats me."

**Rule powers**

Several powers in current RPGs exist only for the sake of altering the mechanics of that specific game. Such examples include Mystic Link (from Mayfair's DCTM HEROES game) and Spending Karma (in the MARVEL SUPER HEROES game). I hadn't touched on these because most of these powers only function within the confines of their home games. They cannot be easily transformed into other settings, such as actions in a comic book. However, that doesn't justify my further ignoring their existence; hence, the creation of a new class of powers. The rule powers class is the rarest form of power. During the Character Creation process, this class of powers has only a base chance of occurring. All rule powers have extremely short ranges; their initial effects

- **Hyper-Endurance**: A number of readers pointed out that I referred to this in the TUPB as a power rather than as a primary ability. Sorry! Hyper-Endurance is designed to increase your hero's (hopefully) already formidable Endurance. The randomly determined rank is added to your PC's previously determined Endurance rank whenever he uses a power that drains his Endurance. In this way, heroes can exceed their physical limitations.

- **Hyper-Strength**: A player should assign only the Mental and other powers requiring muscular effort.

- **Hyper-Running**: The nature and function of each Unique Weapon should reflect the powers available, the player's imagination, the hero's background and physical type, and the campaign setting. The randomly rolled power rank becomes the material strength of the item.

A Unique Weapon is just that; lose it and you're out of luck. The hero can acquire his item in a number of ways. The most common are "I Found It," "I Received It," and "I Created It." The player should roll once on the Origin of Power Table (page 10, TUPB) to see what the background on his item is. If the device was attained by accident or as a gift, the hero might not be able to replace or repair it. Such conditions must be resolved by the Judge.

**M34/Omni-Knowledge**: A reader named "Comalite J" created this interesting variant on the learning process. A character with this power has an innate, subconscious link to a sort of cosmic reference library. When he is presented with a question concerning information of which he was previously ignorant, the PC must make a FEAT Green FEATS give him access to contemporary human knowledge. Yellow FEATS give him access to alien knowledge. Red FEATS give him access to Entity-level knowledge. Success means he is able to give a short, concise answer that only answers the initial question. As a limit to this power, the question must be asked of the hero by another person. Also, despite his ability to "know" any given topic, the PC might not be able to understand it. His comprehension is still limited by his Reason. This power enables the Judge to create idiot savants who can decipher the workings of Galactus's Worldship but are unable to tie their shoelaces.

For example: Ref-Book and his buddy Jaunt find themselves in the Watcher's recreation room, facing a piece of alien technology. Ref-Book has no idea of what the thing is, but when Jaunt asks the magic question "What is that?" Ref-Book's power goes to work. He makes a Red FEAT, gains the necessary knowledge, and says "It's a television set." "Well, how do we turn it on?" asks Jaunt. Ref-Book fails his next FEAT and says, "Beats me."

**Rule powers**

Several powers in current RPGs exist only for the sake of altering the mechanics of that specific game. Such examples include Mystic Link (from Mayfair's DCTM HEROES game) and Spending Karma (in the MARVEL SUPER HEROES game). I hadn't touched on these because most of these powers only function within the confines of their home games. They cannot be easily transformed into other settings, such as actions in a comic book. However, that doesn't justify my further ignoring their existence; hence, the creation of a new class of powers. The rule powers class is the rarest form of power. During the Character Creation process, this class of powers has only a base % chance of occurring. All rule powers have extremely short ranges; their initial effects
are limited to the hero and those beings and objects within the immediate vicinity (i.e., the same area). Rule powers include the following:

**R1/Attribute Change:** The hero has the ability to temporarily increase the rank of a specific ability or power by the rule power's rank. He can automatically retain the enhanced rank for 1-10 game turns, but he must make a Psyche FEAT each turn beyond that to retain the enhancement. For example, Cosmic Dash-er possesses Incredible Attribute Change. He uses it to increases his normally Amazing Hyperspeed with an additional burst of energy, thus attaining Unearthly speed.

**R2/Attribute Pool:** The hero is able to directly combine his powers' or abilities' ranks with those of other heroes. The combined energy can then be channeled into a specific power or attribute shared by the affected characters and then used to perform a specific action. A Green FEAT is needed to perform this. In game terms, the players add their characters' ranks of the chosen ability; the sum is then temporarily reassigned as a new rank for each member of the group. For example, Cyber1, Cyber2, and Cyber3 pool their Excellent, Remarkable, and Amazing Strengths together; they each then achieve an effective rank of Unearthly Strength.

**R3/Attribute Rearrangement:** The hero can reassign the basic value of his various abilities to enhance other abilities. In effect, the player has the ability to rewrite his hero's abilities and powers at will. The rule power's rank is used to make this FEAT. The effect initially lasts 1-10 game turns; beyond that, he must make a successful Psyche FEAT each turn to maintain the rearrangement.

**R4/Award Change:** The player can temporarily increase the size of the Karma game award previously given his or another's character. The player can increase his hero's Karma by this power's rank by means of a Green FEAT. The player can increase the size of an ally's Karma with a Yellow FEAT. A Red FEAT can either increase or decrease an opponent's Karma. Such changes occur in the same turn the power is used and last for 1-10 turns; after that, the hero must make a Psyche FEAT to maintain the effects.

**R5/Award Pool:** In the MARVEL SUPER HEROES game, this is called Karma Pooling. The player can temporarily pool his award value with that of other player characters, then use that increased reward to perform a group function. The pooling lasts for 10 turns plus a number of turns equal to the number of PCs participating in the pool.

**R6/Award Rearrangement:** The player can temporarily reassign the Karma values of other players' characters by means of a Green FEAT. He can transfer a number of Karma Points equal to his power rank between either allies or opponents. Unscrupulous PCs can use this power to siphon Karma from civilian NPCs (onlookers, passers-by, etc.); this is considered a villainous act since it is akin to Vampirism.

**R7/Initiative Change:** The player can temporarily alter the order of play, deciding who plays in what order if he makes a successful Green FEAT. A Red FEAT can be used to either take away another character's turn or to instate a turn at a time when the affected player would otherwise be unable to roll.

**R8/Powers Combination:** This power normally occurs only during the Character Creation process. Rolling this rule power requires the player to combine two of his hero's already existing powers into a new hybrid form. The new hybrid power permanently replaces the affected powers. Power Combination enables the player to create some really peculiar, unique characters. High-ranked NPCs may possess a special form of this power with which they can alter another character's powers at any time. However, the power's use is limited to once per day and only in non-combative situations. In this way, the Judge can create character-transforming incidents to enliven, confuse, or rearrange the existing campaign.
DREAM WIZARDS
THE SHOP OF THE FANTASTIC—Since 1978
Send $2 for complete Catalog of all fantasy, science-fiction, military and computer games, miniatures, tarot, gaming aids, magazines and more! Gift miniature with each catalog.
Dept. C
P.O. Box 2246, Rockville, MD 20852
Phone Orders: (301) 881-3530
When in the Washington DC area visit our incredible shop—Congressional Plaza South. Rockville, MD (across from Twinbrook Metro stop)

TSL Direct Mail Service
PO Box 148 Newburyport MA 01950
Suppliers of all your gaming and painting needs.

Earn TSL Big Bucks coupons with every order. No credit slips! No back orders! No hassle! All orders guaranteed or your $ back!

In New England—visit our retail outlet. The Toy Soldier, Newburyport Mass. (617) 462-6241
Catalog and update service $2

CONTINENTAL RAILS
Now YOU can become one of the famous (or infamous) railroad robber barons of the 1800’s. YOU can be the tycoon to drive Vanderbilt bankrupt or the first railroad president to earn the Golden Spike.

Continental Rails is a fully computer moderated play-by-mail game simulating the growth of the American railroads between 1840 and 1890. Fifteen player tycoons compete for the glory of wealth or prestige by stock speculation, manipulations, and by building and running the most famous railroads in the U.S. Each turn, players receive a customized computer report of game activity and a customized turn sheet to submit their instructions for next turn.

Costs: Rules $3.00 Turn Fees: $4.00/turn Game Entry: $12.00 (Rules, set-up, 3 free turns.)

SPIRAL ARM
Spiral Arm is a play-by-mail game of strategic galactic conquest featuring a map of over 650 stars, up to 50 players per game, 4 modes of ship movement, economics, technology development, custom-ized turn sheets, and much more.

Costs: Rules $2.50 Turn Fees: $4.50/turn Game Entry: $15.00 (Set-up, 3 free turns)

FEUDAL LORDS
Feudal Lords is our first and most popular game of medieval power politics set in Arthurian England. Fifteen players compete to become King of England through economic development, military conquest, and diplomatic maneuvering.

Costs: Rules $2.50 Turn Fees: $3.00/turn Game Entry: $10.00 (Rules, set-up, 3 free turns)

For further information about these games, contact: GRAAFF SIMULATIONS Dept. DM
27530 Harper, St. Clair Shores, MI 48081-1924

Join Our Ranks
Become a star ship captain.
Experience the fun of pitting your wits against opponents from around the world in this arena of tactical space combat. For free information write: Play By Mail Games
Fantastic Simulations
P.O. Box 24566-N Denver CO 80224

HELP FOR OWNERS OF APPLE II FRP
GAMES 50+ pages of maps, hints and charts for Might and Magic $16. Character editors for Fantasia II and III $15 each or $22 for both, Bard’s Tale I and II $15 each or $22 for both, Might and Magic and Wizard’s Crown $15 each, Standing Stones and Auto- duel $13 each. Each editor can run on Apple II, Il+, Ile, Ilc and Iigc computers. Map and hints sets for Standing Stones and Bard’s Tale I $18 each. Orders outside the USA and CANADA add three dollars. Send checks, money orders or catalog requests to BGB SOLU- TIONS. P.O. Box 217, St. Louis, MO 63166.

PLAY BY MAIL GAMING
PLAY BY MAIL GAMING

WARP FORCE EMPIRES
With Command
Info: FREE! Rules: $4.50
SPECIAL OFFER: Buy a rulebook and play a shortened Sampler game FREE.

For more information about play-by-mail games and companies, send for The Journal of the PBM Gamer, which is a listing of PBM Companies and their games. Send $1.00 to Paper Mayhem, Dept. DM, 1518 Adams St., Ottawa, IL 61350.

PAPER MAYHEM
"The informative PBM Magazine"
Subscribe to Paper Mayhem and discover the world of play-by-mail (PBM) gaming. We cover many of the PBM games that are in this page, plus many more, covering the subjects of fantasy, sci-fi, historical, sports, etc. Each bimonthly issue brings you the latest in PBM gaming.

Paper Mayhem has been publishing news about PBM games and companies since 1983 and has improved to keep up with this ever expanding hobby.

Why delay and miss out on all the fun? Read Paper Mayhem and take advantage of PBM gaming.
Send subscriptions to: Paper Mayhem (Dept DM) 1518 Adams Street Ottawa, IL 61350-4664
Subscriptions:
Sample $4.50 1 year $20.25 2 year $35.30
CAST YOUR OWN FANTASY FIGURES

10 New Molds
Fantasy Chess Set - Special Figures

SPECIAL
Fantasy Starter Set plus catalog
only $1.30 post paid
(A Regular $19.95 Value)
Or send $1.00 for catalog with color insert

THE DUNKEN CO.
P.O. Box 95D
Calvert, TX 77837
(409) 364-2020

Casting your own Figures
is almost as much fun
as playing the game.

GAME WORKSHOP

is the largest manufacturer of
metal miniature figures. At present
we employ more full-time design
staff than anyone else in the
industry. Worldwide demand for
our product continues to increase
year after year and we are
continually looking to employ new
designers. If you have a proven
track record and would like to work
for the most successful company
in the metal miniatures business,
please write giving full work
history. You should also enclose
where possible, cast samples of
your work.

Write to: Richard Ellard, Games
Workshop, 1220 Key Highway, MD
21230, U.S.A.

DIAMOND DICE, Inc.
324 S Fairview, Park Ridge, IL 60068
(312) 692-7165 — DEALERS INVITED —
All orders add $1.00 for postage.Send $1.00 for catalog

DICE SALE
10-12-80
4-6-80
Ages 4-12
All sets contain six different dice.

94 Set Back Door Dice #6
109 Set Diamond Decor/Blue mix
115 Set Transparent Blue Decor/Red
465 Set Transparent Purple Decor/Red
1487 Set Diamond Dice standard
2000 Set of 8 Assorted Transparent Jumbo Dice
1000 Bag of 100 Assorted Jumbo Dice
107 Bag of 100 Assorted Square Dice
1008 Bag of 100 Assorted Transparent Dice
1084 Bag of 100 Assorted Transparent Fringed Dice
6120 Bag of 20 Assorted D6-6 (Omegadice) Dice

GAME MASTER'S GUIDE™

Many master utilities

GAMES WORKSHOP

$2.95

(Clear, Red, Blue, Orange, Smoke, Yellow, Purple)

(Dice Baggie, Gummi, Leather, 50 dice.)

(Gummi, Leather, 50 dice.)

Western Bones

PO. BOX X
AIRDON, COLORADO 80720
ADD 8.00 FOR POSTAGE AND HANDLING

GAMES WORKSHOP

PO. BOX 756, Lake Geneva WI 53147. If you need special supplies for your role-playing or board-game
enjoyment, the Mail Order Hobby Shop has them — from all parts of the gaming universe!
CONVENTION CALENDAR

DALLASCON '88, June 3-5

The largest gaming convention in the Southwest will be held at the Regent Hotel, Mockingbird and I-35 in Dallas, Tex. This convention covers role-playing, board games, and miniatures. Also included is an AD&D® game open event, along with BATTLETECH®, CAR WARS®, and STAR FLEET BATTLES® game tournaments. Registration opens at 5 P.M. on Friday. Write to: DALLASCON, P.O. Box 867623, Plano TX 75066; or call: (214)247-7981.

INTERDIMENSIONS '88, June 3-5

This convention has been cancelled.

FROM II, June 4

This second-annual role-playing gaming convention will be held at the Cloister Hotel in Frankfurt, Germany (near Alte Oper, St. Ignatius community). The convention will run from 10 A.M. to 10 P.M. on Saturday. Admission is 250 Deutsche Marks (see exchange rate for U.S. equivalent). Game masters and club members are admitted free of charge. For enrollment as a GM, write to: Role-playing and Simulation Game Club "252", r.a., c/o Martin Kliche, In der Roemerstadt 164, D-6000 Frankfurt am Main 50, WEST GERMANY; or call: 01149/69-574 579.

HOBBY CON '88, June 4

Sponsored by Amazing World of Fantasy and Bojo's Records and Tapes, this one-day gaming and collector's convention will be held at the Rome Civic Center on Turner-McCall Blvd. in Rome, Ga, from 10 A.M. to 6 P.M. on Saturday. Guests will include: Mark Bagley, artist of Marvel Comics Spider-Man Annuals; Wayne Van Sant, artist of Marvel Comics The Name; Joe Phillips, artist of Ex-Mutants; and Susan Barrows, Ted Boodhnikat, and Lamar Waldron, creators of Comics Interview's "Mica." Other events will include a D&D® game tournament beginning at 11 A.M., an auction for a charitable organization at 4:30 P.M., a schedule of movies, and hosts of dealers and collectors. Admission is $1 for the entire day. Table rentals are $30 for one 8' table. Write to: Amazing World of Fantasy, 1922 Shorter Avenue, Rome GA 30161; or call (404) 234-5309 after 6 P.M.

CONGREGATE 88, June 10-12

This science-fiction, fantasy, and gaming convention will be held at the Moat House Hotel in Longthorpe, Peterborough, U.K. Terry Pratchett is the guest of honor. Supporting membership fees are £5 and attending membership fees are £11. Write to: A.D. Smith, P.R. Officer, CONGREGATE 88, 25 Cavendish Street, Peterborough, PEI 5EQ, UNITED KINGDOM.

GLATHRICON '88, June 10-12

This gaming extravaganza will be held at the Executive Inn in Evansville, Ind. Very special guest of honor is TSR's own Jeff Grubb; special guest of honor is E. Gary Gygax; and DM of honor is TSR's Harold Johnson. Other guests include Jean Rabe, Frank Mentzer, Penny Petti-
cord, and Gary M. Williams. Events include RPGA™ Network AD&D® game feature, Masters, and Grand Masters tournaments, along with the first MARVEL Super Heroes® game Grand Masters tournament, a JAMES BOND® game, a GAMMA WORLD® game event, the Joe Martin AD&D® game benefit tournament, a masquerade, art show, auction, RPGA™ Network meeting, scavenger hunt, and the Rembert Roast. The cost is $16. Players may preregister for games for $2. Write to: Evansville Gaming Guild, PO. Box 15414, Evansville IN 47716.

HOSTIGOS, June 10-12

This science-fiction convention, which is sponsored by the Penn State Science Fiction Society, will be held in the Hetzel Union Building on the University Park campus of Pennsylvania State University in State College, Pa. Hotel accommodations are available at the Sheraton Penn State located at 240 S. Pugh Street in State College, Pa. Jerry Pournelle will be the author guest of honor and John Carr will be the editor guest of honor. This convention will be held in honor of Pennsylvania's most famous SF writer, H. Beam Piper. There will be numerous panels concerning Piper's life and works, as well as several gaming events, an art show, a dealers' room, and more. Registration is $22. Write to: HOSTIGOS, 400 S. Gill Street, State College PA 16801; or call: (814) 237-5333.

MICHICON GAMEFEST '88, June 10-12

This gaming convention will be held at the Southfield Civic Center in Southfield, Mich. Events include 60 board games, 25 role-playing games, and 60 miniatures events, as well as a BATTLE FOR MOSCON® tournament, 35 dealers' booths, three used-game auctions, and open gaming. Advance admission is $12 for all three days, or $7 for one day. Write to: Mike Bartnikowski, Metro Detroit Gamers, Box 656, Wyandotte MI 48192; or call: Barry Jensen at (313) 391-2910, ext. 325 (days) or Mike Bartnikowski at (313) 929-7744 (evenings).

ROSECON '88, June 10-12

This science-fiction and gaming convention will be held at the Holiday Inn Portland Airport in Portland, Ore. Special guests include: Larry Niven (author of Ringworld), George Takei (Mr. Sulu of Star Trek), D.C. Fontana (Star Trek writer and producer), Rick Sternbach (illustrator for Star Trek: The Next Generation), and Richard Arnold (Star Trek archivist at Paramount). Special events will include an afternoon masquerade, two live-music dances, a western buffet banquet, an art show, all-night casino games, movie previews, open gaming, panel discussions, a dealers' room, and free transportation to Portland's Rose Festival. Membership rates are $30 until June 1, and $35 at the door. Hotel rates are $62 a night, and are arranged by calling (800) HOLIDAY or (503) 256-5000. Write to: ROSECON '88, P.O. Box 69573, Portland OR 97210; or call: (503) 777-2377.

X-CON 12, June 10-12

This science-fiction and fantasy convention will be held at the Red Carpet Inn, 4747 S. Howell Avenue in Milwaukee, Wis. Special guests include: Somtow Sucharitkul as author guest, Bruce Pelz as fan guest, Dell Harris as artist guest, and Wilson "Bob" Tucker as first fandom guest. Scheduled events include an art show, ice-cream social, hucksters' room, masquerade party, and blood drive. Registration is $15 until May 10, or $20 at the door. Terry Carr Memorial Memorabilia are also available after midnight at $18 (this includes a $2 donation to the American Diabetes Association and a listing of your name).
in the program book). Write to: X-CON, Ltd., PO. Box 7, Milwaukee WI 53201.

DAGA, June 12
This science-fiction and fantasy convention will be held from 10 A.M. to 5 P.M. at the Fiesta Motor Inn Ballroom, less than one mile south of exit 28 off U.S. Route 30, in Tumpke, in Willow Grove, Penn. Scheduled events include model-building, look-alike, sound-alike, costume, and trivia contests, with discussions on role-playing games, figure painting, and more. Dealers will display their wares, and various science-fiction and fantasy models and dioramas will be on exhibit. Dealers' tables are $40 and registration is $8 at the door. Send an SASE to: DAGA Conventions, Daniel A. Aunspach, 105 Alison Lane D-15, Horsham PA 19044.

BOREAL 10, June 16-19
* The 10th-annual Francophone science-fiction and fantasy convention will be held in Chicoutimi, Quebec, Canada. Guests include William Gibson, Judith Merril, Gerard Klein, Daniel Serrine, Wojtech Siudmak, and many others. Feature events include a two-day seminar on Francophone science fiction and fantasy, workshops, computer demonstrations, three different art shows, and four showings of Le théâtre sans fil's production of The Lord of the Rings, along with giant puppets and laser effects. Usual activities include: panels, movies, a masquerade, a few cocktail parties, the Boreal Awards ceremony, a brunch, a dealers' room, and much more. For gamers, a role-playing tournament and game demonstrations are included. Low-priced accommodations are available. Registration fees are $50 for the two days of seminars, $35 for the convention for both. Write to: BOREAL, 10,266 Belloe Street, Chicoutimi, Quebec, CANADA G7H-2X8.

THE INTERNATIONAL SUPERMAN * EXPOSITION, NEOVENTION VII, and 1988 STARFLEET* NATIONAL CONFERENCE
June 16-19
Ohio's largest gaming convention proudly sponsors a once-in-a-lifetime event: The International Superman * Exposition at the Cleveland Convention Center. This once-only exposition will take place during NEOVENTION normally held at Kent State University. This major summer happening will also include the STARFLEET* National Conference. Special attractions include: an RPG™ Network AD&D® game Open Masters tournament; BOOT HILL®, MARVEL SUPER HEROES®, CHAMPIONS®, and CAR WARS® tournaments; over 100 AD&D® game and other role-playing game events; over 50 miniatures contests, including Ancients, Napoleonics, and Civil War events; a games auction; a figure-painting contest; a masquerade ball; a city-wide parade; television and movie presentations; major Star Trek and other science-fiction movie displays and floats; and much more. Dozens of science-fiction and fantasy authors and a score of television and movie personalities will be in attendance. In addition, design workshops, panel discussions, and several other events will be featured. Limited preregistration pass prices are $6 per day and $15 for the weekend. Write to: NEOVENTION VII, c/o Neverending Battle, Inc., Suite 852, Hanna Building, Cleveland OH 44115.

POLYCON VI, June 17-19
This science-fiction and fantasy gaming convention will be held at the Santa Lucia Dormitory on the California Polytechnic State University in San Luis Obispo, Calif. Featured events will include fantasy role-playing and war gaming, a games auction, seminars, a miniatures-painting contest, game demonstrations, and a dealers' room. Registration for the weekend are $24 at the door. One-day fees are $12 at the door. Write to: POLYCON VI, Box 168, Julian A. McPhee University Union, California Polytechnic State University, San Luis Obispo CA 93407.

SL RALLY '88, June 25
For the third year in a row, On All Fronts holds its annual SL RALLY with tournaments in SQUAD LEADER® and ADVANCED SQUAD LEADER® games. Held at the Holiday Inn in Conway, Ark., this year's convention will feature $100 cash prizes to be awarded in the ASL tournament. Other prizes will include terrific discounts on wargames at the Game Booth. Preregistration fees are $15. Write to: On All Fronts, PO. Box 265; Marshall AZ 85650.

SCIENCE FICTION ART EXHIBITION
June, 27-August 22
The Orlando Science Center in Orlando, Fla., will feature a collection of art and artifacts from Michael Whelan, Vincent Di Fate, Kelly Freas, and other well-known artists. There will also be a motion-picture artifacts, a film lecture series, and a film festival. Admission is $4 for adults, $3 for children, and $10 for entire families. The Orlando Science Center is located in Orlando Loch Haven Park, just off Interstate 4 in downtown Orlando. Write to: Orlando Science Center, 810 East Rollins Street, Orlando FL 32803-1291; or call: (407) 896-7151.

DALLAS FANTASY FAIR, July 1-3
Budlog Productions presents its largest show of the year. This comic-book, science-fiction, and film convention will be held at the Sheraton Park Central, 12720 Merit Drive, LBJ at Coit, in Dallas, Texas. This event will feature more than 200 dealers' tables, 100 guests of honor, an art show and auction, a masquerade, 24-hour gaming sessions, 24-hour Japanning and video rooms, artists and writers workshops, readings, a dance, an open convention suite, and much more. The anticipated attendance for this convention is 3,000. Tables are available, but write for prices. Admission fees are $20 for all three days paid at the door. Write to: Budlog Productions, P.O. Box 820488, Dallas TX 75382; or call: (214) 349-3367.

NANCON-88 X, July 1-3
The 10th-annual Francophone science-fiction and fantasy convention will be held at the Ramada Inn N.W. Crossing in Houston, Tex. There will be a large dealers' room and an open gaming room available to registrants. Events include AD&D®, BATTLETECH®, SQUAD LEADER®, STAR FLEET BATTLES®, TRAVELLER®, and TWILIGHT! 2000®. The convention will also include miniatures and microwargaming events, including Ancients, Napoleonics, 15mm Napoleonics miniatures and CIVILIZATION®, PARANOIA®, NUCLEAR WARS!, CALL OF CTHULHU®, CAR WARS®, FEDERATION AND EMPIRE®, and team head-to-head AD&D® games. Other events include a miniatures-painting contest, a costume contest, and more. Send an SASE to: Nan's Game HQ, 2011 S.W. Freeway, Houston TX 77098, ATTN: NANCON.

CAPITOLCON IV, July 9
This gaming convention will be held at the Prairie Capital Convention Center in Springfield, Ill. Board, miniatures, and role-playing gaming will be featured at this one-day event. Write to: Bill Wilson, 3320 Gaines Mill Road, Apt. 4, Springfield IL 62704; or call: (217) 787-7092.

COLONIAL CITY GAMEFEST VI
July 9-10
GAMEFEST will again be held in the Memorial Building in Mt. Vernon, Ohio. Role-playing and wargaming events will be sponsored. Admission is $2 per day or $3.50 for both days. Write to: Mt. Vernon Gamers Association, 205 W. Gambier Street, Mt. Vernon OH 43050.

EMPEROR'S BIRTHDAY CONVENTION
July 9
This gaming convention will be held at the Brookside Country Club in Elkhart, Ind. Featured events include RPG™ Network tournament (including AD&D® game and MARVEL SUPER HEROES® game events), BATTLETECH® games, and miniatures competitions. Write to: Bob Hagerty, 227 North 2nd Street, Apt. G, Elkhart IN 46516.

DOVERCON IV, July 16-17
This year's DOVERCON will be held at the University of New Hampshire's Memorial Union Building (MUB) in Durham, N.H. Features include an RPG™ Network AD&D® game Open Tournament, along with many other events. A film festival, miniatures contest, and art competition will also be held. Registration is $15 for both days and must be received no later than July 1 (this includes entry into three events). Registration at the door is $15 for both days and $10 for one (no free entry to events provided). Each event costs $2. Vendor and game master enquiries are welcome. Write to: Information, DOVERCON IV PO. Box 753, Dover NH 03820.

WINDSOR GAMEFEST VI, July 16-17
* This gaming convention takes place at the Ambassador Auditorium in the University Centre at the University of Windsor in Windsor, Ontario, Canada. Special guest of honor is science-fiction and fantasy artist Gideon. Featured events include role-playing, miniatures, and board games, a dealers' room, free movies, and an art exhibit, and several door prizes. Preregistration fees are $10 Canadian for the weekend and $7 Canadian per day. Write to: Windsor Gaming Society, PO. Box 2055, Walkerville Station, Windsor, Ontario, Canada, N8Y 4R5.

HAYSCON IV, July 22-23
This two-day gaming convention will be held at the Memorial Union of Fort Hays State University in Hays, Kans. Numerous strategic, tactical, and role-playing games will be featured, along with seminars, an auction, and a miniatures contest. Expected events will include CALL OF CTHULHU®, BATTLETECH®, CAR WARS®, and TWILIGHT! 2000® games, and an AD&D® game Open Tournament. Pre-registration is $10 for both action-packed days, or $12 at the door. Write to: HAYSCON IV, 1301 Fellen Drive, Hays KS 67601.

MEMPHIS FANTASY CONVENTION
July 22-24
Sponsored by the Memphis Fantasy Convention Association, Inc., this fifth-annual event will be held at the Garden Plaza Hotel in Memphis, Tenn. Scheduled guests include John Ostrander, Tom Yeates, Gary Spiegel, and Allen Hammad. Activities will include extensive gaming, an art show and sale, dealer exhibitions, panel discussions, a costume contest, and a banquet. Daily admission is $10; the weekend costs $21. Send an SASE to: MEMPHIS FANTASY CONVENTION, Box 11081, Memphis TN 38111.

KINGCON IV, July 30
KINGCON IV will be held at the Best Western
Inn in Mt. Vernon, Ill. Sponsored by the Knights of the Griffin, this gaming convention will feature a two-round RPGA™ Network AD&D® game tournament, a three-round ILLUMINATI® tournament, a miniatures contest, and lots of gaming. Preregistration is $3 until July 20 and $5 thereafter. Send an SASE to: KINGCON IV, 501 S. 19th Street, #3, Mt. Vernon IL 62864; or call: (618) 242-7920.

PROJECT...GENESIS III, July 31
The people from PATCO bring yet another fantasy gaming convention, this time to Chimedina's Tavern in Fresno, Calif. This one-day event will run from 9 AM to 11 PM. Featured events include BATTLETECH®, AD&D®, STAR FLEET BATTLE®, CHAMPIONS®, and other game events. Both tournament and open games will be available to all, along with dealers' tables and a swap meet for those wishing to buy, sell, or trade old games and books (table space is required). Preregistration for this event is $3 for the day if paid before July 20, and $5 afterward. Swap meet tables are $5 for the whole table and $3.50 for half. Dealers should call or write for details. Judges are needed for events; those accepted receive a refund on their registration fees. Write to: PATCO, c/o Phillip S. Pittz, 5415 E. Washington, Fresno CA 93727; or call: (209) 255-4682.

OMACON 8, August 5-7
This major Midwest science-fiction, pro-space, and gaming convention is sponsored by Nebras-kans for Advancement of Space Development (NASD), and will be held at the Holiday Inn Central, 3321 S. 72nd Street, in Omaha, Nebr. Write to: OMACON 8, P.O. Box 37851, Omaha NE 68117; or call: (402) 476-7176.

EASTERN N.C. TOY AND HOBBY SHOW August 6-7
This show will be held at the New Cumberland County Agro-Expo Center, just off Highway 301 South, in Fayetteville, N.C. This event includes a swap meet for collectors of comic books and antique and collectible toys, games, model kits, and baseball cards. Daily admission fees are $3. Write to: Carolina Hobby Expo, 3452 Old School Road, Concord NC 28025; or call: (704) 788-8573.

GOLDQUEST 88, August 12-14
This science and fantasy-fiction convention, sponsored by the Goldquest Clubs of Manasota, will be held in Sarasota, Fla., at the Sarasota-Bradenton Airport Holiday Inn on U.S. 41. Board, role-playing, and miniatures games (with awards in several categories) are featured, with miniatures-painting and costume contests, a KILLER® tournament, and more. A dealers' room and 24-hour video room will be held at 7 PM on Friday, August 12, to open the convention. Admission is $8 if paid prior to July 1, and $10 thereafter. Write to: Goldquest Clubs, P.O. Box 1017, Oneco FL 34264-1017; or call and leave your name and address at: (813) 758-0421.

UNICON 1988, August 18-21
This science-fiction and fantasy convention will be held at King Alfred's Teacher 'Raining College in Winchester, Hants., Great Britain. Confirmed guests as of this point include Patrick Tilley (author of Mission, Fade Out, and The Amtrak Wars) and Michael de Larrabeiti (author of The Borribles). Admission fees are $10 for attending memberships. Single room rates are $10. Checks or postal orders should be made payable to WINCON. Payments may be made in U.S. dollars; registrants should learn the current exchange rates before sending any money. Write to: WINCON, 11 Rutland Street, Hanley, Stoke on Trent, Staffs., UNITED KINGDOM; or call: (0782) 271070.

DRAK CON '88, August 20-21
This year's event will be held in the College Dining Room at the Northern College of Education on Hilton Drive in Aberdeen, Scotland. DRAK CON will run from 9 AM to 11:30 P.M. on Saturday and from 9 AM to 3:30 P.M. on Sunday. Now in its third year, DRAK CON has the additional aim of raising money for famine relief. Events for this convention will include an AD&D® game tournament. Admission costs for this event are £5 for adults and £3.50 for children under 16 for both days. There will be a £1 donation registration fee, but no day registrations made before July 9th (or £3 for adults and £2 for children under 16). Bed and breakfast accommodations can be booked in advance at £8.50 per night. Send an SASE to: DRAK CON '88, c/o S. Douglas, 13 Springbank Terrace, Aberdeen AB24 3JN, UNITED KINGDOM, AB1 2LS; or call: (0224) 572125. Make all checks payable to "Dragon Aid." All proceeds for this convention go for famine relief.

HOUSTON FANFAIR, August 20-21
Bulldog Productions presents this small, fun comic-book, science-fiction, and film convention. This event will be held at a hotel to be announced. More than 60 dealers' tables, more than a dozen guests of honor, a masquerade, 24-hour gaming sessions, 24-hour video rooms, writers workshops, an open convention suite, and a huge Saturday night party will be featured events. The anticipated attendance for this convention is 600. Tables are available for $50/$60. Admission fees are $4 for Saturday, $3 for Sunday, and $5 for both days at the door only. Write to: Bulldog Productions, PO. Box 820488, Dallas TX 75382; or call: (214) 349-3367.

FESTICON 88, August 27-28
This gaming convention will be held at the Hotel Syracuse in Syracuse, N.Y. Special events will include AD&D® game tournaments along with many other role-playing and historical events. There will also be TOP SECRET*, KILLER*, and COSTA CONTESTS, and many other game events. In addition, this convention will feature an auction, a miniatures-painting contest, and costume contest. Gaming areas will be open 24 hours a day, and will include all-night events. Registration is $10 for the week-end, if paid before September 22. At-the-door registration is $15 for the weekend, or $4 for Friday and $7 each for Saturday and Sunday. Event fees range from free to $3 for each. Write to: FESTICON 88, c/o Walden III, 547 Allen Street, Syracuse NY 13210.

GATEWAY ’88, September 2-5
This gaming convention will be held at the Los Angeles Airport Hyatt Hotel. Role-playing, wargame, computer game, and family board game tournaments are offered, as well as various seminars and demonstrations, a flea market, a game auction, and an exhibitors' area. Write to: STRATEGICON, 3374 Village Road, Long Beach CA 90808; or call: (213) 820-3675.

AUSTIN FANFAIR, September 17-18
Bulldog Productions presents this small, fun comic-book, science-fiction, and film convention. This event will be held at a hotel to be announced. More than 60 dealers' tables, more than a dozen guests of honor, a masquerade, 24-hour gaming sessions, 24-hour video rooms, writers workshops, an open convention suite, and a huge Saturday night party will be featured events. The anticipated attendance for this convention is 600. Tables are available for $50/$60. Admission fees are $4 for Saturday, $3 for Sunday, and $5 for both days at the door only. Write to: Bulldog Productions, PO. Box 820488, Dallas TX 75382; or call: (214) 349-3367.

SUNCOAST SKIRMISHES '88
September 30-October 2
SKIRMISHES presents the eighth-annual production of this popular gaming extravaganza. This event will take place at the Holiday Inn-Ashley Plaza, 111 West Fortune Street in Tampa, Fla. Room rates are $50 for single or double occupancy. Events include AD&D®, TRAVELER®, STAR FLEET BATTLES®, and CAR WARS® game events, along with Napoleonic, Seaeirk, and board gaming events, a KILLER® tournament, a dealers' room, SCA demonstrations, and many other role-playing and historical events. Hotel reservations may be made by calling: (813) 223-1351. Registration fees are $18 for the weekend. Send your registration fees to receive the program booklet. Write to: SKIRMISHES, PO. Box 2097, Winter Haven FL 33883; or call: (813) 299-6784 or (813) 293-7938.

JUST-A-CON, October 1-2
This broad-scale gaming convention will feature AD&D® and STAR FLEET BATTLE® tournaments, a miniatures demonstration series (hosted by Larry Bloom), lectures, entertainment, a host of role-playing and war games, a dealers' room, and much more. Sponsored by the Commuter Information and Assistance department of the University of North Carolina-Charlotte, this event will be held at the Cone Center on the UNCC campus. Send an SASE to: JUST-A-CON, PO. Box 1927, University City Boulevard, Charlotte NC 28213.

COUNCIL OF FIVE NATIONS 14
October 7-9
This role-playing, board-gaming, and miniatures convention will be held at the Center City Convention Center in Schenectady, N.Y. The convention will have at least two AD&D® game tournaments (sponsored by the RPGA™ Network), as well as a number of other AD&D® game events. There will also be TOP SECRET®, RUNQUEST®, BATTLETECH®, TRAVELER®, and other game events, an art show and costume party. Guests of honor will be announced at a later date. Registration fees are $10 (which includes the first tournament fee and $5 for every tournament after the first). Registrations made before July 15 will receive a half-price discount on tournament fees. Write to: FESTICON 88, c/o Walden III, 547 Allen Street, Syracuse NY 13210.

CHICAGO MODEL & HOBBY SHOW
October 13-16
Sponsored by the Radio Control Hobby Trade Association, this fourth-annual event will be held at the O'Hare Expo Center in Rosemont, Ill. The convention has expanded by over 10,000 square feet this year in order to accommodate exhibitor demand. Over 2,000 retailers and distributors attended last year's show. Write to: CHICAGO MODEL & HOBBY SHOW, 201 Devon Avenue, Suite 205, Des Plaines IL 60019-9535; or call: (800) 323-5155 (in Illinois, call: (312) 329-3131).
Assume the role of your favorite super-spy from movies, television or books. Equip yourself with everything from a Baretta to a bazooka. A Lear to a Lamborghini. And step into the ring. The spy ring.

The all-new TOP SECRET/S.I.™ Game. The world's first espionage role-playing game just got better. More exciting. And more dangerous. Now you've got to be better than Bond at his best.

The new TOP SECRET/S.I. Game comes with a 64-page Administrator's Guide, 96-page Player's Guide and 32-page Equipment Inventory. And it's ideal for beginners or "professional" role-players.

You'll also want to travel back to the 1930's with AGENT 13™. The AGENT 13 Sourcebook provides all the settings and special rules for hard-boiled detectives, G-men, and ruthless gangsters.

Be on the lookout for the new TOP SECRET/S.I. Game and the AGENT 13 Sourcebook. And get into the game. Available at most toy and hobby stores.

BEAT BOND AT HIS OWN GAME.
"THERE'S JUST NOTHING LIKE A SEASONED VETERAN!"

"YOU CALL THAT A KISS?!"

"THE BARBARIAN LUNCH LOOKS GOOD!"
"HAVE YOU BEEN SLEEP-PILLAGING AGAIN?!!"

"...AND REMEMBER WULF, KEEP A SHARP EYE OUT FOR FLYING DRAGONS..."

"OH NO! IT'S THAT 'UNFINISHED PART OF THE DUNGEON' WE FEEL STRANGELY COMPELLED TO AVOID."

"...AND LET FER 2AP THE BADDY WITH HER PARALYZATION WAND!
SIT TIGHT-- LITTLE FIGHTER! I'LL CHEERLEAD."
SNAP QUEST

HEY, YOU GUYS, COME HERE! I CAUGHT DA **@# THEIVES!

POW, WHAT IS DAT THING HE IS POINTIN' AT US?

I DON'T KNOW, SON, BUTHE SAID THAT IT CAN BLOW OUR HEADS OFF!!

SON, DON'T TELL THEM THAT WE CAN CAMOUFLAGE THAT WILL BE OUR LIL' SECRET.

LISTEN YOU'LL, IF YOU GO WITH US TO DA YUKETOOTH MOUNTAINS, AND HELP US GET DA GOLD, WE WILL TAKE YA BACK HOME AN' EXPLAIN EVERYTHING TO YOUR WIFE.

mys Arms are Tired.

YOU CAN TAKE YER HANDS DOWN.

THANKS BUD, BUT NOT GOOD ENOUGH.

WHAT? HEY, I COULD JUS' SHOOT YA NOW FOR STEALIN' OUR TRUCK!!

THAT'S RIGHT.

NOW YOU WOULDN'T DO ANYTHING LIKE THAT, BUDDY, 'CAUSE I CAN TELL JUST BY LOOKIN' AT YA THAT YOU ARE NOT A KILLER AND THAT YOU ARE ONE HONEST DUDE!

WE CAN'T GO BACK TO FAYE EMPTY HANDED... AN' EXPLANATION WONT DO... SHOOT ME NOW!

HUH? OH, I GET IT, YOU GUYS WANT OUR GOLD!

WE DON'T EVEN USE GOLD!

NOPE, WE NEVER HAVE.

SHUT UP! JUS' WHAT KIND OF A DEAL DO YOU WANT?

WELL, ME AN' MY BOY SLY, HERE, HAVE TAKEN A FANCY TO THAT BIG TALKIN' BUG. FAYE LIKES EXOTIC PETS AND WE HAVE NEVER EVER, EVER, SEEN A BUG LIKE THAT ONE!

I'M NO BUG!

NO DEAL. EFFY IS OUR FRIEND!

100 JUNE 1988
Well Sir, let us think about this deal...

Now listen to me, you two can come along far da ride an' give us a hand with da chores or jus' hit da trail!

Come on everyone I think I have a way to get the truck going, I will need everyone's help. We could be rolling again in a few minutes.

Later

C'mon Sly, we're about ready to roll.

But I told you I'm not a bus and I do not need wings.

My momma would jus' loooove you.

The next three days were long, hot, and dusty... many miles rolled under those truck tires.

Hey pop, we is a loooong, long way from home.

Son, I didn't think those mountains were so far away.

That evening...

Why don't we camp here for tonight... Man, I'm beat.

Y'know, when we stop, my body feels like it is still movin!

I think I have dust in my system.

My butt hurts.

Listen, what is that noise?

Thump crash:

I could go to sleep right here, right now.

Somebody is throwin' rocks at us!

Gack!

Avenge, move da truck outta here! I'm gonna go up dere an' put a stop to this.

Yell if ya need help!

Alright, whoever is up dere is in big trouble... I'm gonna kick butt an' take names.

Kah-wah-ki
I'VE HAD A LONG HARD DAY AN' I DON'T NEED VI'S UPSET!

WHAT DA?

HEY, WHAT ARE YOU LIL' DUDES DOIN'? TRYIN' TO KILL SOMEBODY?

HUH? SLOW DOWN... DO YOU CRITTERS HEAR ME?... SAY...

HEY TELERIE, AVESARE, YOU GUYS, GET UP HERE BUT COME AROUND DA OTHER SIDE OF DA HILL...

NE BAKA WOODS.

DAT ROCK IS A LIL' BIG FOR YOU GUYS, WANT ME TO HELP YA?

NE BAKA WOODS.

DERE IT GOES BOYS.

YIIIEEE EEHEAAAAA WHOOOEPEE

SNARF, WHAT IS GOING ON?

I THINK I'M SOME KIND OF HERO.

NEXT ISSUE: FINALLY THE REAL YUKEFOOTH MOUNTAINS COME INTO VIEW.
Games Workshop is proud to announce two new additions to The European Range of metal miniatures. IMPERIAL ARMY and SQUATS are the latest ranges to join our immensely popular series of miniatures, each range containing a multitude of high quality models.

WARHAMMER 40,000 is the amazing battle game of the far future and these models have been designed to fully complement the rich background and excitement of this fascinating new genre. In common with previous titles in The European Range, IMPERIAL ARMY and SQUATS are supplied to retailers in sleeves containing 12 models each with no duplication of models within a sleeve, thus ensuring the maximum possible choice for the collector or gamer.

A World of Difference
MIGHTY FORTRESS

FULLY COMPATIBLE WITH WARHAMMER SIEGE

The Mighty Fortress set allows you to build a wide range of fortifications for use in tabletop games, from the lone Peel Tower to the imposing Border Fortress. Combined with the Warhammer Siege rules, it opens up a whole new sphere of tabletop action for your Warhammer Fantasy Battle and Warhammer 40,000 games.

This set contains four-part towers, 4 plain wall sections, 2 wall sections with gateway, plus a sprue of gates, doors, trapdoors, ladders and other accessories, sufficient to make a castle measuring 28" x 18" x 7" from tower to tower.

From Fantasy...

"At dawn we will face the greatest test of our mastery. But I say this: though starving, hunger will not weaken us; though diseased, illness will not cripple us; and though weary, exhaustion will not claim us. We can fight knowing that all true Rockshields will forevermore honour our valiant gesture of defiance, even though our bodies may be left to feed the breasts of carrion. Mind you - we could always surrender."
Baron von Hahnhorn, The Fall of Castle Groshong

To the 41st Millennium...

The Space Marine heard a noise where no noise should be. Instinctively he pulled forward and started firing. The first Orruc died, then the second, then the third, but despite a hail of bolts the foul creatures continued to advance. All around the fort Orruks were climbing over the parapets, surrounding the Marine. Undaunted, the Imperial warrior prepared to die, and as he charged he cried the Death Chant of his Chapter, "By my death shall I live."
THE FUTURE IS NOW.

Don’t let the worlds of tomorrow pass you by. Explore the galaxy of things to come in the oldest and most famous science-fiction magazine of all time—AMAZING® Stories.

See our subscription card in this issue.